

# CAMP AIRY PROGRAM OFFERINGS

August 15 - 20, 2011

C  
A  
M  
P  
  
A  
I  
R  
Y  
  
B  
S  
A

## **Boy Scout Resident Camp**

National Capital Area Council, Boy Scouts of America  
An Opportunity Provided by Venture Crew 758, Frederick, Maryland  
(v. 2 June 2011)

## IMPORTANT DATES

- May 1<sup>st</sup>      The **NCAC Camp Airy Registration Form** and \$25.00 deposit per camper is due to NCAC. Please send the top part of the form and write Account #6701-390-21 in the check memo area and mail to:
- NCAC, BSA  
Program Department  
9190 Rockville Pike  
Bethesda, MD 20814  
ATT: Account #6701-390-21
- The bottom part of the form must be sent to:
- Diane Henson  
216 Nova Avenue  
Frederick, MD 21701
- June 1<sup>st</sup>      The balance of payment is due to NCAC with a copy of the **NCAC Camp Airy Registration Form** showing the balance of payment. The bottom half of the NCAC Camp Airy Registration form must be sent to Diane Henson showing the balance of payment. The **Camp Airy Unit Roster** form listing the Scouts and adult Leaders must also be sent to Diane Henson.
- June Roundtable      Class registrations must be turned in (or mailed to Diane Henson). Classes with low enrollment will be closed by August Roundtable. Additional classes may be added.
- July 15<sup>th</sup>      **Last day to receive a refund of camper fees. Final payment for any partially paid reservations becomes the financial responsibility of the troop that made the reservation. It is the troop's responsibility to complete payment for all camper slots that have not been cancelled by 7/15.**
- August 15<sup>th</sup>      Campers Arrive at prescheduled times – 5-6:30 p.m.  
Collection of BSA Medical Forms (Photocopy), Permission to Leave Camp forms, and Medical Checks.
- August 16<sup>th</sup> to 20<sup>th</sup>      5 full days of program beginning on Tuesday and ending late after cabin inspection on Saturday, August 20<sup>th</sup>. Check out is estimated to be between 5-7pm.

### IMPORTANT NOTES:

1. Campers will arrive on Monday evening between 5:00 p.m. and 6:30 p.m. **Please arrive at your scheduled time.** Please eat before you arrive, as dinner will not be served Monday. Medical checks at the Health Lodge will follow check in prior to swim checks at the pool only for those taking lakefront-related Aquatics merit badges. Come with your swimsuit and towel with you.
2. **Campers will not be dismissed until late Saturday, August 20<sup>th</sup> AFTER cabin inspection**
3. BSA requires 2 BSA registered Unit Leaders for each troop (day and night) and they should bring their registration cards to camp. Camp Airy requires 2 BSA registered Unit Leaders for each group of 14 or less scouts attending from their troop.
4. Class registrations are DUE between June Roundtable and August 1<sup>st</sup> at the latest.
5. Class offerings have changed from last year. Please be sure to read pre-requisites. **Scouts MUST complete pre-requisites before camp.**

## What's new at Camp Airy in 2011

CMP Rimfire Sporter	The Camp Airy Shooting Sports Department is proud to announce a new course for 2011. We will offer a CMP (Civilian Marksmanship Program) Rimfire Sporter Clinic and Match. The clinic will provide training in marksmanship fundamentals and how to shoot in the match. Scouts must be 12 years old at the time of camp and have earned the Rifle Shooting MB <b>PRIOR</b> to coming to Camp Airy. Additionally, the parents must sign a release from the CMP.
Engineering	Engineers use both science and technology to turn ideas into reality, devising all sorts of things ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the Yangtze River in China.
Geocaching	The word geocache is a combination of “geo,” which means “earth,” and “cache,” which means “hiding place.” Geocaching describes the sport of using a GPS unit to find items hidden in locations all over the earth.
Geology	Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.
Home Repairs	Learn how to safely perform repairs around the home.
Paddle Craft Safety	A canoe watercraft safety course for adult leaders required for excursions on flat water.
Robotics	Learn about, design, build, and operate robots.
Scouting Heritage	Learn about the history of the World Scouting movement
SCUBA certification	Earn a basic SCUBA certification, taught by East Coast Diver LLC.

Camp Airy Camper Registration (duplicate as needed) Unit Type & #: \_\_\_\_\_

**Turn in between June Roundtable through Aug 1<sup>st</sup> to:  
DIANE HENSON 216 Norva Ave Frederick, MD 21701**

**(If first year camper, just write FIRST YEAR CAMPER PROGRAM across the full schedule and do not select any badges. Schedule will be arranged for you.)**

**Scouts**

First Name: \_\_\_\_\_ Middle: \_\_\_\_\_ Last: \_\_\_\_\_

Emergency Phone Number: \_\_\_\_\_

Full Address: \_\_\_\_\_

Date of Birth: \_\_\_\_\_ Age at camp: \_\_\_\_\_ Rank: \_\_\_\_\_

Handicap / Special Needs / Special Notes : \_\_\_\_\_

Classes Desired:

	1	2	3	4	5
1 <sup>st</sup> Choice					
2 <sup>nd</sup> Choice					

First Name: \_\_\_\_\_ Middle: \_\_\_\_\_ Last: \_\_\_\_\_

Emergency Phone Number: \_\_\_\_\_

Full Address: \_\_\_\_\_

Date of Birth: \_\_\_\_\_ Age at camp: \_\_\_\_\_ Rank: \_\_\_\_\_

Handicap / Special Needs / Special Notes : \_\_\_\_\_

Classes Desired:

	1	2	3	4	5
1 <sup>st</sup> Choice					
2 <sup>nd</sup> Choice					

First Name: \_\_\_\_\_ Middle: \_\_\_\_\_ Last: \_\_\_\_\_

Emergency Phone Number: \_\_\_\_\_

Full Address: \_\_\_\_\_

Date of Birth: \_\_\_\_\_ Age at camp: \_\_\_\_\_ Rank: \_\_\_\_\_

Handicap / Special Needs / Special Notes : \_\_\_\_\_

Classes Desired:

	1	2	3	4	5
1 <sup>st</sup> Choice					
2 <sup>nd</sup> Choice					

First Name: \_\_\_\_\_ Middle: \_\_\_\_\_ Last: \_\_\_\_\_

Emergency Phone Number: \_\_\_\_\_

Full Address: \_\_\_\_\_

Date of Birth: \_\_\_\_\_ Age at camp: \_\_\_\_\_ Rank: \_\_\_\_\_

Handicap / Special Needs / Special Notes : \_\_\_\_\_

Classes Desired:

	1	2	3	4	5
1 <sup>st</sup> Choice					
2 <sup>nd</sup> Choice					

First Name: \_\_\_\_\_ Middle: \_\_\_\_\_ Last: \_\_\_\_\_

Emergency Phone Number: \_\_\_\_\_

Full Address: \_\_\_\_\_

Date of Birth: \_\_\_\_\_ Age at camp: \_\_\_\_\_ Rank: \_\_\_\_\_

Handicap / Special Needs / Special Notes : \_\_\_\_\_

Classes Desired:

	1	2	3	4	5
1 <sup>st</sup> Choice					
2 <sup>nd</sup> Choice					

First Name: \_\_\_\_\_ Middle: \_\_\_\_\_ Last: \_\_\_\_\_

Emergency Phone Number: \_\_\_\_\_

Full Address: \_\_\_\_\_

Date of Birth: \_\_\_\_\_ Age at camp: \_\_\_\_\_ Rank: \_\_\_\_\_

Handicap / Special Needs / Special Notes : \_\_\_\_\_

Classes Desired:

	1	2	3	4	5
1 <sup>st</sup> Choice					
2 <sup>nd</sup> Choice					

First Name: \_\_\_\_\_ Middle: \_\_\_\_\_ Last: \_\_\_\_\_

Emergency Phone Number: \_\_\_\_\_

Full Address: \_\_\_\_\_

Date of Birth: \_\_\_\_\_ Age at camp: \_\_\_\_\_ Rank: \_\_\_\_\_

Handicap / Special Needs / Special Notes : \_\_\_\_\_

Classes Desired:

	1	2	3	4	5
1 <sup>st</sup> Choice					
2 <sup>nd</sup> Choice					

REPRODUCE LOCALLY AS NECESSARY

UNIT REGISTRATION FORM – CAMP AIRY  
(DUE JUNE 1<sup>st</sup> TO DIANE HENSON)  
**Mail to: Diane Henson 216 Norva Ave Frederick MD 21701**

Scoutmaster: \_\_\_\_\_  
Unit # \_\_\_\_\_ Sponsor \_\_\_\_\_  
DATE OF PAYMENT TO NCAC: \_\_\_\_\_ Amount Paid: \_\_\_\_\_

Person in Unit who can be contacted for scheduling changes or for any other reason. Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
Telephone #: \_\_\_\_\_  
Email Address: \_\_\_\_\_

\_\_\_\_\_ # of Scout Campers  
\_\_\_\_\_ # of Adult Unit Leaders

Adult Leadership:(each troop needs 2 adults in camp at ALL TIMES and REGISTERED WITH BSA)

1. First : \_\_\_\_\_ Middle: \_\_\_\_\_ Last: \_\_\_\_\_  
Troop Position: \_\_\_\_\_ Gender: (circle) M / F  
Address \_\_\_\_\_  
\_\_\_\_\_  
Phone: \_\_\_\_\_ Email: \_\_\_\_\_  
Will be in camp: \_\_\_\_\_
2. First : \_\_\_\_\_ Middle: \_\_\_\_\_ Last: \_\_\_\_\_  
Troop Position: \_\_\_\_\_ Gender: (circle) M / F  
Address \_\_\_\_\_  
\_\_\_\_\_  
Phone: \_\_\_\_\_ Email: \_\_\_\_\_  
Will be in camp: \_\_\_\_\_
3. First : \_\_\_\_\_ Middle: \_\_\_\_\_ Last: \_\_\_\_\_  
Troop Position: \_\_\_\_\_ Gender: (circle) M / F  
Address \_\_\_\_\_  
\_\_\_\_\_  
Phone: \_\_\_\_\_ Email: \_\_\_\_\_  
Will be in camp: \_\_\_\_\_
4. First : \_\_\_\_\_ Middle: \_\_\_\_\_ Last: \_\_\_\_\_  
Troop Position: \_\_\_\_\_ Gender: (circle) M / F  
Address \_\_\_\_\_  
\_\_\_\_\_  
Phone: \_\_\_\_\_ Email: \_\_\_\_\_  
Will be in camp: \_\_\_\_\_

Please use a similar format to identify any other adults for your troop on the reverse side or duplicate this form,  
Thank You!

## CAMP AIRY SCOUT ACTIVITY SCHEDULE

Scout: \_\_\_\_\_ Unit: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

<u>TIME</u>	<u>PERIOD/ACTIVITY</u>
6:30 am	Staff Reveille
6:45 am	Reveille/Clean Cabin Time
<b>7:30 am</b>	<b>Assembly &amp; Flag Ceremony</b>
<b>7:45 am – 8:35 am</b>	<b>Breakfast</b>
9:00 am	<u>Begin 1<sup>st</sup> period</u>
10:10am	End 1 <sup>st</sup> period
10:25 am	<u>Begin 2<sup>nd</sup> period</u>
11:35 am	End 2 <sup>nd</sup> period
<b>11:50 am</b>	<b>Assembly</b>
<b>11:55 am – 12:40 pm</b>	<b>Lunch</b>
1:00 pm	<u>Begin 3<sup>rd</sup> period</u>
2:10 pm	End 3 <sup>rd</sup> period
2:25 pm	<u>Begin 4<sup>th</sup> period</u>
3:35 pm	End 4 <sup>th</sup> period
3:50 pm	Begin 5 <sup>th</sup> “Free” Period
5:00 pm	End 5 <sup>th</sup> “Free” Period
<b>5:20 pm</b>	<b>Assembly, Flag Ceremony (CLASS 'A' UNIFORM)</b>
<b>5:30 pm – 6:20 pm</b>	<b>Dinner</b>
7:00 pm	<u>Begin Evening Activity</u>
8:30 pm	End Evening Activity
8:15 pm	<b>(Troop/Unit Leader Meeting -TBA)</b>
8:45 pm	Staff Meeting/Area Directors Meeting (Dining Hall)
9:00 pm	Vespers (Flag Pole - non-denomination)
<b>9:30 pm</b>	<b>Tattoo (begin quiet time in camp)</b>
<b>10:00 pm</b>	<b>Taps (lights out and quiet in the cabins)</b>

Each scout should use this form to plan their schedule before arrival at camp. Some classes are rank and age sensitive and will be assigned as such. This will be the tentative schedule for this scout.

DUPLICATE AS NEEDED FOR YOUR TROOP



# Camp Airy, BSA

## PERMISSION TO LEAVE CAMP FORM

*for Scouts Leaving Summer Camp Early  
(One Sheet Per Scout)*



In order for a scout under the age of eighteen to leave camp early for any reason other than medical, a parent or guardian must complete and sign this release form, and the form must be presented to the Health Lodge Director or his designee upon arrival at camp.

Name:	
Troop Number:	

**Release Statement:**

As the legal guardian of the above-named Camp Airy, BSA camper, I grant permission for my child to leave the property of Camp Airy, BSA with the individuals named below at the designated dates and times. I assume full responsibility for the safety and well-being of my child when he is off camp property, and I release the National Capital Area Council; Camp Airy, BSA; Boy Scouts of America; their employees, volunteers, managers, and affiliates of any and all responsibility for the safety and well-being of my child. I certify that I have legal custody of the above-named camper.

Printed Name of Parent/ Guardian	Date
Signature of Parent/ Guardian	Date

Person child to be released to: _____ Relation: _____		
Reason for leaving camp: _____		
Departing Camp:	Date: _____	Time: _____
Returning to Camp:	Date: _____	Time: _____
Person child to be released to: _____ Relation: _____		
Reason for leaving camp: _____		
Departing Camp:	Date: _____	Time: _____
Returning to Camp:	Date: _____	Time: _____
Person child to be released to: _____ Relation: _____		
Reason for leaving camp: _____		
Departing Camp:	Date: _____	Time: _____
Returning to Camp:	Date: _____	Time: _____

*(if additional dates and times are needed a second permission to leave camp form must be completed in full)*

## **Parent's Guide (Please give a copy of this page to the parents of all campers)**

Pre-Camp preparation:

1. Unit Payments (Deposits by MAY 1<sup>st</sup>, Final Payments by JUNE 1<sup>ST</sup> to NCAC).
2. All payments for Camp Airy are due by June 1<sup>st</sup> or you might lose your slot at camp.
3. Registration of Classes (DUE JUNE ROUNDTABLE to AUGUST 1<sup>st</sup> AT THE LATEST). Pre-registration for classes should be given to Camp Airy before Aug 1<sup>st</sup>. Registration will be on a first come first serve basis. Classes will be closed when filled. Each Scout should sign-up for classes that are appropriate for his age as early as possible. **Any badge that has prerequisites must be completed before camp begins. Pre-read through each merit badge book before attending class. Please note that many of the prerequisites have changed this year!** Any information on pre-camp requirements or equipment is listed in the Scoutmaster packet and Course Offering Guide. Once all registrations for the troop are collected, the Scoutmaster should then send them to Diane Henson, 216 Norva Avenue, Frederick, MD 21701.
4. Physicals: All campers, staff and unit leaders must have a complete and current medical check-up and bring a photocopy of their medical forms to camp. *Use only BSA Personal Health Medical Record forms. No school or athletic program physical forms. All medications sent to camp must be in the original container with the scout/er's name and dosage clearly identified.*
5. Equipment: Scouts are responsible for providing their own equipment for camp. A list of recommended items and items that should be left at home is in the Scoutmaster packet.
6. Rules and Regulations for Campers, Staff, and Adult Leaders: Everyone in camp must follow the rules laid out in the Scoutmaster packet. Anyone disregarding these rules, including adults, will be asked to leave camp. We want everyone to enjoy his time at camp, but above all we want everyone to be safe.
7. The Permission to Leave Camp Form is required for each time a camper must leave camp.

**Scout Equipment:** In addition to the required *Medical Form signed by a parent/guardian*, each Scout needs the following equipment for his personal use at camp. Since Scouts may be traveling some distance between classes and Field Trips, a small daypack, good walking/hiking shoes, a water bottle, and a flashlight are suggested. They may also want to carry a **small** waterproof pad or stool for sitting.

#### **Clothing and Bedding**

- Long sleeve shirt with buttons, long pants, and belt for Swimming and Lifesaving merit badges
- Water activity shoes
- Sturdy hiking shoes
- Complete Class "A" uniform
- Extra underwear and socks
- Tennis Shoes
- Shorts/blue jeans
- Two Scout T-shirts
- Raincoat/poncho
- Sweater/jacket
- Sleeping bag/three blankets
- Merit Badge Books (current)
- Merit Badge Materials
- Blue cards signed by Scout leader

#### **Personal Gear**

- Mask, Fins, & Snorkel if in Snorkeling
- Toothbrush and toothpaste
- Towels
- Washcloths
- Comb, brush, metal mirror
- Soap in container
- Two swimsuits
- Canteen/water bottle
- Flashlight/extra batteries/extra bulb
- Pencil, pen, pad/notebook
- Spending money (MB supplies/canteen)
- *Scout Handbook*
- Pillow (if desired)
- OA sash (if OA member)
- Medications- Rx container w/name

Camp Airy Schedule 2011					
Period 1	Period 2	Period 3	Period 4	Free Period	Period 6
<b>Aquatics</b>					
Swim Skills - A	Swim Skills - B	Swim Skills - C	Swim Skills - D		
Lifesaving		Swimming			
		BSA Lifeguard (3, 4 & 6)			BSA Lifeguard
		Snorkeling			
Canoeing - A		Canoeing - B			
Sailing - A		Sailing - B			
Paddlecraft Safety		SCUBA			SCUBA
<b>Ecology</b>					
Forestry - A		Forestry - B			
World Con - A		World Con - B			
Dog Care	Vet Medicine	Mammals	Rep & Amp		
		Fishing			Fly Fishing
<b>Handicrafts</b>					
Leatherwork - A	Leatherwork - B	Leatherwork - C	Leatherwork - D		
Basketry - A	Basketry - B	Basketry - C	Basketry - D		
		Woodcarving	Art		
<b>Health Lodge</b>					
First Aid Skills - A	First Aid Skills - B	First Aid Skills - C	First Aid Skills - D		First Aid
		Wilderness First Aid			
<b>Science &amp; Energy</b>					
Archaeology		Auto Maintenance			Crime Prevention
Aviation - A	Aviation - B	Astronomy	Weather		Geology
Nuclear Science	Radio	Energy	Computers		Railroading
Space Exploration	Photography - A	Robotics	Geocaching		Photography - B
Electricity	Chemistry				Engineering
<b>Shooting Sports</b>					
Archery - A		Archery - B		Open Archery	
Rifle - A		Rifle - B			
Shotgun - A		Shotgun - B			
		CMP Rimfire			
<b>Miscellaneous</b>					
Communications - A		Communications - B			Public Speaking
W. Survival - A	W. Survival - B	W. Survival - C	W. Survival - D		Home Repairs
Cit Nation - A	Cit Nation - B	Cit Nation - C	Cit Nation - D		Cit Community
Cit World - A	Cit World - B	Cit World - C	Cit World - D		Law
Fire Safety - A	Fire Safety - B	Fire Safety - C	Fire Safety - D		Primitive Fire
Music - A					Music - B
Journalism		Collections			Scouting Heritage
	Indian Lore - A	Indian Lore - B			Indian Lore - C
Genealogy - A	Genealogy - B				
Orienteering - A		Orienteering - B			

## **Daily Schedule (Special Program Offerings)**

Monday	Arrive in Camp Opening Campfire
Tuesday	NRA Pistol Orientation (Registered Venturers and Adults) (5 <sup>th</sup> period) Adult Shotgun Shoot (6 <sup>th</sup> period) Safe Swim Defense Training (6 <sup>th</sup> period)
Wednesday	OA Day (Wear OA sash) OA Dance Team (5 <sup>th</sup> period) High Power Rifle Shoot (Registered Venturers and Adults) (6 <sup>th</sup> period) OA Ice Cream Social (after 6 <sup>th</sup> period)
Thursday	Wilderness First Aid Disaster Drill Pistol Shoot (Registered Venturers and Adults) (6 <sup>th</sup> period)
Friday	Closing Campfire

## General Trail of Classes By Difficulty

This is only a generalized list of the difficulty level of classes. Some classes may vary in difficulty due to the instructor teaching the course. Some badges may no longer be offered.

\*Important skill classes or badges to earn during your scouting career. **BOLD** are required badges for Eagle.

<b>First year scouts: (Some may not be offered every year)</b>			5 <sup>th</sup> -6 <sup>th</sup> Grade
Basketry	Fire Safety	Mammals	<b>Swimming*</b>
<b>Cit in Community*</b>	Fishing	Orienteering Skills*	Swimming Skills*
Fingerprinting	First Aid Skills*	Railroading	Weather
<b>First Aid</b> (taken with skills)*	Leatherwork	Scout Skills*	
<b>Second year scouts: (Some may not be offered every year)</b>			6 <sup>th</sup> – 7 <sup>th</sup> Grade
American Cultures	Chemistry	Indian Lore	Orienteering*
American Heritage	Electricity	Journalism	Photography
Archaeology	First Aid*	Dog Care	Veterinary Medicine
Aviation	Genealogy	Robotics	
<b>Third year scouts: (Some may not be offered every year)</b>			7 <sup>th</sup> – 8 <sup>th</sup> Grade
Archery	<b>E. Science*</b>	Reptiles & Amphib.	Soil & Water
Astronomy	Fish & Wildlife	Rifle Shooting	Space Exploration
<b>Cit in Nation</b>	Forestry	Rowing	Wilderness Survival*
<b>Cit in World</b>	Radio	World Conservation	Woodcarving
<b>Older Scouts: (Some may not be offered every year)</b>			High School 9 <sup>th</sup> – 12 <sup>th</sup>
BSA Lifeguard*	Electronics	Nature	Shotgun
Canoeing	Lifesaving	Pioneering	Sailing
<b>Communication*</b>	<b>Emergency Preparedness*</b>	Nuclear Science	Engineering
		Energy	
<b>Adult Training</b>			18+
Wilderness First Aid	Safe Swim Defense	Leave No Trace	
Paddle Craft Safety	Safety Afloat		

## Course Prerequisites - PLEASE BE SURE TO COMPLETE!

**Note: Not all classes offered every year. Please refer to previous course schedule.**

<b>Aquatics:</b>	
Lifesaving	Swimming MB required; need <b>physical ability</b> ; bring to camp <b>long sleeve button up shirt, long pants, and socks that can get wet, needed</b> for rescue simulation – mark clothes with name for easy identification.
Swimming	Need basic swimming skills - not easy, physical ability and endurance, bring to camp <b>long sleeve button up shirt, long pants and socks for clothes inflation</b> , clothes will get wet - mark clothes with name for easy identification
Swim Skills	Basic instruction for non-swimmers and swimming skills required for Second & First Class advancement, <b>bring button up shirt, long pants, belt and socks for clothes inflation</b> – mark clothes with name for easy identification. NOT A MERIT BADGE.
BSA Snorkeling	MUST bring own gear: mask, fins, and snorkel, pass BSA swim test as a swimmer.
Canoeing	Age 13+ or physical ability and endurance, pass BSA swim test as a swimmer.
Sailing	Age 13+, physical and mental ability and endurance, pass BSA swim test as a swimmer.
Safety Afloat / Safe Swim Defense	NOT A MERIT BADGE, designed for adults or SPL Scouts. How to plan and conduct safe water activities, offered Tuesday evening.
Paddle Craft Safety <b>NEW IN 2011!</b>	NOT A MERIT BADGE. Prepares adults to supervise canoeing excursions on flat water. Pass BSA swim test as a swimmer.
SCUBA Certification* <b>NEW IN 2011!</b>	NOT A MERIT BADGE. Participants will work on basic SCUBA certification and will earn SCUBA merit badge on passing checkout dive. Cost \$300. Pass BSA swim test as a swimmer.
<b>Ecology:</b>	
Dog Care	Age 12+, <b>Must</b> complete requirements 4 & 5 before camp, video or YouTube link demonstrating three commands is OK for Req. 5, Class trip to Vet. Clinic or shelter.
*Environmental Science	Age 12+ & First Class, required badge for Eagle rank. Should be taken with study time.
*Fish & Wildlife Management	Age 12+, time consuming merit badge, complete requirements 5a & b before camp.
*Forestry	Age 12+, complete requirements 5 & 7 before camp, prepare to identify trees and their role in nature.
Mammals	Good for first year scout, learn about the different native mammals and how to track them.
Reptiles & Amphibians Study	Learn about the different types of reptiles and amphibians, their role in the wild, and life cycles.
Veterinary Medicine	Age 12+, review of various careers in veterinary medicine, educational requirements to be a veterinarian and veterinary technician.

\* Requires SDI medical form and ECDLLC waiver to participate.

## Course Prerequisites - PLEASE BE SURE TO COMPLETE!

**Note: Not all classes offered this year. Please refer to previous course schedule.**

<b>Ecology(Cont):</b>	
World Conservation	<p>We are combining Environmental Science, a required merit badge for Eagle Scout with Fish &amp; Wildlife Management and Soil &amp; Water Conservation. We will have a double period and will complete all three merit badges. The morning session will be World Conservation A (E. Science, Soil &amp; Water Conservation and Fish &amp; Wildlife) and the afternoon session will be World Conservation B (E. Science, Fish &amp; Wildlife and Soil &amp; Water Conservation). You must enroll for the entire two-period class which includes all three merit badges.</p> <p>Combination classes only:            WORLD CONSERVATION A = Environmental Science, Fish &amp; Wildlife, and Soil &amp; Water Conservation            WORLD CONSERVATION B = Environmental Science, Soil &amp; Water Conservation, and Fish &amp; Wildlife</p> <p>**If a scout successfully completes one of these sessions and has the Citizenship in the World merit badge, they are eligible to receive the World Conservation Award, also known as the "Panda" patch.</p>
<b>Field Sports:</b>	
Archery	Not for first year scouts, <b>requires extra shooting time to complete. \$5 fee.</b>
CMP Rimfire Sporter <b>NEW IN 2011!</b>	NOT A MERIT BADGE. Age 12+ and have earned Rifle Shooting MB prior to camp. This is an advanced marksmanship program for competition shooting. Turn in CMP parental permission form. <b>\$15 fee</b>
Fishing	Fun badge, good for first year scout, bring your own gear.
Fly Fishing	Fun badge taught in the evening by Potomac Valley Fly Fishers
Rifle Shooting	Not for first year scouts, <b>may require extra shooting time to complete.\$10 fee</b>
Shotgun Shooting	Not for first year scouts, requires physical ability, based on ability to hit targets - <b>\$30 fee</b>
<b>Handicrafts:</b>	
Art	Good for any age scout.
Basketry	Good for first year scouts, build stool and 2 baskets. <b>\$15 fee.</b>
Leatherwork	Good for first year scouts. <b>\$10 fee.</b>
Woodcarving	<b>Age 13+ with Totin Chip</b> , moderate difficulty, carving and finishing wood object (etc), cost includes finishes, class limited to 8 scouts. <b>\$10 fee.</b>

## Course Prerequisites - PLEASE BE SURE TO COMPLETE!

**Note: Not all classes offered this year. Please refer to previous course schedule.**

<b>Health &amp; Safety:</b>	
First Aid Skills	The class periods will be dedicated to review of materials and skills covered in both the advancement section of the Scout Handbook and the First Aid MB book. <b>ALL SCOUTS MUST BRING THEIR HANDBOOKS</b> so that they may be signed appropriately for credit. Any Scout who feels that they have the knowledge base, skills proficiency, and maturity to compete the requirements for First Aid MB may do so by applying with a First Aid Senior Staff member AT CAMP.
First Aid	Must complete requirement 2b (home first aid kit) and bring to camp.
Fire Safety	Any age, good for first year scouts. Merit badge teaches how to identify and prevent fires. Includes a field trip to a local fire station. Prerequisites: 6, 6a (signed by parent). Be prepared to discuss #12.
Primitive Fire Starting	Open to First Class scouts and above who are already proficient at building a fire. The course will cover various skills necessary to start a fire using <u>only</u> natural materials and primitive techniques. <b>\$35 fee.</b>
Wilderness First Aid	NOT A MERIT BADGE. This is a Red Cross certification course for adult leaders and is required for some high adventure programs. <b>\$55 fee.</b>

## Course Prerequisites - PLEASE BE SURE TO COMPLETE!

**Note: Not all classes offered this year. Please refer to previous course schedule.**

### Science & Technology

Archaeology	Requires camp dig, contact Colby Child. Prerequisites: 4a, 4b, 10a
Astronomy	Age 13+, complete requirements 2a, 3a & b before camp. Requires a lot of time, multiple late night observations. <b>Requires 500-word write up on observations or do requirement 8a before camp.</b>
Automotive Maintenance	Prerequisites: 2. – h. Find out the requirements for the state inspection in your state, including how often a vehicle needs to be inspected. 2. - i. Explain the importance of registering a vehicle and find out the annual registration fee for renewing your family car's registration. 12. Find out about three career opportunities in the automotive industry. Pick one and find out the education, training, and experience required for this profession. Discuss this with your counselor, and explain why this profession might interest you.  <b>Note from counselor:</b> Be prepared to discuss the above at Camp Airy. You will need to turn in your papers the first day of camp class. Absolutely no exceptions.
Aviation	Requires Friday period 1 and 2 for a class trip.
Chemistry	Age 12+ or permission, teaches basic chemistry principles with labs included. Class trip to a Laboratory.
Crime Prevention	Prerequisites: 2. Prepare a notebook of newspaper and other clippings that address crime and crime prevention efforts in your community. 4. – b. Using the checklist in this pamphlet, conduct a security survey of your home and discuss the results with your family. Note from counselor: Be prepared to discuss the above at Camp Airy. You will need to bring in a notebook or pocket folder the above along with 5 (five) sheets of blank notebook paper.
Electricity	Age 12+, learn general principals of electricity. <b>\$7 fee for materials.</b>
Energy	Age 12+. Prerequisites: 4a & 4b (14 day home energy audit)
Engineering <b>NEW IN 2011!</b>	Age 12+, learn about the engineering profession.
Nuclear Science	Age 14+ & minimum First Class. Prerequisites: 6, 7, 8
Photography	Class fee includes a disposable camera and film developing charges in order to complete the badge. <b>\$15 fee.</b>
Railroading	Fun merit badge about railroads and model railroading.
Radio	Age 13+, prefer already earned Electricity and Electronics merit badges.
Robotics <b>NEW IN 2011!</b>	Age 12+. Prerequisites 2,3.
Space Exploration	Age 12+, requires physics or science background. <b>\$20 fee for rocket.</b>
Weather	Good for first year scouts, maintain weather log for 1 week, may give daily weather report to camp. May involve minor cost.

## Course Prerequisites - PLEASE BE SURE TO COMPLETE!

**Note: Not all classes offered this year. Please refer to previous course schedule.**

<b>Other Badges:</b>	
Citizenship in the Community	Good for first year scouts, requires reading and some writing.
Citizenship in the Nation	Reading, writing, THINKING, simulations and exercises. Must write a letter to an elected official about a national issue. Field trip to Catoctin Park Headquarters.
Citizenship in the World	Recommended for campers 14+ or in 7 <sup>th</sup> grade. Some reading and writing, THINKING, simulations and must write about an international issue. Prerequisites: 3 & 7
Collections	Come prepared to display and discuss an established collection.
Communication	Requires some writing, reading and giving a speech. Req #2 – bring props to complete your choice of “a” or “b”. Req #3 – have your speech written and bring to camp. Req #6 – write teaching plan and bring to camp with props needed for presentation.
Genealogy	Age 12+. Prerequisites: 3 (Interview a relative), 4B (Obtain at least one document supporting your pedigree), and 6 (Begin family tree listing yourself and at least two generations).
Geocaching <b>NEW IN 2011!</b>	Age 12+. Prerequisites: 7 (Set up account with <a href="http://www.geocaching.com">www.geocaching.com</a> and locate local public caches).
Home Repairs <b>NEW IN 2011!</b>	Learn how to perform repairs around the house. <b>Limit 12 to a class.</b>
Indian Lore	You will learn about groups of Native Americans who are as varied as the land in which they settled; whose language, religions, cultures and ways of life reflect how they adapted to many different environments. *Small craft items will be provided. You may want to have some additional funds (~\$5) to purchase extra leather and craft items. <b>Limit 12 to a class. \$4 fee for craft materials.</b>
Journalism	Will be working odd hours with administrative staff, help with the camp newsletter given out everyday of camp during meals.
Law	Recommended for campers 13+. Campers should bring a 3-ring binder, paper, and pen/pencil to class.
Music	Bring own instrument to class, be already proficient and able to read sheet music, will be able to join the camp musical band.
Orienteering	Age 12+, must have Second Class and First Class orienteering requirements completed, bring map reading compass to camp (clear rectangular that lays flat on the map).
Scouting Heritage <b>NEW IN 2011!</b>	Prerequisites: 5 (History of your unit or scouting in your area) & 6 (Make a collection of your patches or scouting memorabilia)
Wilderness Survival	Not for first year scouts - <b>must have plenty of camping experience, bring plenty of warm clothing for 1 night of camping out in shelter, bring small survival kit to complete MB.</b>