



PROGRAM AREAS

The camp's program areas provide opportunities for Scouts to advance in rank, earn a merit badge, or grow through new experiences in a variety of subjects. They are open to all Scouts. Limitations on any merit badges are based on capacity and equipment. We attempt not to restrict Scouts from any experience or goal they want to pursue while at camp and thus do not have many restrictions on our programs.

As in the advancement program at home, we rely heavily on the Scoutmasters to work with the Scouts to help select the merit badges and activities in which a Scout will participate. Ultimately, it is the Scoutmaster's responsibility to approve all merit badges a Scout will begin at camp, and this is shown through the Scoutmaster's signature on the front of a merit badge application (blue card) before beginning.

Following is a description of each general area and the merit badges

and programs offered, their difficulty, and if there are any prerequisites (must be completed before a Scout can attempt the badge), or requirements that cannot be completed at camp (can be done before or after camp but not during).

Badges and programs are ranked in terms of difficulty. Please understand that these ratings are based on experience. Difficult means what it says, and we have all too often seen young ambitious Scouts attempt something over their head only to fail. We encourage Scoutmasters to carefully monitor the merit badges their Scouts are attempting and set them up for success. The ratings are "A" for Difficult, "B" for Moderately Difficult, and "C" for Relatively Easy.

TRAIL TO FIRST CLASS

The Trail to First Class program focuses on the skills necessary for the first four ranks of Scouting: Scout, Tenderfoot, Second Class, and First Class. Many, but not all, of the requirements for these ranks can be

completed at camp. Most of the activities in this area are rated "C."

As stated in the Scouts BSA Handbook, only the Scoutmaster or designee can pass a Scout on a requirement. However, the TTFC staff will keep a skills sheet in the area to track when a Scout has demonstrated a requirement in the area. It is up to the troop leadership to test and sign the Scout's book as having completed the requirement. The sheet will be given to the troop on Saturday.

Scheduled Sessions

The TTFC program has scheduled sessions instructed by a staff member



2020 CAMP MARIN SIERRA PROGRAM SCHEDULE

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
MORNING	<p>6:00 Swim Checks</p> <p>7:15 Breakfast</p> <p>8:15 Campwide Assembly and Flags</p> <p>8:25 Merit Badge sign-ups</p> <p>9:00–12:00 Program open</p> <p>9:30 Leader meeting at Ibach Lodge</p> <p>10:00 Volunteer commissioner training</p>	<p>6:00 Polar Bear swim</p> <p>7:30 Breakfast</p> <p>8:35 Campwide assembly</p> <p>9:00–12:00 Program open</p> <p>9:30 Leader meeting</p> <p>10:00–12:00 SM/ASM</p> <p><i>Specific Training Pt. I</i></p>	<p>6:00 Polar Bear swim</p> <p>Breakfast Delivery</p> <p>7:30 Jamboree Breakfast in campsites</p> <p>8:35 Campwide assembly</p> <p>9:00–12:00 Program open</p> <p>9:30 Leader meeting</p> <p>10:00–12:00 SM/ASM</p> <p><i>Specific Training Pt. II</i></p> <p>Lunch Delivery</p>	<p>6:00 Polar Bear swim</p> <p>7:30 Breakfast</p> <p>8:35 Campwide assembly</p> <p>9:00–12:00 Program open</p> <p>9:30 Leader meeting</p> <p>10:00 <i>Troop Committee Challenge</i></p>	<p>6:00 Mile Swim</p> <p>7:30 Breakfast</p> <p>8:35 Campwide assembly</p> <p>9:00–12:00 Program open</p> <p>9:30 Leader meeting</p> <p>10:00 <i>Trek Safely training with Perimeter Trail Hike</i></p>	<p>6:30 Troop guide to arrive in campsite</p> <p>6:00–7:00 Move gear to parking lot</p> <p>7:00–8:30:</p> <ol style="list-style-type: none"> Campsite inspection Scoutmaster check-out Breakfast <p>8:30 Breakfast ends</p>
AFTERNOON	<p>12:00 Noon Check-In Begins</p> <p>May wait in parking lot prior to check-in. Please arrive as close to noon as possible.</p> <p>4:30 Scoutmaster & SPL meeting in field uniform at Ibach Lodge (bring mess kits for dinner)</p>	<p>12:15 Lunch</p> <p>12:15 SPL Lunch Meeting</p> <p>1:30–4:30 Program open</p> <p>2:00 <i>Weather Hazards training</i></p>	<p>12:15 Jamboree Lunch in campsites—invite a staff member</p> <p>1:30–4:30 Program open</p> <p>2:00 <i>Climb-On Safely training</i></p> <p>3:00 <i>Youth Protection training</i></p> <p>Dinner Delivery</p>	<p>12:15 Lunch</p> <p>12:15 OA Lunch</p> <p>12:15 SPL Lunch Meeting</p> <p>1:30–4:30 Program open</p> <p>2:00 <i>Leave No Trace training</i></p>	<p>12:15 Lunch</p> <p>12:15 SPL Lunch Meeting</p> <p>1:30–4:30 Program open</p> <p>1:30–4:00 <i>Black powder shoot for older Scouts</i></p> <p>1:30 <i>Scoutmaster Shotgun Shoot</i></p> <p>3:30 Campwide Games</p>	
EVENING	<p>5:45 Campwide assembly (Bring mess kit and be in field uniform)</p> <p>6:00 Dinner</p> <p>7:15 Campwide assembly and safety demo</p> <p>8:10–8:30 Chapel Service</p>	<p>5:30 Dinner</p> <p>6:40 Campwide assembly</p> <p>7:00–8:00 Campwide activity</p> <p>7:00–8:00 <i>Safe-Swim Defense/Safety Afloat training</i></p> <p>7:00 <i>Knot Fun class</i></p> <p>7:00 Garbage pickup</p>	<p>5:30 Jamboree Dinner in campsites</p> <p>NO campwide assembly</p> <p>7:00–8:00 (or later) Troop activity night.</p> <p>Program areas closed</p> <p>For troop activities, see Leader's Guide or commissioner for list</p>	<p>5:30 Dinner</p> <p>6:40 Campwide assembly</p> <p>7:00–8:00 Program open</p> <p>7:00–8:00 Patrol Challenge</p> <p>7:00 Garbage pickup</p> <p>7:00 <i>Black powder shoot for leaders</i></p> <p>8:00–8:30 Camp staff info</p>	<p>5:30 Campwide assembly</p> <p>6:00 Dinner</p> <p>7:15 Meet in Meadow for award assembly and campfire</p> <p>7:00 Garbage pickup</p>	

Note: This schedule is subject to change.

or other adult volunteer, and all of the equipment is provided to learn most skills. For groups of Scouts (3 or more), an adult leader from the troop should accompany the Scouts to assist in instruction of the skill. Scouts may also work on skills on a drop-in basis (see next section). Please check with the TTFC program area staff on Monday to arrange times to work on your advancement.

Drop-In

Although many of the TTFC classes are scheduled sessions, we realize that this can conflict with

other camp programs. We encourage them to come at the scheduled times, but, if that will not work, then they can just drop in to the area or schedule a class with one of the area staff ahead of time.

We also encourage Scoutmasters, assistant Scoutmasters, and other trained adult leaders to instruct one Scout or a group of Scouts from their troop in the TTFC area. The equipment is provided (unless the same requirement is being instructed at the same time by another leader or staff) or troops can bring their own equipment

to use. Scoutmasters can then sign off a Scout if a requirement has been passed to his or her satisfaction.

Basic Knife and Fire Safety—
Totin' Chip, Firem'n Chit

Classes in Totin' Chip and Firem'n Chit are scheduled for several selected morning and afternoon periods or can be taught by a troop adult with the necessary skills. These fire and knife safety recognitions are offered to Scouts who have not earned them before as well as Scouts who need to re-earn them. Both sessions are available from the Trail to First Class area.

TRAIL TO FIRST CLASS	Monday	Tuesday	Wednesday	Thursday	Friday	
9:00	N3a–b; T2c Scouting basics (Patrols)	F5a Identify 10 local plants	F4a Orienteering course	N5; T3d Knife, saw, and ax (Totin' Chip)	S2b Prepare firewood (must have Totin' Chip)	
9:30	S3a Map and compass	F5b–d Hazardous weather				
10:00	N4a; T3a–c Square knot, two half hitches, taut-line hitch	S2f–g Bowline and Sheet Bend	N4b Whipping and fusing rope	T4a–c, S3c Basic first aid, poisonous plants, injury prevention	S3a Map and compass	
10:30	F3a–d Hitches and lashings	S2a, c Fires and stoves (Firem'n Chit)			S3d Directions without a compass	
11:00		N5; T3d Knife, saw, and ax (Totin' Chip)	T4a–c, S3c Basic first aid, poisonous plants, injury prevention			
11:30–12:00	N4a; T3a–c Square knot, two half hitches, taut-line hitch			S6a–e First aid, Injury prevention, emergency response		
Lunch		N=Scout T=Tenderfoot S=Second Class F=First Class			11:30 5-Mile Hike (Lunch included)	
1:30	T7a; S8b Flag etiquette	S5c–d; F6e Water rescues. Wear swimsuit; bring towel	N5; T3d Knife, saw, and ax (Totin' Chip)	T5a–c Hiking rules S1b Leave No Trace S3b 5-mile hike S3c Hiking injuries and prevention		S5c–d; F6e Water rescues. Wear swimsuit; bring towel
2:00						
2:30	S3d Directions without a compass	F6b, d Boats and boating	F6b, d Boats and boating	Meet at 11:30 Bring 1 liter water (Area Closed)	F7a–c First aid, transports, heart attack, CPR	
3:00	N5; T3d Knife, saw, and ax (Totin' Chip)					F4a Orienteering course
3:30		S2b Prepare firewood (must have Totin' Chip)	S6a–e First aid, Injury prevention, emergency response			
4:00–4:30	S2a, c Fires and stoves (Firem'n Chit)			F5b–d Hazardous weather	F6b–d Boats and boating	
7:00–8:00	Campwide Activity Area Closed	Cooking demo for all Scouts and leaders	Troop Night Area Closed			F7a–c First aid, transports, heart attack, CPR

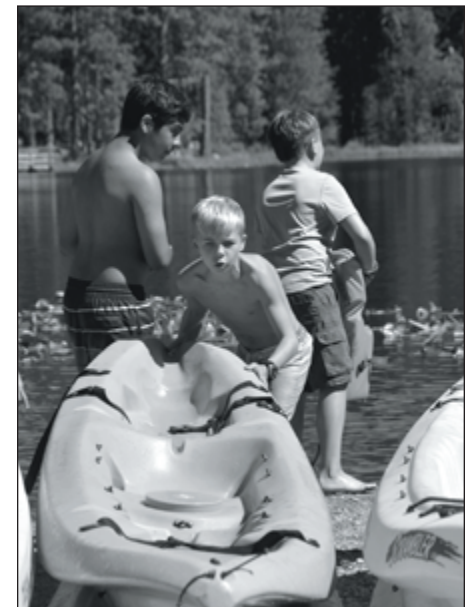
MERIT BADGES

Merit Badge Group	Detail Page
Archery	Shooting Sports 14
Art	Handicraft 12
Astronomy	Nature/Ecology 13
Backpacking	Scout Skills 13
Basketry	Handicraft 12
Bird Study	Nature/Ecology 13
Camping	Scout Skills 13
Canoeing	Aquatics 12
Chess	Handicraft 12
Citizenship in the Nation	Trail to Eagle 19
Citizenship in the World	Trail to Eagle 19
Climbing	COPE/Climbing 17
Communication	Trail to Eagle 19
Cooking	Scout Skills 12
Emergency Preparedness	Scout Skills 13
Energy	Nature/Ecology 13
Environmental Science	Nature/Ecology 13
Fingerprinting	Handicraft 12
First Aid	Scout Skills 13
Fish and Wildlife Management	Nature/Ecology 13
Fishing	Scout Skills 13
Forestry	Nature/Ecology 13
Geology	Nature/Ecology 13
Hiking	Scout Skills 13
Kayaking	Aquatics 12
Leatherwork	Handicraft 12
Lifesaving	Aquatics 12
Mammal Study	Nature/Ecology 13
Nature/Ecology	Nature/Ecology 13
Orienteering	Scout Skills 13
Personal Fitness	Trail to Eagle 19
Personal Management	Trail to Eagle 19
Photography	Handicraft 12
Pioneering	Scout Skills 13
Pottery	Handicraft 12
Reptile and Amphibian Study	Nature/Ecology 13
Rifle Shooting	Shooting Sports 14
Rowing	Aquatics 12
Sculpture	Handicraft 12
Search and Rescue	Scout Skills 13
Shotgun Shooting	Shooting Sports 14
Small Boat Sailing	Aquatics 12
Soil and Water Conservation	Nature/Ecology 13
Swimming	Aquatics 12
Weather	Nature/Ecology 13
Wilderness Survival	Scout Skills 13
Woodcarving	Handicraft 12

MERIT BADGE PROGRAM AREAS

Aquatics

Chubb Lake is in the middle of camp and has an average temperature of 70–75 degrees, which is ideal for swimming and boating. Supervised by a certified Aquatics Director and staff, merit badges include Small Boat Sailing with Laser and Sunfish sailboats, Kayaking, Rowing, Canoeing, Swimming, and Lifesaving. Campers may also enjoy swimming and boating during the free swim period most afternoons.



Advanced aquatics programs, such as Swimming and Water Rescue and Paddlecraft Safety are available upon request for those 16 years old and older including adults. *See page 15.* In addition, there is the weekly Mile Swim. Troops who are interested may schedule a troop swim with the Aquatics Director.

Swimming and Rowing require at least a Beginner swim classification, and Lifesaving, Canoeing, and Small Boat Sailing require a Swimmer classification. If a Scout does not pass the Swimmer test or just wants to learn to swim, he or she may enroll in the basic Learn to Swim and the Trail to First Class Swimming section. The goal of the Learn to Swim class will be to improve the Scout's skills and self-confidence so that the Swimmer test

SCHEDULED CLASSES

	Merit Badge or Other Activity	Length of Session per Day	Class Start Times Scouts attend one per day unless otherwise shown
Aquatics	Canoeing	1 hour	9:00, 10:00, 11:00 a.m.
	Kayaking	1 hour	9:00, 10:00, 11:00 a.m.
	Lifesaving	1 hour	9:00, 10:00, 11:00 a.m.
	Rowing	1 hour	9:00, 10:00, 11:00 a.m.
	Small Boat Sailing	1.5 hours	9:00, 10:30 a.m., 2:30 p.m.
	Swimming	1 hour	9:00, 10:00, 11:00 a.m., 1:30 p.m.
	Swimming and Water Rescue	4 hours / 2 days	TBD by aquatics director
	Paddlecraft Safety	4 hours / 2 days	TBD by aquatics director
Archery	Archery	At least 1.5 hours per day	9:00, 10:30, 1:30
	Open Shoot	One dedicated station all day	Drop-in
Climbing	Climbing	3 hours +	9:00–12:00
COPE	General Session	3 hours	1:30
	Patrol Challenge	1.5 hours	Arrange with COPE director
Handicraft	Chess	1 hour	10:00, 11:00, 3:30
	Photography	1 hour	9:00
	Pottery	1.5 hours	9:00, 10:30
	Sculpture	1.5 hours	1:30
	All other Handicraft badges	Varies	Drop-in
Nature / Ecology	Astronomy	1 hour per session	2:30 and 9:40 (attend both sessions); Overnight Thurs. night
	Environmental Science	1 hour	9:00, 11:00, 1:30
	Forestry	1 hour	2:30 Tues. and Thurs.
	Nature	1 hour	10:00
	Other Badges	Varies	Drop-in
Rifle Range	Rifle Shooting	At least 1.5 hours per day	Drop-in
	Open Shoot		Drop-in
Scoutcraft	Camping	1 hour	7:00 p.m. Tues. and Thurs.
	Cooking (at dining area)	1.5 hours	9:00, 10:30, 1:30, 3:00
	Emergency Preparedness	1 hour	9:00, 3:30 + EP drill Thurs. evening
	First Aid	1 hour	9:00, 10:00, 1:30, 2:30
	Orienteering	1 hour	11:00, 3:30
	Pioneering	1.5 hours	10:30, 1:30
	Search & Rescue	1 hour	11:00, 3:30
	Wilderness Survival	1 hour	10:00, 2:30, + outpost on Thursday
	Other Badges	Varies	Drop-in
Shotgun Range	Shotgun Shooting	At least 1 hour per day	Monday–Thursday: 9:00–10:30, 10:30–12:00, 1:30–3:00
	Open Shoot		3:00–4:30 (M–Th), 9:00–12:00 (F)
Trail to Eagle	Citizenship in the Nation	1 hour	9:00, 1:30
	Citizenship in the World	1 hour	10:00, 2:30
	Communication	1 hour	11:00, 3:30
	Personal Fitness	1 hour	3:30
	Personal Management	1 hour	7:00 p.m. Tues. and Thurs.
Trail to First Class	See TTFC Schedule		

This schedule is tentative and subject to change before camp. Drop in classes are not listed individually.

AQUATICS	Difficulty	Pre-camp Prep	Prescheduled or Drop-in	Comments
Canoeing	B	None	3 morning classes	Extra practice and study required*
Kayaking	B	None	3 morning classes	Extra practice and study required*
Lifesaving	A	Must have Swimming MB	3 morning classes	CPR knowledge required; physically demanding; difficult for small Scouts*
Rowing	B	None	3 morning classes	Extra practice and study required**
Small Boat Sailing	B+	None	2 morning classes / 1 afternoon class	Extra practice and study required*
Swimming	B	None	3 morning classes / 1 afternoon class	Good for young Scouts**
Swimming and Water Rescue / Paddlecraft Safety	B+	None	Scheduled sessions to be determined by aquatics director. Classes take a significant amount of time.	Difficult but will prepare youth and adults to manage unit swim and boat programs.
Mile Swim	B+	Good physical condition.	Friday morning—6:00 a.m.	Scouts or adults must do build-up swims throughout the week*
Open Swim and Boating		None		Open swimming and boating are available each afternoon; boating only in the evening if waterfront is open.
Learn to Swim	C	None	1 scheduled afternoon session or upon request	Swimming skills for those who want to learn to swim and/or pass the BSA Swimmer test.
Notes	*Swimmer classification required. **Must be able to achieve Swimmer classification during class.			

can be passed and he/she is safe in the water. If the Swimmer test is passed on the first day of instruction, the Scout may, at the discretion of the Aquatics

Note: While every effort is made to list any pre-requirements in order to complete merit badges at camp, sometimes information is not available as to recent changes. It is the responsibility of the Scouts to take the initiative to read the requirements and determine if a requirement must be done at home before coming to camp. Often, it is fairly apparent and can be discussed with their Scoutmaster.

Director, join another aquatics class if there is space available in the class.

Handicraft

There are many popular merit badges in this area such as Art, Leatherwork, Woodcarving, Chess, Sculpture, Pottery, Fingerprinting, and Basketry. Paints, dyes, leather stamps and other tools are all available. Leather kits and handicraft projects are purchased in the Tradin' Post along with other handicraft supplies. If you have some of your own supplies, please feel free to bring them along.

Nature/Ecology

This area provides the opportunity for Scouts to earn such popular merit badges as Astronomy, Environmental Science, Fish and Wildlife Management, Forestry, Geology, Weather, Mammal Study, Nature, Soil and Water Conservation and more.

Scouts attempting any of the Nature merit badges should bring several pencils and/or pens and a notebook to camp.

Scoutcraft

The staff works with Scouts on

HANDICRAFT	Difficulty	Pre-camp Prep	Prescheduled or Drop-in	Comments
Art	C	None	Drop-in	Must do requirement 6 at home. Good for first-year campers
Basketry	C	None	Drop-in	Excellent for first-year campers. Costs about \$10.00. Kits available.
Chess	C	None	3 scheduled classes	Excellent for first-year campers.
Fingerprinting	C	None	Drop-in	Great for young Scouts
Leatherwork	C	None	Drop-in	Costs about \$9.00. Kits available in the Tradin' Post
Photography	B	None	1 scheduled class	Bring own camera and data cord.
Pottery	B	None	2 scheduled morning classes	Costs \$5 per Scout for requirement 5. Requirement 7 should be done at home.
Sculpture	B	None	1 scheduled afternoon class	Costs \$5 per Scout for material.
Woodcarving	C	None	Drop-in	Good for first-year campers. Costs about \$7.00. Kits available

NATURE/ ECOLOGY

	Difficulty	Pre-camp Prep	Prescheduled or Drop-in	Comments
Astronomy	B	Reqs. 6b	1 scheduled class	Cannot be completed if skies are cloudy. Requires overnigher.
Bird Study	B	None necessary (see note)	Drop-in	Reqs. 5–8 may require work at home.
Energy	B	Requirement 4	Drop-in	Req. 4 done before or after at home
Environmental Science	A	None	Several scheduled classes in morning and afternoon	Requires work outside of class time. Involves lab work and experiments.
Fish and Wildlife Management	B	Possibly req. 5	Drop-in	Requires about 1 hour per day.
Forestry	B	Possibly req. 5	1 scheduled class (Tues. and Thurs.)	
Geology	B	None	Drop-in	
Mammal Study	C	None	Drop-in	Great for young Scouts
Nature	B+	Possibly parts of req. 4	1 scheduled class	Requires pre-camp work
Reptile and Amphibian Study	B	Requirement 8	Drop-in	Class may be scheduled based on interest
Soil and Water Conservation	B	Possibly parts of req. 7	Drop-in	Class may be scheduled based on interest
Weather	B	Requirements 9b if desired	Drop-in	Advanced preparation may be helpful.

First Aid, Emergency Preparedness, Orienteering, Pioneering, Wilderness Survival, Fishing, Hiking, Backpacking, Camping, and along with other merit badges. Individual Scouts and patrols can build towers and bridges from the available resources including rope and poles.

Cooking merit badge is also offered in the dining area. There is a limit of 10 Scouts in each class.

Shooting Sports

Scouts and leaders receive the shooting sports safety orientation upon arrival at camp. We encourage all Scouts to drop in and experience the excitement and precision of shooting sports in the safest environment possible. Upon request, leaders will be given one free ticket for each eligible Scout to use at the rifle range to try shooting. An eligible Scout is one who is not taking Rifle Shooting

merit badge and has parental permission to shoot. Additional tickets are 25¢ each for five shots. (Ticket purchases are non-refundable.)

Our BSA-certified ranges—Rifle, Shotgun, and Archery—are among the safest available and provide proper safety instruction, equipment, and excellent coaching from BSA National Camping School, National Rifle Association,

SCOUTCRAFT

	Difficulty	Pre-camp Prep	Prescheduled or Drop-in	Comments
Backpacking	A	6b, 8c, 9e, 10, 11b–c	Drop-in	Treks best handled by the troop
Camping	B	4b, 8d, 9a–c	Drop-in	
Cooking	B	Pre-reqs will be emailed to troop contact on file	4 scheduled sessions	Cannot be completed at camp. Must be at least First Class.
Emergency Preparedness	B	1, 2c, 6c	2 scheduled sessions	Cannot be completed at camp.
First Aid	B+	First aid requirements through First Class must be done outside of this class and already signed off	4 scheduled sessions	Recommended for Scouts 13 and older. Requires work outside of class. Bring materials to make a first aid kit.
Fishing	C	None	Drop-in	Bring your own fishing pole
Hiking	C	4, 5, 6	Drop-in	Best handled by the troop
Orienteering	B	Possibly req. 7	2 scheduled sessions	Requires 1 hour per day
Pioneering	B	None	2 scheduled sessions	Requires 1.5 hours per day. Bring gloves if you wish to use them.
Search & Rescue	B	5, 6a	2 scheduled sessions	Bring proof of completed reqs.
Wilderness Survival	B	Elements for req. 5	2 scheduled sessions	Moderately difficult. Scheduled sleepover in shelter.

SHOOTING SPORTS

	Difficulty	Pre-camp Prep	Prescheduled or Drop-in	Comments
Archery	B	None	2 scheduled sessions in morning and 1 in afternoon	Time consuming. Req. practice to qualify. Approx. 1.5–2 hrs/day. Need arrow kit from Tradin' Post
Archery Open Shoot	C	None	Drop-in as available.	No charge for open shoot.
Black Powder	C	None	Pre-sign up, but drop-in for time	14 years and older, no charge, but see page 16.
Rifle Shooting	B	None	Drop-in	Requires extra practice. Scoutmasters are required to administer written test to Scouts in campsite. No partials issued. No cost to those taking merit badge.
Rifle Open Shoot	C	None	Drop-in as available.	Open shoot is 25¢ for 5 rounds (non-refundable)
Shotgun Shooting MB	A	None	2 morning and 1 afternoon session	Difficult for new shooters. Recommended for 2nd- or 3rd-year campers. Req. extra practice. See cost in Shotgun Range section below.
Shotgun Open Shoot	B	None	1 afternoon session	Open shoot is \$1.75 for 5 shots.

and National Archery Association trained instructors.

No personal firearms should be brought to camp by anyone. This includes rifles, shotguns, hand guns, paintball guns, airguns, pellet guns, BB guns, wrist rockets, sling shots,



and water guns or imitation guns. Any personal firearms brought to camp must be checked in and locked up with a rangemaster. We strongly advise that you do not bring them.

ARCHERY RANGE The archery range is equipped to handle all aspects of the Archery merit badge. Scouts are encouraged to come and shoot even if they are not working on the merit badge. Arrow-making kits and materials are available in the Tradin' Post. Personal bows may be brought to camp but must be secured by the Archery director during your stay. Crossbows are not allowed in camp. If brought to camp, they need to be checked in and locked up at the archery range. No tickets are necessary to shoot archery;

however, an arrow kit needs to be purchased at the Tradin' Post for the merit badge.

RIFLE RANGE It is strongly advised that if a Scouts wishes to finish the merit badge in this area that they sign up before Wednesday. There are no partial merit badges given in this area. The rifle range is equipped with .22 caliber practice and qualification rifles. Supervised by a certified director, special NRA opportunities are usually available at camp.

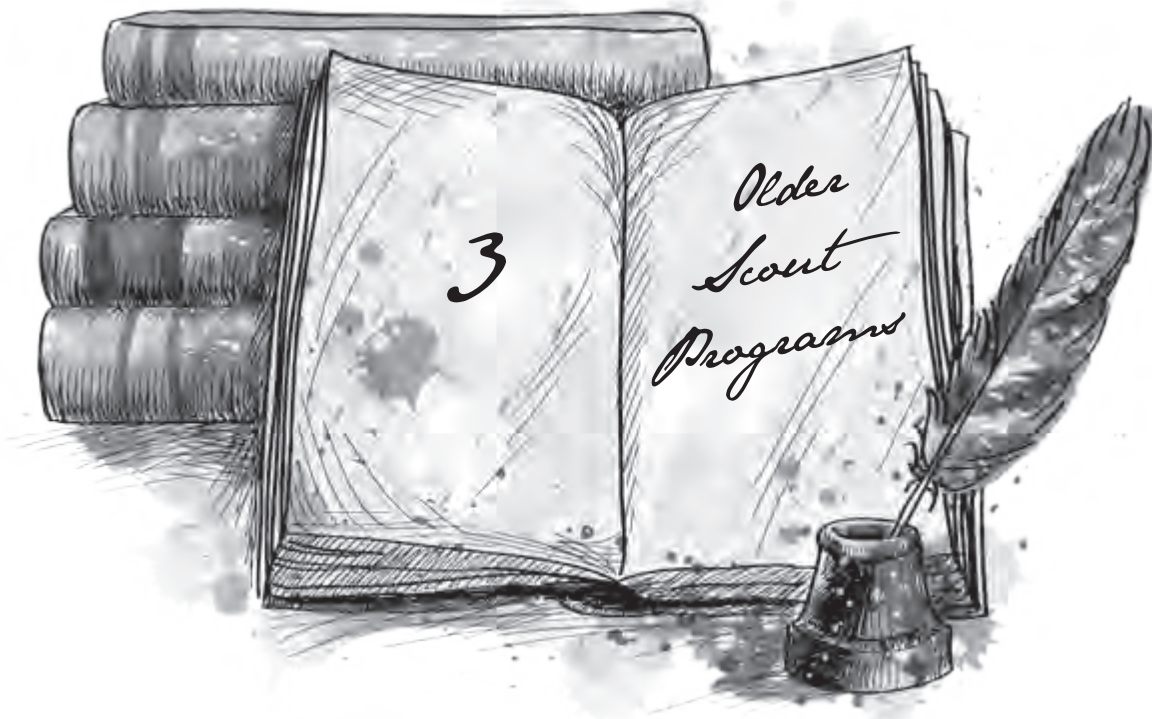
If a Scouts bring a partial Rifle Shooting merit badge to camp, they will not be able to complete it without redoing all the requirements. We do not accept partial cards.

There is no charge to shoot for those taking the merit badge; however, this is only during the classes

sessions. There is a 25¢ charge per five shots for open shooting. Tickets can be obtained at the Tradin' Post (non-refundable).

SHOTGUN RANGE A certified NRA Instructor supervises and provides instruction to Scouts wishing to earn Shotgun merit badge. Shotguns are limited, so only seriously interested Scouts should attempt this merit badge. Tickets must be purchased at the Tradin' Post to shoot whether taking the merit badge or not (non-refundable). The price of a merit badge ticket, which covers one session of the basic number of shots needed, is \$10. If the Scout needs to retake the shooting test or if he/she desires additional shooting opportunities, they can be purchased at \$1.75 for 5 shots. There are no partial merit badges given in this area.





THE OLDER SCOUT PROGRAM

We recognize that Scouts who have come to camp for a number of years and have earned many of the merit badges possible at camp often are looking for new challenges and areas of interest. Troops want older boys to come for leadership, but they need

something to keep them busy and engaged during the week.

Generally, older Scouts are those who are 14 years old or third- or fourth-year campers. The older Scout program at Marin Sierra has these components: Project COPE, rock climbing, black powder shooting,

the Trail to Eagle merit badges, and advanced aquatics programs. Each of these is summarized in this chapter with the specific age recommendations or requirements.

ADVANCED AQUATICS PROGRAMS

Swimming and Water Rescue and Paddlecraft Safety courses were developed by the BSA to address the need for older Scouts and unit leaders to be trained with the skills needed to run their aquatics activities year round. Since BSA Lifeguard is designed for those youth and adults that work at Boy Scout summer camps, these courses are designed for the unit level. BSA Lifeguard will not be offered as a course during camp.

Both courses are open to anyone 16 years old or older, take approximately 8 hours each, and are valid for three years (*See page 11.*) There is a fee of \$15 for the manual (covers both courses), which can be purchased in the Tradin' Post. Trained cards will be issued after passing required skills and completing the test exams with a score





of 80% or higher. Swimming skills are necessary and lifesaving skills are recommended. Participants must pass the BSA Swimmer's test to enroll.

Swimming and Water Rescue expands the Safe Swim Defense training to include skills and knowledge to prepare a unit leader to prevent, recognize, and respond to swimming emergencies during unit swim activities. Although Safe Swim Defense training provides required guidelines for conducting safe swimming activities and is required, it does not provide the skills training mandated by those guidelines. This course supplements and provides in-depth training, and addresses important informational skills not covered in BSA / ARC life-guard training.

Paddle Craft Safety expands the Safety Afloat training to include the skills and knowledge to confidently supervise canoeing or kayaking excursions on flat waters. Safety Afloat does not provide the skills mandated by the guidelines. The training also addresses important informational

skills not covered in BSA/ARC life-guard training.

BLACK POWDER SHOOT

Can Scouts shoot the black powder muzzle loading rifle at camp? Yes they can if they meet the following criteria:

- be age 14 or older.
- have parents' permission on their Minor Activity Release Form.
- sign up at the rifle range before noon on Friday.
- qualify by shooting 2 courses of fire safely and accurately on the .22LR bolt action rifle before noon on Friday (Scout must purchase rifle tickets from the trading post for this qualification if they are not taking the Rifle Shooting merit badge while they are at camp)

With the exception of the rifle tickets needed to qualify with the .22LR bolt action rifle as stated above, there is no additional charge for Scouts that qualify to shoot the black powder muzzle loading rifle.

Any Scout that meets the above criteria may arrive any time between 1:30 and 4:00 on Friday to shoot the black power rifle.

No video photography is allowed for this activity. No new rifle range check-ins can be accepted once this activity has begun. Others who have previously signed up to do so before noon on Friday may shoot the .22LR bolt action rifles and complete the rifle merit badge requirements.

Can adults shoot the black powder muzzle loading rifle? Yes, but not during the same period Scouts are shooting. Adults have a dedicated time at 7:00 p.m. on Thursday evening, and there is no charge.

PROJECT COPE

Project COPE (Challenging Outdoor Personal Experience) is a

BSA program designed to develop self-confidence and teamwork skills in adults and older Scouts. The COPE program strengthens the patrol and troop by challenging youth and adults to problem solve, work together, build team-esteem, and empower themselves and others.

The program is implemented using a challenge ropes course with both low and high course events. Marin Council has invested resources and added many elements to make our COPE course state of the art. High course events such as Skywalk (see picture on previous page), Multiline, Zip Line, and the Giant Swing bring both thrill and challenge to participants.

During Project COPE, individuals are encouraged to make positive choices based on emotional and physical safety, personal limitations and boundaries, and readiness to try new things. An important aspect in the COPE philosophy is to empower one's self by choosing how and in what challenges one will participate. The COPE challenges include games, trust building activities, low elements and high elements. Project COPE is 90% mental and 10% physical.

Who can participate in COPE?

To participate in COPE, please have the following: (1) the Scoutmaster recommendation and (2) no restrictions on medical or minor release forms. Project COPE is designed for adults and older Scouts who are ready for new challenges, who can be responsible for the safety of themselves and others, and who desire to better their knowledge of self and teamwork.

Troop or Patrol COPE

Scheduled with the COPE Director by patrol leader, senior patrol leader, or Scoutmaster. Troops or patrols that participate can consist of any age of Scout. Talk with the COPE Director to determine development goals for the team.

COPE/ CLIMBING

	Difficulty	Pre-camp Prep	Prescheduled or Drop-in	Comments
Climbing MB	A	Parent Authorization	Scheduled	Requires extra practice on and off the rock. Recommended age is 13. Participant must attend all sessions.
Project COPE	A	Parent Authorization	Scheduled	Requires high level of maturity.
Troop or Patrol COPE	Varied	Parent Authorization	Schedule with director	Any age
COPE for Leaders	B	None	Tuesday morning and Friday afternoon for Zip Line and Giant Swing (pending availability). Other COPE opportunities per request.	Adults of all experience levels can reach new heights with COPE. Learn about handling difficult situations leaders encounter while having fun! Tickets for Zip Line and Giant Swing can be purchased at the Tradin' Post.

Adult COPE

On Tuesday morning and Friday afternoon, we invite adults to experience the thrill of the zip line on the corner of the lake and the giant swing in the other corner. A ticket for both can be purchased at the Tradin' Post for a minimal fee. The adult program is pending there are not full classes in the Scout classes. There is also the possibility for full adult program if available in the COPE area upon request.

Requirements and Information

- Age requirement for the regular COPE program is 14 years old.
- Must have Scoutmaster approval
- Parent authorization required
- Five days of 3-hour sessions per day for Scouts
- Possible to have leaders-only session if there is enough interest and space available
- Patrol COPE can be any age Scout

ROCK CLIMBING

This area is for Scouts of all experience levels. Scouts can receive an introduction to climbing, rappelling and belaying, or further work to improve technique and skill. All Scouts are encouraged to learn about outdoor rock climbing for fun and adventure, earn the merit badge, or both! Scouts need

to sign up for Climbing merit badge on Monday morning.

Rock climbing can be done as a merit badge or just for fun, meaning anyone can participate. The climbing sessions are held in the mornings only, and Scouts must attend the entire 3-hour session. Additional sessions will be required for remaining merit badge work.

Who Should Take Climbing Merit Badge?

All Scouts are welcome to take the merit badge but beware that Scoutmasters should agree that the Scout is ready in maturity and health



to try these skills and climbing must be authorized on the parent authorization form. Consider a Scout's fear of heights, knowledge of himself, ability to follow directions accurately, and emotional readiness to push himself over an edge . . . literally.

To complete the merit badge, participants must complete three of each: climbs, rappels, and belays.

Scouts may bring their own climbing shoes, helmet, and harness. Personal ropes, carabiners, and other hardware cannot be used in the climbing program and should not be brought to camp.

Requirements and Information

- Age recommendation is 13 years old or a third-year camper.
- Scoutmaster approval required
- Parent authorization required
- There will be one or two scheduled sessions per day
- Because of the distance to Big Rock and the possibility of getting lost, any and all participants must travel out together and stay for the entire session.

TRAIL TO EAGLE MERIT BADGES

As part of our older Scout program, Marin Sierra offers select Eagle-required merit badges. Three of the

most popular classes are scheduled in both the morning and afternoons.

Merit badges offered in this area are Communication, Citizenship in the Nation, Citizenship in the World, Personal Fitness, and Personal Management.

Generally, the difficulty and comprehension levels of these badges are appropriate to Scouts who are 14 years old or who have at least attained the rank of Star. However, there are no age restrictions except having the approval of the Scoutmaster to begin.

Some badges have work that must be done ahead of camp and brought to the instructor in order to complete the badge at camp. *See page 19.* Take a look at the requirements, and determine what must be done in order to finish these at camp. In some cases, the work can be done after camp to finish at home. It is up to the Scout to decide where and when he wants to finish.

Requirements and Information

- Pre-work is required to finish at camp. *See page 19.*
- Age recommendation is 14 years old or have at least attained the Star rank
- Scoutmaster approval required

CAMP STAFF OPPORTUNITIES

Older Scouts that have been to camp many times and may seem reluctant to return as campers are often interested in becoming staff members. This gives them a new perspective of camp life and often invigorates their commitment to Scouting.

There is no question about the fact that a staff position is hard work, is different than coming with the troop, and is, in effect, a real job. However, there are some lasting benefits that young people receive by working at camp:



- Improved work ethic
- Lasting, life-long friendships from close camaraderie with other staff members
- Ability to instruct other Scouts as well as adults
- Improved association and relationships with adults
- Memories that will last a lifetime

Young people who are 14 years old may work at camp for two weeks in our Counselor in Training (CIT) program. Those 15 and older are eligible to be paid and can work for six weeks. Young people 18 and older can possibly work as directors of areas, and those over 21 can apply to work in certain age-restricted areas that require additional training and certifications (shotgun, aquatics, climbing, and COPE directors).

If you or someone you know may be interested, have them contact our office immediately to inquire and request an application. Although staff opportunities for this year may be already filled, applicants can submit applications at camp for the following season. A staff introductory session is held at camp every Thursday evening from 8:00–8:30. Early applications are crucial to securing a desired job position. Applications can also be found on our web site.

The Outdoor Code

*As an American,
I will do my best to*

Be clean in my outdoor manners,

Be careful with fire,

Be considerate in the outdoors,

Be conservation minded.

I will urge others to do the same.

TRAIL TO EAGLE

	Difficulty	Pre-camp Prep	Prescheduled or Drop-in	Comments
Note	<p>Pre-work is not required for any of the merit badges below in order to take them. However, if Scouts wish to finish at camp, they will need to start at home. <i>It is up to the Scout</i> to evaluate which requirements should be best done at home.</p>			
Citizenship in the Nation	B	<p>2(a–d) Bring evidence of having done these. Make the required visit or tour. (Note, visit the state or U.S. Capitol, not just the capital of the US or a state.)</p> <p>3 If done before camp, bring newspapers with you to camp or have a counselor or Scoutmaster sign off at home that you watched news. Bring notes of news viewing.</p> <p>8 Write the required letter and send it. Bring a copy of the letter to camp with any response</p>	9:00 and 1:30 Daily	<p>It helps to have taken already U.S. History.</p> <p>For those doing requirement #2 before camp, remember, the Capitol in Sacramento is open 7 days a week</p> <p>Since resources are limited in camp, bring any support material you need for presentations or speeches.</p>
Citizenship in the World	B	<p>3(a)(b) Research and assemble the information necessary to answer this question. It is a tough requirement.</p> <p>7 If you do a, b, c, d, or e, bring some proof of completing the requirement.</p>	10:00 and 2:30 Daily	<p>We supply the world map.</p> <p>This merit badge is challenging.</p>
Communication	B	<p>5 Attend a town meeting and take notes. Meeting must be approved by a counselor at home in order to qualify.</p> <p>7 Do one of a, b, or c.</p> <p>8 If done at home, bring evidence.</p> <p>9 Research careers and be prepared to discuss.</p>	11:00 and 3:30 Daily	Be sure to bring proof of your work for any requirements completed at home.
Personal Fitness	B	<p>1a, 1b Have examinations, discuss at camp</p> <p>2–5 Be prepared to discuss</p> <p>6 Completed at camp</p> <p>7–8 If you wish to complete the merit badge at camp, you must begin these requirements with your own counselor no later than 3 months prior to coming to camp. Otherwise you will start it at camp and can finish with your own counselor after camp.</p>	Typically, 3:30 daily; however, this time can change depending on availability of counselor. We will endeavor to let troops know before camp of a confirmed time.	<p>1b Bring note from dentist</p> <p>2–5 Read all pertinent information</p> <p>8 Requires 12 weeks to finish</p>
Personal Management	B	<p>1 Some will have to be done at home with the family.</p> <p>2 Can begin at camp and finish at home.</p> <p>8 Done at home. Bring proof of doing it before camp or finish at home.</p>	7:00 p.m. Tues. and Thurs.	Participants can do most of the requirements at camp except those that require time and discussion with family or others outside camp or those that need more time that we have at camp.