



## 2010 Camp Winnebago Program Schedule

### Aquatics

The Waterfront on picturesque Durham Pond provides Scouts and leaders alike with the tools to be skillful and at home in the water, and relaxed and confident in their ability to swim well. Instruction is provided in self-preservation, methods of aiding others when necessary, and properly using and caring for aquatic equipment. Scouts will have fun in and out of the water, develop strong and coordinated bodies, and be provided with activities that will have recreational value later in life.

Merit Badge	Time	Prerequisites	Bring to Camp	Comment
Canoeing	9:00-10:00	pass current Swimmers' Test	Foot wear to get wet	2 <sup>nd</sup> year & more
 Lifesaving	10:00 - 11:45	pass current Swimmers' Test; 1a	Long sleeve shirt, long pants, socks, foot wear to get wet, belt	3 <sup>rd</sup> year or more
Rowing	9:00-10:00	pass current Swimmers' Test	Foot wear to get wet	2 <sup>nd</sup> year & more
Small Boat Sailing	9:00-10:00	pass current Swimmers' Test	Foot wear to get wet	2 <sup>nd</sup> year & more
Swimming	10:00-11:00	pass current Swimmers' Test; 3, 10c	Long sleeve shirt, long pants	Older Scout Recommended

#### Other Aquatics Programs

Program	Time	Prerequisites	Other Info	Comment
Instructional Swim	9:00 2 <sup>nd</sup> Class 10:00 1 <sup>st</sup> Class 11:00 All others			Any age Scout
Lifeguard, BSA	8am – 8pm M-F	See Below*	Current CPR card	14 and up; strong swimmer
Mile Swim	2:00 – 5:00		See Below**	Any age Scout
Sailing, Sail Boarding, Kayaking	2:00 – 5:00	Must be Swimmer and have sailing instruction		Any age Scout
Open Swim	2:00 – 5:00			Any age Scout
Open Boating	2:00 – 5:00 7:00 – 8:00			Any age Scout
Polar Bear Swim	6:45 – 7:15 AM (SHARP) M-Sat.	<b>MUST ATTEND FIVE SESSIONS FOR PATCH</b>		Any age Scout
Safe Swim Defense and Safety Afloat	7:30 – 8:30 PM Mon-Tue-Thu		Sign up for Troop swims and boating	Leaders
Water Carnival	Friday 4:15 – 5:45	Troop Spirit!!		All Scout

**NOTE: Swimming and Lifesaving Merit Badges CAN NOT be attempted until 2<sup>nd</sup> Class and 1<sup>st</sup> Class swimming requirements are completed.**

\* BSA Lifeguard is a very long course and requires extensive pre-camp work. Anyone interested in this certification (youth and adult alike) should obtain an application at the Florham Park Service Center as soon as possible and review the requirements.



Prerequisites: Scouts must be 14+ years old; show evidence of the ability to perform the skills and knowledge of basic first aid; show knowledge of the procedures for the universal precautions for Bloodborne pathogens; have current CPR certification; and be able to show proficiency in Rowing and Lifesaving skills. Please note: **AT WSR THIS IS A 5 DAY COMMITMENT.**

\*\* Mile Swim – Participate in four hours of training and preparation for distance swimming (one hour a day maximum). Actual mile swim will be on Thursday or Friday.

++++ TROOP LEADERS WILL BE ASKED TO VOLUNTEER FOR 1 HOUR AT AQUATICS (SIMPLE TASKS)

## Shooting Sports

There is nothing more exciting to a Scout than to shoot a rifle, shotgun or bow and arrow for the first time. The only thing more exciting is actually hitting your target that first time. Our Shooting Sports program gives Scouts the opportunity to achieve that excitement. We have added more free and open shooting times for Scouts to shoot that are not in the badge. We hope to see you at the new open times at the range. See how well you can shoot in our three areas. Test your skill against your buddies, or even your Scoutmaster.

Merit Badge	Time	Prerequisites	Bring to Camp
Archery Monday to Friday	9:00–10:00 or 2:00 – 3:00	Read Merit Badge book before camp 1c	 Merit Badge Book
Rifle Monday to Friday	9:00–10:00 or 2:00 – 3:00	Read Merit Badge book before camp	 Merit Badge book






### Other Shooting Sports Programs

Program	Time	Event
Archery & Rifle	10:00-12:00; 3:00-5:00 Monday to Friday	Open Shoot
Rifle	1:00 – 2:00 Tuesday	Old Man of the Mountain Competition (must be 18 years old)
Rifle	1:00 – 2:00 Wednesday	Black Powder Shooting Demonstration
Archery & Rifle	7:00 to Dark Monday, Tuesday, Thursday	Open Shoot
Archery	1:00–2:00 Wednesday	Robin Hood Challenge (must be 18 years old)

**NRA Rifle Classification, NRA/BSA Postal Match and special award shooting** will be provided at Rifle Open Shoot, and is open to all Scouts. **All special Programs are during Open Shoot Time.**

## Outdoor Skills

Winnebago's Outdoor Skills Area will bring you back to the Baden-Powell days of Scouting. Scoutcraft will help Scouts develop basic hiking and camping skills, teach them to appreciate and understand the outdoors by making the best use of their own faculties and their natural surroundings, and provide them with the knowledge of health and safety practices so they may develop healthy mental attitudes and physical fitness. The Outdoor Skills Area awaits all those who think they have what it takes to survive.

Merit Badge	Time	Prerequisites	Items to Bring to Camp	Year of Scout Recommended
Backpacking	3:00 – 4:00 Monday to Friday	8, 9, 10, 11	Backpack & appropriate gear	2 <sup>nd</sup> year or more Scout with Troop camping experience
Camping 	9-10; 11-12; 4-5 Monday to Friday	Proof of 20 nights camping (9a)	<b>ALL</b> gear listed in MB pamphlet; Proof of 9a	2 <sup>nd</sup> year or more Scout with Troop camping experience
Cooking*	9-10; 11-12 Monday to Friday	3, 4, 5, 6, 7, 8 	See Note	Any Scout
Emergency Preparedness *	3:00 – 4:00 Monday to Friday	1, 2b, 2c ,6, 8a, 8b, 8c, 9	See Note	Older Scout
First Aid** Classes at the Health Lodge	9:00 – 10:30 2:00 – 3:30 Monday to Friday	1 (Scout Handbook) 2b – <i>Home-made</i> First Aid Kit	Scout Handbook and <i>home-made</i> First Aid Kit	Older Scout (recommended)
Hiking	See Area Director if interested	 5, 6, 7	Scoutmaster note for prerequisites 5 & 6	2 <sup>nd</sup> year or more Scout with Troop camping experience
Orienteering *	11-12; 2-3 Monday to Friday	6a, 6b, 7, 8, 9, 10	See Note	2 <sup>nd</sup> year & more
Pioneering	10-11; 3-4 Monday to Friday	 2a	Knowledge of Scout skills	2 <sup>nd</sup> year & more
Wilderness Survival	10-11; 2-3 Monday to Friday	 5, Survival kit	Survival kit	2 <sup>nd</sup> year & more

**\*Cooking, Emergency Preparedness (Scouts strongly encouraged to have completed First Aid Merit Badge before attempting this badge), Orienteering Merit Badges – Scout should bring partial Merit Badge Blue Card with prerequisites completed as all requirements can not be done in camp.**

**\*\*First Aid Merit Badge:** All Scouts must have completed Tenderfoot, Second Class and First Class First Aid requirements prior to taking this Merit Badge. This Merit Badges requires a lot of preparation prior to camp and time devoted to practicing skills outside of class.

## Handicraft

Winnebago's Handicraft Area addresses the Scout's desire to make something with his hands. The projects available answer the creative urge in boys to make something, and to improve their environment by making things of beauty and usefulness from nature's materials. The Troop and Patrol can also benefit because skills learned and interests peaked can become part of the year-round program, giving the Scouts a foundation in handicraft materials to work with, tools, and how to improvise.

Merit Badge	Time	Prerequisites	Items to Bring to Camp	Year of Scout
Art	4-5 PM Monday-Friday	None		Any Scout
Basketry	9-10 AM; 10-11AM; 2-3PM Monday to Friday	None	Money for kits	Any Scout
Indian Lore	See Area Director if interested	None	Essay; items from 1, 2a,b,d, 4a	Any Scout
Leatherwork	10-11AM; 11-12 noon; 2-3PM Monday to Friday	None	Money for Kits Cost \$7.00	Any Scout
Model Design & Building	3-4 PM Monday-Friday	None		2 <sup>nd</sup> year & more
Woodcarving	9-10; 11-12 ; 3-4PM Monday to Friday	None	Money for Kits	Any Scout
Open Handicraft	9-12; 2-5; 7-9 Mon, Tue, Thu	None	Project to work on	Any Scout

Handicraft kits of all sizes, types and skill levels can be purchased from the Trading Post. The prices are as follows and subject to change:

Leatherwork Kits = \$7.00

Basketry Kits = approximate cost \$15

Woodcarving Kits = \$5.00

Indian Lore MB will be available by special request through our Camp Troop Scoutmaster. Please see Camp Troop Scoutmaster if you are interested in Indian Lore Merit Badge. Will require the purchase of a kit between \$3.50 to \$5.00

**Fingerprinting MB will be held on Monday night at 7:30pm in the Dining Hall. Bring your fingers!**

**Wink Dousa Wood Award – Submit your entries by 4:00 PM Friday**

**Troop Plaques** – One of many long standing traditions at WSR is making of a Troop Plaque. For years, troops have created plaques to commemorate their week at camp. Once completed, the plaques will be hung in the Dining Hall and become a part of camp history. One 12X16 inch piece of wood per troop, as well as paint and other materials, can be obtained from Handicraft.

**Totin' Chip** – In the interest of safety and BSA policy, all scouts must present their Totin' Chip card before being issued a knife, saw or other wood tool from the Handicraft staff. All scouts attempting the Woodcarving Merit Badge must present their cards to the counselor to satisfy one of their requirements and begin work on their projects.

**Merit Badge Books** – It is always recommended that Scouts obtain a copy of the current Merit Badge book and review the material prior to camp. **REMEMBER THERE IS ONLY A LIMITED NUMBER OF MERIT BADGE BOOKS AVAILABLE FROM THE TRADING POST. SO PLEASE GET YOUR BOOKS BEFORE CAMP.**

## Ecology

Winnebago's Ecology Area offers unique merit badges related to the fields of ecology and conservation. Scouts will be taught how to develop the right attitude regarding the importance and wise use of natural resources in such a way that they will always contribute to our well-being. Scouts will use various equipment related to these fields, as well as incorporating the management of living animals. Please check the schedule below carefully. Note that in the Ecology Area, the merit badge pamphlet is the Scout's most valuable resource. Please make sure all Scouts in the Ecology Area bring their merit badge pamphlets with them.

Merit Badge	Time	Prerequisites	Items to Bring to Camp	Year of Scout
Environmental Science	9-10 AM; 2-3 PM Monday – Friday		Notebook	2 <sup>nd</sup> year & more
Fish & Wildlife Management	11AM-12 noon Monday - Friday	5, 6b, 6c, 7c, 7d, 8	Completed prerequisites	2 <sup>nd</sup> year & more
Fishing	10-11AM; 11AM-12 noon Mon-Fri		Recommend you bring fishing equipment	Any scout
Fly Fishing	9 to 10 AM Monday - Friday		Fly Fishing equipment	Any Scout
Forestry	3-4 PM Mon-Fri	3b	Bring Completed 3b	2 <sup>nd</sup> year & more
Geology	3-4 PM Mon-Fri			2 <sup>nd</sup> year & more
Mammal Study	9 to10 AM M-F			Any Scout
Nature	10 to11 AM; 2-3 PM Mon - Fri		Bring collections	Any Scout
Reptile & Amphibian Study	4-5 PM Monday-Friday	8	Notebook and completed #8	2 <sup>nd</sup> year & more
Soil & Water Conservation	11-12 noon Monday - Friday			2 <sup>nd</sup> year & more
Space Exploration	3-4 PM Mon-Fri			2 <sup>nd</sup> year & more
Weather	2-3 PM Mon-Fri	8	Completed prerequisites	Any Scout


### **Additional Ecology Area Programs:**

The Winnebago Scout Reservation Ecology Area has so much to offer besides merit badges! Check out the schedule below and be sure to sample the fun!

Event	Day/Time	Location
Fish Fry	TBD – Required for Merit Badge	Ecology Area
Fishing Contest	Monday to Friday 5:00PM	Ecology Area
Mud Hike	To Be Announced	Ecology Area
Night Owl Hike	8:45 PM Wednesday	Camp Office

## Field Sports

### Field Sports Merit Badges

Merit Badge	Time	Prerequisites	Items to Bring to Camp	Year of Scout
Athletics	See Area Director if interested	3, 5, 6b	Partial Blue Card showing 3, 5, 6b complete	Any Scout
Cycling	See Area Director if interested	6b, 8, 9	Personal Helmet & Protective Equipment Partial Blue Card showing 6b, 8, 9 complete	Any Scout
Radio	7-8:30 PM Tuesday, Thursday evening			Any Scout
Skating (in-line)	See Area Director if interested		Skates, Personal Helmet & Protective Equipment	Any Scout
Sports	See Area Director if interested	4, 5	Partial Blue Card showing 4,5 complete	Any Scout

### Radio Merit Badge Prerequisites

Bring a loose-leaf or other notebook with the following requirements completed:

2. Sketch a diagram showing how radio waves travel locally and around the world. How do the broadcast radio stations, WWV and WWVH, help determine what you will hear when you listen to a radio?

3. Do the following:

- a. Draw a chart of the electromagnetic spectrum covering 100 kilohertz (kHz) to 1000 megahertz (MHz).
- b. Label the LF, MF, VHF, UHF, and microwave portions of the spectrum on your diagram.
- c. Locate on your chart at least eight radio services such as AM and FM commercial broadcast, CB, television, amateur radio (at least four ham radio bands), and police.

6. Do the following:

- b. Draw a block diagram that includes a transceiver, amplifier, microphone, antenna, and feedline.
- d. Draw eight schematic symbols. Explain what three of the represented parts do. Find three electrical components to match to three of these symbols.

NOTE: If you are going to do a requirement other than 7a (Amateur Radio) at Summer Camp, please review requirement 7b and/or 7c thoroughly and contact the Radio MB Counselor ASAP.