



CAMP MARRIOTT
GOSHEN SCOUT RESERVATION

2018 Program Guide

All Weeks



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SPECIAL ACTIVITIES

Training for Adult Leaders

Get your BSA training done while you are already at camp! We offer a number of training workshops presented by our program staff and in coordination with the Council Training Committee. A full schedule will be made available at the beginning of the week, but these include:

- Safe Swim Defense (Aquatics)
- Safety Afloat (Aquatics)
- Paddlecraft Safety (Aquatics)
- Swimming and Water Rescue (Aquatics)
- Trek Safely (Scoutcraft)
- Leave No Trace Awareness (Scoutcraft)
- Wilderness First Aid Certification
- Other BSA trainings offered by the NCAC Training Committee

Troop Activities

We encourage Troops and Crews to plan and participate in activities as a Unit. We offer the Pirate's Breakfast (take out boats at sunrise and eat breakfast on the water) and the Polar Bear Swim (go for a swim at sunrise), and are also willing to actively facilitate the planning of Unit hikes and outings. Stop by the Administration building to check out requirements for activities and to see maps and find out about opportunities around the area. Possibilities for Unit excursions include visiting a Lehhok'sin High Adventure Outpost, hiking to Viewing Rock or Jump Rock, and visiting Camp Post and the Memorial Trading Post.

Service Projects

If your Unit is looking for an opportunity to perform service hours while at camp, Camp Marriott has a list of service projects that Units can participate in. Please see the Facilities Office located in the Quartermaster for assistance from the Facilities Staff or the Camp Commissioners about service projects. Service projects are a good way to get recognition toward the Troop of the Week award!

Campwide Events

- Evening Program – we will announce a number of activities for Units to participate in and compete in throughout the week!
- Marriott Art Competition – Participants have an opportunity to help design a logo for a Camp Marriott shirt for next year. Come down to Handicraft between 11am and 12pm on Friday.
- Scoutmaster/SPL Shoot – Friday between 1pm and 1:50pm. Compete with other Unit leadership in a shooting tournament. Be ready to shoot archery, shotgun, and rifle!
- Scoutcraft Games – Friday from 2pm to 2:50pm. Play games and compete with other Units in a series of friendly competitions themed around outdoor skills. Typical events include tug of war, knot tying challenge, log pull, volleyball, and more!
- Aquatics Carnival – Friday from 3pm to 4:50pm. Units compete in waterfront events designed for all swimming abilities. The events include swimming, boating, sand sculpture, relays, and more!

MERIT BADGE SIGN-UPS

Most merit badges require online sign-up. To guarantee a spot in a course, sign up online through the registration system. Troop leaders can use the system to register Scouts, pay for each attending Scout and Adult, and register for programs.

Waitlisted Classes

A few very limited badges have class size limits in order to maximize the quality of the program for each individual scout. These badges are:

- Water Sports
- Small Boat Sailing
- Welding

You may register your scouts for these badges online through our Black Pug registration system, where they will be placed on a waitlist. Class rosters are finalized the week before camp by the administration team based on both Scout rank and age. This is to ensure that older Scouts have the ability to take part in Merit Badges that are more challenging and offer different learning levels.

Also, all open program activities do not require pre-registration. All are welcome. These include:

- Open Program Sections
- Free Swim
- Open Boating
- Instructional Swim

Last Minute Schedule Changes

We understand that in some cases, Scouts will need to make last-minute changes to their schedule. Most of our classes are flexible within reason, except for those with limited equipment, such as boating courses. Scouts who need to change their schedules should go to the course for which they wish to switch into and just let the instructor know they are switching in. As long as there is space, there should not be a problem. Should a problem arise, the Area Directors can be of assistance.

We do ask that any Scout(s) who is adding the Shotgun Merit Badge do so as soon as possible. There is a fee per scout who wishes to join this Badge. That fee will need to be added to the troop's fee statement prior to financial reconciliation with the Camp Director or designee. Adding a Scout to Shotgun will be cut off on Tuesday morning.

PROGRAM DESCRIPTIONS

The following pages are the comprehensive list of all program opportunities that Camp Marriott is offering for the 2018 season. The Merit Badges, Awards, and program activities are broken down by program area (Aquatics, Eagle's Eyrie, Ecology, etc) as displayed on the Program Schedule.

Key

- Good for younger Scouts
- Recommended for older Scouts
- \$ Requires materials or has additional cost
- ▲ Eagle Required

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. We require:

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

Bring a note from 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 in this document are as of February 1, 2018 and could be subject to change if Merit Badge requirements are changed by the National Council. All changes will be listed on the Camp Marriott website (www.gotogoshen.org/Marriott).

AQUATICS

Please Be Aware: Campers must pass BSA Swimmer's Test to Take Aquatics Merit Badges.

BSA Lifeguard ■

Must be age 15 or older. A challenge for medium to advanced swimmers to train with the Camp Marriott Lifeguard Staff to earn their BSA Lifeguard certification. All day, everyday program.

Prerequisites: 1

Canoeing Merit Badge

Learn the skills necessary to canoe with confidence and style.

Prerequisites: None

Free Swim ●

Come cool off in the afternoon! Be sure to bring a buddy. All levels of swimming ability welcome.

Instructional Swim ●

Not a Merit Badge. Basic swimming skills instruction with completing the BSA swimmer's test in mind. Good for new swimmers wishing to pass their swim check before the end of the week.

Prerequisites: None

Kayaking Merit Badge

Flat water kayaking with instruction dedicated to other types you may experience. A good sense of balance helps a lot!

Prerequisites: None

Lifesaving Merit Badge ■ ▲

A good challenge for older boys with powerful swimming skills, teaching basic water rescue skills and knowledge. Long sleeve button-down shirt, pants, belt, shoes, and socks need to be brought to camp.

Prerequisites: 1a

Mile Swim Award ■

An advanced challenge for strong swimmers! It's not just about completing evening program's Mile Swim! Check in with the Aquatics Director to complete the other requirements and earn the Award.

Prerequisites: 3

Open Boating ●

Check out a boat and enjoy the serenity of the lake. Bring a buddy! Must be a swimmer to use a canoe or kayak or pilot a rowboat. If a beginner, can be a passenger in a rowboat with an adult who is a swimmer and a buddy.

Paddlecraft Safety Certification ■

Must be 16 years or older. A good class for Adult Leaders who want to learn how to keep their unit safe and secure on canoe and kayaking trips. Useful skills and instruction for those wanting to lead their own water-based trip. Concludes with a written test.

Prerequisites: None

Rowing Merit Badge

Instruction on how to pilot a rowboat and other rowing craft effectively. Good workout for those inclined to strengthen their arms.

Prerequisites: None

Small Boat Sailing Merit Badge ■

Recommended for 13 years or older. An especially fun badge that teaches sailing on single and multi-hulled vessels shorter than 25 feet in length.

Requires a good observer with coordination to do well. Limited class size due to limited boat space!

Prerequisites: None

Swimming Merit Badge ● ▲

Intermediate swimming instruction on the finer points of in-water locomotion and safety.

Prerequisites: None

Swimming & Water Rescue Certification ■

Must be 16 years or older. A good class for Adult Leaders who want to learn basic water rescue skills and knowledge for troop swimming outings. Must have strong swimming skills to do well. Concludes with a written test.

Prerequisites: None

Water Sports Merit Badge ■

Recommended for ages 14 and up. Waterskiing or wakeboarding instruction for fit older Scouts who enjoy a challenge. Must have good balance and overall strength to withstand the stresses involved. Limited class size due to limited boat space!

Prerequisites: None

EAGLE'S EYRIE

American Heritage Merit Badge

Scouts will learn about the rich culture and heritage of the United States of America from our founding in 1776 to present day and what things in our past have developed our current traditions.

Prerequisites: 3c, 4

Citizenship in the Community

Merit Badge ■ ▲

Offered during Specialty Week (Week 6) only for Trail to Eagle. Scouts will learn about the importance of their community and its role in government. Be prepared to participate as well as write multiple days.

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

Citizenship in the Nation Merit Badge ■ ▲

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 ■ ▲

Scouts will learn about being good world citizens by learning about their responsibilities as such and the responsibilities of other people all around the world. Be prepared to participate in class.

Prerequisites: None

Communication Merit Badge ■ ▲

Scouts will learn about 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 every day.

Prerequisites: 8

Cooking Merit Badge ▲

Scouts will learn the skills to safely handle and prepare food, and then develop the basic skills required to make a meal.

Prerequisites: 4, 6

Family Life Merit Badge ■ ▲

Offered during Specialty Week (Week 6) only for Trail to Eagle. 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

Law Merit Badge

Learn about legal traditions from the dawn of civilization to our present legal codes, how our civil and criminal laws were developed, and the types of careers in the legal field. Be prepared to participate in a Mock Trial!

Prerequisites: 4, 7

Personal Management Merit Badge ■ ▲

Learn the basic life skills of managing personal finance, making budgets, and managing your time.

Prerequisites: 1a, 1b, 2, 8

ECOLOGY

Archaeology Merit Badge ■

Recommended for 13 years and older. Before written history, we only have one way to discover our past.

Prerequisites: None

Astronomy Merit Badge

Address the allure of reaching beyond our own world. Scouts must be available for several nights to participate in a star party on a clear night.

Prerequisites: 5b

Bird Study Merit Badge

Learn about the diversity and impact of birds in the environment. Time consuming.

Prerequisites: 5

Chemistry Merit Badge

Explore and experiment with the behaviors and interactions of chemicals we use in our everyday lives and see how chemistry is used in the world.

Prerequisites: None

Environmental Science Merit Badge ■▲

Recommended for 13 years or older. Learn about the relevance of the scientific view of Nature. Time consuming.

Prerequisites: None

Exploration Merit Badge

Learn about exploring through the ages and go on your own expedition during the week.

Prerequisites: None

Fish and Wildlife Management Merit

Badge

Learn about the sport of fishing and how various fish and animal populations are managed. The prerequisite can be completed at camp if the Scout catches three fish.

Prerequisites: 7

Forestry Merit Badge

Learn about the importance of forests to humans and wildlife and how they are managed.

Prerequisites: None

Geology ●

Even the rocks have a story to tell.

Prerequisites: None

Mammal Study Merit Badge & Weather

Merit Badge ●

Find out how mammals play into the ecosystem, and learn the basics of predicting and tracking weather patterns. These Merit Badges are combined into one block since both can be completed in about half of the week and are both good for younger scouts.

Prerequisites: 9 of Weather

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

Oceanography Merit Badge ■

An opportunity to study the greater part of the Earth. Strongly not recommended for first year Scouts.

Prerequisites: None

Soil & Water Conservation Merit Badge

Learn about the underlying reason for our survival.

Prerequisites: None

Space Exploration Merit Badge ● \$

How are we getting into space and what do we do once we're there? In addition to learning about space, Scouts will build a model rocket and launch it on Thursday night as part of this Merit Badge. Cost of materials is about \$15.

Prerequisites: None

Sustainability Merit Badge ▲

Learn about all the ways to live a sustainable lifestyle and how we as humans impact our ecosystem.

Prerequisites: 2, 4, 5a

HANDICRAFT

American Cultures Merit Badge & Indian

Lore Merit Badge \$

Good for any scout with an interest in cultures that have influenced America through the years.

Prerequisites: None

Art Merit Badge (Open Program) ●

Get creative! A good Merit Badge for any Scout. Allows Scouts to produce creative work.

Prerequisites: None

Basketry Merit Badge (Open Program) ●\$

Learn about baskets and make woven souvenirs to take home. Projects include a round basket, a square basket, and a small stool. To avoid confusion, please wait and buy materials at camp. This badge can call for the Scouts to put in extra work. Cost of materials is \$15 to \$25.

Prerequisites: None

Fingerprinting Merit Badge (Open Program) ●

Learn about fingerprints and how we have come to use them today.

Prerequisites: None

Leatherwork Merit Badge ●\$

Learn about leather and make some souvenirs to take home. Projects include a knife pouch and a segment of woven gimp. Cost of materials \$7 to \$15.

Prerequisites: None

Photography Merit Badge

Good for Scouts who like technology and wish to learn the basics of photography. Scouts are encouraged to bring their own digital camera. Bring a flash drive for photo sharing.

Prerequisites: None

Pottery Merit Badge

Learn about the art of pottery and ceramics. Use a pottery wheel, kiln, and sculpting tools to make art.

Prerequisites: None

Pulp and Paper Merit Badge ●

A giant industry that is often taken for granted. Learn about and try out the art of papermaking.

Prerequisites: None

Wood Carving Merit Badge ●\$

Learn about the hobby of carving and make carved souvenirs to take home. Projects include a relief carving and a neckerchief slide. Scouts must have Totin' Chip. Bring money to first class. Cost of materials \$7 to \$10.

Prerequisites: 2a

NEW SCOUT QUEST ●

NSQ is our program for Scouts just joining Boy Scouts. It is a sampler plate that introduces new Scouts to Boy Scouting and to Boy Scout Camp with a variety of different rank advancement topics, Merit Badges, and fun activities. Of the advancement requirements, it focuses mainly on the Scout, Tenderfoot, and Second Class ranks.

How it Works

As part of this program, Scouts will have the opportunity to earn their Totin' Chip, Firem'n Chit, up to three Merit Badges, and work on their skills and rank advancement requirements in the areas of first aid, knots and lashings, map & compass, and ecology. The program includes a 5 mile hike, an overnighter, and a 1 mile orienteering course. The Merit Badges and activities offered will be a selection from every area in camp.

While Scouts should bring their Boy Scout handbook to camp, they do not need to bring it to the program. Our staff do not sign off on rank advancement requirements. Rather, we teach the skills which then allows the Scouts to demonstrate their knowledge to their Troop leaders.

At the beginning of the week, Scouts will receive a personal tracker to keep track of their schedule and the requirements they are learning as part of the program. Troops will also receive a record at the end of the week detailing what the Scouts have learned and achieved in addition to the blue cards from the Merit Badges and cards for Totin' Chip and Firem'n Chit.

How to Register

All you need to sign up for is NSQ! You'll sign up for Merit Badges and other activities once at camp. You and your Scouts are welcome to look at the descriptions included in the schedules for your week and get an idea of what they may want to take.

Adult Helpers

We always appreciate helpers. We welcome both those who are learning along with their Scouts and those who already know the related skills.

Expanded Options for NSQ and non-NSQ participants

If you have Scouts that are not in NSQ, but they want to take part in one or more NSQ advancement sessions, come talk to us or have your Scouts come talk to us!

Likewise, if you have Scouts in NSQ that have already covered certain topics in your Troop, let us know. If there are other requirements that Scouts would like to pursue instead during one of the advancement times, come talk to us and we'll set you up with an independent activity or, if there's enough interest, run an alternative lesson for a small group.

SCOUTCRAFT

Backpacking Merit Badge & Hiking Merit

Badge ■ ▲

Learn about the basics of backpacking and hiking. Skills include how to read a map, pack a backpack, shoulder a pack, and how to disperse and carry gear while on a trek. Scouts should bring a backpacking style backpack.

Prerequisites: 6b, 8c, 8d, 9, 10, 11 of Backpacking MB & 4, 5, 6 of Hiking MB

Camping Merit Badge ▲

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. 9b can be completed on the optional canoeing overnigher.

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

Emergency Preparedness Merit Badge ■ ▲

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. 2 hours daily. Good for older Scouts. Need to have First Aid Merit Badge, certification, or skills prior to camp. Need to bring a personal emergency kit to camp.

Prerequisites: 1, 2c, 8b

Fire Safety Merit Badge ●

Teaches both skills in safe fire building in a camping environment and basic fire science and fire prevention. Good for any Scout.

Prerequisites: 6a, 11

First Aid Merit Badge ▲

Teaches basic first aid for common injuries and medical emergencies that Scouts may face. Not recommended for first year Scouts.

Prerequisites: 1

Fishing Merit Badge

Learn about the sport of fishing. Will require some time spent fishing out of class. It is strongly recommended that the Scout bring their own fishing rod. Requirements 9 and 10 may be completed at camp if the Scout catches fish.

Prerequisites: 9, 10

Geocaching Merit Badge ●

Geocaching is kind of like treasure hunting with a GPS! Find and place geocaches while learning about geocaching culture and practices. It is a good idea to bring trinkets (like toy soldiers) so you can trade.

Prerequisites: None

Leave No Trace Awareness Training

For Adult Leaders who want to learn or review the basic Leave No Trace guidelines and learn new techniques for putting these guidelines into action on Troop campouts and events.

Prerequisites: None

Orienteering Merit Badge

Teaches the sport of orienteering and the principles of land navigation. Requires 2 nights of evening program to complete orienteering courses. Compass recommended.

Prerequisites: None

Paul Bunyan Woodsman Award ■

An award offered to Scouts who want to learn advanced handling of axes, hatchets, and bow saws. Recommended for older Scouts, must have 'Totin' Chip to take course.

Prerequisites: 1

Personal Fitness Merit Badge ▲

Offered as a class during Specialty Week (Week 6) as part of Trail to Eagle. During the rest of the summer, it is offered during evening Open Program for Scouts who have already completed the prerequisite requirements and need to work with a counselor to finish the badge. Must bring prerequisite documents.

Prerequisites: 6, 7, 8

Pioneering Merit Badge ■

Teaches Scouts knot tying, lashings, rope care, and advanced rope techniques so that by the end of the week, they can design and construct a large scale pioneering project. 2 hours daily. Good for older Scouts.

Prerequisites: None

Search and Rescue Merit Badge ■

Recommended for 13 years and older. Teaches the theory and practice of search and rescue.

Prerequisites: None

Signs, Signals, & Codes Merit Badge

Learn about the importance of signs, signals, and codes in the past as well as during our current age.

Prerequisites: 7

Trek Safely Certification

This BSA certification training for Adult Leaders goes over basic protocols and usable techniques for minimizing risk on extended outings, especially those in a backcountry setting.

Prerequisites: None

Wilderness Survival Merit Badge ■

Teaches survival mentality, firecraft, improvised shelter, survival techniques for different environments, and signaling and rescue readiness. On Tuesday night, Scouts will hike up the mountain and spend a night in a shelter they must construct. Recommended for older Scouts.

Prerequisites: 5

SHOOTING SPORTS

Archery Merit Badge

Learn the fundamentals and safety involved with archery. Not recommended for first year Scouts.

Prerequisites: None

Open Shoot ●

A shooting session for anyone who wants to shoot. Adults, please feel free to come and shoot, too!

Rifle Shooting Merit Badge

Learn the fundamentals and safety involved with rifle shooting and handling. Not recommended for first year Scouts.

Prerequisites: None

Shotgun Shooting Merit Badge ■ \$

This badge is recommended for Scouts 13 years and older, though largely dependent on the size of the Scout. Learn the fundamentals and safety involved with shotgun shooting and handling. Not recommended for first year Scouts.

Prerequisites: None

SERVICE AREA

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

OFFERED AT CAMP POST

ATV Ridership Program ■ \$

Participants **MUST** be 14 years old to participate. Explore the beautiful scenery of Goshen Scout Reservation while learning how to safely operate an All Terrain Vehicle. Participants must bring a long sleeve shirt, long pants, and sturdy shoes.

Climbing Merit Badge ■

Learn about the fundamentals and basics of climbing, belaying, and belaying safety. Classes take place in hour and a half sections at the Camp Post climbing wall. Recommended for older Scouts.

Prerequisites: None

COPE ■

Challenging Outdoor Personal Experience, or COPE, is a positive learning experience for an individual or group. Learn leadership skills, teamwork, and build confidence with other Scouts by completing team-building initiatives along with both low and high ropes courses. Recommended for older Scouts.

Prerequisites: None