

Camp Bowman Leader's Guide

2017

The following is an introduction to Camp Bowman. This packet contains:

- Pre-Camp Communications Checklist
- Weekend Schedule
- Program Schedule
- Supplemental Schedule
- Bowman Brigade Schedule (formerly known as FYC)
- Site Inspection Guidelines
- Site Inspection Score Sheet
- Special Program Information:
 - C.O.P.E. & Climbing
 - Venturing at Bowman
 - Bowman Vets
 - Bowman Brigade (First Year Camper)
- Hours of operation for the Trading Post and Quartermaster
- Camp Adventure Award
- Extra Special Scouter Award
- Merit Badge Prerequisites
- Patrol Cooking Menu
- Camp Map
- Unit Leader Evaluations

Pre Camp Communication Checklist:

TWO weeks before camp

Email E-Check-in (sample attached to Leader's Guide) to bowmanstaff@gmail.com *no later than the Saturday* prior to your arrival.

Please be prepared with:

- Contact information - Sometimes the unit leader in charge of camp is different from the one that registered with council on gotogoshen.org. We'd like to have the most accurate information possible so please let us know the people we should contact (email, phone, name)
- The number of patrols (we recommend patrol sizes of 8, min 6, max 10)
- Patrol names (including the adult's patrol if adults are cooking separately from scouts - these will be name used for food pickup)
- Number of scouts in each patrol
- Number of adults in adult patrol
- Total number of people eating with each patrol (if adults are split up to eat with the scout patrols)
- Food and allergy concerns
- Camp Site preference

ONE Week before camp

Phone call to reconcile any incorrect information from council and e-check-ins. Confirm:

- Confirm all the above
- Any questions that have arisen

We will call the contact information listed on the E-Check in.

The **Thursday** or **Friday** before camp

Phone call to inform you of what site we have put your troop for your week at camp.

Weekend Schedule- Camp Bowman

Saturday	Time	Event	Location	Notes
	2:00-2:30pm	Check-In	Administration	Please bring three copies of your roster
		Meet Site guides	Parking Lot	
	2:30-5:00pm	Camp Tour & Medical Checks		Time will be given to you at check-in
	5:00pm	Leaders Meeting	Handicraft	Troop representative required (SM/ASM)
	6:00-7:00pm	Dinner	Flagpoles	Class A uniform
	7:00-8:00pm	Religious Services	Catholic Mass: Chapel	
			Interfaith: Handicraft Pavilion	
	8:30pm	Flags	Flagpoles	Class A uniform
	10:30pm	Camp wide quiet time		All scouts- lights out

Sunday	Time	Event	Location	Notes
	7:00-7:30am	Food Pickup	Commissary	Also pick up staples
	9:00-11:45am	Swim Checks	Chris Lantos Waterfront	Time will be given to you at check-in
		Aquatics MB Check-in	Chris Lantos Waterfront	
		Merit Badge Check-in	Handicraft	
	12:00pm	Food Pickup	Commissary	
	2:00pm	Merit Badge Classes Begin		Scouts, try to arrive a couple min early
	5:00-5:30pm	Food Pickup	Commissary	
	7:00pm	Safe Swim Defense	Chris Lantos Waterfront	On land
		Safety Afloat		
	8:30pm	Flags and Campfire	Flagpoles	Class A uniform
	10:30pm	Camp wide quiet time		All scouts- lights out

*Chris Lantos Waterfront (CLW)

Bowman Program Schedule 2017

Time	Aquatics	Shooting Sports	Nature	Scoutcraft	Handicraft	Admin
9:00-9:50 AM	Swimming A-FYC A Canoeing A Kayaking A Instructional Swim-run by BowBrig Water Sports A (1.5 Hours)	Rifle OS Shotgun OS Archery OS	Envi Sci. A Forestry	Pioneering A (2 Hours) Orienteering A Wild. Surv. A	Basketry A Leatherwork A Theater A BowBrig A Group	Leaders Meeting (s) 9:15 (Mon- Weds & Fri)
10:00-10:50 AM	Swimming B-No BowBrig Canoeing B Motor Boating A Lifesaving A (1.5 Hours) Rowing A	Rifle A Shotgun A Archery A	BowBrig Mammals Nature	Cooking A (2 Hours) Camping A	Basketry B Leatherwork B Welding A	First Aid A
10:30-11:50 AM	Water Sports B (1.5 Hours)					
11:00-11:50 AM	Motor boating B Swimming-BowBrig B Canoeing C Kayaking B Instructional Swim-run by BowBrig	Rifle MBS Shotgun OS Archery MBS	Chemistry Weather	Emergency prep A Wild Surv. B	Basketry C Leatherwork C BowBrig B Group Welding B	Communications A
1:00-1:50 PM	Siesta Kayaking C Rowing B Motor boating C Sailing A (1.5 Hours) Lifesaving B (1.5 Hours) Adult Class-Water requirements	Troop Shoot (Mon-Thurs)	Nature Hike (Tues)	Orienteering Course (Thurs)	Siesta	Public Leaders Meeting (Thurs)
2:00-2:50 PM		Rifle OS Shotgun OS Archery OS	Geology Envi. Sci. B	Pioneering B (2 Hours) Orienteering B Camping B	Open Program Music A Woodcarving A	
3:00-3:50 PM	Open Swim	Rifle B Shotgun B Archery B	Mammals B Fish and Wildlife Management	Cooking B (2 Hours) Wild Surv. B	Open Program Architecture A Woodcarving B	First Aid B
3:30-4:50 PM	Sailing B (1.5 Hours)					
4:00-4:50 PM	Open Swim/Boat	Rifle MBS Shotgun OS Archery MBS	Envi. Sci C Bird Study Reptiles and Amphibians	Emergency prep B Camping C	Open Program Theater B Woodcarving C	Communications B
7:00-7:50 PM	Mile Swim Open Boating Adult Class-Land requirements	Rifle OS Archery OS Action Archery [Run by Shotgun Director]	Astronomy Fishing	Open Program	Art Music B Architecture No Open Program	

*BowBrig= Bowman Brigade (First Year Camper program formerly known as FYC)

Supplemental Schedule (Visual)- Camp Bowman

	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00 AM								Pick Up Meds & Forms
7:00 AM								(6:00am)
8:00 AM								
9:00 AM		Merit Badge Check in & Q/A (9:00am- 12:00pm)	Leaders Round Table (9:15 am)					
10:00 AM								
11:00 AM								
12:00 PM								
1:00 PM				Nature Hike (1:00pm)	Cooking Demo (1:00pm)	5 Mile Hike (1:00pm)		
			SPL Meeting (1:00pm)					
2:00 PM			Swim and Water Rescue (2:00pm)	Paddle Craft Safety (2:00pm)	Water Carnival (2:00pm)			
3:00 PM								
4:00 PM							SM/SPL Shooting Competition (4:00pm)	
5:00 PM	Intro Leaders Meeting (5:00pm)							
6:00 PM								
7:00 PM	Religious Services (7:00pm)	Safe Swim Defense & Safety Afloat (7:00pm)	Camp-wide Event and Leaders MB Walkthrough (7:00pm)	Wilderness Overnighter (7:00 pm - Flag Poles)			Tear down / Packup (12:00pm onward)	
		Mile Swim (7:00pm)						
8:00 PM	Flag Lowering & Announcements (8:30pm)							
		Camp Fire Post Flags			CPR Demo (8:45pm)	Camp Fire Post Flags		

Supplemental Schedule- Camp Bowman

Day	Time	Event	Location
Sat	5:00 PM	Introductory Leaders Meeting	Handicraft
Sat	7:00 PM	Religious Services	Handicraft/Chapel
Sat-Fri	8:30 PM	Flag Lowering Ceremony	Flagpoles
Sun	9:00am-12:00 PM	Merit Badge Check-in	CLW (Aqua) & Handicraft
Sun	9:00-11:00AM	Q/A Open Session	Handicraft
Sun-Mon	7:00 PM	Safety Afloat& Safe Swim Defense	Chris Lantos Waterfront
Sun, Mon, & Wed	7:00 PM	Mile Swim Tune Ups *	Chris Lantos Waterfront
Mon-Tues	2:00 PM	Swimming and Water Rescue	Chris Lantos Waterfront
Wed-Thur	2:00 PM	Paddle Craft Safety	Chris Lantos Waterfront
Mon-Fri (except Thurs)	9:15 AM	Leader's Round table	Admin
Mon-Tues	1:00 PM	SPL Meetings	Cooking Demo
Tues	1:00 PM	Nature Hike	Nature
Tues	7:00 PM	Camp-wide Event	Flagpoles
Tues	7:00 PM	Leader's MB Walkthrough	Admin
Wed	7:00 PM	Wilderness Survival Overnighter	Scout Craft
Wed	1:30 PM	Orienteering Course	Bowman Brigade area
Thur	1:00 PM	Leader's Round table	Admin
Thur	7:00 PM	Mile Swim	Chris Lantos Waterfront
Thur	7:00 PM	Orienteering Course (Makeup)	Bowman Brigade area
Thur	1:00 PM	5 Mile Hike	Flagpoles
TBD	9:00 PM	Astronomy Hike**	Nature
Wed-Thur	After flags	CPR Demo	Handicraft
Fri	12:00 PM	Teardown/ Packup	Sites
Fri	2:00 PM	Water Carnival	Chris Lantos Waterfront
Fri	4:00 PM	SM/SPL Shooting Competition	Shooting Sports
Sat	6:00-7:00AM	Pick Up Meds & Forms	Admin
		*required for Mile Swimmers	
		**weather dependent	
		^Chris Lantos Waterfront (CLW)	

Bowman Brigade (First Year Camper Program) Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
9-9:50	Sign-up *Adult Leader only (Handicraft)	Group A: Swimming MB (Chris Lantos Waterfront)				
		Group B: Basketry and/ or Leatherwork MB (Handicraft)				
10-10:50		All Groups: Mammals <i>Mon-Weds</i> , Leave No Trace <i>Thurs & Fri</i> (Nature)				
11-11:50		Group B: Swimming MB (Chris Lantos Waterfront)				
		Group A: Basketry and/ or Leatherwork MB (Handicraft)				
12-1:00	Lunch					
1-1:50	Siesta	Siesta	Nature Hike SC: 4 FC: 5a (Nature)	Orienteering *Starts at 1:30 SC: 3a, 3d (FYCA)	Five Mile Hike TF: 5(a-c) SC: 3b, 3c *Note: Each person must have a 1 liter water bottle, rain gear, sturdy shoes, sun protection, and personal first aid kit. Also, be prepared with swimwear, towel, and sun protection as we may swim after the hike as time permits. (FYCA)	*Note: Instructors are available, by request, for merit badge makeups until 5pm.
2-2:50	Patrol Method and Team Games SR: 3a,3b TF: 2c (FYCA)	Knot Review and Lashings: FC: 3(a-d) (FYCA)	First Aid SC: 6(a,b) FC: 7(a-c) (FYCA)			
3-3:50	Knots SR: 4a TF: 3(a- c) SC: 2f, 2g (FYCA)		Fire Building Contest SC: 2(a-c) (FYCA)			
4-4:50	Free Swim/Instructional Swim (Chris Lantos Waterfront) OR Open Program at Handicraft					Refer to supplemental schedule for optional activities.
5-7:00	Dinner					
7-8:00	Totin' Chip and Fire Contest Prep SR 1e, 5 TF: 3d (Scoutcraft)	Totin' Chip 2 and Fire Contest Prep SR: 1e, 5 TF: 3d (Scoutcraft)	Camp Wide Event (TBD)	Open Shoot-optional (Shooting Sports)	Open Shoot-optional (Shooting Sports)	Camp Site Clean Up (Your Site)

Legend:

FYCA: First Year Camper Area- follow trail from nature pavilion

- Scouts participating in the program, should meet in the assigned area listed in parenthesis
- SR= Scout Rank Requirement(s) TF = Tenderfoot Requirement(s), SC = Second Class Requirement(s), FC = First Class Requirement(s)
- Scouts wanting to participate in the 3/4 or Mile-Swim, must arrange with FYC Director

This program is designed for scouts who have limited camping experience.

Typical age of participants is 10 - 13, good for younger scouts.

Troop Site Inspection Criteria

1. Tents:

- a. Ensure flaps are *uniform* throughout patrol site. Open or closed.
 - i. Tents will be inspected regardless of flap position
- b. Tents must be *neat and orderly*. Keep in mind trash in and around tent.
- c. *Clear walkway* between cots must be present to ensure ability to quickly exit.
- d. Nothing *hanging off* or *tied* to outriggers.
- e. No trash or food in tent.

2. Safety:

- a. Ax yard must be *clearly marked* and a safe distance from patrol site.
- b. Ensure any clotheslines are at a *safe height (5ft with flagging tape)* and out of walking paths.
- c. Site should have no hazards to scouts and scouters.
- d. No signs of unsafe activity.
- e. Make sure Quatsyl is *not on* latrine sink.
- f. Propane must be **turned off** at tank.
- g. Shovels and rakes must not be laying on the ground
- h. Fires require supervision at all times.
- i. Trash must be disposed of in the camp dumpster after every meal. (Please don't hang on guidelines or poles of dining fly).
- j. Unauthorized cars in sites are not permitted

3. Camp Improvements:

- a. Self-explanatory: make cool things and get cool points.
- b. Be creative.
- c. Must have camp director approval for permanent improvements.

4. Fire Guard:

- a. "Fireguard" sheet must be posted on latrine or message board in plain sight.
- b. Daily slot is filled out with name of designated fire warden
 - i. Designate a fire warden, for each day, at the beginning of the week and fill in the fireguard sheet accordingly.
- c. The designated fire warden should initial the "Equipment Check" box on their designated day signifying they are taking responsibility from the previous fireguard.
 - i. Make sure fire bucket is full of water
 - ii. Overflow fire bucket daily to prevent mosquito growth

5. Chuck Boxes:

- a. All stoves must be clean
- b. Cookware should be clean and stored in Chuck Boxes
- c. Edible items should be kept in bear boxes (blue) provided.
 - i. Any unused food item that may go bad should be thrown away after each meal.
- d. Dishwater should be disposed of.

6. Latrine:

- a. Latrine should be *washed daily*.
- b. No toilet paper or trash should be on the ground in or around the latrine.
- c. Wash rack should be *clean* and personal items should not be left out.
- d. Disconnect hose from the faucet after use.

7. Overall Appearance/ Trash and Trails:

- a. Sites and trails leading to and from should be clean and tidy.
- b. No trash on ground.
- c. Site should look *neat and tidy*.
- d. Remove all trash after every meal. **Trash should be taken to dumpster three times a day.**

Site Inspection- Camp Bowman

	Site:_____	Troop:_____	Week:_____		
	Monday	Tuesday	Wednesday	Thursday	Points Possible
Tents					5
Safety					5
Camp Improvement					5
Fire Guard					5
Chuck Boxes					5
Cooking Area					5
Trash/ Trails					5
Latrines					10
Overall Apperance					5
Total Score					/50

Special Programs – Bowman 2017

Venturing:

Our venture program is designed for scouts to achieve the Bronze/Ranger Award, while at camp. We are able to offer:

- Core requirements: 1(First Aid), 2(Communications), 3(Cooking), 4(Emergency Prep- *has some prerequisites*), 5(Land Navigation), 7(Wilderness Survival), and 8 (Conservation)
- Electives: 4(Ecology), 7A-B(Fishing), 9 (Lifesaver), 10 (Mountaineering), 13 (Plants and Wildlife), 14 (Challenging Outdoor Personal Experience), 16 (Shooting Sports), 17 (Watercraft)

On the first day that the venture crew members arrive they are able to set their own elective and core combinations to best fit their desires for camp. If the Venturers only need parts of the Bronze Award/ Ranger Award, they are able to work in conjunction with our Bowman Vets Program. For project C.O.P.E. and the watercraft portion of the electives we will be in coordination with Lenhoksin high adventure camp. **Even if Venture Scouts are in the Bowman Vets Program, please communicate with our Area Directors about the requirements they plan on completing. The following Area Directors are in charge of the following venturing requirements:**

- **Nature Director:** Elective 4, 7, 13 and Core 8
- **Scoutcraft Director:** Core 3, 4, 5 and 7
- **Aquatics Director:** Elective 9
- **Shooting Sports Director:** Elective 16
- **Program Director:** Core 1, 2 and Elective 10, 14 and 17.

For More Details on These Requirements Please Refer to the Venturing Guide.

There are also opportunities for complete requirements for the Venturing, Discovery, Pathfinder and Summit Awards Outlined in the Venturing Guide.

Bowman Vets:

Bowman Vets is a program started in 2010 specifically designed to keep older scouts coming back to camp. With it's mix of unique merit badges (Geocaching, and Search and Rescue), special programs (wakeboarding, mountain boarding, stand up paddle boarding, and C.O.P.E.) and challenging treks (Jump Rock). Bowman Vets brings together some of the best experiences that Goshen has to offer- all for your older scout.

- See Bowman Vets Director.

Bowman Brigade (First Year Camper):

Bowman's First Year Camper (Bowman Brigade) program is designed to help young scouts have a great experience during their first summer. Bowman Brigade brings together rank advancement (Tenderfoot, 2nd Class, and 1st Class) and merit badges (mammal study, leatherwork or basketry, swimming and open shoot!) in one program, allowing the scouts to see every part of beautiful camp bowman every day, getting them excited about future summer camps, and providing a healthy dose of fun.

- See Bowman Brigade Director for more information.
- Designed for scouts with limited camping experience - typical age is 10 - 13, good for younger scouts.

Action Archery:

Action Archery takes bow marksmanship to a whole new level. Moving targets, multiple firing distances, trick shots, and backwoods bow course make this the place to test out your skills after the initial challenge of the Archery Merit Badge.

- See Archery Director for more information.

COPE, Climbing, and ATV Schedule

Monday thru Friday

C.O.P.E:

Session 1: 9:00am – 11:50am

Climbing MB:

Session 1: 2:00pm - 3:30pm

Session 2: 3:30pm-5:00pm

Open Climbing:

Monday – Thursday 7:15pm – 8:30pm

- Sign up with Bowman's Program Director, program has 25 scout cap. 1st come 1st serve

*Reminder: All scouts should bring water bottles and **wear sturdy closed-toe shoes** for both Climbing MB and COPE programs.

ATV Program:

- Limited Availability - usually coordinated through Bowman VETS. Must be 16 yrs old.
- Highly Recommended by staff!
- Contact Reservation ATV Director/Bowman Program Director for more information
- If you have a scout who might be interested please contact us at bowmanstaff@gmail.com to learn more about necessary forms to bring to camp

Hours of Operation Trading Post and Quartermaster

Quarter Master							
	Sun	Mon	Tues	Wed	Thru	Fri	Sat
6:00							all day long
6:30		6:45-7:30					
7:00	6:45-						
7:30	8:30						
8:00							
8:30							
9:00							
9:30							
10:00						10:00-12:30	
10:30							
11:00							
11:30		11:45-12:30					
12:00	12-1230						
12:30							
1:00						1:00-5:00	
1:30							
2:00							
2:30							
3:00							
3:30					3:45-		
4:00					4:30		
4:30		4:45-5:30					
5:00	5:00-						
5:30	6:15						
6:00							
6:30						6:45-flags	
7:00							
7:30							
8:00		**					

*Also available by request

**Available 15 min before and after flags Mon-Thru

Trading Post						
	Sun	Mon	Tues	Wed	Thru	Fri
6:00						
6:30						
7:00						
7:30						
8:00						
8:30						
9:00	9:00-11:50					
9:30						
10:00						
10:30						
11:00						
11:30						
12:00						
12:30						
1:00	2:00-5:00	1:00-5:00				2:00-5:00
1:30						
2:00						
2:30						
3:00						
3:30						
4:00						
4:30						
5:00						
5:30						
6:00						
6:30						
7:00	7:00-8:00		7:00-8:00			
7:30						
8:00						
* Open after flags Mon, Wed, and Thru						

Camp Adventure Award- Bowman

Unit #:_____ Site: _____

One of Camp Bowman's core principles is to "go the extra mile." This award is a unique ribbon presented to elite units who exemplify this principle and have gone the extra mile to participate in the overall camp program. Each unit in camp has the opportunity to bring home the Camp Adventure Award.

To "go the extra mile" troops must complete the following:

1. Each patrol in the troop participated in at least six of the following activities:
 - o Polar Bear Swim
 - o Water Carnival
 - o Nature Hike
 - o Astronomy Hike
 - o Camp-wide Event
 - o Troop Shoot
 - o Open Boating
 - o Pirates' Breakfast
 - o Hike to Viewing Rock
 - o Hike to Forge Rock
 - o Hike to Jump Rock
2. At least one patrol volunteered to serve as the flag lowering crew or shower house cleaning crew.
3. The troop attended each day's flag ceremony.
4. The Senior Patrol Leader attended each SPL meeting.
5. The troop achieved one inspection score during the week above a 40.
6. Each member of the troop has accomplished at least one of the following:
 - o Earned a merit badge
 - o Advanced in swim classification
 - o Advanced a rank
7. At least 75% of the troop members participated in either an approved conservation or service project.
8. Troop and Patrol Programs are posted on the troop site bulletin board at all times.

Certification Signatures

Scout master _____

Senior Patrol Leader _____

Commissioner _____

*Please deliver this form to your commissioner by Friday at noon.

Extra Special Scouter – Camp Bowman (Adult Leader Award of Merit)

SM/ Leader Name _____ Troop# _____ Site _____

In order to receive this certificate of recognition, you must complete 6 of the following activities:

- _____ Adult Leader Service Project (arrange with Commissioners)
- _____ Instructional Swim *volunteer*
- _____ First Year Camper 5-Mile Hike *volunteer*
- _____ First Aid Merit Badge *volunteer* victim
- _____ Perform an evening flags “song”
- _____ Teach a First Year Camper skill (arrange with FYC Director)
- _____ Best Bribe to a Commissioner or Camp Director (money is not accepted)
- _____ SM/SPL Shooting Competition**
- _____ Complete a swim check
- _____ Complete a “unique” hiking stick
- _____ Complete Safety Afloat and Safe Swim Defense training
- _____ Complete Climb on Safely Training

All items must be signed off by the Camp Director, Assistant Camp Director, Program Director, Area Director, Business Manager, or Camp Clerk.

**SM/SPL shoot competition is to be completed during the SM/SPL shoot which takes place on Friday. If another leader would like to partake they may organize another competition during Open Shoot with the Shooting Sports Director.

COOKING MERIT BADGE OVERVIEW

There have been many changes to the Cooking Merit Badge in recent years. However, Camp Bowman is committed to guiding scouts through as many requirements as possible. The following is a description of the requirements that can be done at camp, and requirement that should be done elsewhere. PLEASE READ THE FOLLOWING CAREFULLY.

Requirements Earned at Camp

1a-e:

These requirements require scouts to learn health, safety, and first aid procedures of cooking.

2a-e:

These requirements are centered around learning how to live a healthy lifestyle as well as reading food nutrition labels, and food ingredients.

3a-c:

These requirements are about cooking methods.

5a-h

Planning meals for camp cooking and cooking them.

7:

This requirement involves discussing cooking careers.

Requirements that Should be Done Elsewhere:

Req. 4a-e:

Requirement 4 is **similar** to Requirement 5. However, instead of planning, cooking, and cleaning for a patrol, they will plan, cook, and clean for their **families**.

Req. 6a-f:

Requirement 6 is also **similar** to Requirement 5. However, instead of planning, cooking, and cleaning for a camping setting, scouts will plan, cook, and clean for a **backpacking setting**.

If you have any questions or input, feel free to contact the Program Director Daley Howard (Daleyhoward@mcps.org) .

Camp Bowman Prerequisites

Nature

Astronomy

6b. Sketch the phase and the daily position of the Moon, at the same hour and place, for four nights within a one week period. Include landmarks on the horizon such as hills, trees, and buildings. Explain the changes you observe.

During the week, there will opportunities to complete the 3-hour astronomy hike (Requirement 8b)

- During this hike they will also complete requirements 4, 5d, 7c.
- However, the weather does not always cooperate, so there is no guarantee the hike will be completed. If your scouts plan on taking astronomy, they should bring warm clothes.

Environmental Science

Not recommended for younger scouts.

Fishing

Scouts do not always have to time to fish outside of class. If your scouts have a full schedule, it is recommended they complete **Requirement 9&10** (catch, identify, cook, and clean a fish) before camp.

MAKE SURE SCOUTS BRING THEIR OWN FISHING RODS.

Fish and Wildlife Management

It is recommended to complete requirement 7 (either a,b,c, or d) prior to camp.

7c: Can be done if troops provide fish (3 in total). The fish do not need to be caught at the lake.

Bird Study

5: Observe and be able to identify at least 20 species of wild birds. Prepare a field notebook, making a separate entry for each species, and record the following information from your field observations and other references. **a.** Note the date and time. **b.** Note the location and habitat. **c.** Describe the bird's main feeding habitat and list two types of food that the bird is likely to eat. **d.** Note whether the bird is a migrant or a summer, winter, or year-round resident of your area. **(Merit Badge Counselor can work with scouts on this requirement, however because the required number of observations is 20, it is highly recommended, scouts have started this requirement prior to camp.)**

Nature

Requirement 4 involves a lot of observation, which requires a lot of free time at camp. If a scout has a full schedule is is **highly recommended** that they complete/start the requirement prior to camp.

-It should be noted that part of their collections and observations include fishing, so a fishing rod is required if they plan on completing that portion of the merit badge at camp.

Reptiles and Amphibians

8: Scouts can either:

a. Maintain one or more reptiles or amphibians for at least a month. Record food accepted, eating methods, changes in coloration, shedding of skins, and general habits; or keep the eggs of a reptile from the time of laying until hatching; or keep the eggs of an amphibian from the time of laying until their transformation into tadpoles (frogs) or larvae (salamanders). **OR**

b. Choose a reptile or amphibian that you can observe at a local zoo, aquarium, nature center, or other such exhibit (such as your classroom or school). Study the specimen weekly for a period of three months. At each visit, sketch the specimen in its captive habitat and note any changes in its coloration, shedding of skins, and general habits and behavior. Find out, either from information you locate on your own or by talking to the caretaker, what this species eats and what are its native habitat and home range, preferred climate, average life expectancy, and natural predators. Also identify any human-caused threats to its population and any laws that protect the species and its habitat. After the observation period, share what you have learned with your counselor.

Weather

Do ONE of the following:

9a: Make one of the following instruments: wind vane, anemometer, rain gauge, or hygrometer. Keep a daily weather log for one week using information from this instrument as well as from other sources such as local radio and television stations, NOAA Weather Radio All Hazards, and Internet sources (with your parent's permission). Record the following information at the same time every day: wind direction and speed, temperature, precipitation, and types of clouds. Be sure to make a note of any morning dew or frost. In the log, also list the weather forecasts from radio or television at the same time each day and show how the weather turned out.

9b: Visit a National Weather Service office or talk with a local radio or television weathercaster, private meteorologist, local agricultural extension service officer, or university meteorology instructor. Find out what type of weather is most dangerous or damaging to your community. Determine how severe weather and flood warnings reach the homes in your community.

Scoutcraft

Emergency Preparedness

Scouts MUST have the First Aid Merit Badge to sign up.

2c: Prepare an emergency plan with your family for 10 of the situations discussed in requirement 2b.

8b. Prepare an emergency service pack WITH your family and BRING it to Camp

Camping

8c: Prepare a camp menu. Explain how the menu would differ from a menu for a backpacking or float trip. Give recipes and make a food list for your patrol. Plan two breakfasts, three lunches, and two suppers. Discuss how to protect your food against bad weather, animals, and contamination.

8d: Cook at least one breakfast, one lunch, and one dinner for your patrol from the meals you have planned for requirement 8c. At least one of those meals must be a trail meal requiring the use of a lightweight stove

9a: Camp a total of at least 20 nights at designated Scouting activities or events.* One long-term camping experience of up to six consecutive nights may be applied toward this requirement. Sleep each night under the sky or in a tent you have pitched. If the camp provides a tent that has already been pitched, you need not pitch your own tent.

9b: On any of these camping experiences, you must do TWO of the following, only with proper preparation and under qualified supervision. **(1.** Hike up a mountain, where at some point you are 1,000 vertical feet higher in elevation than where you started, **2.** Backpack, snowshoe, or cross-country ski for at least 4 miles, **3.** Take a bike trip of at least 15 miles or at least four hours, **4.** Take a non-motorized trip on the water of at least four hours or 5 miles. **5.** Plan and carry out an overnight snow camping experience. **6.** Rappel down a rappel route of 30 feet or more.

Cooking: Please read attached overview.

Aquatics

Scouts MUST pass the swimmers test on the first day to sign up for any Merit Badges at Aquatics.

Lifesaving

The Lifesaving Merit Badge involves a large amount of long distance swimming. Based on past history we **HIGHLY RECOMMEND** the scouts be at least 13 years old to participate.

7e: Scouts should bring a long sleeve button up shirt and long pants to complete the rapid disrobement requirement.

Handicraft

Theater

1: See or read three full-length plays or scripts. These can be from the stage, movies, television, or video. Write a review of each. Comment on the story, acting, and staging.

Music

3: Do TWO of the following:

a. Attend a live performance, or listen to three hours of recordings from any two of the following musical styles: blues, jazz, classical, country, rock, bluegrass, ethnic, gospel, musical theater, opera. Describe the sound of the music and the instruments used. Identify the composers or songwriters, the performers, and the titles of the pieces you heard. If it was a live performance, describe the setting and the reaction of the audience. Discuss your thoughts about the music.

b. Interview an adult member of your family about music. Find out what the most popular music was when he or she was your age. Find out what his or her favorite music is now, and listen to three of your relative's favorite tunes with him or her. How do those favorites sound to you?

c. Had you ever heard any of them? Play three of your favorite songs for your relative, and explain why you like these songs. Ask what he or she thinks of your favorite music. Serve for six months as a member of a school band, choir, or other organized musical group, or perform as a soloist in public six times.

d. List five people who are important in the history of American music and explain to your counselor why they continue to be influential. Include at least one composer, one performer, one innovator, and one person born more than 100 years ago.

Woodcarving

SCOUTS MUST HAVE THEIR TOTIN' CHIP TO FINISH THIS BADGE

Supplies can be purchased at the Trading Post for about \$10.

Basketry

Supplies can be purchased at the trading post for about \$15.

Leatherwork

Supplies can be purchased at the trading post for about \$15.

Shooting Sports

*For every Shooting Sports Merit Badge offered, it is **HIGHLY RECOMMENDED** that scouts have time to shoot outside of class. If they do not have time to shoot outside of class, they are **MUCH** less likely to qualify for the merit badge.*

Shotgun Shooting

Shotguns have strong recoil when they are shot. Scouts taking the Shotgun Shooting MB **MUST** be physically fit enough to withstand the recoil and hold a 10-pound gun in hot weather while shooting up to 25 consecutive shells. This is very challenging for most scouts younger than 13 unless they have significant prior shotgun shooting experience. Shotgun shells can be purchased at the Trading Post.

Archery

Not recommended for younger scouts. Bows require physical strength to fully draw and hold at a consistent anchor point. This makes the qualifying score (requirement 5, Option A, f1) challenging for most scouts under 13 unless they have significant prior archery experience.

Action Archery

The Action Archery course is a Bowman exclusive. Set in a clearing south of the main Shooting Sports area are a wide variety of challenging targets, including tires, foam blocks and bags, all set among trees and brush at varying ranges. The course will be open to all Scouts and leaders during evening program or by appointment. Visit the Shooting Sports area for more information.

Admin

First Aid

2d: Prepare a first aid kit and bring it to camp.

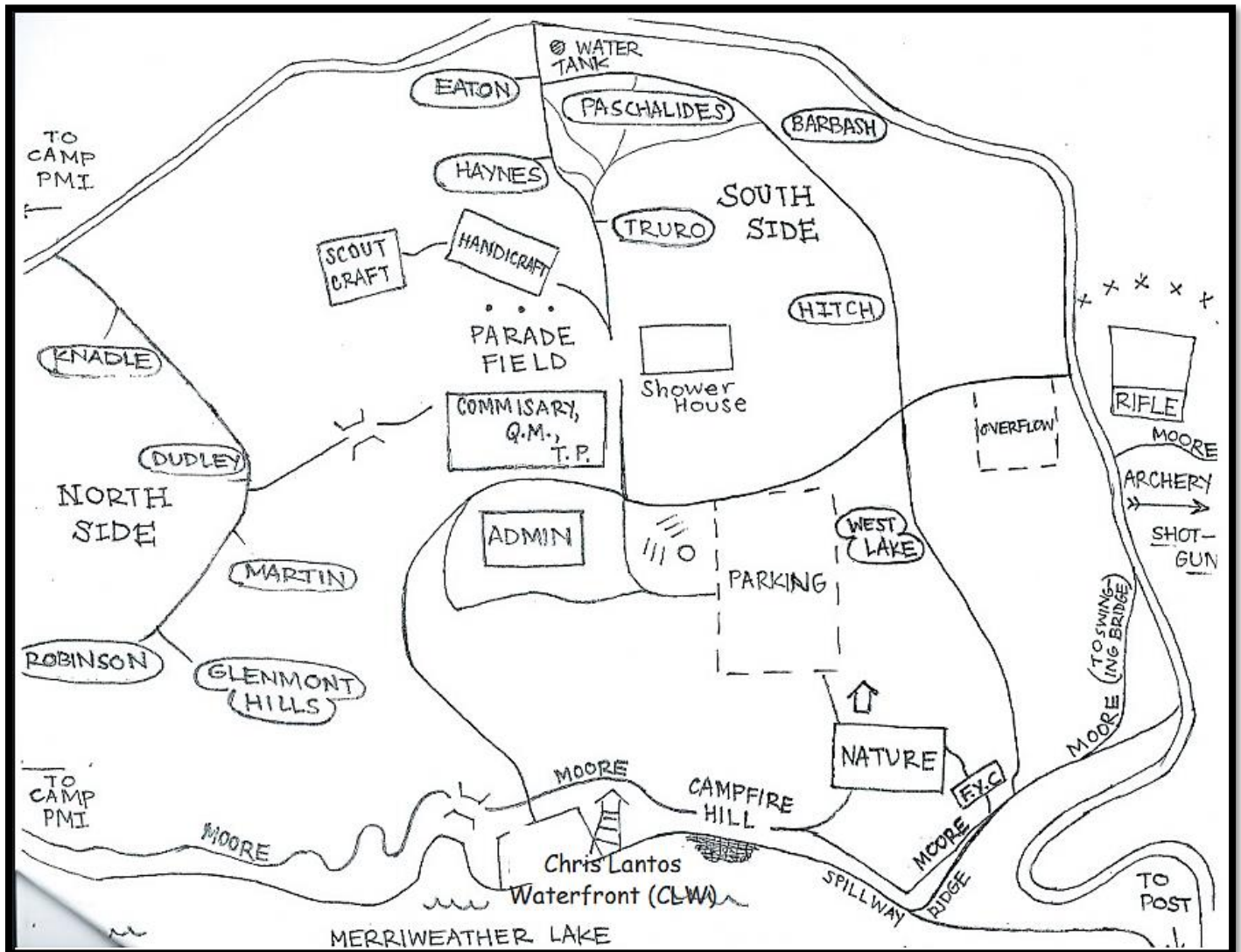
Communications

8: This is possible to do at camp, but requires coordination with the troop: Plan a troop or crew court of honor, campfire program, or interfaith worship service. Have the patrol leaders' council approve it, then write the script and prepare the program. Serve as master of ceremonies.

COPE/Climbing

Located at Camp Olmsted, and scouts must wear tennis shoes.

Bowman Map



2017 Goshen Scout Reservation Patrol Cooking Menu (Bowman & Marriott)						
	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
Breakfast	Bacon & Eggs Bacon (3) Scrambled Eggs (2 eggs) Hash Browns (4oz) Bread (2 slices) Butter (2) Fruit Cereal (3oz) Milk (1) – Juice (1)	Sausage & Eggs Sausage (3oz) Eggs (2) Hash Browns (4oz) Bread (2 slices) Yogurt (1) Fruit Cup (1) Cereal (3oz) Milk (1) – Juice (1)	French Toast French Toast (2 eggs + Cinnamon) Syrup (1) Bacon (3 slices) Butter (2) Fruit Cereal (3oz) Milk (1) – Juice (1)	Sausage and Eggs Turkey Sausage (3) Eggs (2) Hash Browns (4oz) Bread (2 slices) Butter (2) Yogurt (1) Fruit Cup (1) Cereal (3oz) Milk (1) – Juice (1)	Bacon & Cheese Omelet Bacon (3) Omelet (2 eggs) Cheese (2 slices) Hash Browns (4oz) Bread (2 slices) Fruit Cereal (3oz) Milk (1) – Juice (1)	Pancakes Pancakes (3) Syrup (1) Sausage (3) Butter (2) Yogurt (1) Fruit Cup (1) Cereal (3oz) Milk (1) – Juice (1)
Lunch	Turkey Sub Turkey (3oz) Cheese (2 slices) Lettuce, Tomato Kaiser Roll (1) Chips (1) Bug Juice	Roast Beef Sandwich Roast Beef (3oz) Cheese (2 slices) Lettuce, Tomato Kaiser Roll (1) Chips (1) Bug Juice	Italian Sandwich Salami (2oz) Ham (2oz) Cheese (2) Lettuce (1) Kaiser Roll (1) Cheese Crackers (1) Bug Juice	Meatball Subs Meatball Sub (Meatballs, Sauce, Cheese) Fruit Roll Up (1) Bug Juice	Turkey Sub Turkey (3oz) Cheese (2 slices) Lettuce, Tomato Kaiser Roll (1) Chips (1) Bug Juice	Ham & Cheese Sandwich Ham (3oz) Cheese (2) Kaiser Roll (1) Fruit Roll Up (1) Cheese Crackers (1) Bug Juice
Dinner	Tacos Tacos (2) (Ground Beef, Seasoning, Hard & Soft Taco Shells), Lettuce, Tomatoes, Cheese, Salsa Beans, Rice Pound Cake	Chicken Tenders Chicken Tenders Red Potatoes Dinner Roll (2) w/Butter BBQ / hot sauce Salad w/Dressing Apples (4oz) & cake mix for cobbler	Spaghetti w/ Meatballs Spaghetti (1/4lb) Meatballs (5) Sauce (4oz) Garlic Bread Salad w/Dressing Cookies (2)	Fried Ham Macaroni Cheese Ham Steak (5oz) Roll w/Butter (1) Salad w/Dressing Chocolate Pudding (1)	Roast Beef Dinner Roast Beef (5oz) Red Potatoes (1) Carrots Rolls w/Butter (2) Salad w/Dressing Pound Cake (1)	Foil Dinner Night Kielbasas (5oz) Onion Green Pepper Red Potatoes Rolls w/ Butter (2) Apple Pie
						Hot Dogs BUFFET MEAL Hot Dogs (2) Baked Beans Chips Watermelon Bug Juice

--Menu Subject to change-- Revised 1/4/2017

UNIT LEADER'S EVALUATION OF THE GOSHEN SCOUT RESERVATION FOR
CAMP BOWMAN

SITE _____ WEEK IN CAMP _____

PERSONAL DATA:

Were you in camp all week? Y N If not: For how long? _____

How many Scouts from your unit were in camp this week? _____

Average number of leaders in camp? _____

How many years have you been active in scouting: As an adult? ____ As a boy? ____

Have you ever attended other Scout camps? Y N If Yes, which camp(s)? _____

FOOD: Comments and suggestions on the Quantity and Quality of Food:

CAMP SITE: Comments and improvements on:

Tents, Platforms, Tarps: _____

Site Layout: _____

Latrines: _____

Other: _____

CAMP STAFF: Names of staff members that should be noted for their excellent performance?

Names of staff members that performed poorly?

FACILITIES AND SERVICES: Comments and suggestions for improvement on:

Quartermaster/Trading Post>Showers/Health Services:

EVENTS: Comments and suggestions for improvement on:

Flag Ceremonies/Leaders' Roundtables/Merit Badge walkthroughs/Campwide Events:

IMPROVEMENTS: Any other comments or suggestions that would increase or improve:

The experience of the younger scout:

The experience of the older scout:

Your experience:

Would you desire to become a member of the Camping Committee? Y N

Would you allow us to contact you concerning your responses to this form? Y N

Your name: _____ Scout District/Unit # _____

Telephone Number: _____ Email: _____

PROGRAM:

We want to know which merit badges within each program area worked well, and which instructors were responsible. Please focus on which instructors kept scouts' interest and were particularly helpful and knowledgeable. Also, if any merit badges, instructors, or areas failed to meet your expectations, let us know so that we can improve our programming in the future.

COMMENTS AND SUGGESTIONS FOR IMPROVEMENTS IN EACH AREA:

Please rate as excellent, very good, good, fair, or poor:

AQUATICS: _____

NATURE: _____

HANDICRAFT: _____

SCOUTCRAFT: _____

SHOOTING SPORTS: _____

COPE/CLIMBING TOWER: _____

FIRST YEAR CAMPER PROGRAM: _____

EAGLE'S NEST: _____

BOWMAN VETS: _____

Were there any merit badges awarded to your scouts which you felt were too easy?

Do you have any scouts who may be interested in working on staff?

Names and Email Addresses: _____

How was the overall experience of your Scouts at camp this week?

Any other comments:

Thank you for helping us run a great camp this summer and in the future!