



CAPE FEAR COUNCIL
CAMP BOWERS



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Dear Scout Leaders,

Welcome to Camp Bowers! We are excited you have chosen to spend part of your summer with us and are grateful for the opportunity to serve your unit. Our enthusiastic and dedicated staff are ready to help ensure you and your Scouts have a safe, fun, and memorable week at camp.

Over the past year, we have continued improving the program to make the 2026 season one of adventure, growth, and fellowship. You will find an updated merit badge schedule, expanded activity opportunities, and enhanced evening programs designed to give Scouts new challenges and experiences while strengthening patrol spirit.

Summer camp remains at the heart of Scouting. It is where Scouts learn skills, test themselves, build confidence, and create lifelong friendships. Most importantly, it is a place where Scouts get to simply be Scouts – exploring the outdoors and having fun together.

Thank you again for choosing Camp Bowers. We look forward to sharing an unforgettable week with you.

Yours in Scouting,

Michael DeRuyter
Camp Director





PREPARING FOR CAMP BOWERS

CAMP FEES & RESERVATIONS

The Camp fees for this summer are listed in the table below. The fees include a camp patch for each registered Scout and Leader.

The initial deposit of \$100 per Scout is due by March 15, 2026.

This important step reserves your status for the Early Bird price. It is still possible to add Scouts after this date; however, they will be charged the full camp fee. This initial deposit is refundable until June 1st. To avoid Late Registration fees, the final payment is due by June 1, 2026.

CAMPSITE RESERVATIONS

The \$100 campsite reservation fee reserves a space for your Troop to attend camp for a specific session. Be sure to reserve your space at Camp Bowers early to guarantee your campsite selection

Summer Camp Fees

Early Bird - \$400

\$100 deposit per Scout prior to March 15

Camp Fee - \$425

Registration received between March 15-June 1

Late Registration - \$450

Registration received after June 1

Troop Leaders,

All Troops are required to always have two adult leaders in Camp at all times, in compliance with Safeguarding Youth Training. All leaders must be registered with Scouting America and be at least 21 years of age.

Leaders are charged a \$125 fee to attend camp. A leader-space includes tentage, meals, and a camp patch. Leaders may rotate as necessary throughout the week, although consistent continuous leadership is preferred. Troops that need to rotate leaders during the week can fill a leadership space with more than one individual staying at different times throughout the camp session. For example, if one leader stays for the first half of the week and leaves, but another leader stays for the second half of the week in their place; that counts as one leader space.

Leaders should plan to share tents as the number of tents is limited and Camp Bowers will only provide one tent for every two leaders. Leaders who wish to stay in their own tent should plan to bring a tent from home.

Provisional Scouts

Scouts that are unable to attend Camp Bowers with their own Troops or wish to attend an additional week of camp should consider attending camp with another unit from their local area. The Scout will likely know other Scouts from the Troop which will help to avoid any anxiety and lead to a more enjoyable Summer Camp experience. The Scoutmaster of the Troop attending camp will be responsible for the Provisional Scout's paperwork.

A provisional camper would register on our Council website. The provisional camper fee follows the same pricing schedule as other campers. Full payment is due at the time of submitting the application to the Council Service Center. Since provisional space is limited, please call ahead. Provisional Scouts should bring a complete medical form with them to camp.

Camp Bowers 2026 Summer Sessions

WEEK 1	JUNE 21-27
WEEK 2	JUNE 28-JULY 4
WEEK 3	JULY 5-11
WEEK 4	JULY 12-18

Refund Policy

Months before Summer Camp opens, extensive planning, purchasing, and staff contractual agreements (among other things) are all set in place. Due to these types of commitments, it is not practical to give full refunds.

Refunds will only be made in the case of illness, injury, or family emergency. Refund requests must be made in writing to the Cape Fear Council Service Center. All refunds will be assessed a minimum of \$175 for fixed costs already incurred.

Scouts, not the Troop, should cover all camp costs. This prevents the Troop from losing money if a Scout cannot attend camp and has not yet paid. Please note that we cannot offer refunds for Scouts who leave camp early, and under no circumstances may any refunds be carried over to the following summer.



Online Registration

Our goal at Camp Bowers is to make the registration process as easy as possible for all involved.

You can register at <https://www.capefearscouting.org/content/132782/Camp-Bowers>

Once a leader activates their account, they will be able to register Scouts for merit badge sessions, register for special programs, sign up for Scoutmaster Merit Badge, and more. Changes to your registration can be made up to 7 days before the troop's arrival at camp.

While we try to accommodate all schedule requests, we do reserve the right to limit the size of any program to ensure the safety of Scouts and quality of instruction. Please also note that some merit badge classes or activities may be cancelled due to weather or supply availability beyond our control.

Medical Forms & Insurance

All Scouts and Leaders attending camp must have a physical examination before coming to camp and must have all parts of the Scouting America Annual Health and Medical Record completed. The examination must be performed by a certified and licensed health care provider.

Please plan to have medical examinations completed prior to camp. Any Leader or Scout who does not have a completed health form – including examination – will be restricted from camp activities until an examination has been completed. There are no provisions for conducting examinations at camp. Proof of insurance is also required, and it must be attached to each medical form.
https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

Each Scout and Leader will have a Health Check upon their arrival at Camp Bowers as part of the Check-in process. The medical forms for each Scout and leader will be kept on file for the week with the Health Officer. They will be returned to the Troop Leader as part of the Check-out process.

To protect privacy please do not fax or email health forms. All participants must go through health recheck as per National Standards on the day of their arrival.

Privacy Notice

By participating in Cape Fear Council activities, each participant agrees to allow the Cape Fear Council to use their image in camp and council promotional materials.

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Personal Equipment

-

Unit Equipment

- TROOP FLAG
- FIRST AID KIT
- PATROL FLAGS
- BOW SAWS
- LANTERNS
- ROPE
- EXTRA PLASTIC SHEETING
- BROOMS
- WATER HOSE



What Not to Bring to Camp

Personal rifles or other firearms, ammunition, and bows, including paintball guns, are not allowed in camp; only those supplied by the Range and Target Sports area are to be used. Sheath knives are also not allowed at camp. Any such equipment brought to camp must be delivered to the Camp Director when the unit checks in; it will be returned when the Troops checks out.

In addition, no pets of any kind are allowed at camp. This is the policy of Scouting America, and it includes visitors.

Finally, we strongly recommend that items such as mp3 players, electronic games and other electronic devices not to be brought to camp. Camp Bowers is not responsible for personal or Troop items that are damaged, lost or stolen.

ELECTRIC BIKES ARE NOT ALLOWED.

Use of Air Conditioning Units in Tents: Campers are not permitted to use window units, portable air conditioners, or other high-draw electrical devices in tents or cabins unless specifically approved by the Camp Director for medical reasons. This policy is in place to maintain electrical safety and uphold uniform living conditions across camper accommodations.

Vehicles in Camp

Upon arrival at the camp all vehicles must park in the designated parking lots in front of the Administration Building. Vehicles are not to be parked at the campsite or behind the Dining Hall during the week.

Troops are permitted to keep a trailer (unhooked from the vehicle) parked in their assigned campsite to store gear. Troops are permitted to drive one troop vehicle to their campsite to unload and load all the troop gear during check-in and check-out.

No vehicles or travel trailers will be allowed to operate in camp or be parked in the campsite after check-in on Sunday.

All campsites must be cleared of vehicles by breakfast on Monday morning, unless granted permission by the Camp Administration. Approved vehicles will be granted a special tag. To keep vehicle traffic to a minimum in camp, only camp vehicles are permitted past the gate at the Administration Building during the week. Please plan on parking all troop vehicles in the designated parking lot for the entire camp week.

Camp Bowers Living

Check-in Procedures

- Troops must meet all registration deadlines, confirm their merit badge schedules in advance, provide names of leaders attending camp, and make payment in full prior to arrival.
- There will be a \$50 fee for completing payments at Camp without prior arrangement.
- Troops will still have to complete Health Checks upon arrival.
- Troops should plan on arriving at Camp Bowers between 1:00pm and 3:00pm on Sunday. Do NOT arrive early without prior arrangements.
- Troops attending from out of council may make arrangements to arrive early.

Upon arrival at Camp, immediately park all vehicles in the designated parking lots. Please do not drive directly to your campsite as all roads need to be open to handle camp logistics.

A Staff Troop Guide will be assigned to assist the Troop through the check-in process. At that time, the Scoutmaster should have a final count of Scouts and Leaders, registration changes, and make any final payments at the Administration Building with the Camp Director.

An Assistant Troop Leader should stay with the Troop and have copies of the Troop's medical forms and written explanation regarding any Scout who needs special medical treatment.

The Staff Troop Guide and the Assistant Troop Leader will take the Troop to the dining hall for orientation and Health Checks and waterfront for swim checks. Everyone – youth and adult – must have a current completed health form and copies of insurance information.

The health screening is to make sure that no significant changes have occurred since the physical examination was given. To best facilitate this process, all members of the Troop are asked to arrive at camp at the same time.

The Troop Leader should inform a member of the health staff if any Scouts plan to arrive late.



Check In Overview

1:00-3:00 p.m. – Arrive in Camp

Paperwork – The Troop Leader and SPL should report to the Administration Building with all the Troop's registration forms, money, and medical forms. Here, you will meet your staff Troop Guide who will guide you through the check-in procedure.

Campsite – Your Staff Troop Guide will take you to your campsite where you can unload gear and prepare for the camp tour.

Health Checks – Your Staff Troop Guide and Assistant Troop Leader will take your unit to the Dining Hall to start Health Checks while the Troop Leader finishes paperwork in the Administration Building.

Camp Tour, Health Checks & Swim Checks – All Scouts will go on a tour followed by swim checks.

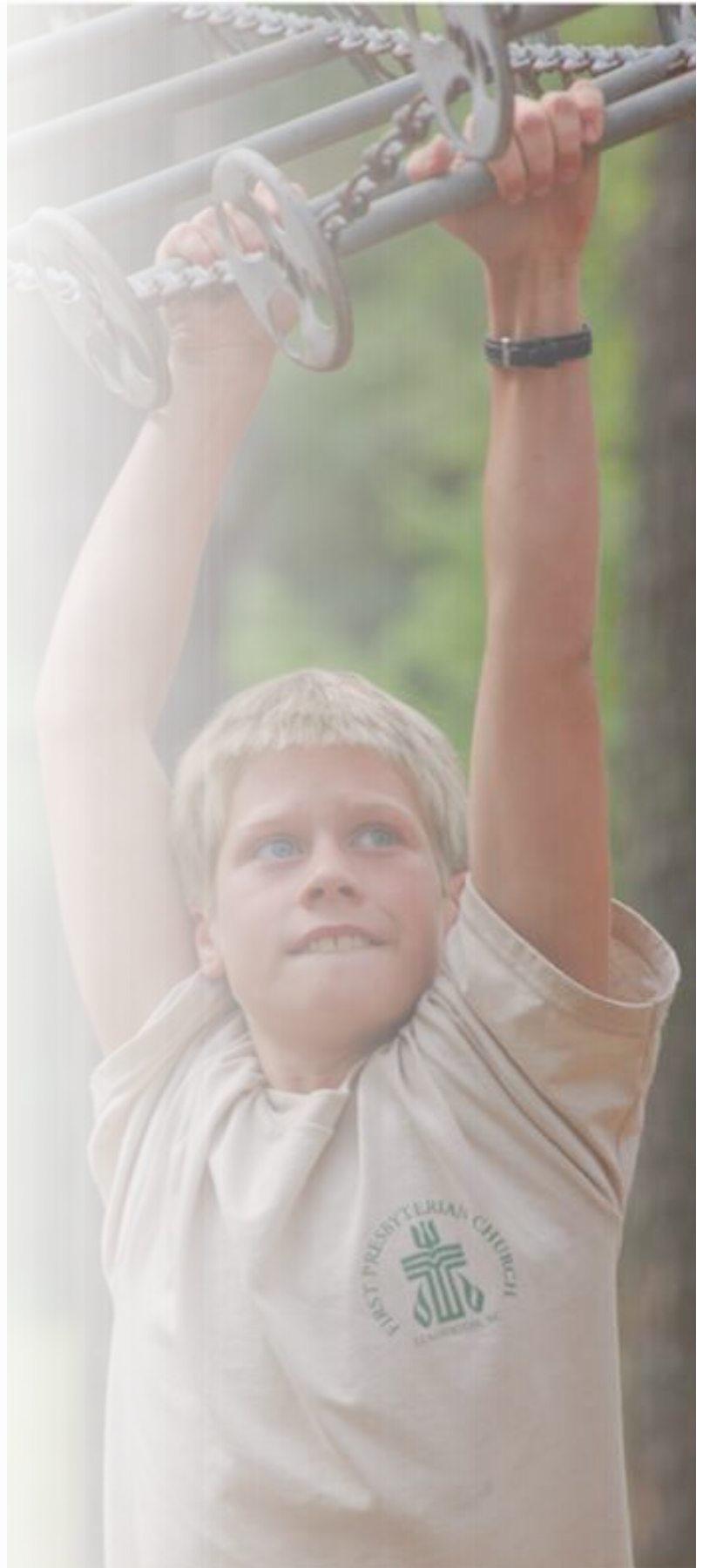
5:45 p.m. Flag Assembly at the Flag Plaza

6:00 p.m. Dinner – Scouts should wear Class A Scout Uniform to Dinner

7:00 p.m. Leader's Meeting – The Scoutmaster and SPL need to attend the Leaders' Meeting in the Dining Hall

8:15 p.m. Campfire

10:00 p.m. Taps



Week at a Glance

Camp Tour

Your Staff Troop Guide will meet your unit in the parking lot upon your arrival at camp. From the parking lot, your Staff Troop Guide will give you a tour of camp as you make your check-in stops. This will help orient new and returning scouts to the layout of camp and introduce them to new camp features. This tour includes locations of various program areas, the trading post, dining hall, and other areas of interest. Your Staff Troop Guide can also further assist by pointing out time-saving shortcuts for getting to and from your campsite. Be sure to have a camp map and follow along.



Swim Checks

Beginner Test

Jump feet first into water over the head in depth. Level off, swim 25 feet on the surface. Stop, turn sharply, resume swimming and return to the starting place (50 feet total).

Swimmer Test

Jump feet first into water over your head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Previous Swim Checks

For Troops that participate in multiple aquatic activities throughout the year and have had swim checks within the last six months, a pre-camp swim check form is included in the Registration Packet. Please note that these swim checks must be authorized by a certified American Red Cross lifeguard. A copy of the certification card must be attached to the completed pre-camp swim check form.

All other Troops will take the swim test upon arrival at camp. It is important to note that all Aquatics activities will be held in Lake Katharine, which has very different characteristics from a pool. Waterfront staff reserve the right to retest and issue new buddy tags to any camper or leader who they feel is not swimming at the necessary level for given activities.

All boating activities require closed-toed footwear. Swimsuits should be comfortable, functional, and modest. For males, swim trunks or board shorts are appropriate. Tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed.

For females, bikinis are not allowed. Modest tankinis (with NO midriff showing) or one-piece swimsuits are appropriate.



Leaders Meetings

A meeting with each Troop's Scout Master and Senior Patrol Leaders will be held on Sunday after dinner in the Dining Hall. At this meeting, members of the Camp Staff will give an overview of camp policies, procedures, and special program activities that will be offered during the week. This meeting will also provide an opportunity to answer any questions about your week at summer camp. Members of the Administrative Staff will also be on hand to process last-minute session adjustments.

Dining Hall

The waiter system and cafeteria style dining are used in the Dining Hall for Breakfast (8:00 a.m.) and Dinner (6:00 p.m.). Lunch is open between 12:00 p.m. and 1:30 p.m. for Scouts and Leaders to eat as you please. The waiter system and cafeteria style dining will be explained in more detail during the Check In process. Our Dining Hall staff provides a balanced diet for young Scouts for all meals. If you have a Scout or Leader with special dietary concerns or restrictions, please notify the Camp Administration Staff well in advance. Each year, we have individuals who have Diabetes, Celiac Disease, Peanut or Nut allergies, Gluten allergies, as well as many Dairy and Egg allergies. These individuals are encouraged to bring with them any specialty foods they may need to supplement our regular menu with them. Such foods should be labeled with the individual's name, Troop Number, and any specific instructions. We will make every effort to prepare these foods as required and have them at each meal.

Scouts and leaders are expected to be in their 'Class A' uniforms for dinner. For all meals Scouts are expected to remove any non-religious headwear before entering the dining hall.

Note: On Thursday evening, there is no dinner served in the Dining Hall and the Troops are to prepare their own dinner. Troops should plan to turn in the Cook-out Request Form to the Dining Hall Staff prior to Breakfast on Thursday to ensure your meal provisions can be picked up in the Dining Hall by 4:00 pm on Thursday afternoon.

Daily Schedule

7:00 a.m..... REVEILLE
7:45 a.m..... Morning Flags
8:00 a.m..... Breakfast
8:45 a.m..... Leaders Meeting
9:00 - 11:50 a.m... Merit Badge Classes
12:00 - 1:30 p.m..... Lunch
2:00 - 4:50 p.m.... Merit Badge Classes
5:45 p.m..... Evening Flags
6:00 p.m..... Dinner
7:00 p.m..... Evening Program
10:00 p.m..... Taps



Commissioner Service

Each day, our Camp Commissioner will visit your campsite. Their full-time job is to take care of your needs during the week. The Commissioner will stop by each morning to visit with the Leaders in the site and make sure you have all the supplies and equipment you need to carry out your Campsite Program.

If there is something broken or missing in your site, they will work to see that it is fixed or replaced. During their visit, they will also inspect the campsite for safety and cleanliness using the Campsite Inspection Form found in this guide. The Troop with the highest score at the end of the week will be recognized at the closing campfire on Friday evening.

You can also meet with your Commissioner at the morning Leaders' Meeting. In addition, Commissioners are knowledgeable about the program and can answer questions or help you to plan Troop activities.

Damage to Equipment Charges

Cot Replacement..... \$150

Tents

Rips and tears per inch..... \$5
Writing on canvas per panel..... \$20
Tent Replacement..... \$500
Frame Damage..... \$200

Permanent Structures

Damage assessed on an individual basis.

Environmental Damage

Damage to live trees..... \$25
Improper disposal of trash..... \$10

Program Equipment

Damage assessed on an individual basis.



Camp Bowers Museum

The Cape Fear Council SCOUTING AMERICA Historical Association works to preserve Scouting's history and to draw attention to SCOUTING AMERICA's rich and exciting history in Southeastern North Carolina.



Trading Post

The Trading Post stocks a variety of items, such as camp memorabilia (patches, mugs, T-shirts, etc.), program supplies, and concession items. The Trading Post is open during the day and evening, except at mealtimes. It is a popular place for Scouts and Leaders to get a snack and relax. It is recommended for campers to bring \$100. Cash, credit cards, Visa, Discover, and MasterCard are accepted, as well as ATM and Debit cards.

Check Out

The safety and security of every Scout is paramount to all Leaders and Staff. To enhance our security efforts, we require parents, Leaders, and Scouts to sign in and signout at the Administration Building when entering or leaving camp during the week. Scouts who are leaving camp early will need to be checked out at the Administration Building with our staff while being accompanied by an adult Leader from the Troop to authorize the departure. Troop Leaders should encourage all guests and visitors to depart by 9:00 p.m. or at the end of the evening program. If there are concerns about an individual Scout's well-being and protection, the Troop Leader should contact the Camp Director.

The check-out procedure begins on Saturday and should be completed before 10:00 a.m. Any Troop with special check-out considerations should make plans through the Program Director or the Camp Director. The Staff Troop Guide that checked the Troop in on Sunday will check the Troop out on Saturday along with a member of the Commissioner Staff. Vehicles will be allowed in camp to load any personal and Troop equipment. The Staff Troop Guide and the Troop Leader will conduct an inspection of the campsite to make sure that no equipment has been misplaced or damaged during the week.

The cost of any damaged property or equipment will be charged to the Troop. The Troop Leader should stop by the Administration Building on the way out of camp to check out and take care of any last-minute business.

Communication

Postal Mail

Scouts may send and receive mail at camp. Please send mail addressed as follows:

Scout's Name & Troop Number

Camp Bowers

13165 N.C. Hwy. 53 West

White Oak, N.C. 28399

Please be sure to include the Scout's Troop number on all mail. This will make sure it is routed to the proper mailbox.

Also include a return address in case a letter arrives at camp after the Scout has left. Mail service is dependable, but it is recommended that mail not be sent to camp later than the Wednesday that the Troop is at camp. Any letters or packages that contain currency or valuables should be insured.

Telephone

Should someone at camp need to be contacted, the camp telephone number is (910)866-4423. This phone is in the Administrative Building and is manned during the day. If there is no answer, please leave a detailed message with a return phone number and a Camp Administrator will return your call within 24 hours. Please note, however, that this is the camp business phone and parents will not be able to speak with their children on this line. The staff will take the message and deliver it to the unit mailbox. Of course, emergency messages will be delivered as soon as possible.

Internet Use

Scoutmasters that need to stay connected are permitted to use our wireless internet available in the Scoutmaster's Lounge.

General Visitor Information

Visitors should make prior arrangements with the Camp Director. All visitors must check in at the Administration Building and get a wristband. Visitors must park at the Administration Building and must sign out when leaving.

There are no facilities at Camp Bowers to allow visitors to stay overnight.

Please note that the camp wide speed limit is 12 mph.

Camp Safety & Emergency Procedures

Safety

While we want every Scout to have a fun and exciting week, safety is a top priority in our program, in the campsite, and around Camp. Please take note of the policies and procedures to ensure a fun and safe experience.

In Case of Accident or Emergency

The Camp Bowers Health Lodge is open 24 hours a day and is run by staff trained in handling minor accidents and illnesses.

In addition, Camp Bowers has a working arrangement with physicians in the Elizabethtown, N.C. area for the treatment of more serious cases. If this kind of treatment is required, the Scout's parent, guardian will be notified and their wishes during treatment will be respected. If such a trip is required, we ask that one of the Scout's leaders drive the Scout to the hospital/urgent care facility.

During Health Checks at check in, the camp reserves the right to refuse admittance to any person who, in the opinion of the Camp Director and Health Officer, has any physical or medical condition that might present a hazard to self or others. In the event of an emergency, it is important that camp policies and emergency procedures are always followed. Camp Staff will provide directions as required.

In the event of an emergency at Camp Bowers, everyone will be alerted by one long, continuous siren signal, which means everyone needs to assemble at the Dining Hall in parade formation.



CAMP BOWERS MERIT BADGE SCHEDULE

Block 1	Block 2	Block 3	Block 4	Block 5	Block 6
0900-0950	1000-1050	1100-1150	1400-1450	1500-1550	1600-1650
Canoeing	Lifesaving		Kayaking	Swimming	Wibit Time
Swimming	Motorboating	Sailing	Motorboating	Rowing	Open Area
Shotgun	Archery	Archery		Rifle	Open Area
Climbing	Animation		Archery		Open Area
	Trail to Adventure		First Aid	Personal Fitness	Open Area
Basketry	Woodcarving	Model Design	Leatherwork	Photography	Open Area
Wilderness Survival	Signs, Signals & Codes	Cooking	Camping	Orienteering	Open Area
Cit Nation	Cit World	Communication	Emergency Prep	Personal Management	Open Area
Environmental Science	Geocaching	Fishing/Fish & Wildlife	Weather	Reptile and Amphibian	Open Area
Mammal Study	Bird Study	Space Exploration	American Indian Culture	Astronomy	Open Area

Scoutmaster Merit Badge

Camp Bowers needs the help and involvement of the Adult Leaders in Camp which is why the Scoutmaster Merit Badge was created. The Camp Director will serve as your merit badge counselor and approve substitutions/alternatives as appropriate.

Name of Leader: _____ Unit # _____

- Eligibility: All adult leaders (Scouters) in camp
- Requirements: Must complete 20 points in one week
- Have the Commissioner, Camp or Program Director initial completed options
- Turn in completed form to Administrative Building by 10:00 a.m. Friday
- Patches will be distributed at Friday's Closing Campfire

1 POINT

- Visit any 3 program areas: 3=1 point, 5=2 points, 7=3 points
- Take a one-hour nap per day
- Wear a 2026 Camp Bowers T-Shirt or hat at camp
- Treat a Commissioner, Director, or Ranger to a snack from the Trading Post
- Lead a Vesper service
- Invite 2 staff members to eat with your Troop on Thursday evening for Family Night

2 POINTS

- Assist at the climbing tower or the waterfront during Bowers after Hours
- Help supervise with clean-up in the Dining Hall for 3 meals - ___1 ___2 ___3
- Assist counselors in 2 merit badge classes
- Complete the Mile Swim

3 POINTS

- Assist in driving scouts during field trips for classes
- Complete a Ranger worklist project
- Attend ALL Leader's Roundtables - ___1 ___2 ___3 ___4 ___5 ___6
- Assist on a Trail To Adventure or Scoutcraft Outpost

20 POINTS

- Be an Assistant Ranger for the week. (*approved by Ranger only*)

Honor Troop Award

TROOP: _____ **Week:** _____

Do ALL the following:

- Demonstrate continuous Scout spirit and participate in all events.
- Follow all posted Camp Bowers procedures, as well as all of those put forth in the Leader's Guide.
- Post your Troop program schedule and the camp schedule at the campsite.
- Review and post the needed rosters (table waiters, fireguard plans, cleanup duties, etc.).
- Keep the Troop campsite neat and free of hazards. Each Troop must maintain at least an 85 on daily inspections or show continuous daily improvement ending above an 85.
- Fly the flag of the United States of America proudly and properly within the Troop campsite.
- Conduct flag-raising and lowering ceremonies within the campsite.
- Sign up to clean the Scout showers (may be done with the cooperation of another Troop).

Complete ten (10) of the following:

- Conduct a Troop or inner-Troop campfire and invite a staff member to attend.
- Invent a Troop yell and perform it when called to attendance at morning and evening flags.
- Eat with ten different staff members in the dining hall.
- Create or embellish a Troop flag and bring it to the morning and evening flag ceremonies.
- Perform a worthwhile good turn or conservation project with the approval of the Ranger.
- Have all Scouts wear their Class-A Uniform to evening flags.
- Show that all Scouts have earned and carry a Totin' Chip and Firem'n Chit.
- Show that wood tools are available and are used safely within the Troop campsite. Display that there exists a marked wood yard.
- Have at least one scout registered for a provisional week at Camp Bowers.
- Construct a significant pioneering project at your campsite.
- Have at least 75% of Troop members complete a Handicraft project while in camp.
- Have at least 90% of Troop members classified as Swimmer or have advanced one level at the waterfront.
- Have at least one Adult Leader trained in Safe Swim Defense and Safety Afloat and hold either a Troop Swim or a Troop Boat.
- Pre-register for next year at Camp Bowers.
- Have one member of your Troop fill out a staff or volunteer application for next camp season.
- Audition and perform a skit or song for campfire.
- Have at least one Scout Leader attended the daily Scoutmaster Forum.
- Have all Scout Leaders who have stayed over 72 hours earn the Scoutmaster Merit Badge.
- The Senior Patrol Leader needs to turn this form in by Friday dinner at the Camp Office.

Senior Patrol Leader

Scoutmaster

Inspection Items/Points	Monday	Tuesday	Wednesday	Thursday	Friday
General Site 25					
Tents 15					
Personal Gear 20					
Latrine 10					
Water Basin 5					
Rosters 10					
Fire Equipment 15					
Extra Credit 5					
Daily Total					

TROOP _____ CAMPSITE _____ WEEK _____

- General Site: Overall appearance of campsite; No trash found on the ground; No obvious safety hazards; fire rings in good condition; Natural ground cover in place.
- Tents: Tent flaps properly rolled. At least the front and back flaps of all occupied tents should be rolled, weather permitting. All tents should be rolled in a consistent manner.
- Personal Gear: All gear neatly stowed; Sleeping bags/blankets rolled, hung, or neatly folded.
- Latrine: Free of dirt, trash, and spider webs; Stocked with toilet paper; Toilet lids down; Floor relatively clean.
- Water Basin: Free from soap, toothpaste and personal gear or trash.
- Rosters: Scout Fireguard Chart posted and properly used; Troop duty roster posted.
- Extra Credit: Each pioneering project can earn up to five points. Points will be awarded based on skills needed, complexity, and originality.

TOM AVENT CAMPERSHIP APPLICATION

The maximum amount the Cape Fear Council can award to any Scout is up to 50%. For a Scout to qualify, their Troop must have participated in the Annual Product Sale in the previous year and have total sales of \$1,000 or greater.

SCOUT'S NAME _____
TROOP _____ Date of Application _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____
TELEPHONE _____
CHARTERED ORGANIZATION _____

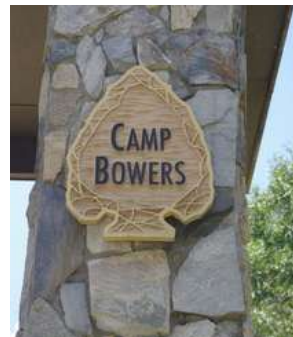
This is to certify that I have talked with the above Scout regarding their attendance at Camp Bowers during the week of _____ and have interviewed his parents or guardians and present the following plan for their attendance fee.

_____ + _____ + _____ = _____
Amount Scout Will Pay Amount Troop Will Pay Amount Requested Total Fee

Remarks: _____

Scoutmaster's Signature _____ Date _____
Address _____
Phone _____
Parent/Guardian Signature _____ Date _____
Address _____
Phone _____

(A letter from the Scout Leader must be attached to this application)





THURSDAY NIGHT COOK OUT REQUEST

On Thursday evening, Camp Bowers does not provide a meal in the Dining Hall. Troops can be provided with ingredients to cook their own dinner and can choose from the ingredients below.

Units must provide their own cooking equipment and prepare and eat this meal in their campsite.

Troops are also encouraged to invite staff members to their campsite to join them for this meal and share in fellowship.

Unit: _____ Week Number: _____

Campsite: _____ Number of people: _____

Meal Option (choose one):

☐ **Chili and Rice**

Includes: ground beef, kidney beans, peppers, onions, tomato paste, chili powder, rice, corn chips, salt & pepper, dessert, and drink mix
Perfect for Dutch oven or stove top cooking.

☐ **Shepard's Pie**

Includes: ground beef, mashed potatoes, corn, peas, Worcestershire sauce, dinner rolls, butter, salt & pepper, dessert, and drink mix. Perfect for Dutch oven cooking.

PRE-CAMP SWIM TEST RESULTS

All tests must be supervised and administered by a Lifeguard with a current certification. A copy of their certification must accompany this form.

Incomplete forms, or absence of certification will result in a retest at camp. The Waterfront Director may review or re-test any Scout whose skills appear to be inconsistent with his classification. All principles of Safe Swim Defense must be followed at the time of the test, including adult leadership.

Please use additional forms for more Scouts.

Full Name Please Print Clearly	Non-Swimmer	Beginner	Swimmer

I attest to the validity of the preceding information as a certified Lifeguard. A copy of my certification is attached. I understand that classifying an unqualified Scout as a swimmer or beginner could impact or impair the health and safety of the individual and others.

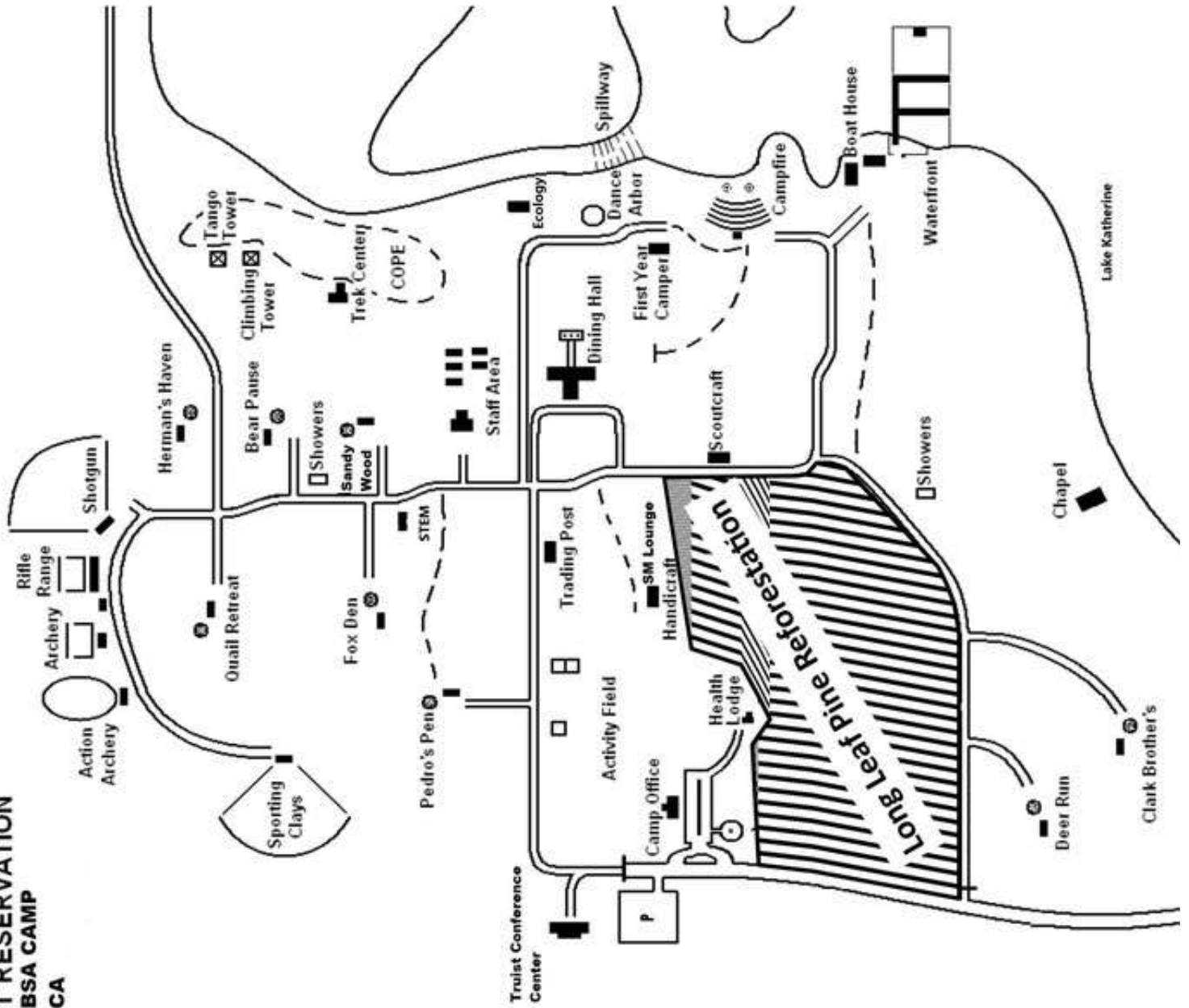
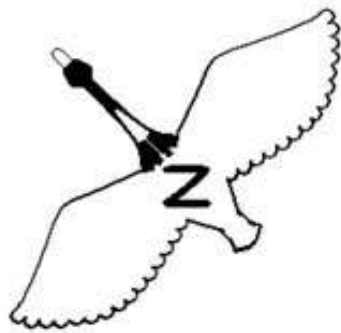
Unit #: _____ Council: _____ Camp Session: 1 2 3 4

Unit Leader: _____ Pool Name & Location: _____

Lifeguard Name: _____ Signature: _____ Date: _____

CAPE FEAR COUNCIL SCOUT RESERVATION CAMP BOWERS SCOUTS BSA CAMP SCOUTING AMERICA

NOT TO SCALE



LEGEND	
	= Camp Site
	= Dirt Road
	= Trail
	= Basketball
	= Shower House
	= Gate

CAMP BOWERS BIKE SAFETY RULES

1. Always wear a helmet Helmets must be properly fitted and buckled any time you're on a bike—no exceptions.

2. Inspect your bike before riding

Check brakes, tires, chain, and seat each day before heading out.

3. Both bike wheels must remain in contact with the ground at all times

No jumps and no tricks – safety must be your first priority.

4. Ride only on approved trails and roads

Stay off hiking trails, restricted areas, and no shortcuts through campsites. No freestyling or riding thru the woods on undesignated trails.

5. Road Hazards

Scan area for potholes, gravel, puddles, leaves, soft sand or anything that could cause you to crash. Walk your bike if necessary.

6. Do not ride your bike at night.

You must walk your bike once it becomes dark.

7. Obey all camp traffic rules and signs

Follow the same rules as cars: stop at signs, yield when required, and ride on the correct side.

8. Yield to pedestrians and cars

People on foot always have the right of way; slow down and announce yourself when passing.

9. Leaving the general premises of Camp Bowers on your bike.

Leaving the general premises of Camp Bowers on your bike is prohibited

10. You are only allowed to ride your bike

You may not share your bike with others and other Scouts are not allowed to ride your bike.

11. Be alert and distraction-free

No headphones, phones, or horseplay while riding. Eyes and ears stay open.

12. Follow the buddy system

Ride with at least one other Scout so help is available if something goes wrong. If you are in the lead, call out and point to the hazard to alert the riders behind you.

13. Control your speed at all times

Slow down near campsites, corners, and areas with pedestrians—no racing.

14. Use proper hand signals

Signal turns and stops clearly so others know your intentions.

15. Dismount in crowded or hazardous areas

Walk your bike around the dining hall, program areas, flag areas, and any place posted "No Riding."

16. Riding your Bike at Camp Bowers is a privilege

It can be taken away

17. No E-Bikes, Hoverboards, or One Wheel bikes are allowed at Camp Bowers



Scouts Name: _____ Signature _____ Date: _____ Tp. # _____

Parents Name: _____ Signature: _____ Date: _____

Camp Bowers Program Guide 2026

Health & Fitness - Being engaged in an athletic activity is not only a way to have fun, but it also is one of the best ways for each Scout to live up to their promise "to keep myself physically strong." This area offers merit badges in addition to daily sporting and athletic opportunities for Scouts and Scouters. This area also provides meaningful instruction with several first aid and safety programs.

Ecology – At the Ecology area, Scouts get to investigate the natural world. The area offers a variety of merit badges along with nature hikes, conservation projects, astronomy demonstrations, and fishing opportunities.

Leadership – The Leadership program area is designed to help Scouts develop their communication and creative thinking skills. This area also educates Scouts on American and Scouting History and builds on a Scout's "duty to country" with citizenship merit badges and programs.

Handicraft – Handicraft focuses on a wide variety of arts and crafts. A popular area for Scouts of all ages, Handicraft allows Scouts to build skills in such areas as basketry, leatherworking, wood carving, and more.

Climbing & COPE – Older scouts can challenge themselves with our 65 ft climbing tower, tango tower, zip lines, and high/ low ropes courses.

Scoutcraft – This is the place to develop and showcase your outdoor skills – including camping, pioneering, exploring, orienteering, wilderness survival, and overall outdoor living. Additional programs include vast pioneering projects, outposts, and hikes.

Range and Target Activities – Range and Target Activities is a fun way for Scouts to exercise their minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. These programs provide instruction and opportunities in archery, rifle shooting, and shotgun shooting. In addition to merit badge instruction, the area offers daily open shoots that are open to all Scouts and Leaders.

Trading Post – The Trading Post is an excellent opportunity for Scouts to practice real-world financial and personal management while at camp. Scouts will find a wide variety of items including camping supplies, T-shirts and apparel, craft kits, books, snacks, ice cream, slushies, drinks, and much more.

Trail to Adventure – Trail to Adventure (TTA) is Camp Bowers' first-year camper program. Throughout the course of the week, Scouts will build skills necessary to succeed in Scouting while completing requirements for the ranks of Tenderfoot, Second Class, and First Class.

Aquatics – Lake Katherine is one of the greatest attractions at Camp Bowers. The lake provides a variety of aquatic activities – including swimming, canoeing, rowing, sailing, and kayaking.

Special Programs

Mile Swim BSA

Location: Waterfront

Earn the Mile Swim emblem by swimming one mile in Lake Katherine.

Participants must demonstrate strong swimming ability prior to swimming the mile.

NRA Marksmanship Qualification Program

The NRA Marksmanship Qualification Program offers shooters a self-paced training platform to develop their shooting skills. It's a drill. We set the standards, and you meet the challenge! Progression is self-paced, and scores are challenging but attainable. Performance is measured against established par scores and any shooter who meets or exceeds those scores is entitled to the corresponding recognition awards for that rating.

For the first time, Camp Bowers will offer the NRA – MQP program during the Summer of 2026. Scouts will be able to register for the program for a fee of \$10.00. If the Scout meets or exceeds the scoring requirements, (s)he will be presented with the qualification patch, an official NRA certificate and the appropriate rocker for their level of achievement.

There are 5 achievement levels for each shooting discipline. Your Scout will be proud to show-off their shooting skills with the patch and certificate they are awarded.

Sign up for the NRA – Marksmanship Qualification Program is available at the range – see the Range and Target Activities Director for scoring details. Awards are presented at the closing campfire on Friday night.

Hunter Safety

The only Boy Scout camp in North Carolina to offer the Hunter Safety course, Camp Bowers has again joined with the North Carolina Wildlife Resource Commission (NCWRC) to offer the certification course that is required for anyone (youth or adult) to purchase a hunting license.

On July 1st, 1991, the Hunter Education course became mandatory. Regardless of age, a person may not procure a hunting license or hunt in the state of North Carolina without producing a certificate from a Hunter Safety course. Hunters must purchase a

license once they reach 16 years of age. The North Carolina Hunter Education course is a minimum of 6 hours and is accepted in all 50 states, Mexico, Canada and +/- 18 foreign countries. A minimum score of 70 percent on the written exam is required.

Our Hunter Education program is NOT a "How to Hunt" program but is designed to promote the safe handling of firearms and archery equipment, teach responsible, ethical conduct, educate sportsmen in the various methods and the proper use of equipment in harvesting game, and endorse the importance of wildlife management regulations. As a result of our program, we hope the sportsmen of tomorrow will better understand their obligations to the resources, the landowner, other hunters, themselves and the public at large.

Goals:

1. To reduce the number of hunting and hunting related accidents and fatalities.
2. To improve the image of hunting and sport shooting as viable recreational activities and as an essential tool for wildlife management.
3. To provide the hunter with an awareness of their legal and ethical responsibilities when harvesting wildlife.
4. To provide a better understanding of the principles of wildlife management and the need for wildlife laws.
5. To promote and aid in shooting sports for the public.

This course satisfies the safety and gun/bow handling requirements of the BSAs Rifle, Shotgun and Archery merit badges. All Scouts who register for the Rifle, Shotgun or Archery merit badge must also register for this course, as the shooting sports instructors will focus primarily on shooting skills and will depend on this course to satisfy the general knowledge and safety requirements of each merit badge. The Hunter Safety course is held from

6:30 to 9:30 pm on Monday and Tuesday nights, each week of camp at the Truest Center.

Prior to arrival at camp, Scouts must obtain a (free) customer ID number from GoOutdoorsNorthCarolina.com

To pre-register for the course, search the event list on [GoOutdoorsNorthCarolina](http://GoOutdoorsNorthCarolina.com) – look for the course being held at the Cape Fear Scout Reservation on the date of the Monday of your week of camp.

Evening Program

Monday (7:00 p.m. – 9:00 p.m.)

Camp-Wide Games (Ultimate Frisbee, Soccer, Basketball, Volleyball, Gaga, etc.)

Night Zipline (Climbing, rappelling, and ziplining. Open to all Scouts at the Challenge Valley)

Tuesday (7:00 p.m. – 9:00 p.m.)

Camp-Wide Games (Ultimate Frisbee, Soccer, Basketball, Volleyball, Gaga, etc.)

Open Waterfront (free swim and boating)

Open Climbing & Zipline (Climbing, rappelling, and ziplining. Open to all Scouts at the Challenge Valley)

Wednesday (7:00 p.m. – 9:00 p.m.)

Camp-Wide Games (Ultimate Frisbee, Soccer, Basketball, Volleyball, Gaga, etc.) Beach Party & Bonfire (Come out to the Waterfront and join our party! There will be music, watermelon, fun and games!)

Thursday

Friday

Closing Campfire

Troops will present skits, song, and cheers for the whole camp. To close out our week, the Camp Staff will present awards and recognize those Scouts and Scouters that go above and beyond at summer camp.

Outpost Night

Camp Bowers has a variety of Outpost Programs that any Scout can participate in. These outposts present opportunities for Scouts to venture outside of their campsites for an evening and enjoy an adventure in the out-of-doors. Encourage your Scouts to challenge themselves and put their survival skills to the test on the Wilderness Survival Outpost or Trail to Adventure Outpost.

Wilderness Survival Outpost

Wednesday

Scouts taking Wilderness Survival Merit Badge will journey to Camp Bowers back-country on Wednesday evening to participate in an outpost survival test. These Scouts will build and sleep in their own shelter and put the survival skills they have learned to good use. Building fires without matches, signaling, and using their survival skills are just some of the things Scouts can look forward to on this Outpost.

Trail to Adventure Outpost

Wednesday

After dinner on Wednesday, Trail to Adventure participants will spend the night on a special First-Year Camper Outpost. Scouts will journey to a special outpost site, practice their fire-building skills and enjoy storytelling around the campfire. Campers will need to bring a sleeping bag and tent.

Awards

Top Shot of the Week

Over the course of the week Scouts and Scouters will compete by submitting shooting scores to see who among them is the Top Shot in all the Shooting Sports areas. Top Shot will be determined among 3 categories: Overall Top Shot, Youth Top Shot, and Adult Top Shot. Be prepared to send the best youth and adult shooter from your Troop.

Scoutmaster Merit Badge

The Scoutmaster Merit Badge is a fun way for Scoutmasters to help in different areas throughout camp.

Camp Bowers Honor Troop Award

The Camp Bowers Honor Troop Award is awarded to units that exemplify the aims and methods of the Scouting Program. The Honor Troop Award encourages Scout spirit, teamwork, and participation throughout your week at camp. Honor Troop tracking sheets can be found in the check-in packet.

Ancient Order of the Beaver Shark

The Purpose of the Ancient Order of the Beaver Shark shall be to not only recognize Camp Bowers Spirit and Loyalty amongst its members but, just as importantly, to inspire these traits amongst both the campers and staff members.

This is accomplished through the invitation to membership of third-year campers who the Camp Staff observe possessing exceptional Scout Spirit and overall enthusiasm at camp.

Scouts attending their third summer at Camp Bowers, and who provide two hours of service during their week at camp, are eligible for nomination by Camp Staff and other members of the Order.

Nominated Scouts will be voted into the Ancient Order during their week of summer camp and announced during Thursday evening campfire.

Recognition items will be awarded at a special award ceremony that evening.

OA

For more than 100 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives.

This recognition provides encouragement for others to live these ideals as well.

Arrowmen are known for maintaining camping traditions and spirit, promoting year- round and long-term resident camping, and providing cheerful service to others.

OA service, activities, adventures, and training for youth and adults are models of quality leadership development and programming that enrich and help to extend Scouting to America's youth. The mission of the Order of the Arrow is to fulfill its purpose as an integral part of the Boy Scouts of America through positive youth leadership under the guidance of selected capable adults. The Order of the Arrow was founded by Dr. E. Urner Goodman and Carroll A. Edson in 1915 at the Treasure Island Camp of the Philadelphia Council, Boy Scouts of America.

It became an official program experiment in 1922 and was approved as part of the Scouting program in 1934. In 1948 the OA, recognized as the BSA's national brotherhood of honor campers, became an official part of the Boy Scouts of America. In 1998, the Order of the Arrow became recognized as Scouting's National Honor Society when it expanded its reach beyond camping to include broader service to Scouting and the community.

The Sunday campfire program includes the OA Call-Out Ceremony. Troops from Cape Fear Council may have Scouts called out.

Troops from outside the Cape Fear Council may have Scouts called out if the Troop Leader turns in an official letter, with the names of the candidates signed by the Lodge Chief or Lodge Adviser of their local Order of the Arrow Lodge, at check-in.

Klahican Lodge members that have not sealed their membership in the Order of the Arrow by completing their Brotherhood, are encouraged to do

so while at camp. Brotherhood preparation will be held Tuesday evening at the Administration Building.

The cost is \$30.00, which should be paid to the Klahican Lodge.

Merit Badge Guide

This directory outlines details for the various merit badge programs available to Scouts this summer at Camp Bowers. While merit badges and advancements are only a portion of the overall summer camp experience, we want to ensure that each Scout is prepared to succeed in earning the badges they set out for and get the most out of these exciting programs.

Our goal is to provide a fun program full of meaningful learning to all Scouts.

Be prepared!

Scouts should review the requirements for each Merit Badge they intend on taking before their week at camp.

Our merit badge programming will be operating from Mondays to Thursdays. On Friday, we will offer wild card programming of unique one day badges and activities you may not find at summer camp.

Scouts should be sure to complete any necessary pre-requisite requirements before coming to camp.

Due to the nature of some requirements, and the limitations of the summer camp setting, the listed requirements will not be completed in the merit badge classes.

In many cases, a signed note from a Scout Leader is sufficient to show proof of a pre-requisite.

Please be sure to complete all pre-requisites prior to coming to camp to ensure a completed merit badge at the end of the week. In some cases, Scouts will not be able to work on other requirements without having the pre-requisite requirements completed first.

To help Scouts make appropriate badge selections Scoutmasters and unit leaders should guide Scouts in their merit badge selections

There is no need to bring blue cards to Camp Bowers. Scoutmasters will receive an email with all roster information that includes partial and complete merit badges the Scouts have earned during Monday through Thursday classes. Camp Bowers will provide any necessary blue cards for merit badge classes.

Trail to Adventure

Pre-requisites: none

Description: A great introduction to Scouts BSA with Scouts learning the framework of the Scouting program by working on several requirements between the ranks of Scout to First Class. Scouts will also earn their Totin' Chip and Firem'n Chit and take part in our Wednesday outpost night. The class is limited to 30 participants for each session.

Health & Fitness

Emergency Preparedness

Pre-requisites: 2, 7b, 9

Description: Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency. Earning this badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency. Scouts must earn First Aid Merit Badge to complete Emergency Preparedness.

First Aid

Pre-requisites: NONE

Description: First aid – caring for injured or ill persons until they can receive professional medical care – is an Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life. This Eagle-required merit badge is recommended for more experienced Scouts.

Personal Fitness

Pre-requisites: 7

Description: Personal fitness is an individual effort and desire to be the best one can be. Personal Fitness Merit Badge focuses on developing good physical, mental, social and emotional health. This is a challenging and Eagle-required merit badge and is recommended for more experienced Scouts.

Leadership

Citizenship in the Nation

Pre-requisites: 7

Description: Scouts will learn how to become active citizens who are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens. This Eagle-required merit badge is recommended for more experienced Scouts.

Citizenship in the World

Pre-requisites: None

Description: Scouts who earn the Citizenship in the World Merit Badge will discover that they are already citizens of the world. How good a world citizen each person is depends on their willingness to understand and appreciate the values, traditions, and concerns of people in other countries. This Eagle-required merit badge is recommended for more experienced Scouts.

Communication

Pre-requisites: 5

Description: Communication Merit Badge focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication. Scouts must attend a public meeting (requirement 5) prior to coming to camp and be prepared to discuss the experience. This Eagle-required merit badge is recommended for more experienced Scouts.

Personal Management

Pre-requisites: 1, 2, 8, 9

Description: Earning this merit badge enables a Scout to learn about financial responsibility as they understand what it means to save for the future. This Eagle- required merit badge is recommended for more experienced Scouts.

Ecology

Reptile and Amphibian Study

Pre-Requisite: 8

Description: Kids always have 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.

Astronomy

Pre-requisites: NONE

Description: Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky.

Environmental Science

Pre-requisites: NONE

Description: While earning the Environmental Science Merit Badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world. This Eagle-required merit badge is recommended for older Scouts.

Fish & Wildlife Management

Pre-requisites: NONE

Description: Earned with Fishing MB. Wildlife management is the science and art of managing the wildlife with which we share our planet.

Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.

Fishing

Pre-requisites: NONE

Description: Earned with Fish & Wildlife Mgmt MB. In Scouting for Boys, Baden- Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish." Scouts will spend time fishing and learning skills to become better anglers. Bring your own fishing rod and tackle. Be prepared to fish!

Bird Study

Pre-requisites: None

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

Weather

Pre-requisites: NONE

Description: Earned with Nature MB. Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

Mammal Study

Pre-requisites: None

Description: A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.

Geocaching

Pre-requisites: 7, 8

Description: Experience the world's BIGGEST game, where the planet itself is the board. 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. Learn all the basics before heading out and finding your first cache at home.

Handicraft

Animation

Pre-requisites: NONE

Description: Earning this merit badge enables a Scout to learn about the principles of animation through different techniques and styles of sketches and layouts.

Basketry

Pre-requisites: NONE

Description: Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner.

American Indian Culture

Pre-requisites: NONE

Description: Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life.

Leatherwork

Pre-requisites: NONE

Description: Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather history and its endless uses. They will learn to make a useful leather item using the same types of raw

materials that our ancestors used; challenged to master skills like hand-stitching, lacing, and braiding.

Model Design and Building

Pre-requisites: NONE

Description: Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby but it is widely used in the professional world.

Wood Carving

Pre-requisites: NONE

Description: As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving Merit Badge introduce Scouts to an enjoyable hobby.

Space Exploration

Pre-requisites: None

Description: Scouts will also explore science, history, and the future of the space program. Scouts are required to launch and retrieve a model rocket they build themselves.

Photography

Pre-requisites: None

Description: Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell

us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

Scoutcraft

Cooking

Pre-requisites: 4

Description: The badge covers several ways for a Scout to learn how to cook through different methods. Scouts will be working on backpack cooking and campfire cooking in this class.

Camping

Pre-requisites: 8d, 9

Description: Scouts will need to bring a properly packed backpack with patrol gear.

Orienteering

Pre-requisites: NONE

Description: Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years.

Signs, Signals and Codes

Pre-requisites: none

Description: The badge covers several nonverbal ways we communicate emergency signaling, Morse code, American Sign Language, braille, trail signs, sports officiating hand signals, traffic signs, secret codes, and more.

Wilderness Survival

Pre-requisites: NONE

Description: 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 are required to attend the Wilderness Survival Outpost on Wednesday evening.

Shooting Sports

The Rifle and Shotgun Shooting Merit Badges require Scouts to take a state hunters education course. It is strongly recommended that Scouts taking Archery also attend. This class is offered on Monday and Tuesday nights. Please refer to page 15 of this guide on how to sign up and register for this class.

Archery

Pre-requisites: Scouts should be at least 12 years old.

Description: Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow— but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery. The general knowledge and safety requirements of the Archery MB will be taught during the Hunter Safety course on Monday and Tuesday nights. Please see page 15 for a link to pre-register your Scouts.

Rifle Shooting

Pre-requisites: Scouts should be at least 13 years old.

Description: A rifle, like any other precision instrument, is manufactured to perform a specific task and, if handled correctly, can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

Shotgun Shooting

Pre-requisites: Scouts should be at least 14 years old.

Description: A shotgun is a precision instrument, designed to shoot a shot charge

in a specific pattern to cover a designated area at a certain distance. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

Aquatics

Canoeing

Pre-requisites: Must be able to classify as a Swimmer

Description: For centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

Kayaking

Pre-requisites: Must be able to classify as a Swimmer

Description: Kayaking has become a mainstay in outdoor recreation. Kayaking is a great workout, a soothing way to clear your mind, and an ideal reason to get outside. Class is limited to 12 participants per class.

Lifesaving

Pre-requisites: Swimming Merit Badge

Description: The main purpose of the Lifesaving Merit Badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

Motorboating

Pre-requisites: Must be able to classify as a Swimmer.

Description: With the fun of operating a motorboat comes the responsibility for keeping that boat in first- class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely. Limited to 6 scouts each.

Swimming

Pre-requisites: Must be able to classify as a Swimmer.

Description: Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain various swimming skills. Class is limited to 20 participants per class.

Rowing

Pre-requisites: Must be able to classify as a Swimmer.

Description: Scouts will learn about various rowing techniques and work towards being proficient at handling a rowboat.

Climbing

Pre-requisites: none

Description: Scouts will be working on climbing and rappelling techniques to complete this merit badge on our 65 ft tower.

C.O.P.E

Pre-requisites: Scouts must be at least 14 years old.

Description: This program is geared towards older Scouts looking for a Challenging Outdoor Personal Experience (COPE). Scouts will learn team-building skills to overcome several of our low rope and high obstacles. Additional features include our Tango Tower and Zip Lines.