

WHAT CHANGES WERE MADE?

Class Locations Moved

BSA GUARD	~ offering only in Waubeeka
CANOEING MERIT BADGE	~ offering only in Waubeeka
ROWING MERIT BADGE	~ offering only in Buckskin
SPACE EXPLORATION	~ now being offered in Buckskin and Waubeeka

Class Sessions Removed

Buckskin:

Chess ~ 10am
Environmental Science ~ 3pm
Orienteering ~ 4pm
Rifle option C changed to A ~ 3:30pm

STEM Ranch:

Electricity ~ 10:30am
Electronics ~ 9am

Waubeeka:

Chess ~ 10am
Indian Lore ~ 9am
Orienteering ~ 3pm
Rifle Shooting ~ 4pm
Shotgun Shooting ~ 9am and 10:30am
Small Boat Sailing ~ 10:30am

Activity Changes

Not offered 2021:
Adirondack Challenge
High COPE
Low COPE
Mountain Biking
Natural Rock Climbs

See Schedules for the
available opportunities
for Zip Line, Climbing Tower,
Operation Nighthawk, Caving,
Trail Rides, and Tomahawks

The online registration system has been updated and is ready for your changes!

****YOUR ONLINE REGISTRATION INFORMATION WAS NOT DELETED ~**
you will use the same system for additions/changes.

Scouts that were registered for classes that were removed, now show a blank period.

Scouts that were registered for Black Powder Rifle, are now in the "regular" Rifle class in Buckskin.

Scouts that were registered for BSA Guard in Buckskin, are now registered for BSA Guard in Waubeeka.

Scouts and Leaders that were registered for any Climbing Tower/Zip Line times will need to re-register, regardless of the time signed up for.

2021 Camp Buckskin Merit Badge Schedule ~ final ~ 6/17/21

Merit Badge	Prereqs & notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50	4:00-4:50
Aquatics							
<i>(Must pass Swimmer's test on opening day to complete any of the below badges)</i>							
KAYAKING	Class max: 8						
LIFESAVING (14+)	Prereq: Second Class requirements 7a-7c, First Class requirements 9a-9c. Class max: 12 Classes are 2 hours						
SWIMMING	Prereq: Second Class requirement 5 and First Class requirement 6. This is a difficult badge. If in the Aquatic Director's judgement, the Scout is not a strong enough swimmer, they will be asked to switch out. Classes are 2 hours						
Ecology							
<i>(At Ecology Pavilion, exhibits, nature trails)</i>							
ASTRONOMY	Weather conditions frequently interfere with the completion of this badge. Requires study and observation 9:30pm T/W/Th.						
CHESS							
ENVIRONMENTAL SCIENCE	Should not be attempted by first year scouts. Classes are 2 hours long.						
FISH AND WILDLIFE MANAGEMENT	Should not be attempted by first year scouts.						
FORESTRY	Prereq: Requirement #5						
GEOLOGY							
INSECT STUDY	By appointment only. Requires significant time outside of appointment hours. Class max: 6						
MAMMAL STUDY / NATURE (2 MBs)	Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required.						
REPTILE AND AMPHIBIAN STUDY	Prereq: #8						
SPACE EXPLORATION	Class fee of \$20 for rockets and supplies. Class max: 12						
WEATHER							
Other Programs							
<i>Classes take place at the Anthony Long Pavilion</i>							
1ST YEAR CAMPER	Not a rank advancement program; learn Scout skills and learn about camp. Recommended for Scouts who have not attended Summer Camp.						
FISHING	First session Monday, 7pm-8:30pm. Will discuss week's schedule. Minimal fishing equipment available at camp, strongly recommend bringing your own.						

White areas indicate the class time, shaded areas mean no class in session

Some classes were moved to be offered in a Single Camp ~ please review the full set of schedules

2021 Camp Buckskin Merit Badge Schedule ~ final ~ 6/17/21

Merit Badge	Prereqs & notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50	4:00-4:50
Handicraft							
<i>Projects are done in most classes that you can take home</i>							
ART	Prereq: #6, a written report signed by parent or scoutmaster.						
BASKETRY	Scout needs to purchase supplies for 3 kits, estimate around \$25						
INDIAN LORE							
LEATHERWORK	Scout needs to purchase kits and materials, estimate around \$25						
PHOTOGRAPHY (14+)	Prereq: #1b, must bring cyber chip card to show counselor. Class max: 12						
SCULPTURE	Class max: 12						
WOODCARVING	A good carving knife is recommended. Scout needs to purchase carving kits, estimate \$7-\$12.						
Scoutcraft							
<i>(Totin' Chip, Firem'n Chit, & Paul Bunyon Woodsman also available)</i>							
CAMPING	Prereq: #9. See form on website. Scouts must have a backpack with frame.						
EXPLORATION (12+)	Will include hiking. Class max: 10						
ORIENTEERING	Prereq: knowledge of orienteering basics.						
PIONEERING	Should not be attempted by Scouts below rank of 1st Class. Classes are 2 hours long						
WILDERNESS SURVIVAL	Pre-req: #5. Includes Wednesday evening overnight in survival shelter. Class max: 10						
Shooting Sports							
<i>(Instruction will take place at the appropriate range in Camp. Recommend only 1 type of shooting class at a time. Open-Shoot times to be announced at Camp.)</i>							
ARCHERY	Class max: 12						
RIFLE SHOOTING (12+) (option A, Modern)	Skill with a rifle is a must. Scouts are encouraged to familiarize themselves with the requirements. Classes are 1 1/2 hours long	9:00-10:30	10:30-12:00			3:30-5:00	

2021 Reservation-Wide Classes

Only available at the Anthony Long Pavilion in Buckskin							
EMERGENCY PREPAREDNESS (13+)	Prereq: requirements #1, #2(c), #8(b) can photograph kit, and #9 (a,b,c).						
FIRST AID (12+)	Prereq: #1, #2d, bring kit to Camp. Classes are 2 hours long.			<i>Scouts return after lunch</i>			
SEARCH & RESCUE (13+)	Prereq: #6a. Class max: 12						
<i>Meet at the Anthony Long Pavilion on Monday, classes will be mobile</i>							
COMMUNICATION (13+)	Prereq: #5 and #8. Class max: 8						
PUBLIC SPEAKING (14+)	Class max: 8						
THEATER (12+)	Prereq: #1. Class max: 8						

Only Available at the Buckskin Waterfront							
ROWING	Must pass Swimmer's test on opening day. Class max: 10						

Only available at the Buckskin Ecology Pavilion							
MINING IN SOCIETY							

White areas indicate the class time, shaded areas mean no class in session

2021 Camp Waubeeka Merit Badge Schedule ~ final ~ 6/17/21

Merit Badge	Prereqs & notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50	4:00-4:50
Aquatics							
<i>(Must pass Swimmer's test on opening day to complete any of the below badges)</i>							
KAYAKING	Class max: 8						
LIFESAVING (14+)	Prereq: Second Class requirements 7a-7c, First Class requirements 9a-9c. Class max: 12 Classes are 2 hours						
SWIMMING	Prereq: Second Class requirement 5 and First Class requirement 6. This is a difficult badge. If in the Aquatic Director's judgement, the Scout is not a strong enough swimmer, they will be asked to switch out. Classes are 2 hours						
Ecology							
<i>(At Ecology Pavilion, exhibits, nature trails)</i>							
ASTRONOMY	Weather conditions frequently interfere with the completion of this badge. Requires study and observation 9:30pm T/W/Th.						
ENVIRONMENTAL SCIENCE	Should not be attempted by first year scouts. Classes are 2 hours long.						
FISH AND WILDLIFE MANAGEMENT	Should not be attempted by first year scouts.						
FORESTRY	Prereq: Requirement #5						
GEOLOGY							
INSECT STUDY	By appointment only. Requires significant time outside of appointment hours. Class max: 6						
MAMMAL STUDY / NATURE (2 MBs)	Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required.						
REPTILE AND AMPHIBIAN STUDY	Prereq: #8						
WEATHER							
Other Programs							
<i>Classes take place at Dan Beard ~ near Scoutcraft</i>							
1ST YEAR CAMPER	Not a rank advancement program; learn Scout skills and learn about camp. Recommended for Scouts who have not attended Summer Camp.						
FISHING	First session Monday, 7pm-8:30pm. Will discuss week's schedule. Minimal fishing equipment available at camp, strongly recommend bringing your own.						

White areas indicate the class time, shaded areas mean no class in session

Some classes were moved to be offered in a Single Camp ~ please review the full set of schedules

2021 Camp Waubeeka Merit Badge Schedule ~ final ~ 6/17/21

Merit Badge	Prereqs & notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50	4:00-4:50
Handicraft							
<i>Projects are done in most classes that you can take home</i>							
ART	Prereq: #6, a written report signed by parent or scoutmaster.						
BASKETRY	Scout needs to purchase supplies for 3 kits, estimate around \$25						
CHESS							
INDIAN LORE							
LEATHERWORK	Scout needs to purchase kits and materials, estimate around \$25						
PHOTOGRAPHY (14+)	Prereq: #1b, must bring cyber chip card to show counselor. Class max: 12						
SCULPTURE	Class max: 12						
WOODCARVING	A good carving knife is recommended. Scout needs to purchase carving kits, estimate \$7-\$12.						
Scoutcraft							
<i>(Totin' Chip, Firem'n Chit, & Paul Bunyon Woodsman also available)</i>							
CAMPING	Prereq: #9. See form on website. Scouts must have a backpack with frame.						
EXPLORATION (12+)	Will include hiking. Class max: 10						
ORIENTEERING	Prereq: knowledge of orienteering basics.						
PIONEERING	Should not be attempted by Scouts below rank of 1st Class. Classes are 2 hours long						
SPACE EXPLORATION	Class fee of \$20 for rockets and supplies. Class max: 12						
WILDERNESS SURVIVAL	Pre-req: #5. Includes Wednesday evening overnight in survival shelter. Class max: 10						
Shooting Sports							
<i>(Instruction will take place at the appropriate range in Camp. Recommend only 1 type of shooting class at a time. Open-Shoot times to be announced at Camp.)</i>							
ARCHERY	Class max: 12						
RIFLE SHOOTING (12+) (option A, Modern)	Skill with a rifle is a must. Scouts are encouraged to familiarize themselves with the requirements. Classes are 1 1/2 hours long	9:00-10:30	10:30-12:00				

2021 Reservation-Wide Classes

Only Available at the Waubeeka Shooting Sports Range							
SHOTGUN SHOOTING (13+)	Class fee of \$25.00. Skill with a shotgun is a must. Scouts need to familiarize with requirements. Classes are 1 1/2 hours long				2:00-3:30	3:30-5:00	

Only available at Waubeeka Waterfront							
<i>(Must pass Swimmer's test on opening day to complete any of the below)</i>							
BSA LIFEGUARD (15+)	Prereq: CPR. Scout must have ability to swim various strokes, on opening day. Completion of Lifesaving merit badge a plus. Full day attendance Mon. thru Fri.						
CANOEING	Some knowledge of strokes is helpful. Class max: 10 Classes are 1 1/2 hours				2:00-3:30		
SMALL BOAT SAILING (recomm. older scouts)	Scout must be a swimmer on opening day. Sailing knowledge is useful. Completion is contingent on wind conditions. Class max: 10 Classes are 2 hours long					3:00-5:00 (NA wk 6)	

White areas indicate the class time, shaded areas mean no class in session

2021 Specialty Camp Merit Badge Schedule ~ final ~ 6/17/21

Merit Badge	Prereqs & notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50	4:00-4:50
STEM Ranch ~ end of Rose Drive <i>Welcome to "Imakanation", a combination of the words imagination, making, and national citizenship, is designed to prepare Scouts for a world that will require innovation, practical skills, the ability to solve problems and make new ideas reality.</i>							
Attendance is required for Monday, and any classes missed MUST be made up during open program to earn the badge. Pants and closed toed shoes are required in order to participate , along with water bottle, merit badge pamphlet, and worksheets.							
ELECTRICITY (14+)	Prereq: Requirement #2, #8, #9a - and bring copy of home utility/electrical bill, hand in on first day. Class max: 10	9:00-10:30					
ELECTRONICS (13+)	Prereq: Requirement #6, hand in on first day. Class max: 8		10:30-12:00				
HOME REPAIRS (13+)	Very busy class. Class max: 10				2:00-3:30		
HORSEMANSHIP	General study of merit badge pamphlet is suggested. Class fee of \$35. One session feeding the horses at 6:30am is required. Riding days require pants covering the ankles. Class max: 12	9:00-10:30			2:00-3:30 (NA wk 6)		
METALWORK (13+)	Prereq: Requirement #4, hand in on first day. Class max: 10				2:00-3:30		3:30-5:00
PLUMBING/PULP & PAPER (12+) (2 MBs)	Prereq for Pulp & Paper: Requirements #6 and #8, hand in on first day. Scouts need to attend all 5 days even if just 1 badge is required. Class max: 10						3:30-5:00
ROBOTICS (12+)	Class fee of \$30. Prereq: Requirements #7 and for #3, bring pictures or at least one video to discuss. Bring your own Robot Engineering Notebook to record in for #'s 4 & 5. Hand all in on first day. Class max: 8				2:00-3:30		3:30-5:00
WELDING (14+)	Prereq: Requirement #7a, hand in on first day. Class fee of \$15. *Non-synthetic leather work boots and non-synthetic clothing, including long pants are required. Class max: 8	9:00-10:30	10:30-12:00				

Summit Base ~ end of Camp Road							
CLIMBING	Prereq: Requirement #7, familiarize with all knots. Closed toed shoes required. Held on climbing tower and natural rock wall. Class max: 12	9:00-10:30	10:30-12:00				

2021 Reservation-Wide Activities

ZIP LINE (Leaders, all Scouts)	Summit Base. Blue Swimmers only. Groups of up to 25.	2-3pm daily	7-8pm Monday	7-8pm Wednesday
CLIMBING TOWER (Leaders, all Scouts)	Summit Base. Closed toed shoes are required. Group size 5-15. Guide may ask for early arrival/staying late depending on group size.		3:30-5pm daily	7-8:30pm Thursday
OPERATION NIGHTHAWK (Scouts 15+)	Summit Base. Night climbing. Scouts must be comfortable with both darkness and heights. Groups of 5-10 Scouts	Tuesday, 8:30pm-10pm		
TRAIL RIDES (Leaders, all Scouts)	STEM Ranch. 1 hour session includes basic instruction and riding. Closed toed shoes and long pants that cover the ankles are required. \$25/pp per hour. Session max: 8	11am-12noon Monday thru Friday	4-5pm Monday thru Thursday	
CAVING (Leaders, all Scouts)	Waterproof Headlamp and Gloves recommended. Involves submersion in water for a few feet. Max group: 20	Sign up with Ecology		
TOMAHAWKS (Leaders, all Scouts)	Held at each camp's Shooting Sports Range. Groups of 5-10 participants	3-4pm Monday thru Wednesday		

White areas indicate the class time, shaded areas mean no class in session