



# BASE CAMP PROGRAM

## ADVANCEMENT

Summer camp has traditionally been viewed as a convenient place where Scouts can earn lots of merit badges in a short amount of time. However, the Blue Ridge Mountains Scout Reservation offers much more than merit badges and recognition. During their week at camp, Scouts will grow mentally, physically, and spiritually as they interact with their peers in a safe and positive environment that revolves around recreational swimming, hiking, fishing, campfires, and sports. Though advancement is an integral part of the summer camp experience, make sure that your Scouts have time to relax, interact with their friends, and enjoy the natural beauty of their surroundings.

### Merit Badges

All merit badges at summer camp will be taught based on the requirements found in the 2010 requirements book. Check to make sure your merit badge pamphlets contain the same requirements. Each camper seeking to earn a merit badge must preregister for the class. We set up a schedule of classes that enables the camper to not only earn advancement but also participate in the camp's many special programs.

It is the responsibility of each Scout, with the help of his Scoutmaster, to determine in advance the merit badges he wishes to complete at camp. Prior preparation is required for many merit badges. In order to prevent partials, please make sure that your Scouts have both completed these requirements and have a signed note from the Scoutmaster stating that the prerequisites have been completed. In addition, some merit badges, such as those offered by the Handicraft Area, require the Scout to purchase or provide additional materials. Most of these materials may be purchased on-line prior to camp or at the Camp Trading Post.

If a Scout is leaving camp for a day long activity such as white water rafting or white water canoeing, he needs to be prepared to complete his other merit badges in four days. If he studies the merit badge book before coming to camp, and prepares any reports and projects before camp, then he has the best chance of completing all of his merit badges at camp.

To ensure quality instruction, our merit badge classes are limited in size according to the number of available instructors, equipment, and various other factors.

### Merit Badge Levels of Difficulty Scale

**Advanced Badge:** Merit Badges in this category are the most difficult to earn at summer camp due to the course content and number of prerequisites that must be completed before the Scout arrives at camp. For these reasons, advanced badges are recommended for more mature youth, First Class Rank and above.

**Moderate Badge:** Merit Badges in this category can easily be earned at camp by an experienced Scout. There are few prerequisites to complete at home.

**Basic Badge:** Merit Badges in this category have few, if any, prerequisites. These courses are excellent for younger Scouts or older Scouts who need to balance their schedule.

**Program Areas:** Each program area offers a variety of activities that enable each boy to get the most out of summer camp. Camp Commissioners will be on hand to help your troop plan their week's activities.

### Partially completed Merit Badges

Merit Badges not completed in full will result in a partial for the Scout. The merit badge application (blue card) will be returned to the Scoutmaster on Friday, with the requirements not completed listed on the form. Afterwards, it is the unit leader's responsibility to see that the Scout completes the merit badge.

### Merit Badge Costs

Some Merit Badges require additional fees for kits and equipment. These fees will be listed beneath each badge and can be prepared in advance.



# BASE CAMP PROGRAM

## AQUATICS

Free swims, open boating and special activities are available in the afternoon and evening. Adults should plan on participating in the Safe Swim Defense and Safety Afloat program.



### Canoeing (Moderate)

**Canoeing** Physical strength and stamina required. This is a good merit badge to introduce boating and is less difficult than rowing.

**Completion of the swimmer's test is mandatory.**



### Swimming (Moderate) (Eagle)

**Swimming** This program is physically demanding and is recommended for older Scouts only. **Scouts must be able to pass the swimmer's test.** Bring a long sleeve button down shirt, long pants, and shoes that can get wet!



### Rowing (Moderate)

**Rowing** This is a physically demanding program. Rowing skills are more difficult to master than Canoeing. **Completion of swimmer's test is mandatory.**



### Lifesaving (Advanced) (Eagle)

**Lifesaving** This challenging program is conducted for two hours each day. **Must complete the swimmer's test, earn Swimming MB and be First Class.**

**Prior CPR training is helpful.**



### Small Boat Sailing (Moderate)

**Small Boat Sailing** (Only at Camp Ottari.) This is a two hour program that will require additional free time to master the skills. Participants must be 13 years old. Class size is limited to 8 participants.

**Completion of swimmer's test is mandatory.**



### SCUBA Diving (Advanced)

**SCUBA Diving** This badge is part of a stand alone program only offered at the Claytor Lake Adventure Base. **Participants must pass the swimmers test, be 14 years or older, complete a special PADI medical form and be prepared mentally and physically for a strenuous week.**



# BASE CAMP PROGRAM

## AQUATICS



### BSA Lifeguard (Advanced)

**BSA Lifeguard** This course is recommended for older boys or adults only. Participants will spend the majority of their day on the waterfront. BSA lifeguard requires 30 hours of instruction! Be prepared for a practical and written exam at the end of the week.

**Prerequisites: Must be 15 years old. Participants must have swimming MB, be signed up for Lifesaving MB and be CPR certified.**



### Beginner's Instruction (Basic)

**Beginner's Instruction** This session is devoted to helping Scouts master the skills required to pass the swimmer's test and complete 2nd Class rank requirements 7a-7c and 1st Class rank requirements 9a-9c.



### Non-Swimmer (Basic)

**Non-Swimmer** This program is designed to help kids overcome their fear of water and master the basic skills needed to pass the swimmer's test.



### Kayaking BSA (Moderate)

**Kayaking BSA** Participants in this program will learn the basic skills of kayaking and have the opportunity to earn the kayaking award. **Must pass swimmers test.**



### Mile Swim

**Mile Swim** This badge is recommended only for strong swimmers and involves 4 one hour sessions. **Must pass swimmers test.**



### BSA Snorkeling

**BSA Snorkeling** This program will instruct Scouts in the skills necessary to safely snorkel in open water. Meets once per day. **Must pass swimmers test.**



*Please note that the water at Camp Powhatan and Camp Ottari is spring fed and can be quite cold! Due to this fact, you must take a swim test at camp with our aquatics staff.*



# BASE CAMP PROGRAM

## HANDICRAFT

The Handicraft area offers an excellent opportunity for Scouts to develop and demonstrate their artistic abilities while gaining more historical and cultural awareness. The handicraft staff will organize special programs such as a Pow Wow or dream catcher seminar and will conduct open merit badge sessions for Leatherworking, Woodworking, and Basketry. Most handicraft badges require the purchase of kits to complete the requirements, these kits can be purchased in advance when registering.



### Art (Basic)

**Art** Drawing or artistic experience recommended. Scouts will learn how to express their ideas and tell a story using pictures.

**Prerequisites: Requirement 4.**



### Basketry (Basic)

**Basketry** This is an excellent badge for young Scouts. Scouts will use weaving skills to make two baskets and a wooden stool. It may be possible to complete this badge in your spare time.

Cost: \$23



### Drafting (Moderate)

**Drafting** (Only at Camp Ottari.) This merit badge will teach Scouts the basics of architectural, mechanical, and electrical drafting. It will also review the concepts of isometric drawing and orthographic projection. Scouts will even be introduced to CAD (computer aided drawing) and other new technology.



### Indian Lore (Basic)

**Indian Lore** Scouts will learn about Native American life, games, and crafts. All participants will be required to take part in the Pow Wow. In addition to making Indian Crafts, this badge requires some in depth study and reports.

Cost: \$27.50



### Leatherwork (Basic)

**Leatherwork** This is a good badge for younger Scouts.

**Prerequisites: Please bring a pair of leather shoes or a baseball mitt to complete requirement 4.**

Cost: \$6



### Model Design (Moderate)

**Model Design** (Only at Camp Ottari.) Scouts will learn the basic technique, design and selection of materials for model making. Scouts will make their own model and review the practical application of model design in today's workforce.

Cost: \$3.50



### Woodcarving (Moderate)

**Woodcarving** This badge is not recommended for first year Scouts due to safety concerns. Participants should bring a **sharp, folding** knife that locks.

**Prerequisites: Totin' Chip.**

Cost: \$5



# BASE CAMP PROGRAM

## NATURE/ECOLOGY

The Nature-Ecology department offers a wide variety of program features that are generally adaptable to the individual Scout's needs. In addition to merit badge offerings, activities include a nature trail, day and night hikes, and evening programs such as the snake show. Adult leaders should consider participating in the Leave No Trace program.



### **Bird Study (Moderate)**

**Bird Study (only at Ottari)** This class will be held daily before breakfast when Scouts will have the greatest chance to observe the Reservation's bird population. Scouts should bring a pair of binoculars and a field notebook.

**Prerequisites: Requirement 8, certified by SM.**



### **Environmental Science (Advanced)**

**Environmental Science** This is a time consuming badge which requires Scouts to spend several hours outside of class each day observing, writing, and experimenting.

**Prerequisites: This badge requires mature levels of concentration and is best suited for Scouts 13 and older.**



### **Fish & Wildlife Management (Moderate)**

**Fish and Wildlife Management** This badge requires some written work and conservation project.

**Prerequisites: Requirements 5 and 7, certified by SM.**



### **Fishing (Basic)**

**Fishing** Bring your rod, reel, and tackle. Completion of this badge requires both patience and a lot of luck. Scouts should plan to fish outside of regular class in the morning or evening to meet required number of catches.



### **Forestry (Moderate)**

**Forestry** This badge requires mature levels of concentration, plus charts and plans. Scouts should bring a notebook in which to mount leaves for their collection.



### **Geology (Moderate)**

**Geology** This badge requires mature levels of concentration, plus charts and plans.

**Prerequisites: Requirement 5c (3a) collect 10 different rocks or minerals. Record in a notebook where you obtained and label each with its class and origin, chemical composition, and list its physical properties. Please bring either your collection and notebook or your notebook and a photo of your collection.**



### **Mammal Study (Basic)**

**Mammal Study** This is a good introductory badge for younger Scouts. Participants will be required to complete a report and conservation project.



# BASE CAMP PROGRAM

## NATURE/ECOLOGY



### Nature (Basic)

**Nature** This is an excellent introductory badge to all badges offered in the nature-ecology area. This badge requires participants to go on both day and night hikes.



### Reptile & Amphibian Study (Moderate)

**Reptile and Amphibian Study** Scouts will be required to make drawings and participate in some night observation (Frog hunt). Though this program is not recommended for Scouts afraid of snakes, past participants have lessened their fears by learning about reptile behavior.

**Prerequisite: Requirement 8 (a) or 8 (b) certified by Scoutmaster.**



### Soil & Water Conservation (Moderate)

**Soil & Water Conservation** This badge requires drawings and a conservation project. This program covers a lot of material and is not recommended for younger Scouts.



### Space Exploration (Moderate)

**Space Exploration** (Only at Camp Powhatan.) This is an exciting badge that explores mankind's development of rocketry and subsequent exploration of outer space. Scouts will be required to build a model rocket. Scouts are welcome to bring rockets from home but need to realize our terrain, forests and potential fire hazards will determine whether or not they can launch and recovery of personal rockets may not be possible.

**Prerequisite: Requirement 2 (please bring your card to camp).**

Cost: \$10



### Weather (Moderate)

**Weather** This program covers a lot of material. Participants will make rudimentary weather instruments and learn the basics of forecasting.



### Leave No Trace

**Leave No Trace** This course is designed to train leaders in the principles of Leave No Trace. It is our hope that each adult participant will carry this training back to his or her troop.



# BASE CAMP PROGRAM

## SCOUT CRAFT

The Scoutcraft area focuses on traditional Scout skills. In addition to merit badges, this area offers weekly cooking demonstrations, Totin' Chip, Firem'n Chit, Paul Bunyan Woodsman, and an overnight trip into the back country.



### **Camping (Moderate)**

**Camping** This program requires lots of written work, and covers a lot of material.

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



### **Climbing (Advanced)**

**Climbing** This course is limited to 10 participants and recommended for older Scouts. This program is physically challenging and requires a strong knowledge of knots, first aid, safety, and care of equipment. Participants must bring long pants.

**Prerequisite: First Aid Merit Badge. First Class Rank**

Cost: \$15



### **Cooking (Advanced)**

**Cooking** (Powhatan only) Scouts will practice their cooking skills throughout the week and will eat lunch in the program area on Tuesday, Wednesday, and Thursday. Cooking experience is highly recommended.

**Prerequisite: Requirement 7**

Cost: \$7



### **Emergency Preparedness (Moderate)**

**Emergency Preparedness** This program requires Scouts to complete written material and master many skills. A strong knowledge of knots is particularly important. Scouts must have First Aid and Merit Badge.

**Prerequisites: Requirements 1, 6c, 8c**

Personal Emergency Service Pack must be brought from home.



### **First Aid (Moderate)**

**First Aid** This program covers a great deal of material. Scouts should bring a triangular bandage and roll of gauze. This is recommended for older boys.



### **Horsemanship (Moderate)**

**Horsemanship** This is a fun but time consuming badge. Transportation to the horse pens needs to be arranged/provided by the troop's adults (approximately a 30 minute drive from Ottari and 15 minute drive from Powhatan, which is included in the 2 hour class time). Participants must bring long pants and sturdy boots or shoes.

Cost: \$25. Be prepared to pay with a credit card when you sign up on-line.



# BASE CAMP PROGRAM

## SCOUT CRAFT



### Medicine (Moderate)

**Medicine** (Only at Camp Powhatan.) Participants signing up for this badge will learn all about the history and professional opportunities found in the field of medicine.



### Orienteering (Advanced)

**Orienteering** Participants in this program set up and run an orienteering course for their troop. Thus, cooperation of the troop members will be required. It is essential that Scouts wishing to take this badge have a basic knowledge of map and compass. Bring a compass!



### Pioneering (Advanced)

**Pioneering** The Scout must have a basic knowledge of knots and lashings. In addition to the two hours of class each day, participants will need extra time to complete the project and splicings outside of class. Please bring a pocketknife and gloves.

**Prerequisite: Know knots, required for Tenderfoot, 2nd Class, and 1st Class**



### Wilderness Survival (Moderate)

**Wilderness Survival** This program requires an overnight trip. Scouts should bring a backpack, sleeping bag, and ground cloth.


**Prerequisite: Requirement 5 (Survival kit). This may be brought from home.**


**FIREM'N CHIT**


This is to certify that \_\_\_\_\_

can carry matches and build a campfire.

He has read the fire use and safety section in the Boy Scout Handbook. He knows that handling matches and building fires means responsibility, and he accepts it. In consideration of the above, he is hereby granted "Firem'n Rights".

Signed \_\_\_\_\_ Smokey 

**BOY SCOUTS OF AMERICA** 





**TOTIN' CHIP**

This is to certify that the bearer \_\_\_\_\_

has read the woods tools use and safety rules from the "Second Class Scout" chapter of the Boy Scout Handbook. He knows that the ownership or use of woods tools means responsibility, and he accepts it. In consideration of the above, he is hereby granted "Totin' Rights".

Scout leader \_\_\_\_\_

**BOY SCOUTS OF AMERICA** 






# BASE CAMP PROGRAM

## SHOOTING SPORTS

The Shooting Sports department offers instruction in rifle, shotgun, and archery. Free shoots will be held in the evening for extra practice. Black Powder Rifle activities are also available.



### Archery (Advanced)

**Archery** This is a very difficult badge to master; thus, it is recommended that participants have prior experience. Scouts should plan on spending a large portion of their free time at the range trying to qualify. You may bring your own bow if it is locked in the range house for the week. This badge is limited to 12 Scouts. We recommend boys 13 years or older to sign up.

Cost: \$2.75 for arrow kit to assemble



### Rifle Shooting (Advanced)

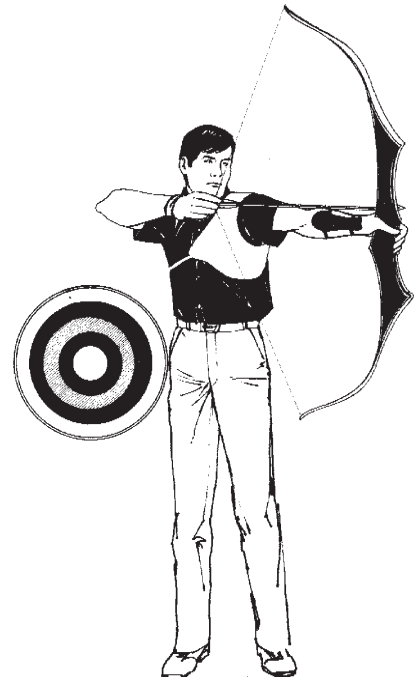
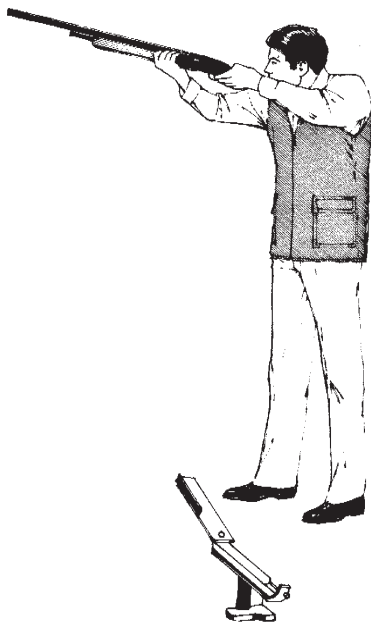
**Rifle Shooting** Challenging and time consuming. A two hour per day class, plus extra time to shoot qualifying targets is required to earn the badge. A Scout may bring and use his own rifle only if it is a .22 caliber single shot, bolt action rifle with at least a 3 pound trigger pull. All firearms must be locked in the range house throughout the week. Class size is limited.



### Shotgun Shooting (Advanced)

**Shotgun Shooting** Challenging and time consuming. A two hour per day class, plus extra time to shoot qualifying targets is required to earn the badge. Do not bring ammunition! Please bring a pair of shooting glasses. Limited to 12 Scouts.

Cost: \$14 (covers the cost of shots during class. Open shooting time is 3 shots for \$1)





# BASE CAMP PROGRAM

## ORDER OF THE ARROW AND ADULT PROGRAMS

### Friday Night Tap Out

The Order of the Arrow plays a vital role in the camping program of our council. Scouts who have demonstrated their ability as honored campers are recognized through their election in the OA. Troops wishing to have Scouts tapped during the Friday night campfire should hold elections prior to camp.



### Brotherhood Induction—Seal Your Membership

Ordeal members of the Tutelo Lodge eligible to seal their membership in the OA as Brotherhood members can take part in the Brotherhood induction process while at camp with their troop. The Brotherhood ceremony will take place on Wednesday night at Camp Powhatan and Thursday night at Camp Ottari. All Brotherhood and Vigil Honor members are encouraged to attend the ceremony. Transportation may be arranged upon request for those with physical limitations. The fee for taking your Brotherhood is \$10; this fee will be collected at camp.

### Order of the Arrow Social

Join us before the Brotherhood Ceremony for food, drink, patch trading, and fellowship.

### Out of Council Lodges

Out of council lodges must get approval from their home lodge in order to participate in the Friday night call out ceremony. Approval is only necessary if the troop is planning to call out members at camp.

### ADULT PROGRAMS

Camp is no longer just a place for Scouts to have fun and earn merit badges, adults are also encouraged to get down and dirty, have a great time, and participate in our many training opportunities. Hey, it's your vacation too! The following are examples of training courses and activities that may be offered.

- Youth Protection Training
- Scouting Games & Program Ideas
- Scouting Roundtable
- Adult Leader Appreciation Dinner
- Horseshoe Competition
- Golf Tournament  
(bring your funny pants and homemade clubs)
- Scoutmaster Challenge  
(knots, shooting sports, volleyball, etc)
- Health and Safety Training
- Dutch Oven Cook-off
- Reservation Tour
- Climb on Safely
- Leave No Trace
- Safe Swim Defense
- Safety Afloat
- Trek Leader
- BSA Lifeguard
- Golf with the Scout Executive
- Volleyball