



CAMP MARRIOTT
GOSHEN SCOUT RESERVATION

2018 Daily & Program Schedules

Weeks 1 - LDS Week



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DAILY SCHEDULES

MONDAY

Time	Event	Location	Notes
7:30 AM – 10:30 AM	Check-in	Admin Building	Scoutmaster or designated adult leader checks in with the Camp Director. Meet your Site Guide.
7:30 AM – 11:00 AM	Move-in, Medical Checks, Swim Checks		Your Staff Site Guide will take you to your campsite and then to Medical Checks. Please have your BSA medical forms ready. Swim Checks will directly follow Medical Checks.
12:00 PM	Staff Introductions	Parade Field	Followed by Camp Tour, Lunch, and an Aquatics Demonstration. Troops will be split up after introductions.
12:30 PM	Leaders' Introductory Roundtable	Handicraft Pavilion	
2:00 PM – 5:00 PM	Afternoon Merit Badges	Program Areas	
2:00 PM – 5:00 PM	Afternoon COPE and ATV begin	Camp Post	
7:00 PM – 8:15 PM	Fireside	Campfire Circle	
8:30 PM	Retreat	Parade Field	
10:30 PM	Quiet Time in Camp	Everywhere	

TUESDAY

Time	Event	Location	Notes
9:00 AM – 12:00 PM	Morning Merit Badges	Program Areas	Climbing MB begins on Monday. Participants will have missed the first session and will need to arrange make-up with the instructors.
1:15 PM	SPL Meeting	OJ Corral	
2:00 PM - 5:00 PM	Afternoon Merit Badges	Program Areas	
5:30 PM	Canoeing Overnighter	Meet at Aquatics	Campers in Camping Merit Badge have priority. Must be a swimmer.
6:45 PM	Wilderness Survival Overnighter #1	Meet in OJ Corral	For Wilderness Survival Merit Badge
7:00 PM – 8:15 PM	Evening Program	Program Areas	See Evening Program Schedule for Information
8:30 PM	Retreat	Parade Field	
9:00 PM	Troop Leadership Cracker Barrel	OJ Corral	For Adult Leaders, SPLs, ASPLs, and PLs!
10:30 PM	Quiet Time in Camp	Everywhere	

WEDNESDAY

Time	Event	Location	Notes
9:00 AM – 12:00 PM	Morning Merit Badges	Program Areas	
9:15 AM	Scoutmaster Roundtable	Administration Building	
1:15 PM	Staff Interest Meeting	OJ Corral	For anyone interested in becoming staff next year!
2:00 PM – 5:00 PM	Afternoon Merit Badges	Program Areas	
6:45 PM	Wilderness Survival Overnighter #2	Meet in the OJ Corral	For Wilderness Survival Merit Badge Campers
6:45 PM	Mile Swim	Aquatics	
7:00 PM – 8:15 PM	Evening Program	Program Areas	See Evening Program Schedule for Information
8:30 PM	Retreat	Parade Field	
9:00 PM	Merit Badge Checkups	Administration Building	Area Directors will be available to answer questions about participant's progress in programs.
10:30 PM	Quiet Time in Camp	Everywhere	

THURSDAY

Time	Event	Location	Notes
9:00 AM – 12:00 PM	Morning Merit Badges	Program Areas	
1:15 PM	SPL Meeting	OJ Corral	
2:00 PM – 5:00 PM	Afternoon Merit Badges	Program Areas	Last day of Afternoon Program, except for COPE.
7:00 PM – 8:15 PM	Evening Program	Program Areas	See Evening Program Schedule for Information
8:30 PM	Retreat	Parade Field	Bring your Troop Flag
10:30 PM	Quiet Time in Camp	Everywhere	

FRIDAY

Time	Event	Location	Notes
9:00 AM – 12:00 PM	Morning Merit Badges	Program Areas	
9:15 AM	Leaders' Roundtable	Administration Building	
11:00 AM - 12:00 PM	Marriott Art Competition	Handicraft	Participants can take part in a fun competition designing a Marriott Logo
1:00 PM – 1:50 PM	Scoutmaster/SPL Shoot	Shooting Sports	Shooting Competition between Troops
2:00 PM – 5:00 PM	Afternoon COPE & ATV	Camp Post	Last session.
2:00 PM – 2:50 PM	Scoutcraft Events	Scoutcraft	Troops compete in games of outdoor skill!
3:00 PM – 4:50 PM	Water Carnival	Aquatics	Troops compete in waterfront events designed for all!
5:00 PM	Advancement Packet Pickup	Administration Building	Leaders may pick up all Blue Cards, Patches, and Ribbons.
6:00 PM	Dinner	Sites	Site Guides will eat with the Troops to help the Troop prepare for checkout.
6:30 PM – 8:15 PM	Area Director Walk Around	Sites	Area directors will walk around to the sites to answer any advancement questions! Please review your Troop's paperwork before this time.
8:30 PM	Retreat and Awards	Parade Field	
9:00 PM	Closing Campfire	Campfire Circle	Closing campfire! Sign up to do a skit or song in the QM.
After Campfire	Final Merit Badge Checkup	Administration Building	Area Directors will be in the Admin Building directly after the campfire.
10:30 PM	Quiet Time	Everywhere	

SATURDAY

Time	Event	Location	Notes
5:15 AM	Wake Up	Sites	Site Guides will be coming to wake up Scoutmasters and SPLs
5:30 AM	Continental Breakfast	Commissary	Grab a quick bite before you hit the road
5:30 AM	Troop Check Out	Administration Building	Troops need to pick up medical forms and check out
7:00 AM	Departure	Camp Marriott	All Troops should plan to leave camp by 7:00am

Please note that all times and events are subject to change due to weather. Aquatics and Shooting Sports close during any thunderstorm and will not resume program until a 30 minute period of no thunder or lightning has passed. Further, during periods of heavy rain, Aquatics may close at the discretion of the Aquatics Director if visibility on the lake is severely hampered. In case of any cancellations, we will make accommodations to ensure events are rescheduled or moved to a different time when possible. Any missed program time will be made up to ensure campers can make a fair attempt at completion of Merit Badges and other advancement opportunities.

SPECIAL ACTIVITIES

Tuesday	Wednesday	Thursday	Friday
SPL Meeting - 1:15 PM in the OJ Corral – Leadership Cracker Barrel after flag retreat in the OJ Corral	Adult Leader Roundtable - 9:15 AM in the Admin Building – Lunch with Les – Camp Post 12:30 PM – Camp Staff Interest Meeting – 1:15 PM in the OJ Corral – Merit Badge Check-ups after flag retreat in the Admin Building	SPL Meeting – 1:15 PM in the OJ Corral	Adult Leader Roundtable – 9:15 AM in the Admin Building – Advancement Packet Pick-up – 5:00 PM in the Admin Building – Area Director Walk Arounds Begin at 6:30 in the Campsites – Final Merit Badge Checkups - see below

Adult Leader Roundtable - Wednesday and Friday at 9:15 AM in the Administration Building's common room. Come and have the opportunity to discuss camp program and operations with the Camp Director and Program Director. Have any questions, comments, or concerns addressed.

Senior Patrol Leader Meetings - Tuesday and Thursday at 1:15 PM in the OJ Corral, located just in front of the Administration Building. SPLs and ASPLs are welcome. Have a chance to meet with the Camp Commissioners.

Leadership Cracker Barrel - Tuesday at 9:00 PM in the OJ Corral. An opportunity for food and fellowship with other Unit leaders and Camp Staff Leadership.

Camp Staff Interest Meeting - Wednesday at 1:15 PM in the OJ Corral. Any campers who are interested in learning more about becoming a member of the Camp Marriott staff are invited to attend. Applicants must be 14 by next summer to be a CIT and 15 to be a paid staffer.

Merit Badge Check-ups - Wednesday at 9:00 PM in the Administration Building's common room. Area Directors will be available for you to check in with about the progress of your scouts and their classes.

Final Merit Badge Check-ups – Area Directors will walk around to all the campsites on Friday evening beginning at 6:30 PM. If they do not reach your campsite and/or you discover you have additional issues to address, all Area Directors will be available in the Administration Building directly after campfire.

PROGRAM SCHEDULE

Area	9:00 AM	10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM
Aquatics	Canoeing A	Canoeing B	Canoeing C	Small Boat Sailing		Free Swim & Open Boating
	Kayaking A	Kayaking B	Kayaking C	Rowing	Free Swim & Open Boating	
	Swimming A	Lifesaving		Swimming C		
	Inst. Swim A	Swimming B	Inst. Swim B	Water Sports A		Water Sports B
	BSA Lifeguard					
Camp Post Programs	Climbing A		Climbing B		COPE B	
	--			ATV Ridership		
Eagle's Eyrie	Cooking A	--	Cooking B	--	--	Cooking C
	Citizenship in the Nation A	Citizenship in the World A	Citizenship in the Nation B	Communication B	Personal Management B	Citizenship in the Nation C
	Personal Management A	Communication A	Citizenship in the World B	Law	Citizenship in the World C	American Heritage
Ecology	Bird Study	Medicine	Chemistry	Archaeology	Forestry	Astronomy
	Geology	Soil & Water Conservation	Environmental Science B	Mammal Study & Weather	Environmental Science C	Oceanography
	Environmental Science A	Fish and Wildlife Management	Space Exploration	Exploration		Sustainability
Handicraft	Leatherwork A	Leatherwork B	Pulp and Paper	Open Program (Art, Basketry, Fingerprinting)	Leatherwork C	Leatherwork D
	Wood Carving A	Wood Carving B	Open Program (Art, Basketry, Fingerprinting)		Wood Carving C	Wood Carving D
	Pottery A	Photography			Pottery B	Indian Lore & American Cultures
NSQ	Please see Separate NSQ Activity Schedule					
Scoutcraft	Camping A	Pioneering		Camping B	Paul Bunyan Woodsman	Backpacking & Hiking
	Emergency Preparedness A		First Aid B	First Aid C	Fishing B	Orienteering
	First Aid A	Fishing A	Fire Safety	--	Geocaching B	--
	Geocaching A	Signs, Signals, and Codes	Wilderness Survival A	Search & Rescue	Wilderness Survival B	Wilderness Survival C
Service Area	--	Welding A (9:30 AM)	--	Welding B	--	
Shooting Sports	Archery A		Open Shoot	Archery B		Open Shoot
	Rifle A			Rifle B		
	Shotgun A			Shotgun B		

EVENING PROGRAM SCHEDULE

Area	Monday	Tuesday	Wednesday	Thursday	Friday
Aquatics	Fireside	Free Swim	Mile Swim	Merit Badge Make-ups	Campfire (After Flag Retreat)
		Safety Afloat, Safe Swim Defense Training			
		Canoeing Overnighter (With Scoutcraft)			
Camp Post Programs		--	Open Climb	Merit Badge Make-ups	
Eagle's Eyrie		America Heritage Movie Night	Cooking Time for Cooking Merit Badge	Merit Badge Make-ups	
Ecology		Program Night	--	(Bird Hike)	
		Star Party		Rocket Launch	
Handicraft		Open Program	Open Program	Merit Badge Make-ups	
New Scout Quest		NSQ Overnighter	NSQ Shoot Night	Program Make-ups	
Scoutcraft		Wilderness Survival Overnighter #1	Wilderness Survival Overnighter #2	Merit Badge Make-ups	
	Canoeing Overnighter	Backpacking Overnighter			
	Orienteering Event	Orienteering Event	Orienteering Event		
	Open Program	Open Program Leave No Trace/Trek Safely Training			
Shooting Sports	Open Shoot	Open Shoot	Merit Badge Make-ups		

NSQ PROGRAM SCHEDULE

	Sun	Tues	Wed	Thurs	Fri
9:00 AM		Activity I	Activity I	Activity I	Activity I
10:00 AM		Activity II	Activity II	Activity II	Activity II
11:00 AM		Advancement (Knots)	Advancement (Map & Compass)	Advancement (Orienteering Prep)	Advancement (Closing Activities)
2:00 PM	Orientation, Introduction, & MB/Activity Sign Ups	Activity III	5 Mile Hike (Meet at 1pm in OJ Corral)	Activity III	
3:00 PM		Advancement (Totin' Chip & Firem'n Chit part 1)		Advancement (Orienteering Event)	
4:00 PM		NSQ Aquatics Fun Time			
7:00 PM		Overnighter & Firem'n Chit part 2 (6:45 PM)	NSQ Shoot Night	Campwide Make-ups	

NOTE: Schedule subject to change due to weather, special campwide events, or other unforeseen forces.

Tentative Requirements Covered

S=Scout

T=Tenderfoot

SC = Second Class

FC = First Class

Advancement Session	Requirements Covered	Advancement Session	Requirements Covered
Introduction	S1a, S2acd, S3ab, T5a, SC9b	Overnighter	T1b, SC1c
Knots	S4a, SCfg	Map & Compass	SC3a
Totin' Chip	S5, T3d	5 Mile Hike	T5bc, SC3bc
Firem'n Chit part 1	SC2a	Orienteering Prep	Preparation for FC4a
Firem'n Chit part 2	SC2c	Orienteering Event	FC4a

NSQ ACTIVITY SCHEDULE AND DESCRIPTIONS

Instead of traveling around to the different activities as a large group, we provide a selection of Merit Badges to choose from to introduce Scouts to the different options at Boy Scout Camp. Scouts will sign up for these activities once at camp.

Activity I	Swimming MB A (Aquatics)	Instructional Swim A (Aquatics)	Leatherwork MB A (Handicraft)	Wood Carving MB A (Handicraft)	Geocaching MB (Scoutcraft)	Geology MB (Ecology)
Activity II	Swimming MB B (Aquatics)	Instructional Swim B (Aquatics)	Leatherwork MB B (Handicraft)	Wood Carving MB B (Handicraft)	Pioneering Skills (Scoutcraft)	
Activity III	Cooking Skills (Eagle's Eyrie)	Mammal Study MB (Ecology)	First Aid Skills (Scoutcraft)	Handicraft Open Program (Art MB, Fingerprinting MB, and/or Basketry MB)		

Art Merit Badge

Part of Handicraft Open Program. Get creative! Learn to identify and use different elements, principles of design, and artistic techniques to make your own art.

Basketry Merit Badge

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 Scout to put in extra work. Cost of materials \$15 to \$25.

Cooking Skills

Not a Merit Badge. Instead, this skills session will focus on Cooking themed advancement requirements and some of the basic skills involved in outdoor cooking. And yes, you do get to eat what you cook during this activity!

Advancement Covered: T2abc, SC2ade, FC2abcd

Fingerprinting Merit Badge

Part of Handicraft Open Program. Learn about fingerprints and how we have come to use them today!

First Aid Skills

Not a Merit Badge. Start off with the first aid basics. Learn how to help out your friends, family, and others and how to save lives!

Advancement Covered: T4abcd, SC6abc

Geology Merit Badge

Even the rocks have a story to tell. Learn about the different rocks in the Goshen area and about geology worldwide. A good introduction to Ecology!

Geocaching Merit Badge

Geocaching is kind of like treasure hunting! Scouts will learn how to use a GPS to find and place geocaches while learning about geocaching culture and practices. It's a good idea to bring trinkets (like toy soldiers)!

Advancement Covered: FC4b

Instructional Swim

Not a Merit Badge. Perfect for those who are learning to swim or are becoming accustomed to swimming in a lake. Basic swimming skills instruction with completing the BSA swimmer's test in mind.

Advancement Covered: SC5a, (hopefully SC5b and FC6a, too!)

Leatherwork Merit Badge

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

Mammal Study Merit Badge

Learn how mammals play into the ecosystem. A good introduction to Ecology!

Pioneering Skills

Not a Merit Badge. Can't get enough knots? Want to learn how to build awesome things like catapults, towers, Ewok platforms, or anything you can think of? This is the place for you!

Advancement Covered: S4b, T3abc, FC3abcd

Swimming Merit Badge

An Eagle Required Merit Badge! Spend time in our beautiful lake while learning intermediate swimming skills for in-water locomotion and safety.

Advancement Covered: SC5abcd, FC6ae

Wood Carving Merit Badge

Learn about the hobby of carving and make carved souvenirs to take home! Scouts will earn their 'Totin' Chip as part of the NSQ program in time to participate in this badge. Projects include a relief carving and a neckerchief slide. Cost of materials \$5 to \$10.