

Bowman Program Schedule 2018

Time	Aquatics	Shooting Sports	Nature	Scoutcraft	Handicraft	Admin	Culture Craft
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 A (2 hours) Shotgun A (2 hours) Archery A (2 hours)	Envi Sci. A Forestry	Pioneering A (2 Hours) Orienteering A Wild. Surv. A	Basketry A Leatherwork A BowBrig A Group	Leaders Meeting (s) 9:15 (Mon-Weds & Fri)	Citizenship in the Nation A Indian Lore A
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 Soil and Water Conservation Nature	Cooking A (2 Hours) Camping A	Basketry B Photography A Leatherwork B Welding A	First Aid A	Public Speaking A Communication A
10:30-11:50 AM	Water Sports B (1.5 Hours)						
11:00-11:50 AM	Motor boating B Swimming-Bow Brig B Canoeing C Kayaking B Instructional Swim-run by BowBrig	Rifle Open Shoot Shotgun Open Shoot Archery Open Shoot	Chemistry Oceanography Weather	Emergency prep A Wild Surv. A	Basketry C Leatherwork C BowBrig B Group Welding B		Citizenship in the World A Citizenship in the Nation B
1:00-1:50 PM	Siesta	Troop Shoot (Mon-Thurs)	Nature Hike (Tues)	Orienteering Course (Thurs)	Siesta	Public Leaders Meeting (Thurs)	
2:00-2:50 PM	Kayaking C Rowing B Motor boating C Sailing A (1.5 Hours) Lifesaving B (1.5 Hours) Adult Class-Water requirements	Rifle B (2 hours) Shotgun B (2 hours) Archery B (2 hours)	Geology Plant Science (2 hours) Envi. Sci. B	Pioneering B (2 Hours) Orienteering B Camping B	Architecture A Theatre A Woodcarving A		Citizenship in the World B Archaeology A
3:00-3:50 PM	Open Swim	Rifle B Shotgun B Archery B	Mammals B Plant Science Cont.	Cooking B (2 Hours) Wild Surv. B	Photography B Music A Woodcarving B	First Aid B	Citizenship in the Nation C Communication B
3:30-4:50 PM	Sailing B (1.5 Hours)						
4:00-4:50 PM	Open Swim/Boat	Rifle Open Shoot Shotgun Open Shoot Archery Open Shoot	Envi. Sci C Bird Study Space Ex. A	Emergency prep B Camping C	Architecture B Game Design A Music B		Citizenship in the World C Public Speaking B
7:00-7:50 PM	Mile Swim Open Boating Adult Class-Land requirements	Rifle Open Shoot Archery OpS Action Archery [Run by Shotgun Director]	Astronomy Fishing	Open Program	Art A Textiles A Painting A		Chess Open Program

Program Descriptions

The following pages is a comprehensive list of all program opportunities that Camp Bowman is offering for the 2018 season. The merit badges are broken down by program area (Aquatics, Handicraft, Nature, etc.) and are in alphabetical order. Prerequisites as of December 1, 2017 will be listed with the merit badges we are offering. Any changes in prerequisites will be listed online at the Camp Bowman website(<http://www.ncacbsa.org/outdoors/goshen-camps/camp-bowman/>) All merit badges can be signed up for online through the registration system. Some of the activities listed below will not be merit badges, but are instead program opportunities such as BSA Guard, Free Swim, Mile Swim, etc.

Key

(E) - Eagle Required

(\$) - Requires Materials

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 badges at camp, we will need evidence of completion of prerequisites.

If it says to do something (such as cook a meal, meet with your family, etc...), please bring a note from an adult who was there and can verify completion of that requirements (I.E. family member, scoutmaster, troop adult leader, 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 what you made to show your counselor! This includes written products such as personal fitness plans, and other documents.

*Prerequisites in this document are as of December 1, 2017 and could be subject to change in 2018 if Merit Badge requirements are changed by National Council. All changes will be listed on the Camp Bowman website

((<http://www.ncacbsa.org/outdoors/goshen-camps/camp-bowman/>)).

Administration:

Several of our merit badge classes are taught in the administration building by the admin. staff to allow the scouts to take even more badges than they would be offered otherwise.

Communications 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

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

Aquatics:

Please Be Aware, Scouts Must Pass BSA Swimmer's Test to Take Aquatics Merit Badges

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

Free Swim - Come cool off in the lake during the afternoons! Be sure to bring a buddy. All levels of swimming ability are welcome.

Instructional Swim – This is not a Merit Badge. Perfect for those who are learning to swim or are becoming accustomed to swimming in a lake. Focuses on basic swimming skills instruction with completing the BSA swimmer's test in mind.

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

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

Prerequisite: 1a

Mile Swim - Takes place Wednesday night at Aquatics. Participants should line up at the Aquatics fence by 6:45 so all swimmers can get into the lake by 7:00 PM and everyone can finish by evening flag retreat.

Prerequisite: 3

Motorboating- Offered only at Camp Bowman, this course allows you to take out a motorboat and learn to drive around beautiful Lake Merriweather. Please be advised that the required age to take this merit badge is 14.

****There is a limited number of spots for this motorboating and it is likely that a scout might end up on a waiting list. If your scout is placed on the waiting list, please ensure they do not sign up for another merit badge during that time slot until they have arrived at camp, as they may still have the opportunity to take it.****

Open Boating - Check out a boat and enjoy the serenity of the lake! Make sure you bring a buddy. Must be a swimmer to use a canoe or a kayak or pilot a rowboat. 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 troop safe, and secure on canoeing and kayaking trips. Useful skills and instruction for those wanted to lead their own water-based troop. Concludes with a written test!

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

Small Boat Sailing Merit Badge – This badge is recommended for scouts 13 years or older. An especially fun merit badge that teaches sailing on a single multi-hulled vessel shorter than 25 feet in length. Requires a good observer with coordination to do well. Limited class size due to limited space!

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!

Swimming & Water Rescue Certification - Must be 16 years or older. A good class for Adult Leaders who are interested in learning basic water rescue skills and knowledge for troop swimming outings. Must have strong swimming skills to do well. Concludes with a written test.

Water Sports Merit Badge - Must be 14 years or older. A challenging course that uses balance and ability as well as arm strength to see if scouts can stand up on their own while water skiing around Lake Merriweather!

Bowman Brigade (formerly First Year Camper Program):

The Camp Bowman Bowman Brigade Program is our program for Scouts who have recently crossed over from Cub Scouts or have just joined the Boy Scouts. This is a sampler plate of Scouting and Boy Scout Camp for those who want to experience all the basics or for those who are not sure what they want to do at camp.

As part of this program, Scouts will have the opportunity to earn their Totin' Chip, Firem'n Chit, and up to three merit badges. Scouts will also work on their skills and rank advancement requirements in the areas of first aid, knots & lashings, map & compass, and ecology. A 5-mile hike, overnigher, 1-mile orienteering course, and bird hike are included as well. The program schedule and options for the BowBrig Program are located in a separate program information guide specifically for the BowBrig Program. To register for this program, select interested in Bowman Brigade when registering online. All merit badges and skill sessions for this program will be signed up for at camp.

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

Mammals Merit Badge- This badge allows our young scouts to learn about mammals and their roles in the ecosystem! Designed to be engaging and fun, Mammals Studies Merit Badge is a great way to be introduced to the study-intensive Nature Area.

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!

Totin' Chip- the totin' chip allows for Scouts to learn safe knife handling and using skills, and allows them to satisfy the prerequisites for many other merit badges, particularly in the Scoutcraft area.

Firem'n Chit- similar to the totin' chip, this signifies that a scout has learned the proper way to build, burn, and use basic fire skills in the wilderness.

Five Mile Hike- Our new scouts are privileged to be able to take a 5-mile long hike up to beautiful viewing rock. This rigorous hike is a wonderful way to introduce new scouts to a love of hiking and exploring nature.

BowBrig Fire- this is an opportunity for our new scouts to show us what they got! They can practice performing skits and songs, and are issued the BowBrig awards for the week. Everyone is welcome to attend, and we encourage scouts to participate.

Bowman Veterans (Vets):

The Bowman Vets program allows for scouts that have been coming to camp three or more years to participate in more challenging, exciting activities throughout the week. The scouts will plan their activities with the Vets Director in coordination with other Camp Directors on the lake to allow for opportunities at Camp Baird's High Adventure Camp, Lenhok'sin, as well as other programs offered at base camps around the lake. Some of these activities include: ATV riding, overnight treks, rock climbing, COPE/Climbing at Post, paddleboarding or kayaking, etc. They also can begin and earn partials in the Geocaching merit badge.

Geocaching: The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space. This badge teaches scouts how to create and complete Geocaching activities and courses.

Culture Craft:

Archaeology Merit Badge- before written history, we only have one way to discover our past and how we developed into our modern societies. Learning how to study artifacts and the past, scouts will perform a mock dig and learn to identify and catalog artifacts. This badge is recommended for Scouts 13 years or older.

Chess Merit Badge- scouts in this badge will learn the basic terminology and strategy of the centuries old game of chess, including reacting against an opponent and planning your moves.

Communications 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

Citizenship in the Nation and the World Merit Badges (E)- both Cit. in the World and Cit. in the Nation are Eagle-required merit badges, and have been combined to be completed in just a few hours each. Scouts should be prepared to participate in class and to write a fair bit.

Indian Lore Merit Badge (\$) - Good for any Scout with an interest in Native American History. Cost of materials \$7 to \$15

Public Speaking Merit Badge- A lot happens during the course of every person's life and your ability to communicate your feelings and ideas is the best way to connect to the larger world. This is the badge to help tap into these communicative abilities through the spoken word.

Handicraft:

Architecture Merit Badge-Building has always satisfied the human need to create something of meaning. Even the simplest form of architecture is a work of art that requires thought and planning, and this badge allows for scouts to see the process and intention that goes into building and designing.

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

Prerequisites: 6

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

Game Design Merit Badge- Scouts in this class will learn to analyze tactics and strategies that went into designing various games, as well as how to use these strategies and tactics to create games of their own.

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.

Music Merit Badge- one of the original 57 merit badges issued by the BSA, this badge is great for scouts with an interest in music and basic musical theory.

Painting Merit Badge- another of the original merit badges, this merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects.

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.

Textiles Merit Badge- scouts in this badge will learn about the many fabrics and fibres that make up our world.

Theatre Merit Badge- while earning the Theater merit badge, Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side.

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

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. Cost of materials \$5 to \$10.

Prerequisites: 2a

Nature:

Astronomy Merit Badge- Addresses the allure of reaching beyond our own world into the uncharted frontier of space! Scouts must be available for several nights to participate in a star party on clear nights.

Bird Study Merit Badge- Learn about the diversity and impact of birds in the environment. This is a time-consuming merit badge!

Prerequisites: 5

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.

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

Prerequisites: 3e.1, 3e.2

Fishing Merit Badge- Robert Baden Powell said, "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish." This class will teach them those skills.

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

Geology Merit Badge- Even the rocks have a story to tell, and this class will teach scouts how to analyze and learn from the natural rock formations around them.

Mammals Study Merit Badge- This badge allows our young scouts to learn about mammals and their roles in the ecosystem! Designed to be engaging and fun, Mammals Studies Merit Badge is a great way to be introduced to the study-intensive Nature Area.

Nature Merit Badge- There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

Plant Science Merit Badge- Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.

Soil and Water Conservation Merit Badge- Learn about the basic, underlying reasons for humankind's survival on Earth.

Oceanography Merit Badge- An opportunity to study the greater part of the Earth. Strongly not recommended for first year scouts.

Space Exploration Merit Badge (\$) - How are we getting into space and what do we do once we're there? In addition to learning all about space, Scouts will build a model rocket and launch it as part of this merit badge. **Cost of materials is about \$15.**

Scoutcraft:

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.

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

Cooking Merit Badge- The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.

Prerequisites: 4

Emergency Preparation 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. 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

Orienteering Merit Badge- teaches the sports of orienteering and the principles of land navigation. Requires an afternoon of program to complete orienteering courses. Compass recommended.

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. This class is 2 hours daily. Good for older Scouts.

Wilderness Survival Merit Badge- Teaches Scouts survival mentality, fire craft, improvised shelter 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 have constructed. Recommended for older Scouts.

Prerequisites: 5

Shooting Sports:

The shooting sports area allows for scouts to practice their shots in the trifecta of shooting sports: archery, rifle, and shotgun shooting. All of our courses are 2 hours daily in order to allow scouts time to practice shooting and complete the scoring requirements for each badge.

Archery Merit Badge- Learn the fundamentals and safety involved with archery. Class is 2 hours daily. Not recommended for first year Scouts.

Rifle Shooting Merit Badge- Learn the fundamentals and safety involved with rifle shooting and handling. Class is two hours daily.

Shotgun Shooting Merit Badge- This badge is recommended for Scouts 14 years or older, though largely dependent on size of Scout. Learn the fundamentals and safety involved with shotgun shooting and handling. Class is 2 hours daily. Not recommended for first year Scouts.

Scoutmaster/Senior Patrol Leader Shooting Competition- at the end of the week, one adult leader and one scout representative are invited to participate to show off their skills in all three shooting sports area: archery, rifle, and shotgun shooting. The winners of the competition will be announced to the entire camp.