

Program Information

The next few pages contain information on our camp programs for 2011. Our curriculum has been developed through a unique collaboration of Scoutmasters, summer camp staff, and our council's camping and advancement committees. We are proud of the variety of programs we are able to offer, and with the highest quality found in Scouting!

Summer camp is primarily about fun! Too often, younger Scouts create an aggressive class schedule focused on advancement. Please work with your Scouts to help create appropriate schedules that mix advancement with adventure and fun.

Many of our programs have age-appropriate suggestions. We encourage you to use these guidelines when Scouts are creating their class schedules.

You will find that some of our class offerings include prerequisites. In some cases, a merit badge must already have been earned prior to summer camp. For example, in order to take Emergency Preparedness a Scout must already have earned First Aid. We do not permit Scouts to take these classes concurrently; the prerequisite must be complete before camp starts. Prerequisites listed in our program guide will not be covered in class. Scouts may bring proof of completion on these prerequisites to class for the instructor to review before or after class. Or, the troop may review these items toward completion of the merit badge.

Please encourage your Scouts to take a variety of courses at camp! We believe that camp is about outdoor adventure and challenge; a Scout only enrolled in academic classes is missing out.

The course guide that follows is tentative. The updated version will appear on the website in time for online class scheduling.

Occasionally we may offer additional courses when skilled instruction is available. If any of your leaders is able to instruct a unique merit badge course to completion, please let us know!

Program Departments

In 2011, we will be offering courses in the following program departments:

- Aquatics
- Cultural Studies
- Ecology & Nature
- Handicraft
- Life Skills
- Outdoor Skills
- Science & Technology
- Shooting Sports
- Specialty Programs

Legend for Course Guide

1-Period (80-minute) class	X
2-period (half-day) class	
4-period (full-day) class	
<i>Ages listed are recommended minimum age to ensure completion of merit badge. Bold ages are required minimum ages.</i>	

*"The camp programs were great and a wide range of merit badges."
-Jerry & Claire Frisby, Fayetteville, Georgia*

Aquatics	9:00am	10:30am	2:00pm	3:30pm	Additional Information	Age
BSA Lifeguard					Very physically demanding— CPR certification is prerequisite	15
Canoeing	X	X	X			12
Lifesaving	X		X		Physically demanding— must have Swimming MB prior to camp.	12
Rowing	X	X		X		12
Small Boat Sailing	X		X	X		12
Swimming	X	X	X	X	Bring Long Sleeve Shirt & Pants— Must pass BSA swim test	
Swimming Clinic		X		X	For Scouts who can not pass BSA swim test	
Handicraft	9:00am	10:30am	2:00pm	3:30pm	Additional Information	Age
Art & Music	X					
Basketry & Leatherwork		X	X	X	Purchase kits in Trading Post— average \$27	
Photography		X	X		Bring camera, film, \$12-developing	
Pottery			X	X		
Woodcarving	X	X		X	Bring knife & Totin' Chip. Purchase kits in Trading Post— average \$6	
Ecology & Nature	9:00am	10:30am	2:00pm	3:30pm	Additional Information	Age
Astronomy			X	X	Bring binoculars	12
Bird Study	X				Bring binoculars—7b is prereq.	12
Environmental Science	X	X	X	X		13
Fish & Wildlife Management	X				Requirement 5 will need to be finished at home.	12
Forestry	X		X			12
Geology		X				12
Mammal Study			X			11
Nature		X		X		11
Reptile & Amphibian Study		X	X		Requirement 8 is prerequisite.	12

Ecology & Nature (cont'd)	9:00am	10:30am	2:00pm	3:30pm	Additional Information	Age
Soil & Water Conservation				X		12
Weather		X				
Science & Technology	9:00am	10:30am	2:00pm	3:30pm	Additional Information	Age
Cinematography		X	X			13
Composite Materials			X			12
Energy	X			X	Bring notebook	
Graphic Arts	X					13
Inventing	X					
Space Exploration		X		X		12
Outdoor Skills	9:00am	10:30am	2:00pm	3:30pm	Additional Information	Age
Camping		X	X	X	Prerequisites: 5e, 7c, 9. Must have First Aid MB prior to camp. Bring camping gear.	12
Cooking	X	X		X	Prerequisite: requirement 7	12
Fishing	X					
Geocaching		X	X		Already earned Orienteering MB	12
Orienteering	X	X		X	Bring a compass.	12
Pioneering	X		X	X	Prerequisites: Tenderfoot 4a, 4b & First Class 7a-c, 8a.	12
Wilderness Survival	X		X	X	Bring sleeping bag, ground cloth, & flashlight.	12
Cultural Studies	9:00am	10:30am	2:00pm	3:30pm	Additional Information	Age
American Cultures	X					
American Heritage		X				
Citizenship in the Nation			X		Scouts will visit FDR's Little White House.	13
Citizenship in the World	X		X	X	We plan to have an international camp staff member for 7c.	13
Indian Lore	X	X	X		Purchase kit in Trading Post ~\$12-\$20.	
Scouting Heritage		X			Prereq: Research for 5	

Life Skills	9:00am	10:30am	2:00pm	3:30pm	Additional Information	Age
Communications			X	X		12
Crime Prevention & Fingerprinting	X			X		
Emergency Preparedness		X	X	X	Must already have First Aid, prerequisites: 1, 5, 8c.	12
Disabilities Awareness		X			Prereq. Fire Safety 11. Will visit Warm Springs Institute.	
First Aid	X	X	X	X		
Law	X					
Personal Fitness	X	X	X		Prerequisites: 1b, 8	
Salesmanship		X				
Shooting Sports	9:00am	10:30am	2:00pm	3:30pm	Additional Information	Age
Archery	X	X	X	X		
Rifle	X	X	X	X		12
Shotgun	X	X	X	X	Must be physically fit	13
Specialty Programs	9:00am	10:30am	2:00pm	3:30pm	Additional Information	Age
Buckskin-Tenderfoot					For new Scouts.	
Buckskin-Second Class			X		For Tenderfoot Scouts.	
Buckskin-First Class			X		For Second Class Scouts.	
Climbing					Must be physically fit.	13
COPE					Must be physically fit.	13
Kaccv					See page 34. Register as FRAA program: total fee \$365.	13
Mountain Biking						13
Mountain Man					See Mountain Man page.	14
Muscogee Supertrek					See page 34. Register as FRAA program: total fee \$365.	13