

CAMP NOBEBOSCO

2010



Leader's Guide to Summer Camp

Northern New Jersey Council, BSA
Oakland, NJ

CAMP PROGRAM

Philosophy

The camp staff exists to serve your troop, and to help your scouts get the best possible experience at camp. Keep in mind, however, that the staff supplements your troop leadership--it is not a substitute for it.

GENERAL INFORMATION--BY AREA

Aquatics

- For merit badge times, consult the merit badge schedule.
- Mile Swim: Thursday 12:00 to 1:00 (requires 4 hour practice, and questions)
- Instructional Swim: Daily, 11AM Mon-Fri. (except Weds.)
- Safe Swim/Safety Afloat : Monday at 1:00 at Waterfront for all leaders
- BSA Lifeguard: See Aquatics Staff on Mon. for details and sign-up. Must be 15 to participate.
- Open Swim/Open Boating: 3:00 - 4:45 pm (except Weds.)
- Troop-run Boating and Swims are available during Troop Activities Night.
- Waterfront badges require instruction AND practice time. This limits the number of badges a scout can finish.
- For merit badge times, consult the merit badge schedule.
- Scouts may also work on their 2nd and 1st class swimming req. at camp during instructional swim or free swim. They do not need to be in the New Scout program
- Polar Bear Swim: 7:10 to 7:30 Tuesday, Thursday, Friday.

Nature

- For merit badge times, consult the merit badge schedule.
- Environmental Science is for advanced scouts. MANY HOURS OF OBSERVATIONS!!!
- Nature Trail is available; Nature Hikes upon request.
- Conservation projects are encouraged. List provided in Sunday's Packet.
- Astronomy requires late night and middle of the night work. Weather obviously is a factor. Pre-Requisites must be completed to earn this badge.

Scoutcraft

- For merit badge times, consult the merit badge schedule.
- Cooking Merit Badge is a 2-hour badge, and will require scouts to miss dining hall meals for completion, regardless of any scoutmaster notes.
- An in-camp overnighter is required for Wilderness Survival.

First Class Adventure

- The New Scout program, the First Class Adventure, is designed to work on scouting skills, and 1 or 2 Merit Badges. 4 to 5 pm is open each day, and 11 to 12 if they pass swim test. Swimming merit badge is not recommended unless scout is a strong swimmer already, as it is a 2 hour badge and difficult.
- Scouts in the new scout program will be taking a day hike of 5 miles.

Handicraft

- Consult Merit Badge Schedule for Merit Badge Times.
- Lodge is available at any time during Program Times: 9:00-12:00, 2:00-4:45.
- Individual instruction is available to any scout.
- There are costs involved in purchasing baskets, stools, carving kits, etc.
These prices go up every year, and we can't guarantee anything in this regard.
Stool kits are typically \$10, Basket kits \$4. Woodcarving slides \$2 to \$4.

Field Sports

- For merit badge times, consult the merit badge schedule.
- Camp Awards in Field Sports will be run during camp
- Troop Shoots during Troop Activities: Sign-up with office after Leaders Meeting.
- Free Shoots are available during the day for individuals(see prog. schedule)
- Field Sports badges are difficult to complete unless scout is skilled.
These are really not the best choice for first year scouts!!!!
- Shotgun and Archery Merit Badges have costs involved.

Merit Badge Information

Requirements

Merit badge requirements are as stated in the current edition of the BSA Merit Badge Requirement Book. It is important that leaders advise the scouts about requirements, advance preparation, and limitations on specific merit badges. MERIT BADGES MAY ONLY BE WORKED ON DURING YOUR TROOP'S WEEK IN CAMP. YOU MAY NOT RETURN LATER TO FINISH A BADGE, OR TO HAND IN WRITTEN REQUIREMENTS.

Registration

Merit badge sign-up is very similar to the way a scout signs up at home for a merit badge. At the scheduled merit badge time on Monday, the scout simply shows up at the class, and presents his signed merit badge blue card to the counselor. This is all that will be required. Keep in mind that this means a scout must get your signature--and approval--before he can take a badge.

We reserve the right to limit a class size, or to schedule an additional class at a different time to take up overflow from a large class. This is normally not necessary for us to do.

Records

Records will be available in each program area during the day. Leaders are encouraged to check these records as needed. Merit badge cards will be returned in the leaders' mailboxes at the end of each week. Progress reports will be given at midweek.

Advance Preparation

Due to the complexities and time requirements of some badges, some need work before and/or after camp. See prerequisites page for details. Partial completions will be given where appropriate. Partial completions are designed for the scout to finish the badge during the year at home, not to come back the next year at camp to finish the badge! Partial completions from other camps will be honored, after demonstrating skills.

Merit Badge Schedule: January Printing

Merit Badge	AREA	TIME			
American Heritage	Office	2-3			
Archeology	Nature	2-3			
Archery	Archery	9-10 or 3-4			
Astronomy	Nature	Schedule with staff, and EVERY evening.			
Backpacking	Scoutcraft	Schedule with staff			
Basketry	Handicraft	Open: 10-12, 2-3, 4-4:45			
Bird Study	Nature	Schedule with Staff			
Camping	Scoutcraft	9-10 or 2-3			
Canoeing	Waterfront	10-11 or 2 to 3 Plus Practice Time			
Climbing	Office	3-4 or 4-5			
Cooking	Scoutcraft	10-12 or 3-5 Note Class Length is 2 hrs.			
Emergency Preparedness	Scoutcraft	10 to 11 or 3 to 4			
Environmental Science	Nature	9-10 or 2-3 Plus observations and additional time			
First Aid	Health Lodg	10 to 11 or 2 to 3			
Fish and Wildlife Mgmt	Nature	10 to 11			
Fishing	Nature	2 to 3			
Forestry	Nature	3 to 4			
Geology	Nature	3 to 4			
Hiking	Scoutcraft	Schedule with Staff			
Horsemanship	At Farm	9 to 11 , 3 days during week			
Indian Lore	Handicraft	9-10, 2-3, 4-5			
Insect Study	Nature	Schedule with Staff			
Leatherwork	Handicraft	Open: 10-12, 2-3, 4-4:45			
Lifesaving	Waterfront	10-12 (bring CPR card)			
Mammal Study	Nature	10-11 or 4-5			
Nature	Nature	11 to 12			
Orienteering	Scoutcraft	9-10 or 4-5			
Pioneering	Scoutcraft	10-11 or 3-4, plus project time			
Reptile Study	Nature	11-12 or 4-5			
Rifle Shooting	Field Sports	11-12 or 2-3			
Rowing	Waterfront	11 to 12 or 3 to 4			
Shotgun Shooting	Field Sports	4 to 5			
Small Boat Sailing	Waterfront	9-10 or 2-3 plus practice time during open boat			
Soil and Water	Nature	11-12 or 4-5			
Swimming	Waterfront	9-11 or 11 to 12 and 4 to 5 (now 2 hrs in length)			
Weather	Nature	9 to 10			
Wilderness Survival	Scoutcraft	11-12 or 2-3			
Wood Carving	Handicraft	Open: 9-10, 11-12, 3-4:45			
Please Realize you may not be able to take every badge you want in 1 week					
Scouts should become familiar with requirements before they come to camp.					
"Schedule with Staff" badges require scout to visit area sometime Monday					
to arrange a time.					
Please Note: Envi Sci requires more than just the 1 hour time to complete					
ASTRONOMY should plan to meet EVERY EVENING, WEATHER PERMITTING					
Boating badges require extra practice time by the scouts.					

MERIT BADGE SCHEDULE BY TIME PERIOD

	9 to 10	10 to 11	11 to 12	2 to 3	3 to 4	4 to 5
	<i>* indicates scout has a choice of time</i>					
Waterfront	Swimming pt1*	Swimming pt2	FCA Swim Pt1	Canoeing*	Rowing*	FCA Swim Pt2
	Sailing*	Lifesaving Pt1	Lifesaving Pt2	Sailing*	Practice Time	Practice Time
		Canoeing*	Rowing*			
Field Sports	Archery*		Rifle*	Rifle*	Archery*	Shotgun
Scoutcraft	Orienteering*	PIONEERING*	Wild. Survival*	Camping*	PIONEERING*	Orienteering*
	Camping*	Cooking Pt 1*	Cooking Pt 2 *	Wild. Survival*	Cooking Pt1	Cooking Pt 2
		E-Prep*			E-Prep*	
Nature	Envi Science*	Fish and Wildlife	Reptile Study*	Envi Science*	Forestry	Reptile Study*
	Weather	Mammal Study	Soil and Water Nature	Fishing Archeology	Geology	Soil and Water Mammal Study
Handicraft	Indian Lore*			Indian Lore*		Indian Lore*
		Basketry	Basketry	Basketry		Basketry
		Leatherwork	Leatherwork	Leatherwork		Leatherwork
	Woodcarving		Woodcarving		Woodcarving	Woodcarving
Health Lodge		First Aid*		First Aid*		
Office Area			Communications	Cit World American Herit	Cit Nation Climbing	Cit Community Climbing
	Please Note: Envi Sci requires more than just the 1 hour time to complete					
	Pioneering Requires Extra time for projects					
	ASTRONOMY WILL BE MEETING EVERY EVENING, WEATHER PERMITTING					
	Badges that are scheduled individually with Staff:					
	Backpacking, Bird Study, Astronomy, Insect Study, Hiking					
	Swimming merit badge is listed twice--"FCA Swim" is so that scouts in our new scout program can also take Swimming MB					

MERIT BADGE	Prerequisites/Comments	Requirements as of 1/1/10
American Heritage	3c	
Archeology	none	
Archery	Need archery skills to pass badge. Requires purchase of an arrow kit. Difficult	
Astronomy	Req. 6 or will get partial. Will meet Sunday Night. Depends on weather!	
Basketry	Requires purchase of 2 basket kits and 1 stool kit. Plan for \$15.00 to 20.00	
Bird Study	Req 8 best pre-camp. Requires extensive knowledge of and interest in birds.	
Camping Rev. 2007	Req. 9 a and b must be completed prior to camp. 9c recommended. Need a backpack for in-camp overnighiter.	
Canoeing**	Must pass "red, white, and blue" swim test at camp.	
Climbing Rev. 2007		
Cooking	Req 3 and 7 (menus) Should have 2 of 3 dinners and 1 of 2 breakfasts done. Will be cooking many meals at camp which will take a lot of time. These are in addition to meals required for rank advancement. You will not be able to cook all the required meals at camp, so a partial may have to be issued if you can't prove completion of some meals.	
Emergency Preparedness	First Aid Merit Badge must be completed before signing up. Req. 2,6c,8c & 9 done at home before camp.	
Environmental Science	Study pamphlet prior to camp. Difficult badge, sugg. 2nd year and above	
First Aid	Needs to teach first aid skills to scouts in troop--before or during camp. Must be finished First Class First Aid Skills. Bring Req 2b(kit) with you.	
Fish and Wildlife Mgmt		
Fishing	Bring Favorite equipment for fishing.	
Forestry	Completing a field notebook is required	
Geology	Parts of req 4 and 5 can be completed pre-camp.	
Hiking	Requires 5-10 mile hikes and 1-20 mile hike. Hikes done pre-camp	
Horsemanship	There is a \$40 fee. Takes both the 9 and 10 AM time slots. 13 years or older	
Indian Lore	Helps to do research pre-camp.	
Insect Study	Requirements 3 ,4a,4b 7, 9,11 must be completed prior to camp.	
Leatherwork	Requires purchase of some leather supplies (plan \$5)	
Lifesaving**	Must have swimming merit badge. Is advantageous to have CPR cert	
Mammal Study		
Nature		
Orienteering	Needs to teach orienteering to scouts in troop--before or during camp.	
Pioneering	Extra Project time required.	
Reptile/Amphibian Stud	Requirement 8 must be completed prior to camp.	
Rifle Shooting	Requires shooting ability. Difficult for novices to complete in 1 week.	
Rowing** Rev. 2007	Must pass "red, white, and blue" swim test at camp.	
Shotgun Sh rev. 2007	Requires shooting ability. Cost of Shells and Clay Targets are expensive (\$20-\$25). Difficult for novices to complete in 1 week.	
Small Boat Sailing**	Must pass "red, white, and blue" swim test at camp. Difficult for small scouts.	
Soil and Water	Some options in #7 require pre-camp work.	
Swimming**	Must pass "red, white, and blue" swim test at camp. 2 hour class	
Weather Rev 2007	Is helpful to complete requirement 8 pre-camp.	
Wilderness Survival	Bring Personal Survival Kit with you to camp.	
Wood Carving	Requires purchase of carving items (plan \$5). Bring or purchase a pocket knife. Must have Totin' Chip Card.	
**Aquatics Note: All Aquatics badges require instruction in CPR. This will be done in extra sessions which take additional time. If you come with your CPR card, it will save time for you.		
PLEASE NOTE: If comment notes requirements must be completed before camp,a partial may result.		

TRAIL TO EAGLE

INTRODUCTION

The Trail to Eagle program at NoBeBoSco is designed to give your older scouts an opportunity to continue working on merit badges while at camp in order to encourage them on their "Trail to Eagle".

Trail to Eagle is designed to have merit badges running at specific times which will often conflict with other camp merit badges. This is unavoidable, and scouts who choose Trail to Eagle must realize this. In addition, scouts will not necessarily be able to finish these badges while at camp. However, with proper pre-camp work, many can be completed.

REQUIREMENTS

Trail to Eagle is designed for scouts who have attained the rank of Star (or have finished all requirements), and are attending a summer camp for at least the third summer. Scouts are required to attend the special Trail to Eagle training sessions. If they do not attend, they will not be able to work on the merit badges. Prerequisites must be turned in at the first meeting, or scouts will not be allowed into the badges.

THIS IS SPECIAL PROGRAM, AND TRAIL TO EAGLE RULES APPLY WHICH CAN BE DIFFERENT THAN THE REGULAR CAMP PROGRAMS.

MERIT BADGES

Some of the merit badges that are part of Trail to Eagle are already included in our regular camp program. They are: Camping; Emergency Preparedness; Environmental Science; First Aid; Lifesaving; Hiking and Swimming.

The SPECIAL badges offered in this program, and outlined in the schedule that follows are: Communications; Citizenship in the Community; Citizenship in the Nation; and Citizenship in the World.



TRAIL TO EAGLE MERIT BADGE SCHEDULE

MERIT BADGE	AREA	TIME
<i>Regular Camp Badges: (see regular Merit Badge sheets for prerequisites)</i>		
Camping	Scoutcraft	9-10 or 2-3, Overnighter Tuesday night
Emergency Preparedness	Scoutcraft	10 - 11 or 3-4
Environmental Science	Nature	9-10 or 2-3
First Aid	Health Lodg	10-11 or 2-3
Lifesaving	Waterfront	10-12 (Bring CPR Card)
Swimming	Waterfront	9 to 11
Hiking	Scoutcraft	Schedule with staff
<i>Special Trail to Eagle Badges:</i>		
Citizenship/Community	Office	4 to 5
Citizenship/Nation	Office	3 to 4
Citizenship/World	Office	2 to 3
Communications	Office	11 to 12
Trail To Eagle Sessions: 1:30 to 2:00, M, Tues, Th.		
TRAIL TO EAGLE BADGE PREREQUISITES:		
IMPORTANT: Prerequisites must be turned in on first day to be accepted		
Please do not sign up for badge if the prerequisites are not completed!!!		
MERIT BADGE	PREREQUISITES	
Citizenship/Community	3, 4b,5,7c Scouts should also bring maps of their town for req 2, Book not required but helpful.	
Citizenship/Nation	2, 3,6,8 Scouts should also bring papers they read for 3 and dated,typed letter sent to their Senator or Congressman Book not required but helpful.	
Citizenship/World	Req. 7, There are five options for this requirement. Select and complete any two of them prior to reporting to camp. Be sure to use the latest requirements, which were revised in 2005. The merit badge pamphlet is required for this badge!	
Communications	4, 5, 7,8(typed/printed out)req 1,2, & 9 best done in advance. Book not required but helpful.	
NOTE: Prerequisites must be completed prior to camp .		
WE RESERVE THE RIGHT TO REFUSE A SCOUT'S PARTICIPATION IN THIS PROGRAM, BASED ON OUR JUDGMENT OF HIS QUALIFICATIONS.		



Horsemanship 2010

The Horsemanship Merit Badge program is offered at a local farm in Blairstown. Scouts 13 and older are eligible to take part in this program.

Scouts should schedule the 9:00am to 11:00am sessions to participate. You can schedule an 11-12 merit badge. They will travel by van to the farm on 3 days.

Long pants and study shoes are necessary.

Sign-up will be immediately after dinner on Sunday. This program costs just \$40.00 per scout for a once in a lifetime opportunity!

We are limited in number of scouts allowed.

GIVE IT A SHOT!

HIKING

CLIMBING

SCOUTCRAFT

SHOOTING SPORTS

THE OCSOBEBON

"TAKE ON THE MAP"

No-Be's NEW OLDER SCOUT PROGRAM

AQUATICS

A CHANCE FOR VETERAN CAMPERS TO CHALLENGE EACH OTHER IN ALL CAMP ACTIVITIES. INCLUDING HIKING, CLIMBING, SCOUTCRAFT SKILLS, AQUATIC RACES, MOUNTAIN BIKING, ORIENTEERING, SCAVENGER HUNTS AND MORE!
ALL THIS ON TOP OF THE NORMAL CAMP PROGRAM!

A CHALLENGE NOT EVERYONE WILL BE ABLE TO MEET
SO TRY TO TAKE ON THE MAP!

Prerequisite Verification form. (make copies as needed)

Please use this form to obtain Leader and parent/guardian signatures for requirements that require pre-camp verification. Examples would be camping requirements for Camping Merit Badge (list the trips), meal requirements for Cooking Merit Badge, hikes for Hiking Merit Badge, etc.

Name of Badge: _____

Scout's Name: _____

Troop #: _____

Community Name: _____

Council Name: _____

List which requirements were completed, describe as needed--be specific:

Signature of Scout:_____

Signature of Leader: _____

Signature of Parent/Guardian: _____

Please be aware that the requirements are still reviewed by the camp counselors, and some portions may need to be demonstrated again at camp.



100th Anniversary of Scouting At Camp No-Be-Bo-Sco



Signaling



Carpentry

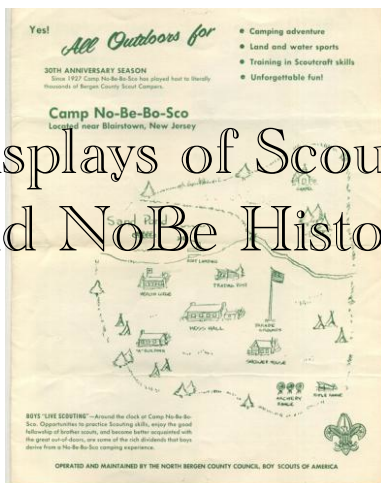


Tracking

Historical Merit Badges Carpentry, Signaling, Tracking

Available only this summer!
Time TBA in Camp.

Displays of Scouting
and NoBe History



Daily
Celebrations
of Scouting's
History!

