

SESSION WORKSHEET FOR INDIVIDUAL SCOUTS - FOR UNIT USE ONLY

There are five sessions in each day, giving you the opportunity to work on five different merit badges, certifications, skills or activities. For each session, choose a first and second choice and write it in the space below. Turn in this completed form to your Scoutmaster for approval. Online registration will fill up on a first-come-first-serve basis.

Scout Name: _____ Unit # 7614

Birthdate: _____ Age at camp: _____

RANK	
<input type="checkbox"/>	Tenderfoot
<input type="checkbox"/>	2 nd Class
<input type="checkbox"/>	1 st Class
<input type="checkbox"/>	Star
<input type="checkbox"/>	Life
<input type="checkbox"/>	Eagle

SUMMER CAMP WEEK	
<input type="checkbox"/>	Week 1 June 19-25, 2016
<input type="checkbox"/>	Week 2 June 26-July 2, 2016
<input checked="" type="checkbox"/>	Week 3 July 3-9, 2016
<input type="checkbox"/>	Week 4 July 10-16, 2016
<input type="checkbox"/>	Week 5 July 17-23, 2016

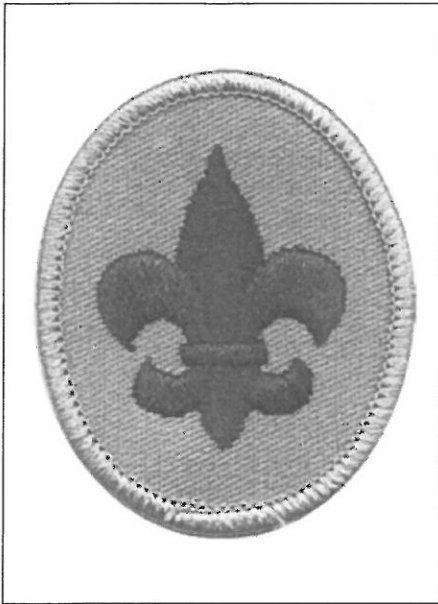
SESSION	TIME	COURSE NAME (1 ST CHOICE)	COURSE NAME (2 ND CHOICE)
1	9:15 am		
2	10:15 am		
3	11:15 am		
		LUNCH	LUNCH
4	2:00 pm		
5	3:00 pm		

Scoutmaster Review: _____ Approved for signup? _____

CLASS REGISTRATION WILL OPEN MONDAY, MAY 16, 2016 at 4:00 PM.

Session schedule	9:15	10:15	11:15		2:00	3:00	4:00	Pre-requisites/Notes
Trailblazer								New Scouts
TRAILBLAZER ONLY FIRST AID								This session is for Trailblazer Scouts Only
Climbing								13 or Older, 2 hour session
ATV								Fee: \$50. Permission Forms, Age 14-15, Age 16 up
Salesmanship								Required to sell concessions at Softball on Tuesday Night
Sculpture								available Monday and Thursday open session
Fingerprinting								available Monday, Tuesday, and Thursday open session
Cycling								13 and up, bike provided, mt. bike option, 2 hr
Sports								Requirement 4,5
Athletics								Requirement 3d, 6a,b
Personal Fitness								Requirement 1b, 8
Disc Golf								
BSA Lifeguard								Age: 15-up. FA/CPR recommended all day
First Class Swim	FRIDAY							First Class Requirements 9a,b,c, Friday Only
Beginner Swim								2 hour session
Stand Up Paddleboard								Not a merit badge
Canoeing								Must pass swimmers test, 2 hour session
Lifesaving								Must have swimming MB – 2 hour session
Rowing								Must pass swimmers test – 2 hour session
Small Boat Sailing								Must pass swimmers test – 2 hour session
Snorkel BSA								Must pass swimmers test
Kayaking								Must pass swimmers test
Swimming – MB								Must pass swimmers test – 2 hour session
Environmental Science								Not recommended for 1st year scouts – 2 hr session
Fish & Wildlife Mgmt.								
Fishing								Bring Fishing Equipment
Forestry/Plant Science								
Geology								
Reptile and Mammal								
Nature								
Soil & Water Conservation								
Chemistry								
Weather								
Oceanography								
Insect Study								
Law								
Photography								Req 4,7
Space Exploration								\$15 fee
Geocaching								Req. 8d
Movie Making								
Personal Management								Req. 2ab
Citizenship in The Comm.								Req. 3a, 4b, 7c
Citizenship In The Nation								Not recommended for 1st year scouts
Citizenship In The World								Not recommended for 1st year scouts
Communications								Requirement 5, 8
Emergency Preparedness								Req. 1 (first aid) 2d, 8a,b,c
Art/Sculpture								
Basketry								(2) kit projects required purchase TP (\$20)
Leatherwork								(1) Kit cost roughly \$5 Trading Post (TP)
Indian Lore								
Pottery								
Woodcarving								Kits cost roughly \$5 TP Totin Chip
Metalwork								
Camping								NO overnite camping
Pioneering								Scouts should be 1st class – 2hr session
Wilderness Survival								Overnite camping required
Fire Safety								
First Aid								
Signs, Signals, and Codes								
Search and Rescue								
Archery								\$5.00 – bow kit - requirement 2D
Rifle Shooting								12 or older
Shotgun Shooting								13 or older \$25.00

TRAILBLAZER PROGRAM



In years past, first-year campers were faced with deciding which of the many merit badges to work on while at camp. Adult leaders agree that younger scouts benefit more from their camp experience if the staff gives more attention to basic Scouting skills. They feel this type of program will help the young man attain the needed advancement requirements as well as improve his ability to participate in troop activities.

During this session, scouts will spend time working on requirements for the ranks of Tenderfoot, Second Class and First Class. Unlike merit badges, it is impossible to come to camp and, in a week, complete all of the requirements for First Class, Second Class, and Tenderfoot ranks.

The focus will center on experiential learning in the form of using demonstrations followed by practice to master the skills learned. Scouts put these skills to the test through fun activities and contests. The Trailblazer Staff will do everything in their power to help each Scout become proficient in as many areas as possible. Trailblazers also learn to work as patrols throughout the week.

Individual First Aid rank advancement will be covered in this program in addition to the First Aid Merit Badge. Participants MUST sign up for Trailblazer First Aid Merit Badge Session.

SCOUTS IN THE TRAILBLAZER PROGRAM



THE FOLLOWING ITEMS SHOULD BE BROUGHT TO EACH TRAILBLAZER SESSION:

- BOY SCOUT HANDBOOK
- WATER BOTTLE/CANTEEN
- COMPASS
- PERSONAL FIRST AID KIT
- NOTEBOOK
- PEN OR PENCIL



The Trailblazer program is offered twice a day - once in the morning and once in the afternoon. This gives scouts enrolled in the Trailblazer Program an opportunity to take merit badge classes. Scouts should plan to attend one session or the other, not both.

The Trailblazer Program is not an advancement program. Scoutmasters are responsible for signing-off the rank requirements of their scouts participating in this program. A list of requirements generally covered in this program will be given to scoutmasters at check-in.

MERIT BADGE PROGRAM

At Camp Durant we strive to provide quality instruction for all the merit badges we instruct. The information provided with regard to completion is accurate as of this writing, but subject to change with revisions to the merit badge requirements book.

The underlying purpose of this program is to expose Scouts to new activities/studies that may positively impact character values, connect the practical application of material learned in school, develop career or hobby interests, and learn new ways of having fun.

MERIT BADGE REGISTRATION

Camp Durant will offer online registration for merit badges.

The Specific merit badge class schedule is currently being developed based on demand from past years and instructor availability. It will be released on www.campdurant.com no later than **March 31, 2015**. Camp Coordinators will receive an electronic copy as soon it becomes available. Online registration for merit badges will be available Monday, May 16, 2016 at 4:00 PM. Leaders will receive notification via email prior to the system being opened. Payment of \$100.00/scout must have been received and posted to your account.

We reserve the right to adjust the schedule and counselors to meet demand, therefore, all units should register for merit badges before camp. Some of our sessions have maximum numbers to ensure teaching quality, so if a unit does not sign-up for merit badges before camp, there is a chance that their Scouts will not be able to work on some merit badges. Please note that if units sign up for merit badges before camp, they do not need to rush to arrive first! Once a Scout is signed up for a merit badge, we assume that he has Scoutmaster approval to work on that badge. We will only approve requirements completed at camp. In cases where a Scout comes to camp with a partial merit badge, a unit leader needs to provide the Area Director with proof of the requirements that have already been completed. The proof can be either a "blue card" showing the completed requirements or a signed statement listing the completed requirements.

REQUIREMENTS AND PRE-REQUISITES

Some merit badges offered in camp may require some work either before or after camp in order to complete the merit badge. These requirements are shown in the special notes column in the listing of merit badges in the Leader's Guide in addition to the sessions guide listing.

Some merit badges have requirements that cannot be completed at camp.

FEEES

Some merit badges at camp will require a small fee in order to cover operation costs or supply items purchased. ***Program fees are automatically invoiced, except those items that need to be purchased at the Trading Post.***

MERIT BADGE PAMPHLETS

Scouts need to be familiar with the material in the merit badge pamphlets for the merit badges they will be taking. It is best for a Scout to review the material prior to their arrival at camp.

For the convenience of Scouts and leaders, merit badge pamphlets will be available for sale in the camp Trading Post. Scouts are encouraged to have access to the merit badge pamphlets for merit badges they are working on at camp.

BLUE CARDS

Camp Durant does not require the use of Merit Badge Blue Cards. All merit badge progress will be tracked and printed as a final report. This final report will be given to the Unit Leader on Friday.

SHOOTING SPORTS



ARCHERY

Archery is a fun way for Scouts to exercise their mind as well as body, developing a steady hand, a good eye, and a disciplined mind. Scouts will make their own bowstring and arrow. This merit badge focuses on the use of bow and arrow as a target sport. Scouts must meet the shooting requirement in order to earn the merit badge. Arrow kit provided at the archery range. Previous experience is highly recommended. Not recommend for younger, smaller scouts.

Class Size: 16
Cost: \$5.00



SHOTGUN SHOOTING

The shotgun program uses 12 and 20 gauge shotguns to shoot clay pigeons. Safety is stressed throughout the session. Previous experience is highly recommended. Scouts must be at least 13 years old for this merit badge.

Class size: 12
Cost: \$25.00



RIFLE SHOOTING

Safety is the focus of the Rifle Shooting Merit Badge. Scouts learn the different styles of rifle shooting and must qualify in order to earn the merit badge. The most difficult aspect of Rifle Merit Badge is being able to shoot well enough to qualify, so younger scouts who have never shot before may have trouble with this requirement. Scouts must be at least 12 years old for this merit badge.

Class size: 16

NOTE: Merit Badge Pamphlet, pen or pencil and paper ARE REQUIRED **FOR ALL** SHOOTING SPORTS MERIT BADGE CLASSES



OUTDOOR SKILLS



Scouts will learn about Leave-No-Trace outdoor ethics, proper clothing and equipment, good camping management, and camp safety. Scouts will **NOT** participate in a separate overnight camping trip. This eagle-required merit badge is good for second year Scouts. Pre requisite: 4b, 5c, 8d, 9a, 9b **Class Size: 25**

CAMPING



Scouts will have the opportunity to develop their map and compass skills to a competition level. Scouts will spend much of their time hiking around camp, completing courses they designed. Bring an orienteering compass. It is recommended that Scouts be at least First Class. **Class Size: 25**

ORIENTEERING



This session is designed to further educate Scouts in the areas of knots, ropes, lashing, and other non-traditional construction methods. Scouts will construct pioneering projects using the skills learned. **Class Size: 25**

PIONEERING



Scouts will learn to survive with a minimum of equipment, food, and water. Scouts will be challenged to spend the night in a shelter they have improvised. **Scouts will participate in an overnight campout.** Review your Scout Handbook. **Class size: 25**

WILDERNESS SURVIVAL



First aid is one of the most basic scout skills. All Scouts need to know the basics of check, call, and care, to be used in Scouting and out in the world at large. Skills include recognizing life-threatening situations, CPR, bandaging, and splinting. **NOTE: Scouts need to bring a personal first aid kit to camp.** **Class Size: 30**

FIRST AID



Scouts love to play with fire, whether large or small. This session will go over the safety rules, chemistry, and physics of fire. They will also go over safe fire practices in everyday life. Requirement 6a cannot be completed at camp. **Class Size: 25**

FIRE SAFETY



AQUATICS



CANOEING

This session introduces Scouts to the basic skills of canoeing. Students learn the parts of the canoe and paddle as well as safety rules. At the end of this session, Scouts should be able to maneuver a canoe in a straight line on a flat water lake. Scout must be classified as "Swimmer" in their swim check. Class Size: 20



LIFESAVING

This is a great merit badge for older Scouts. It will instruct the basics of reach, throw, row, and go. They will learn basic go-rescues with and without assists. Scouts will need to bring a belt, long pants, long-sleeve button up shirt, and shoes that can get wet. Scouts should have completed Swimming Merit Badge and must be classified as "Swimmer" in their swim check. Class Size: 20



ROWING

This merit badge gives Scouts an opportunity to hone their rowing skills so that they can navigate what is the most stable man-powered watercraft at Camp Durant. This is a great merit badge for older Scouts who are looking for a challenge. Scout must be classified as "Swimmer" in their swim check. Class Size: 20



SMALL BOAT SAILING

Scouts will learn the techniques and terms that will help them sail a course in Nello Teer Lake. This merit badge is a great one for second year campers. Scouts must be classified as "Swimmer" in their swim check: Class Size: 20



KAYAKING

Come join us at Nello Teer Lake to learn safety procedures, proper equipment usage and procedures. Scouts must be classified as "Swimmer" in their swim check. Class Size: 20



Stand up Paddleboarding

The BSA Stand Up Paddleboarding award introduces Scouts to the basics of stand up Paddleboarding (SUP) on calm water, including skills, equipment, self-rescue and Safety precautions. This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation.

Class Size: 6

AQUATICS



SNORKELING BSA

While not a merit badge, the snorkeling BSA program gives Scouts a chance to learn how to snorkel. This class is designed to be an introduction to snorkeling. **Class Size: 20**



SWIMMING

The swimming merit badge focuses on swimming for fitness and correct strokes. Scout must be classified as "Swimmer" in their swim check. **Class Size: 20**



BSA LIFEGUARD

This program is open to scouts 15 years and older as well as adults. This is an all-day program that focuses on training people to run a safe year-round program at the troop level. **Note:** BSA Lifeguard requirement #24 states, "*evidence of American Red Cross (ARC), First Aid and ARC CPRIAED for professional rescuer or equivalent is needed to complete BSA Lifeguard.*" Completing this requirement or equivalent before camp is **HIGHLY RECOMMENDED** and will NOT be taught at camp. If certification is obtained prior to camp, you will need to provide a current copy of your certification.

Class Size: 10

FIRST CLASS SWIM

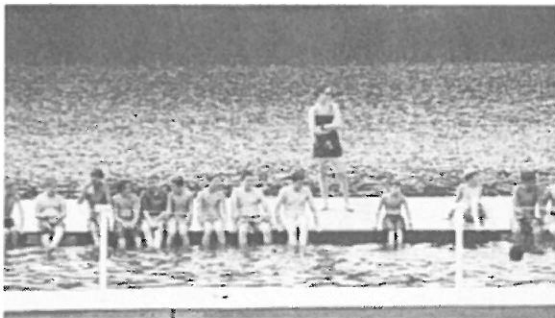
For Scouts who have not completed their Swimmer's test, but who have completed their Beginner's test. All of the aquatics requirements up to First Class will be completed.

No Class Limit

BEGINNER SWIM

This program is designed for Scouts that have not yet passed the Beginner's test. This class will teach the basics of swimming with the goal of Scouts being able to pass the Beginner's test by the end of the week.

Class Size: 20



ECOLOGY



ENVIRONMENTAL SCIENCE

This session focuses on how the living and non-living factors in an environment interact. Special emphasis is placed on how humans affect these interactions. A total of two hours of field observation are included in the session. *Scouts should be second-year campers or First Class.* **Class Size: 25**



FISH & WILDLIFE MANAGEMENT

The different styles of fish and wildlife management are the focus of this course. Examples of local management styles are given and the advantages and disadvantages of each are discussed. **Class Size: 25**



FISHING

All of the basic knowledge needed for fishing is covered in this session. Different types of equipment, alternative fishing styles, local fishing regulations, and fishing safety are discussed. *Scouts should bring fishing pole and tackle. Some simple equipment may be purchased at the Trading Post.* **Class Size: 20**



FORESTRY

The Forestry Merit Badge leads to a basic understanding of forest management styles, including the different stages of succession, the pros and cons of forest fires, and the use of different types of wood. A conservation project is part of this session. **Class Size: 25**



GEOLOGY

Geology is the study of rock and minerals that make up the Earth. Topics will include the theory of continental drift, different types of rocks and minerals and their uses, and the rock cycle. **Class size: 25**



MAMMAL STUDY

Mammal Study includes discussion on the different classifications of mammals, observing mammals, and the management of the local population of mammals. **Class Size: 25**



ECOLOGY



NATURE

A good first-year merit badge, Nature is a broad study of five different areas of ecology around Camp Durant. Topics include: soil and rock, mammals, reptiles and amphibians, fish, and plants.

Class Size: 25



OCEANOGRAPHY

Oceans cover more than 70 percent of planet Earth. They influence the weather, the soil, the air, and the geography of every area in the world. Oceanography is the study of the ocean including the ecosystems in it, ocean currents, waves, and plate tectonics.

Class Size: 25



CHEMISTRY

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made. Stretch your imagination to envision molecules that cannot be seen but can be proven to exist.

Class Size: 25



INSECT STUDY

Insects account for more than two-thirds of all known organisms and have been around for some 400 million years. Scouts will step into the strange and fascinating world of the insect. While there, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.

Class Size: 25



SOIL & WATER CONSERVATION

This session spends much time on nature hikes, studying how soil and water are used and controlled around Camp Durant. Discussions include different methods of conservation and why conservation is important. A service project is a part of the session.

Class Size: 25



WEATHER

This session will focus on understanding the world in which we live. Specific elements include how to remain safe in potentially dangerous weather conditions

Class Size: 25

HANDICRAFT



ART

This session will instruct the Scout the different mediums of art such as pens, pencils, ink, and paint. He will learn to draw in different formats such as cartoon, design, and storyboard.

Class Size: 25



BASKETRY

Scouts in this merit badge learn the basics of weaving and how to make a stool and baskets. Basket and stool kits will cost approximately \$30.00. These can be purchased at the Trading Post. *This item is NOT an invoiced program fee.*

Class Size: 16



LEATHERWORK

An excellent merit badge for first year scouts. Scouts will learn about different types and sources of leather as well as how to care for leather goods such as shoes and belts. The session culminates with the Scout learning to make different projects and how to tan a hide. Kits can be purchased at the Trading Post and will cost approximately \$5.00. *This item is NOT an invoiced program fee.*

Class Size: 16



POTTERY

This session will teach Scouts the proper use of pottery tools, terms, and types of clay. The Scout will have the opportunity to make items using the tools of the trade. This session will include use of a potter's wheel, a kiln, and a visit to one of the potteries in the renowned Seagrove Pottery area.

Class Size: 16



WOODCARVING

An excellent merit badge for second year campers, the Scouts will learn about different types of wood and tools used in carving. Other skills learned will include sharpening knives, detailed carving, and using a wood chisel. Carving kits are available in the Trading Post and cost approximately \$5.00. *This is NOT an invoiced program fee.*

Class Size: 16



INDIAN LORE

Scouts get an opportunity to explore Native American culture in its natural surroundings. Topics include Native American crafts, clothing, living shelters, and games. Choker kits are available at the Trading Post and cost approximately \$5.00. This is NOT an invoiced program fee.

Class Size: 20



METALWORK

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools and the basic metalworking techniques. They will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

Cost: \$5.00
Class Size: 12

TRAIL TO EAGLE



CITIZENSHIP IN THE COMMUNITY

A nation is a patchwork of communities that differ from each other and may be governed differently. But regardless of how local communities differ, they all have one point in common: in the United States, local government means self-government. Good citizens help to make decisions about their community through their elected local officials. **Class Size: 25**



CITIZENSHIP IN THE NATION

Citizenship in the United States of America holds its responsibilities and duties as well as its privileges. This session focuses on both sides of the coin, looking at how we must support our country and what it does to support us. **Class Size: 25**



CITIZENSHIP IN THE WORLD

Since we all live on the planet Earth, we are all citizens of the world. This session looks at the different ways that individuals, organizations, and governments interact with each other. **Class Size: 25**



COMMUNICATION

Human beings do not live in solitude, but in communities. This is primarily because of communication. In this session Scouts will write and present speeches to the session. Scouts should plan to coordinate a troop campfire at camp in order to complete requirement 8 the merit badge. Requirements 5 and 8 cannot be completed at camp. **Class Size: 25**



EMERGENCY PREPAREDNESS

This merit badge encourages Scouts to learn procedures for dealing with emergencies such as fires, search and rescue, floods and other disasters, as well as attempting to develop the Scout's own problem-solving skills.

NOTE: Requirement 1 must be completed before camp (Earn First Aid Merit Badge), and Requirements 2c, 8c cannot be completed at camp. **Class Size: 25**



LAW

Earning this merit badge enables a Scout to learn about the history and kinds of laws, the purpose and methods of law enforcement, consumer protection agencies, emerging law, and careers in the legal profession. **Class Size: 25**



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. Requirement 8d cannot be completed at camp. **Class Size: 15**

TRAIL TO EAGLE



FINGERPRINTING

The Fingerprinting merit badge is offered during open session at 4:00pm, Monday, Tuesday and Thursday at Trail-to-Eagle. Scouts do not need to sign up to participate.



SPACE EXPLORATION

A large number of Scouts have grown up to become astronauts. Space Exploration merit badge will give our Scouts a taste of the worlds beyond our own planet. A highlight of this session will be when Scouts build and launch their own model rockets. Additional fee required.

Class Size: 20
Cost: \$15.00



PERSONAL MANAGEMENT

Personal management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities.

Class Size: 25

SPECIAL AREA MERIT BADGES



SALESMANSHIP

"Show me the MONEY!" Everybody wants to make money. This merit badge will instruct Scouts how to plan, market and sell items for money. They will get a chance to run a drink stand at the softball game.

Class Size: 25



PHOTOGRAPHY

Photography merit badge gives Scouts a chance to capture the world, one frame at a time. Scouts' photography may be displayed during the Friday night campfire. The camp will have a limited number of digital cameras to use, but Scouts should bring their own if possible.

Note: All photographs taken as part of this session become the property of the Occoneechee Council.

Class Size: 25



CLIMBING

Climbing merit badge is intended for Scouts with an interest in climbing. The merit badge will utilize the 43-foot climbing tower at Camp Durant to fulfill the requirements. Climbing requires rope skills and will feature rappelling. Scouts need to show skills in CPR and First Aid in order to complete this merit badge. This merit badge is recommended for older scouts and is not for conquering your fear of heights. Note: Per National BSA Policy, scouts must be at least 13 years old to participate in the Climbing Merit Badge. Additionally, Scouts MUST possess a completed a parental consent form (found on page 40) in order to participate.

Class Size: 14

SPORTS



CYCLING

Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge. Participants will work on the mountain biking portion of the merit badge.

Class Size: 16

DISC GOLF

Disc Golf has become one of the most popular activities at Camp Durant. This will be a one-hour session led by experienced players who will introduce Scouts to the basics of Disc Golf. Scouts will have the opportunity to play our 18-hole disc golf course.

Class Size: 16



SPORTS

Although Sports merit badge cannot be completed at summer camp, many of our Scouts still enjoy the opportunity to participate in some athletic competitions during their time at camp. Additionally, important skills such as healthy living and sportsmanship are reviewed during the sessions.

Class Size: 15



PERSONAL FITNESS

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy and gain self-confidence in their overall fitness.

This merit badge will NOT be completed at camp.

Class Size: 18



ATHLETICS

Being involved in an athletic endeavor is not only a way to have fun, but it also is one of the best ways for a person to maintain a healthy and strong body, living up to the promise each Scout makes "to keep myself physically strong."

This merit badge will NOT be completed at camp.

Class Size: 18

