



# Trail to Eagle

**2017 Trail to Eagle Program Guide**

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## **Introduction**

Thank you for registering for Goshen Scout Reservation's Trail to Eagle Program at Camp Marriott! For this program, all participants will be coming as individuals rather than coming with their home Troops. You will be part of a provisional Troop for the week, which will function like your Troop/Crew/Team at home. You will live, cook, complete site chores, and participate in activities together.

During the time when you are not with your Troop, you will work towards completing various Eagle required and other elective Merit Badges. Take a look at the Program Schedule (included in this packet) for more information on what is offered and be sure to look at the prerequisite requirements for each badge so you can be ready for camp.

This program is an opportunity to both earn Eagle Required Merit Badges, and more importantly, develop the traits of an Eagle Scout. In addition to the core Merit Badge Program, we will also be offering various leadership development workshops and initiatives throughout the week. We look forward to helping you along the path to becoming an Eagle Scout!

If you have any questions about Specialty Week, please feel free to contact us at [campmarriott@gmail.com](mailto:campmarriott@gmail.com)

## Check In

When you arrive, whether by bus or car, you will need to check in at the Administration building. Please have your medical form and any medication ready at check in. Once you are checked in, you will need to be taken to your site to get settled with your provisional Troop for the week. Your provisional Scout Leaders will lead you through the rest of the check in schedule.

### Saturday Schedule

Time	Event	Location	Notes
2:00 PM - 4:00 PM	Check In	Administration Building	Includes Medical Checks. Please have your medical form and medication ready.
2:00 PM - 4:00 PM	Medical Checks	Campsites	Camp First Aider will come to the campsites to perform medical checks.
6:00 PM	Dinner	Commissary	Followed by Camp Tour and Dinner
6:00 – 7:00 PM	Scoutmaster Introductory Roundtable	Handicraft Pavilion	Camp Director will go over weekly schedule and disseminate important information
7:00 PM	Reverent Time	TBD	Locations will be given out at Check-in
8:30 PM	Flag Retreat	Parade Field	
10:30 PM	Quiet Time in Camp	Everywhere	

## Daily Schedules

### Sunday Schedule

Time	Event	Location	Notes
9:00 AM – 12:00 PM	Swim Checks	Aquatics	Times will be given out at check-in by Camp Director
1:15 PM	SPL Meeting	OJ Coral	
2:00 PM – 5:00 PM	Afternoon Merit Badges Begin!	Program Areas	See Program Schedule for time and locations
8:15 PM	Staff Introductions and Retreat	Parade Field	
9:00 PM	Campfire	Campfire Circle	Troops will be lead to campfire circle by Camp Commissioners
10:30 PM	Quite Time in Camp	Everywhere	

### General Daily Schedule

Time	Event	Location
7:00 AM	Food Pick Up	Commissary
9:00 AM - 12:00 PM	Program	Program Areas (See program schedule for times and locations)
12:00 PM	Food Pick Up	Commissary
2:00 PM - 5:00 PM	Program	Program Areas (See program schedule for times and locations)
5:00 PM	Food Pick Up	Commissary
7:00 PM - 8:00 PM	Evening Program	Program Areas (See program schedule for times and locations)
8:30 PM	Flag Retreat	Parade Field
10:30 PM	Quiet Time in Camp	Everywhere

# Check Out

## Procedure

Any Scout leaving by vehicle will need to be out of camp by 8:00 AM on Saturday at the latest! Scouts may only leave with a parent or guardian unless the scout's parents have previously arranged departure with the Camp Director. Parents and guardians that are driving may pick up their scouts Friday evening after 7:00 PM.

Before leaving, be sure to check out with your provisional Scoutmaster and sign out at the Administration building. Before leaving, make sure you get your medical form and medications from the Administration building.

For parents and guardians that are picking up Scouts, be sure to check in at the Administration building.

## Friday Early Check-Out Schedule

Time	Event	Location	Notes
5:00 PM	Food Pick Up	Commissary	
7:00 PM - 8:00 PM	Receive Blue Cards, Closing Activities, Packing Up, and Cleaning Site	Camp Site	Scouts that are leaving early may depart starting at 7:00 PM
8:30 PM	Flag Retreat	Parade Field	
After Retreat	Closing Retreat	Campfire Circle	
10:30 PM	Quiet Time in Camp	Everywhere	

## Saturday Schedule

Time	Event	Location	Notes
5:30 AM	Wake Up	Sites	Staff members will be in sites to wake scouts.
5:30 AM	Continental Breakfast	Commissary	Grab a quick bite before you leave!
5:30 AM	Check Out	Administration Building	Scout need to check out and pick up medical forms and medications
6:45 AM - 7:00 AM	Buses Depart	Parking Lot	Scouts have to be ready to get on the bus by 6:45 AM
5:30 AM - 8:00 AM	Departure	Parking Lot	Everyone must be out of camp by 8:00 AM at the latest

## Program Schedule

Location	9:00 AM	10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM
<b>Aquatics</b>	Canoeing A	Kayaking B	--			
	Lifesaving A		Lifesaving B	Lifesaving A&B	--	
	--	Swimming B	Swimming C	--		
<b>Eagle's Eyrie</b>	Cooking A	Family Life A	Cooking B	Citizenship in the Community B	--	Cooking C
	Citizenship in the Nation A	Citizenship in the World A	Citizenship in the Community A	Communications B	Personal Management B	--
	Personal Management A	Communications A	Citizenship in the Nation B	--	Family Life B	--
<b>Ecology</b>	--	Medicine	Forestry	--	Environmental Science B	--
	Environmental Science A	--	Chemistry		--	Sustainability
<b>Handicraft</b>	--	Photography	--			
<b>Scoutcraft</b>	Camping A	--		Camping B	--	Backpacking & Hiking
	Emergency Preparedness A		First Aid B	--	Emergency Preparedness B	
	First Aid A	--			Personal Fitness	--
<b>Shooting Sports</b>	--			--		Archery & Rifle Shoot
	Shotgun Merit Badge Shoot					
<b>Specialty</b>	--			Eagle Scout Skills	Eagle Scout Skills	Eagle Scout Skills
	--				Welding B	

# **General Information**

## **Medical Forms**

Everyone in camp **MUST** have at least Part A & B of the BSA Medical Form filled out and on file in the office. The only exceptions are for guests that are at camp **ONLY** during Official Check-In (Saturday 2:00 PM - 4:00 PM) during Official Check-Out (Saturday 5:30 AM - 7:00 AM), or for Immediate Pick-up or Drop-off during the week.

Part C of the BSA Medical Form must be filled out by a medical professional. This part is **REQUIRED** for anyone who is in camp for more than 72 consecutive hours and for anyone who plans to participate in camp activities.

## **Participants with Special Needs**

We will do our best to make any necessary accommodations in order to provide a welcoming and positive program for all participants. Please contact the camp at least 1-2 weeks in advance of your arrival so we can work with you to develop a plan to provide the best possible programming.

## **Blue Cards**

Each participant should be sure to bring blue cards for each Merit Badge class they are signed up for (and a few extras). Blue cards should be filled out with name, Merit Badge, and unit number filled out in all applicable spots. If you need extra blue cards, we sell them in the Trading Post.



## What to Bring To Camp:

- **PHYSICAL FORMS PROPERLY FILLED OUT BY A PARENT/GUARDIAN & MEDICATION IN ORIGINAL CONTAINER**
- Backpack or bag you can carry your equipment in for at least ¼ mile
- Uniform (Class A, shorts) for flag ceremonies, etc...
- Sturdy hiking shoes
- Water activity shoes (closed toe; optional)
- General clothing for around camp (5 or 6 sets)
- Extra underwear and socks (1 pair per day or more)
- Raincoat and rain pants
- Sweater and/or Jacket
- Hat/sunglasses (optional)
- Sleeping bag or bedding
- Pillow
- Swimsuit
- Plate, cup, bowl, knife, fork, spoon
- Toothbrush and toothpaste
- Towel
- Shampoo
- Washcloth
- Comb or hairbrush
- Soap in container
- Glasses or extra contact lenses (if needed)
- Water Bottles
- Flashlight with extra batteries
- Compass (optional, but may be useful for some activities)
- Pencil, pen, pad/notebook (required for most classes)
- Spending money
- Disposable or water-resistance camera
- Insect repellent (non-aerosol preferred)
- Sunscreen (SPF-30 or higher recommended)
- BSA Handbook
- Any prerequisites for camp activities

We recommend that campers **DO NOT** bring electronics, including handheld games, cell phones, music players, etc.. There is too much of a chance of these items getting lost, broken, rained on, and so on while out in the woods.

## **Camp Rules**

To ensure that all participants get the fullest value out of our program, we ask that all youth and adults agree to abide by the following rules:

- Conduct yourself in a manner consistent with the Scout Oath and Law.
- Participants must follow all BSA standards.
- Every Person staying in camp must have a BSA Medical Form.
- All visitors or adults coming late must check-in at Administration Building.
- All adults over the age of 18 must wear their adult wristband at all times.
- Wear seatbelts if in a vehicle. No passengers in the back of open vehicles (pickup trucks, trailers, etc.).
- All boaters must wear a lifejacket.
- Keep your fires attended at all times.
- Use wood which is on the ground. Do not cut down standing trees.
- Speed Limit - 5 MPH in camp and 20 MPH on the reservation beltway.
- Park in the parking lot. Vehicles are only allowed in sites for loading and unloaded, unless approved by the Camp Director.
- Individuals will be charged for intentional damage to camp property.
- Swim only at the waterfront and only when a lifeguard is on duty.
- No fishing within 100 yards of Aquatics (off limits area is posted).
- Wear closed-toed shoes in camp (except at the waterfront or in the shower).
- Respect wildlife in camp.
- Please do not run in Beautiful Camp Marriott!

## **Buddy System**

We require that youth participants follow the Buddy System at all times while at camp. Please help participants plans so that they can travel to and from program with a buddy, and make sure that participants have a buddy when traveling around camp.

## Emergency Procedures

In the case of an emergency at camp you need to be prepared for our emergency procedures. If an emergency should occur you will hear one of two things: a bell or an air horn.

- **If you hear the bell (Fire Bell):**

This emergency procedure is used for a lost participant, fires, evacuation, and disseminating important information.

Go to your campsite. Once all participants are accounted for, send two messengers to briskly walk to the Administration Building to report in and collect any important information.

- **If you hear an air horn (Lost Bather's Drill):**

This emergency procedure is used to activate the Emergency Action Plan at the waterfront for a potential lost swimmer.

Quickly move to the closest program area, staffed facility, or camp site and remain there until the all clear is signaled by a single, loud air-horn blast. Remain alert for camp or emergency vehicles while on camp roads.

- **Weather Emergencies:**

In the case of extreme weather hearing a signal would be difficult. On the side of each latrine is a copy of our Emergency Action Plan for weather emergencies. This will tell you where the emergency shelter is located for your campsite. We will send out staff members and use the text message alert system in the event of severe weather, but if conditions change quickly, use judgement and proceed to shelters if threatening conditions exist.

**\*\*\*The staff will go over all emergency procedures with you upon your arrival at camp\*\*\***

## **Contact Information**

### **Cell Phones:**

In general, cell phones which operate off of Verizon's towers work at camp. Other carriers have little or no coverage in the area. We recommend that youth participants leave cell phones at home, or at least keep them turned off and in a waterproof container. Campsites are not equipped with power for charging devices.

### **Office Phone Number:**

TO BE DETERMINED

(Please check the Camp Marriott website for the phone number once the season begins)

### **Mailing Address:**

In order to ensure that mail reaches participants by the end of the week, we suggest all mail and packages be sent out no later than Monday of the week in camp.

Participant Name, Unit Number  
Camp Marriott  
Goshen Scout Reservation  
340 Millard Burke Memorial Highway  
Goshen, Virginia 24439

### **Email:**

[campmarriott@gmail.com](mailto:campmarriott@gmail.com)

### **Camp Director:**

Matthew Anderson

## **Trading Post**

The Trading Post is Marriott's Camp Store. We carry camping and outdoor gear, supplies for Merit Badges, snacks, and refreshments, and apparel and souvenirs to remind you of your experience at Beautiful Camp Marriott. Stop by and have a look around!

Times of operation will be posted on the door of the Trading Post.

We carry ...

- Camp Shirts, Hats, Socks, Patches, Toiletries, Sun Block
- Kits for Handicraft Merit Badges, Rocket Kits for Space Exploration, Extra Blue Cards
- Flashlights, Rope, Pocket Knives, Batteries
- Candy, Trail Mix, Popcorn, Bottled Water, Sodas, Juice Drinks
- And so much more!!

**\*\*Pocket Knives will only be sold to youth with an adult with proof of their Totin' Chip and permission of their Scoutmaster\*\***

## **Shower House**

The shower house is located up the trail from the Commissary building towards Sties 7 and 14. The shower house contains individual hot showers and individual bathrooms. We ask that scouts do not use the bathrooms at the shower house during the day unless also taking a shower, and instead use the latrines at their campsite.

### **Hours**

The shower house is open to Scouts and Leaders between 7:00 AM and 10:00 PM except for between 1:00 PM and 2:00 PM for daily cleaning. Scouts must go to the shower house in a group that is accompanied by adult leaders for supervision.

## Program Descriptions and Prerequisites

### Prerequisites

Some Merit Badges have requirements which cannot (or should not) be completed at camp. These requirements may be completed before or after camp, but in order to complete the badge at camp, we will need evidence of completion of the prerequisites. We require:

**If it says to do something (such as cook a meal, meet with your family, etc...):**

Bring a note for an adult who was there and can verify completion (I.E. family member, scoutmaster, etc...) Pictures are not required, but are awesome!

**If it says to make something (such as prepare a survival kit, make an exercise plan, etc...):**

Bring in what you made to show your counselor! This includes written products such as personal fitness plans and documents.

\*Prerequisites may change if Merit Badge requirements are updated. Check <http://www.ncacbsa.org/outdoors/goshen-camps/camp-marriott/> for any updates.

## **Prerequisite Information:**

**Backpacking Merit Badge** - Learn about the basics of backpacking; how to read a map, pack a backpack, shoulder a pack, and how to disperse and carry gear while on trek.

**Prerequisites: 9, 10, 11**

**Camping Merit Badge (E)** - Offers an introduction to many basic outdoor skills; including trip planning, packing, Leave No Trace, basic land navigation, and gear familiarization. Difficult to complete at camp, requirement 9b can be completed on the optional canoeing overnighter.

**Prerequisites: 4b, 5e, 7, 8c, 8d, 9a, 9b\***

**Canoeing Merit Badge** - Learn skills necessary to canoe with confidence and style.

**Prerequisites: NONE**

**Chemistry Merit Badge** - Explore and experiment with the behaviors and interactions of chemicals we use in our everyday lives. See how chemistry is used in the world.

**Prerequisites: NONE**

**Citizenship in the Community Merit Badge (E)** – Scouts will learn about the importance of their community and its role in government. Be prepared o participate as well as write multiple days.

**Prerequisites: 3a, 4a, 4b, 5, 7**

**Citizenship in the Nation Merit Badge (E)** - Scouts will learn about what it takes to be a good citizen in the United States of America. Be prepared to participate as well as write on multiple days.

**Prerequisites: 2, 3**

**Citizenship in the World Merit Badge (E)** - Scouts will learn about being good world citizens by learning about their responsibilities as such and the responsibilities of other people around the world. Be prepared to participate in class!

**Prerequisites: NONE**

**Communication Merit Badge (E)** - Scouts will learn the importance of good communication and how vital communication is to our everyday lives. Be prepared to write a 5-minute speech, an advertisement, and have discussions. Pencil and paper must be brought everyday!

**Prerequisites: 8**

**Cooking Merit Badge (E)** - Scouts will learn the skills to safely handle and prepare food, and develop the basic skills required to make a meal.

**Prerequisites: 4, 6**

**Emergency Preparedness Merit Badge (E)** - Introduces Scouts to various aspects of emergency planning and response, including advanced first aid, search and rescue, backcountry emergency response, and emergency prevention and recovery. This class is 2 hours daily. Good for older Scouts. Need to have the First Aid Merit Badge, certification or skills prior to camp. Need to bring a personal emergency kit to camp.

**Prerequisites: 1, 2b, 2e, 8b**

**Environmental Science Merit Badge (E)** - Learn about the relevance of the scientific view of Nature. This is a time-consuming merit badge. Recommended for Scouts 13 years or older.

**Prerequisites: 3e.1, 3e.2**

**Family Life Merit Badge (E)** – Learn about and discuss what a family is, different types of families, and your role and responsibilities as a family member.

**Prerequisites: 2, 3, 4, 5, 6b**

**First Aid Merit Badge (E)** - Teaches basic first aid for common injuries and medical emergencies that Scouts may face. Not recommended for first year Scouts.

**Prerequisites: 2d**

**Forestry Merit Badge** - Learn about the importance of forests to humans and wildlife, and how they are managed.

**Prerequisites: NONE**

**Hiking Merit Badge (E)** - Offered along with Backpacking Merit Badge. This section is for scouts who have completed the hiking prerequisites and need to meet with a counselor to complete the merit badge. Scouts must bring the prerequisite documents to earn badge.

**Prerequisites: 4, 5, 6**

**Kayaking Merit Badge** - Flat water kayaking with instruction dedicated to other types you may experience. A good sense of balance helps!

**Prerequisites: NONE**

**Lifesaving Merit Badge (E)** - A good challenge for older scouts with powerful swimming skills, teaching basic water rescue skills and knowledge. Love sleeve button down shirt, pants, belt, socks, and shoes need to be brought to camp for Requirement 9.

**Prerequisites: 1a**

**Medicine Merit Badge** - Learn about the men and women who shaped the medical field, how our modern medical system works and what kind of specialties there are in the medical field.

**Prerequisites: 7a, 10**

**Personal Fitness Merit Badge (E)** - Offered during evening open program for Scouts who have already completed their prerequisite requirements and need to work with a counselor to earn badge. Must bring prerequisite document to camp.

**Prerequisites: 6, 7, 8**



**Personal Management Merit Badge (E)** - Learn the basic life skills of managing personal finance, making budgets, and managing your time.

**Prerequisites: 1a, 1b, 2, 8**

**Photography Merit Badge** - Good for Scouts that like technology and wish to learn the basics of photography. Scouts are encouraged to bring their own digital camera if possible. Bring a flash drive for photo sharing.

**Prerequisites: NONE**

**Sustainability Merit Badge (E)** - Learn about all the ways to live a sustainable lifestyle and how we as humans impact our ecosystem.

**Prerequisites: 2, 4, 5a**

**Swimming Merit Badge (E)** - Intermediate swimming instruction on the finer points of in-water locomotion and safety. In addition to being Eagle-required, Swimming satisfies a number of Second and First Class Rank requirements!

**Prerequisites: NONE**

**Welding Merit Badge** - Learn the fundamentals and techniques of welding, along with how to safely work with welding equipment. Recommended for older Scouts.

**Prerequisites: NONE**

# CAMP MARRIOTT

