

Fall 2022

Family Camp Weekend Schedule of Events

Self-run activities are available at all times, including fishing, orienteering, geocaching, and hikes to Viewing Rock and the Swimming Hole. Check in with the staff for directions on how to get to our favorite hiking destinations!

Friday

5:00PM – 9PM Check in at Camp Olmsted Sign (after 9PM, you will check yourself in)

Saturday

9:00AM – Noon Swim Checks at the Waterfront
Open Program at Field Sports, Handicraft, COPE Giant
Swing, Ecology, Scoutcraft/Eagle's Eyrie
Trading Post Open

2:00PM – 5:00PM All Program Areas Open
Trading Post Open

7:00PM – 8:00PM Open Boating
Trading Post Open

Sunday

9:00AM – Noon All Program Areas Open
Trading Post Open

2:00PM – 5:00PM All Program Areas Open (Climbing at COPE)
Trading Post Open

7:00PM – 8:00PM Family Camp Olympics! (outside Trading Post)
Trading Post Open

8:15PM Campfire! (Meet at Trading Post)

Monday

9:00AM Checkout and Departure (no formal process, just clean up and go!)

Merit Badge Make-ups - new this fall!

For campers that attended Week 2 at Camps Bowman and Marriott or other campers that need to finish up badges, we will be offering Merit Badge Make-ups during Fall Family Camp.

Camp staff will be available to help campers finish up a variety of partial merit badges started at summer camp. **Do not start new merit badges. This is for finishing partials only.**

All badges will be open program style - no need to sign up in advance, just show up. Campers should list any badges they are interested in finishing up on their online Family Camp registration. Merit Badge completion records will be available through the reports on the registration, just as they are during the summer camp registrations. More information: www.gotogoshen.org/records/ . Campers should bring records of their partial merit badges to the staff at Family Camp.

Below is a list of Merit Badges that we will have counselors for. Other Merit Badges may be requested based on the availability of counselors.

Aquatics

- Swimming
- Kayaking
- Canoeing
- Water Sports
- Lifesaving
- Motorboating
- Small-Boat Sailing

Scoutcraft/Eagle's Eyrie (at Trailshead)

- Communication
- Chess
- Citizenship in the World
- Citizenship in the Nation
- Personal Management
- Camping
- First Aid
- Wilderness Survival
- Fishing
- Cooking
- Orienteering
- Emergency Preparedness

Ecology

- Environmental Science
- Mammal Study
- Geology
- Astronomy
- Oceanography
- Forestry
- Bird Study
- Space Exploration

Handicraft

- Leatherwork
- Wood Carving
- Basketry
- Game Design
- Photography
- Art

Shooting Sports

- Rifle Shooting - limited requirements
- Archery
- Shotgun Shooting - limited requirements

The Guild (hopeful - not guaranteed)

- Welding
- Metalwork
- Engineering