

Troop 614 Summer Camp Guide – 2018

Name: _____

	Summer Camp Guide
	BSA Health Form – Parts A, B, and C
	2018 MB List and schedule
	2018 MB sign up worksheet
	Special Needs Notification Form
	Clothing and equipment list
	General permission slip
	Shooting sports permission slip

Key Milestones and Due Dates

3/01/18	\$100 – first payment due
4/15/18	\$110 – second payment due
4/12/18	MB schedule selection due to Scoutmaster
5/15/18	\$110 – Final payment due
5/31/18	BSA Health Forms due (All three parts)
5/31/18	Special Needs forms due
5/31/18	Parent permission form due

Troop 614 Summer Camp Guide – 2018

Location: Camp Durant, Carthage, NC

Dates: 7/01/18 – 7/07/18

Cost: \$320/Scout

Meet at FVBC parking lot at 10:30AM on 7/01/18. Parents requested to remain until their Scout completes troop check-in.

Return to FVBC parking lot at 10:30AM on 7/07/18.

Travel: We will travel in church vans. Scouts must travel in Class A uniform and carry swimsuit, towel, and Scout Handbook in daypack on van. No food or open drink containers will be permitted in the van. We will stop for a fast food lunch enroute to camp so Scouts should have some funds available. We will take the swimming safety check upon arrival at camp. All Scouts must wear their swimsuit under their uniform (or carry in daypack) and take a towel in their daypack on the van as we will not have access to any packed gear until we have finished our check in process.

Permission Slips: Each Scout must have a completed Durant activity permission slip. Additionally, any Scout planning to take a shooting merit badge or participate in evening activities in the shooting sports must have a the Occoneechee Shooting Sport permission slip.

Health Forms: Each Scout and adult attending Camp Durant must have a current version of the BSA Health Form Parts A, B and C. Part C must be signed by a physician/physician's assistant and must be dated within 12 months of camp (i.e., dated after 7/7/17). We must also have a copy of front and back of insurance card. If a Scout does not have insurance, please annotate "Self Insured" on the health form.

Medications: Please have any medications placed in a zip lock bag with name of Scout and dosage information on a card in the bag. If the prescription bottle is not included, please enclose a copy of the prescription label. These will be given to a Scoutmaster before we depart from church. We will keep medications in a locked container at our campsite for Scouts to access on schedule with the Scoutmaster.

Meals: Our first meal at camp on Sunday will be supper and last meal at camp on Saturday is breakfast. Scouts will dine family style with their troop three meals per day. Scouts will take turns serving and cleaning up their troop table throughout the week. If your Scout has any medically related food allergies, please let the Scoutmaster know immediately. Camp Durant can accommodate to some extent but advance planning is critical.

Campsite: We will occupy Red Cedar – Site B. Scouts will share two-man tents. These tents are set on wood platforms. Each Scout will have a cot. Each troop campsite has access to running water and

Troop 614 Summer Camp Guide – 2018

latrines. Hot showers are available at each campsite. Scouts will be assigned clean up responsibilities around the campsite during the week

Trading Post/Money: Camp Durant operates a trading post where Scouts can purchase materials for merit badges, snacks, camp t-shirts and other items. Scouts will be responsible for maintaining their own funds. \$40-\$55 for the week should suffice for a t-shirt and an occasional snack. Scouts taking rifle and shotgun shooting should have additional funds to purchase practice ammunition.

Merit Badges: Durant offers 59 merit badges. Scouts should look over the merit badge list and select several of interest to them. Prerequisites, if any, will be discussed with the Scout during the counseling period. There is also a 2018 merit badge schedule so Scouts can get an idea of when merit badges are taught. We will review their selections with the Scouts to make sure they are aware of the requirements before we finalize the schedule on-line. Please note on the equipment list any special equipment to be brought for merit badges. Handicraft merit badges will require purchase of materials at the Trading Post. First year Scouts have an opportunity to participate in the Trailblazer program where they learn basic Scouting skills that will aid the rank advancement in the troop. Scouts who have trouble passing the BSA Swimmers test should enroll in either the Beginner Swim or First Class Swim program to improve their swimming ability. We need your input on whether your Scout is a strong swimmer as this will help us guide him to the appropriate level of classes for merit badges and advancement.

Uniform: Your Scout must have a Class A uniform (shirt with all required patches and badges, green shorts/trousers, kerchief with slide, troop hat). This is the traveling uniform (minus the kerchief and merit badge sash and OA sash which should be packed) as well as being required for evening, meals, color ceremony each evening at camp and at campfires. Only closed toe and close heel shoes (no sandals) are permitted outside the troop campsite.

Activities: In addition to the full day of merit badge and Trailblazer courses, OSR opens several program areas to general use so Scouts can swim, boat, shoot and visit other Scouts. Camp Durant holds a campfire ceremony on Thursday night for the entire camp. There are events available every evening and we will be encouraging Scouts to partner up and participate. They will also have the chance to meet Scouts from other troops other councils and other states.

Contact Info:

Mailing Address (mail by Tuesday to arrive)

Scout's Name

Troop 614 / Red Cedar campsite

4637 Old Carthage Road

Carthage, NC 28327

E-Mail

Parents may e-mail their scouts at camp by sending an e-mail to scout@campdurant.com.

These e-mails will be printed and put in troop mail boxes. Scouts will not be able to reply.

Parents should include the Scout's name and troop number in the subject line. Text-only e-mails.

Troop 614 Summer Camp Guide – 2018

Emergency Contact:

Camp Office (only for dire emergency)

Camp Office..... 910-948-2382

(EMERGENCY ONLY/LAST RESORT)

Ken Lyles (Scoutmaster) 919-539-9413

Personal Electronics: We ask that Scouts leave their electronic devices at home to avoid their missing one of the points of being at camp – living with their fellow Scouts in the great outdoors. Having said that, we recognize that smart phones are also cameras and can also be used to help perform research for some merit badges. There is some cell service at Camp Durant and limited recharging opportunities. While this is a Scout camp, there is always the chance of someone who has not completely subscribed to the Scouting virtues stealing unsecured property. Scoutmasters can't take responsibility for securing each Scout's property. Additionally, our campsite will have only limited power in an open area for recharging.

Family Visitation: Camp Durant does not host a family night. There is a camp wide program on Wednesday evening that is oriented to the Scouts. Although this may sound unnecessarily harsh and non-family friendly, I ask that families consider simply wishing their Scouts well on departure Sunday and greeting them heartily on our return Saturday. While it is natural to want to see what your Scout has done during the week, you will leave and he still has three nights remaining. Home sickness is very real and is difficult for Scoutmasters to overcome. The initial bout of home sickness on Sunday night has pretty much worked its way out by mid-week and having families and an opportunity to go home quickly restarts the process when the Scout should be enjoying the last two days of camp. It is also infectious as departure of one Scout tends to start a wave of others wanting to go.

Troop 614 Summer Camp Guide – 2018

OCCONEECHEE SCOUT RESERVATION SPECIAL NEEDS REQUEST

The staff at Occoneechee Scout Reservation will do everything in its power to accommodate participants with special needs. Please complete this form and return it to your unit by 5/10/18

Unit Number: 614

Council/District: Occoneechee / Black River

Week Attending Camp: 3 (7/01 – 7/07/18)

Scout Name: _____

Is there any physical limitations for your Scout? _____

Food Allergies / Dietary Restrictions (please be specific and suggest alternatives):

Medical Alerts and other special needs:

Troop 614 Summer Camp Guide – 2018

Day Pack

Swimsuit (if not worn under uniform)
Towel
Canteen/water bottle (filled)
Notebook and pen

Base Campers Personal Equipment and Clothing List

BSA Field Uniform (Class A w/neckerchief and OA sash as applicable)
Troop hat
Bible
Sweater or jacket
Rugged pants (2 pr)
Short pants (4 pr)
Swim trunks (1 pr)
T-shirts (6 including Troop 614 t-shirt)
Rain gear (poncho or rain jacket)
Underwear (6 pr)
Socks and extra socks (6+)
Pajamas/sleepwear
Bath towels (3 – one each for swimming, showers and extra)
Washcloths (2)
Sleeping bag (40 degree) or blankets and sheets & pillow
Water bottle (1 or 2 liter - reusable/Nalgene)
Toiletries (soap and soapdish, toothpaste/toothbrush, deodorant, comb/brush)
Tennis shoes (soft soled shoes required for Climbing Merit Badge)
Hiking boots/Shoes (ONLY CLOSED TOE AND HEEL FOOTWEAR MAY BE WORN AT CAMP)
Shower sandals (may be worn at shower house only)
Watch
Pens/pencils/paper/notebook
Money for Trading Post (\$40-\$55)
Scout Handbook
Flashlight w/extra batteries
Completed Medical Forms (turned into troop)
Medications w/ labels
Insect repellent
Sunscreen
Rope/parachute cord – 25' (for clothes line)

Troop 614 Summer Camp Guide – 2018

NOTE: Label all articles of clothing and personal gear with scout's name and unit.

OPTIONAL

- Digital Camera (required for Photography Merit Badge)
- Compass (required for Surveying, Orienteering and Geocaching Merit Badges)
- Sewing kit
- Fishing gear (required for Fishing Merit Badge)
- Pocketknife (folding style only – ToteNChip card required to have and use knife)
- Small camp stool/chair
- Merit Badge books for classes
- Mosquito net

DO NOT BRING: Scouts should not bring portable gaming devices, iPads/CD players, DVD players, sheath knife, fireworks, laptop/tablet, cell phones, etc. as Camp Durant and our troop are not responsible for lost or stolen items. Cell phones do not work well at Durant.

Some merit badges may require specific additional clothing or equipment.

First Year Scouts participating in Trailblazer program **must** also bring:

- Daypack
- Compass
- Pocket knife (folding)
- Bandana/neckerchief
- Personal First Aid Kit containing:
 - 5 band aids
 - 1 tube antiseptic cream
 - Latex gloves
 - 2 roller bandages
 - Alcohol swabs
 - Moleskin
 - Tweezers
 - Calamine lotion

Scouts taking Swimming or Life-Saving Merit Badge:

- Belt
- Long sleeved button front shirt
- Long trousers
- Shoes that can get wet

Scouts taking First Aid Merit Badge must bring:

Troop 614 Summer Camp Guide – 2018

Personal First Aid Kit (see above)

Scouts taking Camping or Wilderness Survival Merit Badges must bring:

Camping equipment for overnight

Sleeping bag

Poncho / ground cloth

Mess kit

Personal survival kit

All gear and clothing should be packed in a single Action Packer.

Scout:

Rank:

Birthdate:

Using the MB schedule,

List merit badge / programs by name. X the period(s) you want to take that course.

Provide alternate merit badges / programs in case your first choices are filled.

Note that First Year Camper is all day program

Indicate your priority merit badge / program by answering this question - "If I do nothing else, I want to earn ____!" Put an ** beside that course name.

Merit Badge / Program		Period 1	Period 2	Period 3	Period 4	Period 5	
MB/Activity Name		9:15 - 10:00	10:15 - 11:00	11:15 - 12:00	2:00 - 3:00	3:00 - 4:00	
	1st choice						
	Alternate						
	1st choice						
	Alternate						
	1st choice						
	Alternate						
	1st choice						
	Alternate						
	1st choice						
	Alternate						
	1st choice						
	Alternate						

TWILIGHT COURSE	MONDAY	WEDNESDAY	THURSDAY
1st Choice			
2nd Choice			

Remember that some courses have pre-requisites that must be done prior to camp and some courses may have an additional cost that you pay at camp.



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 requirement books.

MERIT BADGE REGISTRATION -

Camp Durant will offer online registration for Merit Badges starting Tuesday, May 1st, 2018 at 9:00 AM via Tentaroo. Leaders will receive notification via email prior to the system being opened. **Payment of \$100 per scout must have been received and posted to your account in order to choose the Merit Badge Classes.**

We reserve the right to adjust the schedule and counselors to meet the demand, therefore, **all Troops should register for Merit Badges before camp.** Some of our sessions have maximum numbers to ensure teaching quality. So, if a Troop does not sign-up for merit badges prior to camp, there is a chance that their Scouts will not be able to register for some merit badges. Once a Scout is signed up for a merit badge, we assume that he has Scoutmaster approval to work on that badge.

REQUIREMENTS -

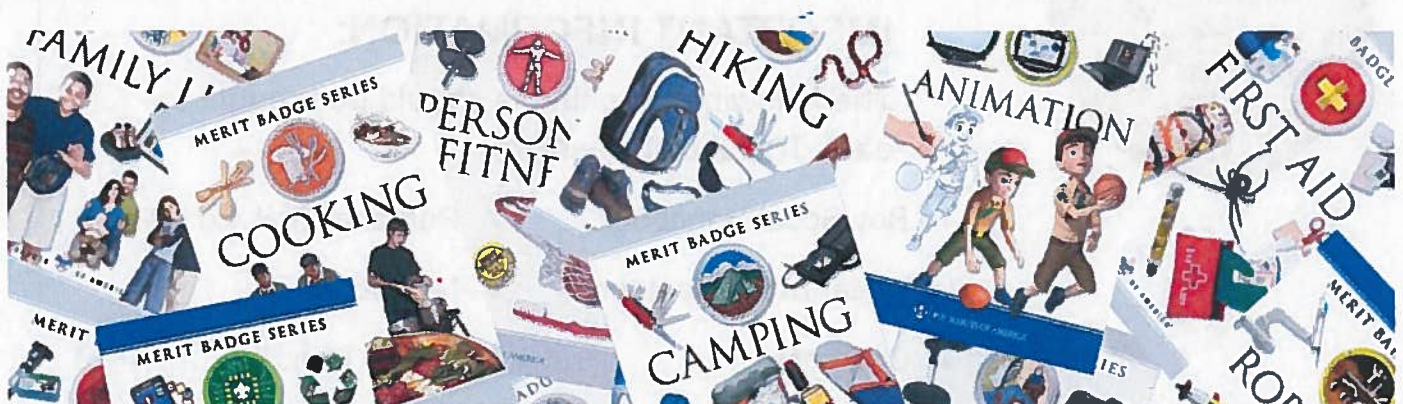
Certain merit badges offered in camp may require work either before or after camp in order to complete. These requirements are noted in the detailed matrix on merit badges and need to be signed off at the Troop level. **Camp Area Directors will only sign off on requirements completed at camp.**

MERIT BADGE PAMPHLETS -

Scouts need to be familiar with the material in the Merit Badge Pamphlets for the merit badges they will be taking prior to their arrival at camp and are encouraged to have these pamphlets with them at camp. For the convenience of Scouts & Leaders, Merit Badge Pamphlets will be available for sale in the Camp Trading Post.

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 and given to the Troop Leader on Friday.



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 first camping 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 & First Class. Unlike merit badges, it is impossible to come to camp and complete all of the requirements for Tenderfoot, Second Class & First Class in one week.

The focus in the Trailblazer Program will center on experimental learning in the form of using demonstration followed by practice to master the skills learned. Scouts put these skills to the test through fun activities and contests, working in Patrols throughout the week. The Trailblazer Staff will do everything in their power to help each Scout become proficient in as many areas as possible.

Individual First Aid Rank Advancement will be covered in this program in addition to the First Aid Merit Badge. Participants **MUST** sign up for the TRAILBLAZER First Aid Merit Badge Session.

The Trailblazer Program will give the Scouts enrolled in this Program an opportunity to take other merit badge classes. Also available is a new Trailblazer Swimming Class .

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 covered in this program will be provided to the Scoutmasters in the Check-out Packet.



IMPORTANT INFORMATION:

The following list of items should be brought to each Trailblazer Session:

- ◆ Boy Scout Handbook
- ◆ Personal First Aid Kit
- ◆ Water Bottle/Canteen
- ◆ Notebook
- ◆ Compass
- ◆ Pen or Pencil



Aquatics

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**

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 the First Class will be completed. **NO CLASS SIZE LIMIT**



SWIMMING -

The Swimming Merit Badge focuses on swimming for fitness & correct strokes. 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



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 CPR/AED for professional rescuer or equivalent is needed to complete BSA Lifeguard**". Completing the 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**

Aquatics



CANOEING -

This session introduces Scouts to the basic skills of canoeing. Scouts 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



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



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



SNORKELING -

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. **Scouts should have completed Swimming Merit Badge and 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. **Scouts should have completed Swimming Merit Badge and must be classified as "Swimmer" in their swim check.**

CLASS SIZE: 6

Ecology



ENVIROMENTAL 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 AND 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 & tackle. Some simple equipment may be purchased at the Camp Trading Post.* **CLASS SIZE: 20**



FORESTRY -

DUAL MERIT BADGE SESSION

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

CLASS SIZE: 25



PULP AND PAPER

Everyone knows that paper comes from wood, but the science behind that technology is something few Scouts understand. This badge will help our Scouts to better appreciate how our natural resources are managed and consumed.



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 rock & minerals and their uses, and the rock cycle. **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, learn how insects see, hear, smell and feel the world around them. **CLASS SIZE: 25**

This merit badge will NOT be completed at camp.



Ecology



MAMMAL STUDY - DUAL MERIT BADGE SESSION

Mammal Study includes discussion on the different classifications of mammals, observing mammals and the management of the local population of mammals.



REPTILE & AMPHIBIAN STUDY -

CLASS SIZE: 25

Scouts have always been interested in snakes, turtles, lizards and alligators as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife. Understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

This merit badge will NOT be completed at camp.



NATURE -

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



SOIL AND WATER CONSERVATION -

This session spends much time on nature hikes, studying how soil & 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 this session.*

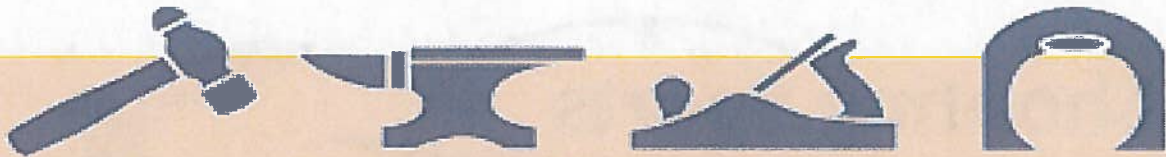
CLASS SIZE: 25



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 in the different mediums of art such as pens, ink and paint. The Scout will learn to draw in different formats such as cartoon, design and story-board. **CLASS SIZE: 25**



INDIAN LORE -

Scouts get an opportunity to explore Native American culture in natural surroundings. Topics include Native American crafts, clothing, living shelters and games. *Choker kits are available in the Camp Trading Post and cost approximately \$5.00. This is NOT an invoiced program fee.* **CLASS SIZE: 20**



LEATHERWORK -

An excellent merit badge for first year Scouts. Scouts will learn about different types & 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. **CLASS SIZE: 16**



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 & techniques before concentrating on the more intricate skills of one of four metalworking options. *Scouts must be at 13 years old for this merit badge.* **CLASS SIZE: 18**



POTTERY -

This session will teach Scouts the proper use of pottery tools, terms and types of clay. The Scouts will have the opportunity to make items using the tools of the trade. This session will include use of the 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.

Totin' Chip is required

CLASS SIZE: 16

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 recommended for younger or smaller Scouts.*

CLASS SIZE: 16

RIFLE -



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 the 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.*

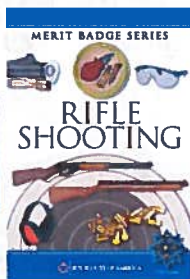
CLASS SIZE: 16

SHOTGUN -



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



REQUIRED FOR ALL SHOOTING SPORT MERIT BADGE CLASSES

- ◆ Merit Badge Pamphlet
- ◆ Pen or Pencil
- ◆ Paper

Outdoor Skills



CAMPING -

Scouts will learn about Leave-No-Trace outdoor ethics, proper clothing & 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. **Prerequisites: 4b, 5c, 8d, 9a & 9b** **CLASS SIZE: 25**



FIRE SAFETY -

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

CLASS SIZE: 25

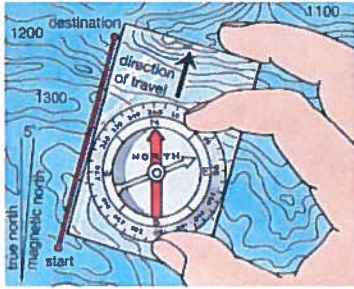


FIRST AID -

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

CLASS SIZE: 30





Outdoor Skills



ORIENTEERING -

Scouts will have the opportunity to develop their map & 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**



PIONEERING -

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. *It is recommended that Scouts be at least First Class.* **CLASS SIZE: 8**



SEARCH & RESCUE -

Scouts will learn the basics of search & rescues, incident command systems and search techniques. The class will also participate in a mock scenario.

Requirement 4 must be completed prior to camp.

CLASS SIZE:



SIGNS, SIGNALS & CODES -

This merit badge covers a number of nonverbal ways we communicate; emergency signaling, Morse Code, American Sign Language, braille, trail signs, sports officiating hand signals, traffic signs, secret codes and more. *This merit badge will NOT be completed at camp.* **CLASS SIZE:**



WILDERNESS SURVIVAL -

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans and do their best to manage any risks. But now and then, something unexpected happens. 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. Review your Scout Handbook.

CLASS SIZE: 25

Special Area Merit Badges



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 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 parental consent form (found on page 39) in order to participate.*

CLASS SIZE: 14

FINGERPRINTING -



The Fingerprinting Merit Badge is offered during open session at 4:00 PM on Monday, Tuesday and Thursday at Trail-to-Eagle.

CLASS SIZE: 25

MOVIE MAKING -



Movie Making Merit Badge includes the fundamentals of producing a motion picture. Each Scout will help with developing a storyline, lighting, focus, pre and post production processes.

****Cyber Chip is required****

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. *This merit badge will NOT be completed at camp.* **NOTE:** *All photographs taken as part of this session become the property of the Occoneechee Council.*

CLASS SIZE: 25

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

SCULPTURE -



This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using three dimensions by shaping materials such as clay, stone, metal and wood.

CLASS SIZE: 25

Specialty Programs

ALL-TERRAIN VEHICLE (ATV) TRAINING COURSE

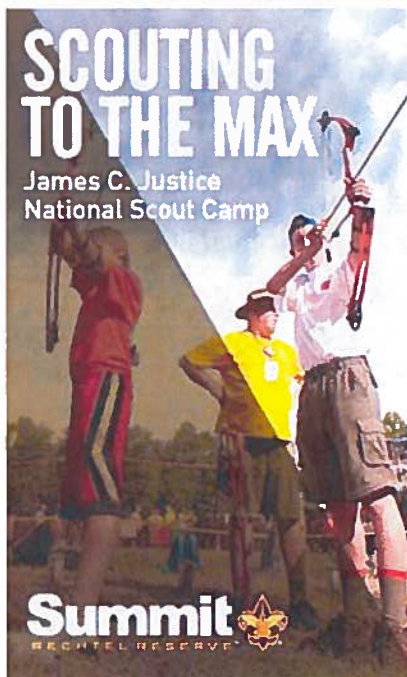
This summer, Camp Durant will once again be offer the All-Terrain Vehicle (ATV) Training Program for Scouts. The Training is an all-week, two-hour class that teaches Scouts the proper way to ride ATV's. During the week, Scouts will learn how to safely control and maintain an ATV, while completing the ATV Safety Rider Course. The course will be divided into two age groups. Scouts must be the appropriate age by the time they arrive at camp without exception. Height and weight restrictions for the 14 –15 year old age group are in place for the safety of the riders due to size of the ATV's.



Group 1: 14 –15 years old
Group 2: 16 years or older

Class Size: 4 per session (2 sessions each morning & afternoon)
Class Size: 4 per session (2 sessions each morning & afternoon)

Additional Requirements: *Signed ATV Participation & Hold Harmless Agreement (page 40), long-sleeve shirt, long pants, over-the-ankle boots& gloves.*



The Summit Trek Beckley, West Virginia

Camp Durant is pleased to announce that we have officially partnered with the newest National High Adventure Base, The Summit, to provide an experience that will last a life time. We are the first Council in the United States that leveraged a National High Adventure Base to administer its Summer Camp High Adventure Program!

The Trek is open to any Boy Scout, Venture Scout or Adult without regard to whether or not their Troop or Crew is coming to Camp Durant. Camp Durant will provide 2 staff members that will be with the group the entire week and will be a valuable resource for the group. Transportation will be in a 15-passenger van pulling a trailer with equipment. The trek is NOT limited to 13 scouts per week, however, that will be our break point when we will have to have additional adults attending to assist with transporting youth & equipment.

Participants will check in on Sunday at Camp Durant and will be placed in the Trek Staging Area for the night. They will do swim checks and begin orientation for their Trek that leaves Monday morning. After breakfast

Monday morning they will travel to the Summit in Beckley, West Virginia, where they will stay until Friday morning. Adults wishing to accompany the trek will be allowed to fully participate in ALL activities!!! Tuesday & Wednesday the Scouts will participate in activities at the Summit Center which will include: 1,400-foot Zip Line, Canopy Tours, Climbing Walls, Mountain & BMX Bikes and Shooting Ranges. There will be evening opportunities to participate in Aquatics activities. Thursday will be an out-of-camp activity, White Water Rafting on the New River. The river trip will be led by professional raft guides and is sure to be an exciting experience, to say the least!

All meals will be in a dining facility. Scouts will stay in tents that were used by Jamboree Staff and sleep on cots. Scouts will need to bring all personal gear and spending money as they would for any summer camp trip. Scouts must be a minimum of 13 years old and have camp experience...i.e. NO Home-sickness issues. They will be in WEST VIRGINIA!!!

Summit Leader's Guide is available at: www.campdurant.com



Sports Merit Badges



ATHLETICS -

Being involved in an athletic endeavor is not only a way to have fun, but it is also 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



CYCLING -

Since 1911, hundreds of thousands of Scouts have made the most of their two-wheeled 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, even though this is not a merit badge. 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



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



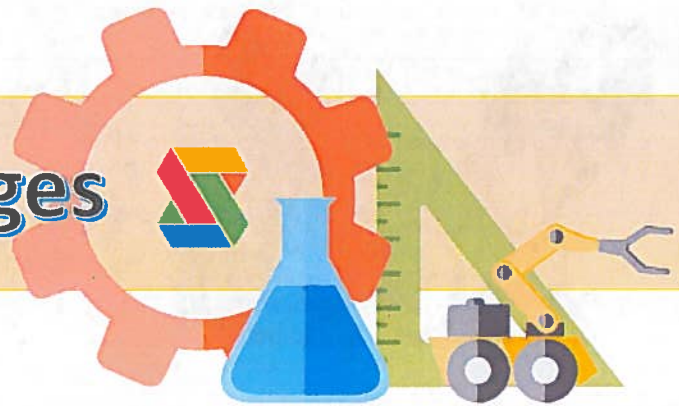
SPORTS -

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.

This merit badge will NOT be completed at camp.

CLASS SIZE: 15

STEM Merit Badges



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: 24



DIGITAL TECHNOLOGY -

Digital Technology is a basic introduction to computers. Scouts will explore careers in computing and learn everything from the history and function to smartphones and apps. Scouts will create digital media projects, learn how to properly transfer files and the rules of internet etiquette & security.

****Cyber Chip is required****

CLASS SIZE: 30



ENGINEERING -

Scouts in this session will learn about careers in engineering as well as how engineering has changed the world. They will be dismantling household items to see how they work and designing their own patrol equipment. Scouts will also build models of simple machines and machines that show motion as well as compete in a scaled bridge building competition.

CLASS SIZE: 24



PROGRAMMING -

Scouts in this session will need to write, debug and modify in 3 separate programming languages. Topics will include the history and milestones of programming as well as careers and intellectual property rules. This merit badge is a great fit for Scouts with prior computer knowledge.

****Cyber Chip is required****

CLASS SIZE: 15



ROBOTICS -

The Robotics Merit Badge offers the Scout the opportunity to discover different careers in robotics and an introduction to the different types of robots used in today's society. Scouts will compete after developing their own programs that will allow Lego Mindstorms to walk through a maze and handle objects.

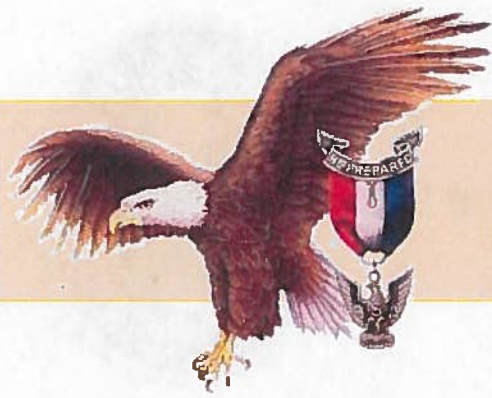
CLASS SIZE: 16



SPACE EXPLORATION -

A large number of astronauts started as Scouts. 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.

CLASS SIZE: 20



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.

This merit badge will NOT be completed at camp.

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. *This merit badge is not recommended for first year scouts.*

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. *This merit badge is not recommended for first year scouts.*

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 of this 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 & rescue, floods & 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 Requirement 2c cannot be completed at camp.

CLASS SIZE: 15

Trail to Eagle



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 (Global Positioning System) unit. A GPS 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

LAW -



Earning the Law 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

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.

This merit badge will NOT be completed at camp.

CLASS SIZE: 25

