

# AQUATICS AREA POLICIES

## GENERAL

1. Enter and exit Aquatics area via approved entrance.  
The area is open from 9 AM - 12 NOON, 2 - 5 PM, and after supper until 8 PM.  
**NO** Scout should be anywhere near the lake other than these times without express permission from the **AQUATICS AREA DIRECTOR** only.
2. Running, horseplay, and towel snapping are forbidden.
3. Everyone will have 1 hour to swim each day.
4. Fishing is permitted at the fishing beach. Footwear is required. No wading.

## DOCK SWIMS – AVAILABLE BETWEEN 2-5 PM:

1. Check in with a buddy, swim within 10 feet of your buddy, and check out with your buddy.
2. Swim in the ability group pool that you checked into at the buddy board.
3. During buddy checks, raise your arms to be counted and please be quiet.
4. Do not run on the dock and do not go under the dock.
5. At the end of the swim, check out quickly with your buddy so that we can account for everyone.

## TROOP SWIM AREAS – AVAILABLE BETWEEN 2-5 PM:

All troop swims run according to the Safe Swim Defense Plan.

*UNIT LEADERS ARE REQUIRED TO SUPERVISE FROM THE SHORE.*

**NO LEADER, NO SWIM!!!**

All troop swims are supported with Camp Staff persons and **MUST BE SCHEDULED.**

## BOATING - TROOP BOATING AVAILABLE BETWEEN 3 – 5 PM

1. All boating activities will follow the Safety Afloat plan of the BSA.
2. Canoes are for swimmers only. Beginners may use rowboats. Non-swimmers may use a rowboat if there is an adult swimmer in the boat.
3. Everyone must wear a lifejacket.
4. Splash fights, ramming craft together, and standing in craft are forbidden unless they are part of a supervised, planned activity.
5. Stay in sight of Aquatics tower.
6. No shoes in craft.
7. No boating after 8:00 PM.
8. Sailboats are for Scouts in the Sailing Merit Badge class or for Scouts who have already earned the badge.
9. Craft may be landed only at the boating areas unless otherwise designated.
10. We reserve the right to restrict the use of craft to those showing adequate ability.
11. Unit leaders are encouraged to participate.
12. Catamarans & kayaks are available to older Scouts and Leaders only: see Aquatics Director for details

## AQUATICS AREA SCHEDULE

TIME	INSTRUCTIONAL GROUP	REMARKS	RATING
9 - 12 Noon* & 2 - 5 PM*	BSA Lifeguard  *This class meets at both times  <b>This is a 3 yr. certificate. A partial is not available</b>  <b>Must be over 15 years of age</b>	<b><u>Candidate must be in good physical shape</u></b> Must have the following MB skills: Swimming, Lifesaving, Rowing and be at least 15 years old. This award requires 6 hours of work each day. Some reading. Little written work. 9 - 12 Noon Instruction. <u>This award requires CPR &amp; First Aid Certification – it is best if it is obtained prior to camp</u>	5
9 - 10 AM* & 2 - 3 PM*	Canoeing MB  *This class meets at both times <b>Not recommended for 1st year camper</b>	Swimmer by Monday Noon. This is a 2 hr. badge - 9 - 10 am and 2-3 pm. Limited reading required. No writing.	3
10 - 11 AM or 11- 12 Noon	Instructional Swim for Beginners	This is a 1-hour session that focuses on FUN! The goal is to pass a beginner swim test by the end of the week. We also encourage adult non-swimmers to participate.	
9 - 10 AM* & 2 - 3 PM*	Kayaking MB  *This class meets at both times	Must be a swimmer. .	
10 - 12 Noon	Lifesaving MB	Swimming MB required. This is a 2 hr. badge - 10-12. Limited reading required. No writing.	3
3:00 PM	Mile Swim Award   <i>Swimmers will need to provide a rower on all open water swims</i>	<b>Must be a swimmer.</b> <i>This group meets Mon – Thurs afternoon at 4 PM</i> <b>Mon 1/8 mile practice</b> <b>Tues 1/4 mile practice</b> <b>Wed 1/2 mile practice</b> <i>All practices are mandatory to participate in the Mile swim on Thursday or Friday</i>	3
9 - 10 AM* & 2 - 3 PM*	Rowing M B  *This class meets at both times <b>Not recommended for 1st year camper</b>	Swimmer by Monday Noon  This is a 2 hr. badge - 9 -10 am and 2 - 3 pm. Limited reading required. No writing	2

## AQUATICS AREA SCHEDULE CONTINUED

TIME	INSTRUCTIONAL GROUP	REMARKS	RATING
9 - 10 AM* & 2 - 3 PM*	Sailing M B  <b>Limited to 18 Scouts</b>  *This class meets at both times	Must have the following MBs: Swimming, Lifesaving, Rowing & Canoeing This is a 2 hr. badge- 9 - 10 am and 2 - 3 pm. Limited reading required. Some writing.	3
11 - 12 Noon	Snorkeling BSA	Must be a swimmer. Equipment is available, though scouts may wish to bring their own mask & fins.	2
10 - 11 AM & 11 -12 Noon	Swimming MB  Not recommended for 1st year campers.	Swimmer by Monday Noon. Limited reading required.	2

# PROJECT COPE PROGRAM

**COPE:** Project COPE – “Challenging Outdoor Personal Experience”

It comprises group initiative games, trust activities, low and high course activities. Some of the activities involve a group challenge, while others test individual skills and agility. Participants climb, swing, balance, jump, and think of solutions to a variety of activities.

**New Games:** This is a task course which requires the patrol to work as a team in order to complete each challenge presented. It is very successful in developing the patrol method and it is great fun. Limit 12 scouts.

**Challenge Course:** This course is an exciting outdoor activity for a group of Scouts whether it be a troop or patrol. It offers a set of stimulating and challenging activities. The challenge course is ideal for emphasizing the patrol method and for developing team work and leadership skills. Limit 12 Scouts

# PROJECT COPE SCHEDULE

TIME	ACTIVITY	REMARKS	RATING
9 AM -12 Noon	<b>COPE</b>  <b>Must be 14 yrs. old</b>	Challenging Outdoor Personal Experience	3

Project COPE stands for "Challenging Outdoor Personal Experience." It comprises group initiative games, trust activities and low and high course activities. Some of the activities involve a group challenge, while others test individual skills and agility. Participants climb, swing, balance, jump, and think of solutions to a variety of activities. Most do much more than they thought they could.

Project COPE is an exciting outdoor activity that can be used to attract and hold older boys in Scouting. It offers a set of stimulating activities designed to meet the needs of today's young people, who are seeking greater challenges to their physical and mental abilities. The underlying goals of a Project COPE course are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and for developing teamwork and leadership skills. Individual activities promote personal growth.

The standards that have been developed for Project COPE activities are stringent to ensure that the experience is both safe and successful.

## GOALS AND OBJECTIVES

The Project COPE program has eight major goals for scouts to accomplish. These are:

- |                  |                  |
|------------------|------------------|
| *leadership      | *trust           |
| *problem solving | *decision making |
| *communication   | *teamwork        |
| *self-esteem     | *planning        |

Project COPE provides an opportunity for every participant to achieve success both as an individual and as a member of a patrol or group. The activities are not designed to be competitive or to be a race against time. More important objectives (including building each individual's confidence and developing leadership and a sense of cooperation among patrol or group members) are emphasized

## ACE: ADVANCED CAMPER EXPERIENCE

New for 2017 is the Advance Camper Experience, or ACE! This new set of activities will be facilitated out of the COPE and climbing area and will have a fully qualified staff excited to teach a wide variety of older scouts. Given that this program is brand new to Squanto, there will be some variation week to week, but the plan is to operate at least these four cornerstone activities:

### (1) Climbing Wall:

Scouts and staff will head over for a day of climbing at the climbing wall we used to use for teaching climbing merit badge. Climbing promotes physical fitness and develops character. This worthy challenge will allow Scouts to get some general experience with the basics of climbing and rappelling and hopefully have a chance to belay as well.

### (2) Bike Trip:

Scouts will venture out on some of the extensive bike trails in Miles Standish state forest. The group will get to see the beautiful sights of the forest and get some physical exercise as well. The trip could include stopping at different landmarks in the forest or one of the many ponds. Bicycles will be made available, but Scouts can bring their own as well. (Just remember: we do not allow bikes in camp, so they will have to be checked at the start of the week AND helmets are required!)

### (3) Sailing:

After looking at them so many times but never being able to give them a try, the older scouts will spend one day using our larger sail boats on Fawn Pond. The catamaran and Day Sailer are perfect challenges for the experienced sailor, yet also make for a nice adventure as a passenger as well. Lifeguards will assist in the boat operation, but scouts will be encouraged to pull their weight as well!

### (4) Quincy Quarries:

The week will finish off with a trip to Quincy Quarries for some real, outdoor rock climbing and rappelling. This field trip is sure to be a first experience for many, but our qualified team of instructors and volunteers will make sure everything is set up properly and that the BSA's climbing safety standards are always maintained. As with previous years, we always NEED the support of Scoutmasters in the form of transportation.

Scouts ages 14 and up are encouraged to sign up, but scouts as young as 13 will be accepted as well. If there are particular days that a Scout wishes to miss for a troop activity or something else, that's fine as long as the ACE director is made aware ahead of time.

TIME	ACTIVITY	REMARKS	RATING
2 - 4 PM	Advanced Camper Experience  Must be 13 yrs. old	This badge requires good physical strength.	3

## HANDICRAFT AREA

1. The merit badges of this area are badges of skill and many require a good deal of time. Our projects encourage Scouts to become as proficient as possible at these skills.
2. Younger Scouts may easily complete one or two of our badges in one week.
3. The merit badges of this area may require materials which may be purchased at the Trading Post. The estimated costs are on the next page. Other materials will be available free of charge.
4. The Afternoon Activities are especially recommended for small groups and open programs.
5. During the Twilight Activities, the Handicraft Area is open to everyone to work on individual projects, the pebble program as well as troop plaques
6. Older Scouts- there is metalwork.

### HANDICRAFT AREA AFTERNOON ACTIVITIES

- Troop Plaque** This is a fine opportunity for a small group to plan, design, and produce an individual plaque to be brought back to your troop's year-round meeting place or added to your Troop's shadow box in the Dining Hall. (See page #78 for Shadow Box details)
- Tie Dying** Scouts bring their own white T-shirts and make crazy designs by knotting and submerging them in dye.



## HANDICRAFT AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
9 - 10 AM or 11 - 12 Noon	Art	Limited reading required. All work drawn and designed. Wide use of different art materials	1
9 - 10 AM or 2 - 3 PM	Basketry	Limited reading required. No written work. Basket kits may be purchased at the Trading Post. Both large and small are available. Estimated cost - \$5 - \$10.50	1
11 - 12 Noon or 3- 4 PM	Leatherwork	Limited reading required. No written work. There are leather craft kits available for sale at the Trading Post for an estimated cost of \$2 - \$8.	2
10 - 11 AM or 11 - 12 Noon	Metal Work  Class Limited to 10 Scouts. <b>Must be 14 yrs. old</b>	Limited reading and written work required.  If space is available, others will be admitted - first come, first served.	
2 - 3 PM	Painting	Learn how to paint outdoor surfaces, and walls! This is a class for older scouts interested in home building or repair. The class involves learning proper safety, storage, and painting techniques to master the art of painting. This class requires scouts to bring an extra set of older clothes in case they get paint on themselves. Long sleeve shirts and pants are required.	
10- 11 AM or 3 - 4 PM	Photography	Must bring own <b>Digital</b> camera, including a memory card (or proper USB chord to connect to our computers). <b>DELETE</b> all previous photos from camera before using it for class.	2

## HANDICRAFT AREA SCHEDULE CONTINUED

TIME	MERIT BADGE	REMARKS	RATING
3 - 4 PM	Public Speaking	This is a great class for older scouts looking for a skill that is crucial in many parts of their scouting experience, especially as they get closer to Eagle Scout. Scouts can learn how to give more inspiring dialogue, how to speak in front of large crowds, how to run a meeting according to parliamentary procedure, and much more. This class is very interactive and will require scouts to become comfortable with one another, and ultimately create them to become better Public Speakers. There is no age limit but this class is recommended for older scouts!	
9 - 10 AM	Sculpture	This is a great merit badge for younger scouts. The requirements are very straightforward, and there is no reading or writing required. Scouts will learn how to make small scale models using clay, and molds using plaster. There are no necessary kits from the trading post. .	
10 - 11 AM or 2 - 3 PM	Woodcarving  Totin' Chip required	Limited reading required. No written work. A carving knife is necessary. Knives and woodcarving kits may be purchased at the Trading Post. Estimated cost \$2 - \$4.	

# LYONS NATURE AREA

1. Some badges require reading and extensive written work. We recommend that Scouts do as much as possible **BEFORE COMING TO CAMP**.
2. Scouts are welcome to visit the Nature Area at any time during the day to visit the animals and see the displays.
3. Conservation projects may be done in either the troop site or anywhere else in camp.

## INDEPENDENT ADVISEMENT

This time is for older scouts who have already completed many of the camp badges in the Lyons Nature Center. A counselor will be available daily by advanced request at leaders meeting from 10 AM–11 AM to help advise scouts in the following badges (Bird Study, Insect Life, Nature and Botany). Scouts should bring their merit badge books and any completed work with them to camp.

## NATURE AFTERNOON ACTIVITIES

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|---|--|
| <b>Stalking and Camouflage</b>                      | Learn how animals hide from predators using camouflage.  |
| <b>Swamp Stomp</b>                                  | Stomp around a swamp looking for various species of wildlife.  |
| <b>Conservation Projects</b>                        | Scouts are urged to help us improve our camp for others and fulfill their Adventure Award requirements or it may count toward merit badge work.<br>Troops may choose to complete a conservation project in camp or in their site. See the Nature Director for ideas. |
| <b>Nature Games</b>                                 | Play fun and educational games with nature themes.   |
| <b>Nature Ecology Trail</b>                         | Explore our trails with a guide to help you learn fascinating facts of nature, or explore the self-guided nature trail system.   |
| <b>Other Activities</b>                             | Troops can plan special activities with the help of the Nature Staff and Program Director.   |
| <b>PEYA - President's Environmental Youth Award</b> | – offered during open area time on Sunday, Monday, Thursday, and Friday. Please discuss with Nature Director prior to Sunday Open Areas.   |

## SCOUTCRAFT AREA AFTERNOON ACTIVITIES

- Cooking:** We have facilities for troops to cook whole meals. How about a stew in one, French fries in the second, and a cake or pie in the third Dutch oven? How about setting up a patrol competition?
- Knots, Lashings, and Splices:** The fundamentals of knots, lashings, and splices are explored. You should decide which of these skills you would like to spend this time learning.
- Woods Tools:** Scouts receive instruction in the proper use and care of a knife, an axe, and a bow saw. All requirements for Paul Bunyan award and/or Totin' Chip are also explored.
- Tower Building:** Scouts will have the opportunity to use their lashing knowledge to build a type of tower.

Some badges require reading and extensive written work. We recommend that Scouts do as much as possible before coming to camp.

All of our afternoon activities are available to troops that reserve them and open to all when not scheduled by troops. We do have a limited supply of camping and cooking equipment which may be signed out to troops. Whenever possible, you should plan to use your troop equipment for special programs.

## ACTIVITIES AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
11 - 12 Noon	Astronomy	The Astronomy Merit Badge Class allows scouts to expand their knowledge of the universe. In it they will be learning everything from the creation of Solar system to the names and places of the constellations and planets in the night sky.	
9 - 10 AM or 3 - 4 PM	Camping	Eagle required merit badge. Overnight camping requirement makes this an <u>automatic partial in camp</u>	2
2-4 PM	Cooking  This is a 2 hr. course Partial	Cooking MB is now Eagle required and is being offered as a <u>partial</u> . Camp staff will be going over requirements 1, 2, 3 4 and 8 in the class for scouts to pass.  Requirements 5, 6 and 7 will be discussed and demonstrated, but will not be signed off. These requirements must be done	1
10 - 11 AM or 11 -12 Noon or 2 - 3 PM	Environmental Science	This is the most difficult badge in the nature area. It requires extensive reading and written work. In addition to 8 hours of field observation, it requires an understanding of difficult concepts and ability to draw conclusions from field observations Observational periods are also required.	3
10 - 11 AM	Fire Safety	This merit badge will show the scouts not only how to prepare a campsite fire but also explain how to deal with a house or outdoor fire and what to do if they find themselves in an emergency situations involving out-of-control or potentially dangerous fires . The badge will also cover the chemical and physical properties of a fire as well as combustible and noncombustible materials. Through this badge scouts will gain a more comprehensive understanding of fire and how it can be very useful but also dangerous	
11 - 12 Noon	Firem'n Chit	Offered on Thursday and Friday	1
11-12 NOON or 2 - 3 PM	First Aid  <b>Scouts should bring a first aid kit they put together</b>	Scouts should have completed the Tenderfoot, Second Class, and First Class first aid requirements. Some writing may be required.	2

## ACTIVITIES AREA SCHEDULE CONTINUED

TIME	MERIT BADGE	REMARKS	RATING
10 - 11 AM	Fish and Wildlife Management	The focus of this badge involves the relationship between man & wildlife.	2
9 - 10 AM Or 11 - 12 Noon	Fishing	This group meets daily and will split between classwork and fishing. Some reading. Bring your own pole.	2
9 - 10 AM or 2 - 3 PM	Forestry	The work of the living tree is explored. Scouts must learn the names of 15 trees and keep a leave notebook.	2
3- 4 PM	Geology	Look at the rocks and minerals that make up our earth.	1
11-12 Noon or 3 - 4 PM	Mammals	This is a good badge for younger Scouts. It explores the habitat of mammals and most of the written work can be completed on a computer.	1
9-10 AM	Oceanography	This badge is for older Scouts. It requires extensive reading and knowledge of the ocean as well as field observation and written work.	3
10 - 11 AM	Orienteering	Intensive map and compass work. Use of compass in 3 contests. One must be 2,000 meters designed by Scout.	2
11 - 12 Noon	Pioneering	Requires proficient skills in knots. Lashings and splicing. Rope provided.	3
10 - 11 AM	Reptiles and Amphibians	This badge will provide scouts with an in depth look at the similarities and differences between two groups of animals which are often confused. In this badge students will be able to observe some of our local amphibians and possibly reptiles as well although we cannot guarantee this because they are wild animals which we have no control over. This badge is a partial due to some requirements taking up to 3 months.	

## ACTIVITIES AREA SCHEDULE CONTINUED

TIME	MERIT BADGE	REMARKS	RATING
3 - 4 PM	Soil and Water	In this badge scouts will learn that there is more to soil than they believed before including that there are different kinds and the affect that it has on its ecosystem. This class will also talk about water and pollutions effect on the soil and the ecosystem. This badge does involve writing a long essay so students should come prepared with a writing utensil and paper.	
7 - 8 PM Sun & Mon	Totin' Chip*  <b>*Required for woodcarving</b>	Offered as a <u>2 hour</u> session. Part I on Sunday, Part II on Monday.	1
9 - 10 AM or 2 - 3 PM	Weather	This is a good badge for older Scouts. Weather conditions and causes are explored in depth. Some written work.	2
10 - 11 AM or 2 - 3 PM	Wilderness Survival	Requires survival skills including shelters and edible plants. An overnight outpost will be spent in a shelter you make in	2

## SPORTS AREA

1. The purpose of the area is to develop good sportsmanship and health and fitness while having fun with athletics. Unit leaders are encouraged to work with Camp Staff to accomplish this goal.
2. Some of the area's badges require activities which involve weeks or months of participation. Prior work is necessary in Personal Fitness and Sports. (See next page)
3. In the afternoon, all of our facilities are available for troops who reserve them. Plus individual Scouts may come anytime.
4. Twilight is generally for inter-troop challenges and segments as well as individual activities.

### AFTERNOON FIELD SPORTS ACTIVITIES

These may be scheduled for one or more troops.

Softball, Kickball	Bring your glove for softball
Basketball	
Soccer, Flag Football	
Ultimate Frisbee	
Driving Range	
Dodge Ball - Kick Ball	
Inter-Troop Competitions	Open to troops wishing to do things together.
Basketball Court	Take advantage of our full-court in troop or 3 on 3 games.



## SPORTS AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
10 - 11 AM	Athletics Automatic Partial	500 word essay required. Very demanding physical requirements. Difficult badge	2
11 - 12 Noon	Chess	Class that may be challenging for younger scouts who do not already know the rules. Will learn to record up to 3 games in proper notation.	2
2 - 3 PM	Fingerprinting	Simple class that covers the basics and history of the application of fingerprinting today and in the past. Beginner level merit badge recommended for younger scouts	1
3 - 4 pm	Game Design	Scouts learn the fundamentals of game building and then create their own game.	3
11 - 12 Noon	Geocaching	Similar to orienteering, scouts will search for and document geocaches hidden in Camp Squanto.	4
9 - 10 AM	Golf  Partial	Prior knowledge of USGA Rules of Golf helpful. Some writing may be required. Cannot be completed in camp.	2
10 - 11 AM or 3 - 4 PM	Personal Fitness  Automatic partial	Difficult badge with demanding physical requirements. This badge cannot be completed in camp.	3
11 12 Noon	Railroading  Partial  At the Welcome Lodge	Scouts will learn the types of railroads in the world from freight railroads, passenger railroads and tourist railroads. Safety will be stressed how railroads work as well as the citizen's responsibilities near railroads. Scouts will have an opportunity to help design and create a model railroad at camp using information they learned in class. This is a partial which will require a trip to a railroad, museum visit and or riding in a train.	

## SPORTS AREA SCHEDULE CONTINUED

TIME	MERIT BADGE	REMARKS	RATING
9 - 10 AM	Search and Rescue	This badge is an in-depth look at how search and rescue teams are organized and how they operate in order to best handle the situation. As part of this badge scouts will learn about how to properly conduct an effective search as well as how to prevent becoming the subject of a search. During the course of the week the scouts will also participate in a hypothetical search and rescue which they will be expected to execute based on the information learned in class because of this it may be useful for the scouts to have paper in order to take notes.	
9 - 10 AM or 2 - 3 PM	Sports  Automatic Partial	Similar to athletics. Covers all sports throughout the week. Scouts will learn the basics and then apply them.	

## STEM AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
3 - 4 PM	American Heritage	Knowledge of US History is very helpful. Be able to talk about family history. Taught at Casoni Museum	
10 - 11 AM or 2 - 3 PM	Electronics <b>Must be 14 yrs. old</b>	Limited class size. Age requirement.  Taught at Downey Training Room	4
11-12 Noon or 3 - 4 PM	Engineering	In this merit badge scouts will learn what different types of engineering exist, and what each engineer does. Scouts will also learn the engineering design process and how it applies to each type of engineering. Scouts will also use the engineering design process to design an invention of their own creation.	
10 - 11 AM	Inventing	In this class scouts will learn the basic ideas of inventing such as patents and the inventing process. Scouts will also explore existing inventions and how they have impacted modern day society and why they are important. Later in the class scouts will imagine an invention of their own creation and talk about what it does and what audience it is aimed towards.	
11-12 Noon	Model Design and Building	This class will allow scouts to build models from household objects. Scouts will learn the difference between different types of models and what they are used for.	
9 - 10 AM	Nuclear Science	It doesn't take a nuclear physicist to understand the basics of nuclear science. A little background in chemistry and physics will help, but even for the nonscientific Scout, the Nuclear Science merit badge lies well within grasp.	
9 - 10 AM or 2 - 4 PM	Robotics	Limited class size plus age requirements.	4

## STEM AREA SCHEDULE CONTINUED

TIME	MERIT BADGE	REMARKS	RATING
11 AM - 12 N	Scouting Heritage  Should have knowledge of Troop history and a collection of scouting memorabilia	Requirement 4B must be completed outside of camp.  Taught at Casoni Museum	2
10- 11 AM or 3 - 4 PM	Space Exploration	This class will focus on the history of space travel and its major role it has had in human history. The main idea of this class is to teach scouts the science behind space travel and the importance of an aircraft's design. Scouts will discuss how the design of space crafts has changed over the years as well as what each feature of one does. Scouts will build and launch model rockets towards the end of the week.	

## SHOOTING SPORTS AREA

1. The Range Sports Area consists of three Ranges - Archery, Shotgun, and Rifle. They are operated by 3 Range Officers in accordance with the Boy Scouts of America standards.
2. The Range Officers are available at scheduled times during the day for instructions and open shooting.
3. The **RED FLAG** at the entrance to the area flies when shooting is in progress. **NEVER** enter the area without permission from one of the officers.
4. The merit badges of this area are extremely difficult and require proficient skill. Previous experience is probably necessary if a Scout expects to complete either badge in one or two weeks. We make every effort to provide Scouts with the opportunity to gain this experience.
5. The rifle and archery ranges are available to any troop in the afternoon that reserves them. Large troops are advised to sign up for both Archery and Rifle Ranges in the same hour. This will keep waiting time to a minimum.
6. During Twilight Activities, the ranges are open to everyone. One shooting station will be reserved for members of the Merit Badge session. This is one of their practice opportunities
7. At the Rifle Range, firearms and ammunition are provided at no additional cost
8. The Shotgun Range will be open during the week as a twilight activity. At the present time, there will be no charge for ammunition or clay targets. This range is open on a first come first served basis and there may be a waiting period.



## SHOOTING SPORTS AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
9 - 11 AM	Archery	A badge which requires skill. Previous experience is necessary if a scout expects to complete the badge in 1 week.	3
9 - 12 Noon	Rifle Shooting ***  <b>Must be 13 yrs. old</b>	Requires proficient skill. Previous experience is necessary if a Scout expects to complete the badge in 1 week.	3
3 - 5 PM	Shotgun Shooting  <b>Must be 14 yrs. old.</b> <b>Class limit set by the instructor</b>	Difficult badge to earn. Open to older Scouts. Requires proficient skill.	3

\*\*\* Rifle Shooting is limited to space available: AM is capped at 24 and PM is capped at 8. Age is used as a pre-requisite.

## SHOOTING SPORTS AREA

### AFTERNOON ACTIVITIES

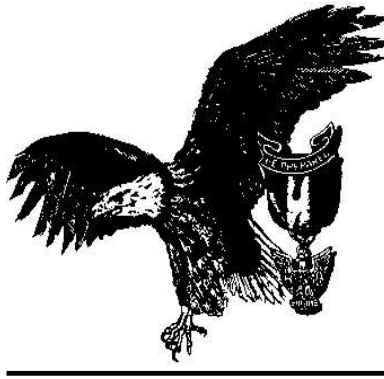
Archery and Riflery	A fine opportunity for Scouts to gain instruction and practice at this skill. The activity is open for scheduled troops.
Shotgun	The Shotgun Range at camp will open some evenings from 7 - 8 PM for open shoot.  Additional shotgun usage may be scheduled on a weekly basis.
2 - 5 PM	Troop Shoots

# FLIGHT TO EAGLE PROGRAM

Specialty program designed for younger and first year campers that focus on rank advancement (Tenderfoot, Second Class, and First Class), scouting skills, and character building, while emphasizing citizenship, teamwork, leadership, and fun.

The purpose of this program is designed for the first year camper or new Scout to start the journey of the Eagle Trail and work on the rank requirements for Tenderfoot, Second Class and First Class while at camp.

The ranks of Scouting are not awarded by the camp. This is the function of the unit leader. At the Saturday awards ceremony, we would award the Scouts who have completed the week's program with a Flight to Eagle patch. This allows us to recognize the Scout while at the same time leaving the right to declare whether the Scout has earned the rank or not to the Scoutmaster.



## FLIGHT TO EAGLE SCHEDULE

Monday through Friday

9 – 12 NOON	During this time scouts participate in activities that meet some of the Tenderfoot, Second Class, and First class requirements. They also work on scout skills with the emphasis on having FUN! Each scout will be encouraged to work on a handicraft merit badge.
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*Meeting for signup is held at 6:45 pm Sunday night at Dining Hall Bell Tower*