



# 2015 Camp Jayhawk

## Merit Badges



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Falley Scout Reservation Camp Director

2/4/2015

## General Information.

The Merit Badges listed in this Pamphlet are offered either to be completed wholly or partially in camp. We have tried to identify the items which need to be done as prerequisites or done outside of camp. There are some merit badges that have been combined with other activities or merit badges. The new schedule places some merit badges into a block schedule; i.e. Some merit badges will be offered during all-morning and all-afternoon sessions for a specific period of days eliminating travel time between merit badges.

Other activities are intended to add to the camp program experience. Camping is not just a merit badge achievement school, but also learning about camping skills, associating with other Scouts and leaders, living the principles of Boy Scouts of America and the Boy Scout Oath and Law, and finally, implementing Lord Baden Powell's ideal of learning through outdoor fun. Venturing options have been added for Venturers that may register during a Camp Jayhawk Session. Also, available is a Venturing Camp which will occur concurrently with the 3<sup>rd</sup> Session of Camp Jayhawk. The Delaware Adventure is offered as a Venture Crew or older Scout outing which includes the canoeing, backpacking hike, conservation project, Kodiak training, and COPE. This program is offered as a separate camp from Camp Jayhawk. Boy Scouts older than 13 years old and Adults are encouraged to sign up for the Delaware Adventure individually. See the publication "The Delaware Adventure".

Scouts may earn four to five merit badges by attending camp, or may earn one or none dependent on his own accomplishments which may not be the expectation of the Scout or his parents. Often the Scout is independent of his parents for the first time during a week-long time frame. The Scout must decide to earn the merit badges he has enrolled in, by attending classes, satisfactorily completing the requirements of the merit badge and receiving the approval of the merit badge counselor. The most misunderstood aspect of merit badge instruction is that the merit badge is earned, not given. Attendance is not the requirement. The requirements are the things that the Scout must do, demonstrate, get tested or accomplish as required in the merit badge pamphlet.

For the Baden Powell Program Overnight Camp: Thursday evening of camp and early Friday morning.

Equipment needed: Each Baden Powell Scout needs to bring a sleeping bag, ground cloth, flashlight, canteen, tent and some type of backpack to haul their gear. The campout includes a hike to and from the camping site with gear. We will furnish food, eating utensils, water, etc.

At check out, records of advancement, merit badges completed or partially completed, and other information regarding each Scout and Leader accomplishments during the week, will be handed to the Unit Leader in a packet. This is an opportunity for the Scouts and Leaders to identify any errors or omissions that have occurred in the camp's recordkeeping. While a record will be retained by the camp and after camp for a limited time, the correction or clarifying of the records becomes less apparent the further we get from the specific camp session.

# Camp Jayhawk schedule 2015

\*-age or rank requirements, <sup>v</sup>-Venturers or Boy Scouts older than 13 years old may participate, \$ additional cost

Camp Jayhawk Daytime Program Schedule (Monday-Friday)										
Classes are each day unless otherwise noted. MT means Monday and Tuesday, MTW means Monday thru Wednesday. WTF means Wednesday, Thursday and Friday. TF means Thursday and Fri										
Time	7:50	8A	9:00-9:50	10:00-10:50	11:00-11:50	12:30	2:00-2:50	3:00-3:50	4:00-4:50	
Aquatics	Swim Dock	BSA Life Guard	MT-Swimming*MT WTF-Life Saving*			12:30	Mile Swim Practice* <sup>v</sup>	Recreational Swim <sup>v</sup> (South Ridge)	Recreational Swim (West Ridge) <sup>v</sup>	
			Scuba Diving <sup>P</sup> / BSA Snorkeling* <sup>v</sup>				MTW-Life Saving TF- Swimming			
Boat Dock	BSA Life Guard (All day) <sup>v</sup>			BSA Life Guard (All day) <sup>v</sup>		Search and Rescue		Recreational Boating <sup>v</sup>		
	Kayaking BSA <sup>v</sup> / Kayaking			Kayaking BSA <sup>v</sup> / Kayaking		Small Boat Sailing*				
Gilwell Field	MT-Open Boating <sup>v</sup> WTF-Canoeing <sup>v</sup>			MT-Open Boating <sup>v</sup> WTF-Canoeing <sup>v</sup>		Baden-Powell Instructor / IOLS		Thursday: 5pm and Overnight Hike and Campout.		
	Baden-Powell Adventure			Baden-Powell Adventure		Environmental Science		Open Merit Badge Workshop		
Ecology	MT-Nature/Forestry WTF-Fish & Wildlife Management / Fishing			MT-Nature/Forestry WTF-Fish & Wildlife Management / Fishing		MT-Archeology / Geology WTF-Space Exploration / Astronomy				
	MT-Plant Science WTF-Insect Study / Reptile Study			MT-Plant Science WTF-Insect Study / Reptile Study		MT-Fingerprinting / Crime Prevention WTF-Leatherwork				
Handicraft	MT-Metalwork WTF- Sculpture / Pottery			MT-Metalwork WTF- Sculpture / Pottery		Basketry		Woodcarving	Open Merit Badge Workshop	
	MT-Woodcarving WTF-Woodwork			MT-Woodcarving WTF-Woodwork				Indian Lore		
Outdoor Skills	MT-Wilderness Survival WTF-Pioneering			MT-Wilderness Survival WTF-Pioneering		MT-Orienteering WTF-Emergency Preparedness <sup>P</sup>				
	First Aid	Camping <sup>P</sup>		First Aid	Camping <sup>P</sup>		Cooking		Open Merit Badge Workshop	
Shooting Sports	MT-Pistol Shooting* <sup>v</sup> WTF-Shotgun Shooting*		Open Shotgun <sup>sv*</sup>		MTW-Rifle Shooting <sup>s</sup> TF- Black Powder <sup>sv*</sup>				Open Merit Badge Workshop	
	Archery	Archery	Archery Qualifying		Archery	Venturing Archery <sup>v</sup>				
J-Hawk Tech	MT-Public Speaking MT-Public Speaking WTF-Communication			MT-Public Speaking MT-Public Speaking WTF-Communication		Nova Award		MTW-Surveying		
	WTF - Citizenship in the Nation			WTF - Citizenship in the Nation		7:15 to 8:30P Farm Mechanics MTWT / Welding Merit Badge 5:15 to 8:30P (Off-camp Site) MTWT				
High Adventure COPE & Climbing	MTWT-Climbing			MTWT-Climbing		MTW--Personal Fitness TF-Project COPE* <sup>v</sup>		Open MB Workshop		
	MTWT-Delaware Adventure* <sup>v</sup>			MTWT-Delaware Adventure* <sup>v</sup>		MTW-Delaware Adventure* <sup>v</sup> TF-Project COPE* <sup>v</sup>				
	3 <sup>rd</sup> Session only		Venturing Program <sup>v</sup>		Venturing Program <sup>v</sup> TH-Venturing Climb <sup>v</sup>					
Time	7:50	8A	9:00-9:50	10:00-10:50	11:00-11:50	12:30	2:00-2:50	3:00-3:50	4:00-4:50	

Evening Schedule including Sunday and Saturday Schedules										
	1:00-4:50	5:00	5:50	6:00	7:15	8:00	8:30	9:00	10:00	
Sunday	Check-in	5:30 P Welding Safety Session	Flag Ceremony	Dinner	All Faith Retreat	Opening Campfire (2 <sup>nd</sup> Session opening campfire on Monday)				
Monday		5:15 P Welding MB leaves for class. Supper carryout.		Dinner	Recreational Swim & Boat	2 <sup>nd</sup> Session		Opening Campfire		
					Open Climb					
					Open Archery					
					Farm Mechanics MB					
				Order of Arrow Brotherhood Ceremony (2 <sup>nd</sup> Session occurs on Sunday night.)						
Tuesday		Cast Iron Chef / Cobbler Feed Cook-off 5:15 P Welding MB leaves for class. Supper carryout.		Cast Iron Chef / Cobbler Feed Cook-off	Rehearsal Campfire		Order of the Arrow Cracker Barrel			
			Farm Mechanics MB							
Wednesday		5:15 P Welding MB leaves for class. Supper carryout.	Dinner	Sulfur Shell Competition <sup>s</sup>		Order of Arrow Ordeal Call out				
				Golden Arrow Competition						
				Farm Mechanics MB <sup>s</sup>						
				Standing Bear Intertribal Brotherhood Drum Group						
				Orienteering Challenge						
				Astronomy Observation						
Thursday		5:15 P Welding MB leaves for class. Supper carryout.	Dinner	Space Exploration Rocket Launch		Order of Arrow Ordeal Call out				
				Leader Appreciation Dinner	Open Climb					
					Farm Mechanics MB					
				Chaplain Aide Dinner & Training	Vespers					Religious Emblem Information
Friday	Order of the Arrow Day of Service									
	Family Night									
			Dinner	Space Exploration Rocket Launch	Closing campfire & ceremony					
	1:00-4:50	5:00	5:50	6:00	7:15	8:00	8:30	9:00	10:00	
Saturday Morning	7:00 A.M.	7:15							11:00	
	Breakfast in Campsite	Troop Checkout	Pack up Campsite/ Review MB Information and Advancement Information Record any Corrections / Pick-up Medical Forms / Travel Safely Home						End of Checkout	

See Daytime Schedule

Quiet Time

# Merit Immersion Camp 2015

Merit Badge Daytime Program Schedule (July 2-July 4)											
Check-in 7 PM July 1 and Check-out 4 PM July 4											
Time	7:50	8 AM	9:00-9:50	10:00-10:50	11:00-11:50	12:30	2:00-2:50	3:00-3:50	4:00-4:50		
Aquatics	Swim Dock	Flag Ceremony	Swim and Water Rescue			Swimming*	Lunch	Swimming*		Recreational Swim	
			Life Saving*					Scuba Diving <sup>P</sup> / BSA Snorkeling*			
	Boat Dock		Kayaking					Canoeing		Recreational Boating	
			Small Boat Sailing*								
Ecology	Fish & Wildlife Management			Plant Science First of 2		Plant Science Second of 2		Environmental Science			
	Insect Study			Geology First of 2		Geology Second of 2		Astronomy			
Handicraft	Pottery			Art First of 2		Art Second of 2		Fingerprinting / Crime Prevention			
	Woodwork			Metalwork First of 2		Metalwork Second of 2		Indian Lore			
Outdoor Skills	Emergency Preparedness <sup>P</sup>			Orienteering First of 2		Orienteering Second of 2		Wilderness Survival			
	First Aid			Cooking First of 2		Cooking Second of 2		Pioneering			
Shooting Sports	Shotgun Shooting*					Rife Shooting <sup>S</sup>					
	Archery					Archery Qualifying					
J-Hawk	Citizenship in the Nation			Communication		Communication		Surveying			
	Climbing					Personal Fitness					
Time	7:50	8 AM	9:00-9:50	10:00-10:50	11:00-11:50	12:30	2:00-2:50	3:00-3:50	4:00-4:50		
Merit Badge Immersion Evening Program (July 2 and 3)											
Time	5:50	6 PM	7:15 – 9:00					9:00 to 10:00			
Ranger Shop	Flag Ceremony	Dinner	Farm Mechanics								
			Space Exploration								
Ecology			To be determined / Open Merit Badge Work Sessions								

## Alphabetic List of Merit Badges and other activities

See following detailed Program listing for details



Merit Badge	Program Area	Extra Fee	Nova Award	Eagle Required	Age / Rank Limits
Archeology	Ecology				Combined with Geology MB
Archery	Shooting Sports	\$5	Yes		2 <sup>nd</sup> Year Camper and above
Art	Handicraft	\$5			
Astronomy	Ecology		Yes		Combined with Space Exploration MB
Basketry	Handicraft	\$ 18			
Camping	Outdoor Skills			Yes	Prerequisites
Canoeing	Aquatics		Yes		Swimmer
Citizenship in the Nation	J-Hawk Tech			Yes	<sup>1</sup>
Climbing	Climbing				13 years old and older
Communication	J-Hawk Tech		Yes	Yes	
Cooking	Outdoor Skills	\$5		Yes	Prerequisites <sup>1</sup>
Crime Prevention	Handicraft				Combined with Fingerprinting MB
Emergency Preparedness	Outdoor Skills				Prerequisites <sup>1</sup>
Environmental Science	Ecology			Yes	
Farm Mechanics	J-Hawk Tech	\$5	Yes		Subject to availability of Ranger Staff
Fingerprinting	Handicraft				Combined with Crime Prevention MB
First Aid	Outdoor Skills			Yes	Prerequisites
Fish and Wildlife	Ecology		Yes		Combined with Fishing MB
Fishing	Ecology				Combined with Fish and Wildlife Management MB
Forestry	Ecology				Combined with Nature MB
Geology	Ecology				Combined with Archeology MB
Indian Lore	Handicraft	\$ 20			
Insect Study	Ecology				
Kayaking	Aquatics				Swimmer / Combined with Kayaking BSA
Leatherwork	Handicraft	\$12			
Life Saving	Aquatics			Yes	Swimmer, Swimming MB
Metalwork	Handicraft	\$5			
Nature	Ecology				Combined with Forestry MB
Orienteering	Outdoor Skills		Yes		
Personal Fitness	Project COPE			Yes	Prerequisites <sup>1</sup>
Pioneering	Outdoor Skills				
Plant Science	Ecology				
Pottery	Handicraft	\$12			
Public Speaking	J-Hawk Tech				
Reptile Study	Ecology				
Rifle Shooting	Shooting Sports	\$5	Yes		
Rifle Shooting (Black Powder)	Shooting Sports	\$10			Black Powder Rifle
Scuba Diving	Aquatics	\$50			Swimmer, <sup>1</sup> Combined with BSA Snorkeling
Sculpture	Handicraft	\$12			Combined with Pottery MB
Search and Rescue	Aquatics				
Shotgun shooting	Shooting Sports	\$15	Yes		
Small Boat Sailing	Aquatics		Yes		Swimmer
Space Exploration	Ecology	\$ 10	Yes		
Surveying	J-Hawk Tech		Yes		
Swimming	Aquatics			Yes	Swimmer
Weather	Ecology		Yes		
Welding	J-Hawk Tech	\$25	Yes		Must be 13 years old or older. Safety required long sleeve shirt, blue jeans, and leather boots. No synthetics.
Wilderness Survival	Outdoor Skills				
Woodcarving	Handicrafts	\$12			
Woodwork	Handicrafts	\$12			



## Other Activities

See following detailed Program listing for details




Activity	Location	Extra Fee	Age / other Limits
Baden Powell Adventure	Handicraft	\$ 10	1 <sup>st</sup> year camper below 1 <sup>st</sup> Class Rank
Basketball Tournament	Basketball Court		Advance sign up
Black Powder Shoot	Shooting Sports	\$ 7	13 or older, adult
BSA Life Guard	Aquatics		15 or older with Lifesaving Merit Badge or Adult
BSA Snorkeling	Aquatics		Swimmer, Combined with Scuba MB
Camp Director's Breakfast	Mabee Dining Hall		By invitation
Camp Jayhawk Ninja Hunt (Competition)	Parade Ground		Advance signup
Cast Iron Chef Meal and Cobbler Cook off	Mabee Lodge		Tuesday dinner for all
Golden Arrow (Tournament)	Shooting Sports		Advance sign up
Instructional Swim	Aquatics		
Kayaking BSA	Aquatics		16 or older, adult
Leaders Appreciation Dinner by Wood Badge	Chandler Lodge	Free will donation	Advance sign up
Leaders Roundtable	Commissioner site or TBA		At least one adult leader representing each unit in camp
Mile Swim	Aquatics		Swimmer
Open Climb	Climbing Center	No	Advance sign up
Open Rifle	Shooting Sports	\$ 0.50 per 5 shots	
Open Shotgun	Shooting Sports	\$2 per 10 shots	13 or older, adult, enrolled in shotgun merit badge
Open Merit Badge Workshops	Various Program Areas		
Order of the Arrow Friday Day of Service	Camp wide		Advance sign up
Program Director's Lunch	Mabee Lodge		Youth by invitation
Senior Patrol Leaders Meeting	Mabee Lodge Patio		Senior Patrol Leader or other youth leader must attend from each unit
Sulfur Shell (Tournament)	Shooting Sports	\$2.00	Advance sign up
Standing Bear Intertribal	Parade Grounds		All
Swim and Water Rescue	Aquatics		16 or older, Swimmer
Training for Adults	TBA		Advance Sign up

## Merit Badge and Other Activities by Program Area, Detailed Listing

Program Area	Description
<p><b>Location, Description of Program, Merit Badges offered.</b>            (In parentheses, N means STEM/Nova related MB, C, U means unlimited class size or by a number limit on class size, P followed by 0 means no and P followed by specific numbers are needed prerequisite requirements as numbered in the Merit Badge book, \$ followed by a number is the extra cost fee for that activity or Merit Badge.)</p>	
<p style="text-align: center;"><b>Aquatics</b>            Canoeing            Kayaking            Life Saving            Scuba Diving            Search and Rescue            Small Boat Sailing            Swimming</p> 	<p>Held at the swimming and boating docks on the waterfront. The aquatics area will hold merit badge sessions as well as the BSA Lifeguard and BSA Snorkeling Programs. Need a swimsuit and towel.</p> <p><b>Merit Badges:</b></p> <ul style="list-style-type: none"> <li>• Canoeing (N, C20,\$0,P0) Must be a Blue Swimmer</li> <li>• Kayaking (C6, \$0, P0) Must be a Blue Swimmer</li> <li>• Lifesaving (C20,\$0,P0) Must be a Blue Swimmer preferably with Swimming Merit Badge</li> <li>• Scuba Diving (C6,\$50,P0) combined with BSA Snorkeling(C6,\$0,P0)</li> <li>• Search and Rescue (C12, \$0, P0)</li> <li>• Small Boat Sailing (N, C20, \$0, P0) Must be a Blue Swimmer</li> <li>• Swimming (C20,\$0,P0) Must be a Blue Swimmer</li> </ul> <p><b>Other Activities:</b></p> <ul style="list-style-type: none"> <li>• BSA Lifeguard (C10, \$0, P0) must be 15 years old or older and have Lifesaving and Swimming Merit Badge or be an adult leader. Be prepared to swim 550 yards.</li> <li>• BSA Snorkeling (C6,\$0,P0) combined with Scuba MB (C6,\$50,P0) Must be a blue swimmer. Youth and adults. Scuba MB cannot be finished in camp. PADI Discovery dive on Wednesday night.</li> <li>• Instructional Swim (CU,\$0,P0) Youth and adult</li> <li>• Mile Swim (CU,\$0,P0) Must be Blue Swimmer. Practice Monday through Friday. Mile Swim on Friday. Youth and adults.</li> <li>• Recreational Swim (CU,\$0,P0) Youth and adults</li> <li>• Swim and Water Rescue (CU, \$0,P0) Must be over 16 years old and Blue Swimmer.</li> </ul>
<p><b>Baden-Powell Program</b></p> 	<p>Held at Brownsea Island near the parade ground and the Handicraft area will be the home to the first year camper program, the Baden Powell camp and several merit badges suggested for the Baden-Powell Scouts.</p> <ul style="list-style-type: none"> <li>• Basketry (C20,\$18,P0) Handicraft</li> <li>• Fingerprinting and Crime Prevention (2 merit badges) (C20,\$0,P0) Handicraft</li> <li>• Indian Lore (C18,\$20,P0) Handicraft</li> <li>• Leatherwork (C16,\$12,P0) Handicraft</li> <li>• Woodcarving (C16,\$12,P0) Handicraft.</li> </ul> <p>The Baden-Powell Adventure will utilize staff and adult troop leadership to assist with the instruction of Tenderfoot through First Class Scout skills. Thursday will involve an overnight camp out and hike.</p>

Program Area	Description
<p><b>Location, Description of Program, Merit Badges offered.</b>  (In parentheses, N means STEM/Nova related MB, C, U means unlimited class size or by a number limit on class size, P followed by 0 means no and P followed by specific numbers are needed prerequisite requirements as numbered in the Merit Badge book, \$ followed by a number is the extra cost fee for that activity or Merit Badge.)</p>	
<p style="text-align: center;"><b>Ecology</b></p>  <p style="text-align: center;">Archeology  Astronomy  Environmental Science  Fish and Wildlife  Fishing  Forestry  Geology  Insect Study  Nature  Plant Science  Reptile and Amphibian Study  Space Exploration  Weather</p>	<p>Held at Ecology Lodge. The Ecology program includes several merit badges that involve nature.</p> <p><b>Merit Badges:</b></p> <ul style="list-style-type: none"> <li>• Archeology (C8, \$0, P0) Combined with Geology</li> <li>• Astronomy (N, C20,\$0,P0) Combined with Space Exploration</li> <li>• Environmental Science(C25,\$0,P0) Recommend 1<sup>st</sup> Class or higher</li> <li>• Fish and Wildlife Management (CU,\$0,P0) and Fishing (C20,\$0,P0) Bring your own gear and bait (2 merit badges)</li> <li>• Forestry (C15,\$0,P0) Combined with Nature</li> <li>• Geology (C8, \$0, P0) Combined with Archeology</li> <li>• Insect Study (C20,\$0,P0) Combined with Reptile and Amphibian Study</li> <li>• Nature (C15,\$0,P0) Combined with Forestry</li> <li>• Combined with Insect Study (C20,\$0,P 8a or b)</li> <li>• Plant Science (C20,\$0,P0)</li> <li>• Reptile and Amphibian Study (C20,\$0,P0) Combined with Insect Study</li> <li>• Space Exploration (N,C20,\$10,P0) Launch locations and times TBA Combined with Astronomy</li> <li>• Weather (C20,\$0,P0)</li> </ul>
<p style="text-align: center;"><b>Handicraft</b></p>  <p style="text-align: center;">Art  Basketry  Crime Prevention  Fingerprinting  Indian Lore  Leatherwork  Metalwork  Pottery  Sculpture  Woodcarving  Woodwork</p>	<p>The Handicraft Program will be at Wingfoot Lodge. Several Merit Badges will be held at Wingfoot.</p> <ul style="list-style-type: none"> <li>• Art (C20,\$5,P0)</li> <li>• Basketry (C20,\$18,P0)</li> <li>• Fingerprinting and Crime Prevention (2 merit badges) (C20,\$0,P0)</li> <li>• Indian Lore (C18,\$20,P0)</li> <li>• Leatherwork (C16,\$12,P0)</li> <li>• Metalwork (C16,\$5,P0)</li> <li>• Pottery (C8,\$12,P 5c, 7a, 7b ) and Sculpture(C8,\$12,P0) (2 merit badges)</li> <li>• Woodcarving (C16,\$12,P0)</li> <li>• Woodwork (C12,\$12,P0)</li> </ul> <p><b>Other Activities:</b>  Open Workshop (CU, \$0, P0) Opportunity to work on Handicraft merit badges outside of class time.</p>

Program Area	Description
<p><b>Location, Description of Program, Merit Badges offered.</b>  (In parentheses, N means STEM/Nova related MB, C, U means unlimited class size or by a number limit on class size, P followed by 0 means no and P followed by specific numbers are needed prerequisite requirements as numbered in the Merit Badge book, \$ followed by a number is the extra cost fee for that activity or Merit Badge.)</p>	
<div data-bbox="203 365 435 403" data-label="Section-Header"> <h3>J-Hawk Tech</h3> </div> <div data-bbox="198 405 448 714" data-label="Image"> </div> <div data-bbox="224 716 422 783" data-label="Section-Header"> <h4>Merit Badges &amp; Nova Award</h4> </div> <div data-bbox="170 787 472 999" data-label="List-Group"> <ul style="list-style-type: none"> <li>Citizenship in the Nation</li> <li>Communication</li> <li>Farm Mechanics</li> <li>Public Speaking</li> <li>Surveying</li> <li>Welding</li> </ul> </div> <div data-bbox="209 1014 415 1215" data-label="Image"> </div>	<div data-bbox="553 321 824 357" data-label="Section-Header"> <h3>The Nova Awards</h3> </div> <div data-bbox="553 361 1505 537" data-label="Text"> <p>There are four Nova awards for Boy Scouts. Each award covers one component of STEM—science, technology, engineering, or mathematics. For their first Nova award, Scouts earn the distinctive Nova award patch. After that, a Scout can earn three more Nova awards, each one recognized with a separate pi (<math>\pi</math>) pin-on device that attaches to the patch.</p> </div> <div data-bbox="1364 525 1455 613" data-label="Image"> </div> <div data-bbox="553 573 1201 609" data-label="Text"> <p>The program area is the J-Hawk Tech Business Center.</p> </div> <div data-bbox="553 642 1370 676" data-label="Text"> <p>Merit Badges include Eagle-required as well as STEM/NOVA related.</p> </div> <div data-bbox="553 701 734 737" data-label="Section-Header"> <h4>Merit Badges:</h4> </div> <div data-bbox="602 739 1482 1068" data-label="List-Group"> <ul style="list-style-type: none"> <li>• Citizenship in the Nation(C8,\$0,P0)</li> <li>• Citizenship in the World(C8, \$0, P0)</li> <li>• Communication (N, C8,\$0,P0)</li> <li>• Farm Mechanics (N, C6, \$5,P0) This is by appointment depending on availability of counselor and number of Participants</li> <li>• Public Speaking (C8,\$0,P0)</li> <li>• Surveying (N, C8, \$0, P0) Minimum class size of 2</li> <li>• Welding (N, C6, \$25, P0) requires commute to private company. Age at least 13 years old. Safety required long sleeve shirt, blue jeans and leather boots. No synthetics.</li> </ul> </div>
<div data-bbox="142 1270 501 1543" data-label="Image"> </div> <div data-bbox="194 1543 449 1583" data-label="Section-Header"> <h3>Outdoor Skills</h3> </div> <div data-bbox="167 1587 477 1831" data-label="List-Group"> <ul style="list-style-type: none"> <li>Camping</li> <li>Cooking</li> <li>Emergency Preparedness</li> <li>First Aid</li> <li>Orienteering</li> <li>Pioneering</li> <li>Wilderness Survival</li> </ul> </div>	<div data-bbox="553 1230 1489 1297" data-label="Text"> <p>Held at Bell Lodge, the program involves some projects and merit badges that may be better suited for older Scouts.</p> </div> <div data-bbox="553 1318 734 1352" data-label="Section-Header"> <h4>Merit Badges:</h4> </div> <div data-bbox="602 1354 1500 1722" data-label="List-Group"> <ul style="list-style-type: none"> <li>• Camping (C16,\$0,P4b,5e,7a,7b,8c,8d,9b,&amp;9c) Recommend 1<sup>st</sup> Class, Need Notebook and pencil</li> <li>• Cooking (C16, \$5, P0)</li> <li>• Emergency Preparedness (C16,\$0,P1,2c,7,8b,8c) First Aid Merit Badge needed or taken concurrently</li> <li>• First Aid (C16,\$0,P0) Recommend 1<sup>st</sup> Class</li> <li>• Orienteering (N,C16,\$0,P0) Recommend 1<sup>st</sup> Class, Merit Badge Book and orienteering compass, Must attend Wednesday evening Orienteering Challenge</li> <li>• Pioneering (C12,\$0,P0) Recommend 1<sup>st</sup> Class, Merit Badge Book</li> <li>• Wilderness Survival (C16,\$0,P0)</li> </ul> </div> <div data-bbox="553 1734 761 1768" data-label="Section-Header"> <h4>Other Activities:</h4> </div> <div data-bbox="602 1772 1500 1869" data-label="List-Group"> <ul style="list-style-type: none"> <li>• Orienteering Challenge (CU, \$0, P0) Must have orienteering compass and buddy. Completes 1<sup>st</sup> Class requirement and requirements in the Orienteering Merit Badge</li> </ul> </div>

Program Area	Description
<p><b>Location, Description of Program, Merit Badges offered.</b>  (In parentheses, N means STEM/Nova related MB, C, U means unlimited class size or by a number limit on class size, P followed by 0 means no and P followed by specific numbers are needed prerequisite requirements as numbered in the Merit Badge book, \$ followed by a number is the extra cost fee for that activity or Merit Badge.)</p>	
<p style="text-align: center;"><b>Shooting Sports</b></p>  <p style="text-align: center;">Archery Rifle shooting Shotgun shooting</p>	<p>Held at the Shooting Sports Complex on the Northeast side of camp.</p> <p><b>Merit Badges:</b></p> <ul style="list-style-type: none"> <li>• Archery (N, C12,\$5,P0)</li> <li>• Rifle shooting (N,C16,\$5,P0)</li> <li>• Rifle shooting (Black Powder) (N, C6,\$10,P0)</li> <li>• Shotgun shooting (N,C10,\$15,P0)</li> </ul> <p><b>Other Activities: (Scouts are given 1<sup>st</sup> Priority.)</b></p> <ul style="list-style-type: none"> <li>• Black Powder Shoot (CU,\$7,P0) Must be 13 years or older</li> <li>• Golden Arrow (CU,\$0,P0) Any Scout or Leader</li> <li>• Open Archery (CU,\$0,P0) Any Scout or Leader</li> <li>• Open Rifle (CU,\$0.50 per 5 shots, P0) Any Scout or Leader</li> <li>• Open Shotgun (CU,\$2 per 10 shots, P0) Any Scout Leader</li> <li>• Sulfur Shell (CU, \$2,P0)</li> </ul>
<p style="text-align: center;"><b>High Adventure</b></p>  <p style="text-align: center;">Project COPE Climbing Personal Fitness Delaware Adventure</p>	<p>Project COPE will be held on the COPE course. Climbing will occur at the climbing and bouldering center.</p> <p><b>Merit Badges:</b></p> <ul style="list-style-type: none"> <li>• Climbing (C8,\$0,P0) Closely fitting clothing allowing freedom of movement is recommended. Hiking boots are not recommended.</li> <li>• Personal Fitness (C8, \$0, P 1a, 1b)</li> </ul> <p><b>Other Activities:</b></p> <ul style="list-style-type: none"> <li>• Delaware Adventure</li> <li>• Open Climb (CU,\$0,P0)</li> <li>• Project Cope (C16, \$20) Must be 13 by Jan.1, 2015. Closely fitting clothing allowing freedom of movement is recommended. Water Bottle.</li> </ul>
<p style="text-align: center;"><b>Other Miscellaneous Activities</b></p>  <p>Most of these activities require advance registration and payment where a fee or cost is indicated.</p>	<ul style="list-style-type: none"> <li>• Camp Jayhawk Ninja Hunt (CU,\$0,P0)</li> <li>• Order of Arrow, BSA Honor Society (CU,\$35 ordeal fee,P0) Locations and times to be announced. Friday Day of Service</li> <li>• Senior Patrol Leader Meeting (CU,\$0,P0) Provides opportunity for youth leadership development. Times and locations to be announced</li> <li>• Cast Iron Chef meal and Cobbler Cook Off (CU,\$0,P0) Tuesday's dinner. Basic ingredients provided with Troops cooking for everyone.</li> <li>• Standing Bear Intertribal (CU,\$0,P0) All</li> <li>• Adult Training (CU,\$0,P0)</li> <li>• Leaders' Appreciation Dinner (CU,\$ 0,P0) Adult Leaders Only, sponsored by Jayhawk Area Council Training Committee</li> <li>• Leaders' Meeting (CU,\$0,P0)</li> <li>• Camp Director's Breakfast. Guests are invited.</li> <li>• Program Director's Lunch. Guest are invited.</li> </ul>