Registration opens December 31, 2019
Visit www.scoutingevent.com/326-Cedars20 to register

Event Contacts

<table>
<thead>
<tr>
<th>Name</th>
<th>Title</th>
<th>Phone</th>
<th>Email</th>
</tr>
</thead>
<tbody>
<tr>
<td>Christine Sammons</td>
<td>Council Camping Director</td>
<td>402-514-3006</td>
<td><a href="mailto:christine.sammons@scouting.org">christine.sammons@scouting.org</a></td>
</tr>
<tr>
<td>Crystal Hammon</td>
<td>Program Assistant</td>
<td>402-514-3026</td>
<td><a href="mailto:crystal.hammon@scouting.org">crystal.hammon@scouting.org</a></td>
</tr>
</tbody>
</table>
### Animal Science
- Block C
- Scott Storm Shelter
- **Maximum number of participants:** 8
- **Prerequisites:** None
- **Recommended Age:** Scouts 12+
- Cattle, horses, sheep, goats, hogs, poultry, and other domesticated animals are important to people for many reasons. They supply us with food and clothing, we use them for recreational purposes, they work with and for us.

### Archaeology
- Block D
- Block H
- Dixon Nature Center
- **Maximum number of participants:** 8
- **Prerequisites:** None
- Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.

### Archery
- Block A
- Block B
- Block C
- Block D
- Block E
- Block F
- Block G
- Block H
- Protzman Archery Range
- **Maximum number of participants:** 8
- **Prerequisites:** None
- Notes: Must be able to pass bow strength test.
- Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow - but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.

### Art
- Block A
- Block C
- Block F
- Karp Pavilion
- **Maximum number of participants:** 8
- **Prerequisites:** None
- This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.

### Astronomy
- Block A
- Block D
- Scott Storm Shelter
- **Maximum number of participants:** 8
- **Prerequisites:** Requirement 6
- In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.
## Class Catalog
### Camp Cedars 2020: Week 5 at Camp Cedars

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Description</th>
<th>Maximum Number of Participants</th>
<th>Prerequisites</th>
<th>Recommended Age</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>CEda108</td>
<td>Aviation</td>
<td>For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird, to float on unseen currents, free of Earth’s constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher than they ever could.</td>
<td>8</td>
<td>None</td>
<td>Scouts 13+</td>
<td>Participants will take a field trip on Thursday to the airport where they will tour an airport and do a pre-flight check. Flights may be rescheduled for the fall 2020. Leaders will be asked to help with transportation to and from the airport. This class is 2 periods long.</td>
</tr>
<tr>
<td>CEda109</td>
<td>Basketry</td>
<td>Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.</td>
<td>8</td>
<td>None</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CEda171</td>
<td>Bird Study &amp; Insect Study MBs</td>
<td><strong>Bird Study:</strong> Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world. <strong>Insect Study:</strong> In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.</td>
<td>8</td>
<td>Bird Study: 5 Insect Study: 5, 9, and 10</td>
<td>Scouts 13+</td>
<td></td>
</tr>
<tr>
<td>CEda203</td>
<td>Camping &amp; Hiking MBs</td>
<td><strong>Camping</strong> is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life’s other challenges, too. <strong>Hiking</strong> is a terrific way to keep your body and mind in top shape, both now and for a lifetime. Walking packs power into your legs and makes your heart and lungs healthy and strong. Exploring the outdoors challenges you with discoveries and new ideas. Your senses will improve as you use your eyes and ears to gather information along the way.</td>
<td>8</td>
<td>Camping requirement 8(d) and 9 Hiking requirements 4, 5, &amp; 6</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Report run date: Wed Sep 2, 2020 - 05:56 AM
Cedar 2020: Week 5 at Camp Cedars

**Ceda112**
Block A
Block C
Block G
Lakefront

**Canoeing**  
For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.  
*Maximum number of participants: 8*  
*Prerequisites: Current blue swimmer*  
*Recommended Age: Scouts 13+*  
*Notes: Need to have one set of clothes and old shoes that can go in the lake.*

**Ceda152**
Block D
Scott Storm Shelter

**Chemistry**  
Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you become a chemist.  
*Maximum number of participants: 8*  
*Prerequisites: None*  
*Recommended Age: Scouts 14+*  

**Ceda113**
Block B
Block D
Block H
Millard Resource Center

**Citizenship in the Nation**  
As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.  
*Maximum number of participants: 8*  
*Prerequisites: Requirement 2(a), 2(b), or 2(c)*  
*Recommended Age: Scouts 13+*  

**Ceda114**
Block A
Block C
Block G
Millard Resource Center

**Citizenship in the World**  
Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.  
*Maximum number of participants: 8*  
*Prerequisites: None*  
*Recommended Age: Scouts 13+*  

**Ceda115**
Block A
Block C
Block E
Storz Climbing Tower

**Climbing**  
Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.  
*Maximum number of participants: 6*  
*Prerequisites: None*  
*Recommended Age: Scouts 13+*  
*Note: This class is 2 periods long.*
Cooking
The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.

- **Maximum number of participants:** 15
- **Prerequisites:** Requirements 4 and 6
- **Recommended Age:** Scouts 12+
- **Note:** This class is 2 periods long.

Emergency Preparedness
Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

- **Maximum number of participants:** 8
- **Prerequisites:** Requirements 1, 2(c), 5, 8(b), and 8(c).
- **Recommended Age:** Scouts 12+

Energy
Saving, producing, and using energy wisely will be critical to America’s future. If we are to leave future generations with a world in which they can live as well or better than we have, Scouts and other potential leaders of tomorrow must begin the hard work of understanding energy and the vital role it will play in the future.

- **Maximum number of participants:** 8
- **Prerequisites:** Requirement 4
- **Recommended Age:** Scouts 13+

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 mighty Yangtze River in China.

- **Maximum number of participants:** 8
- **Prerequisites:** None

Environmental Science
While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

- **Maximum number of participants:** 8
- **Prerequisites:** None
- **Recommended Age:** Scouts 14+
### Class Catalog

Camp Cedars 2020: Week 5 at Camp Cedars

<table>
<thead>
<tr>
<th>Course Code</th>
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</tr>
</thead>
<tbody>
<tr>
<td>CEDa121</td>
<td>First Aid</td>
<td>First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.</td>
<td>8</td>
<td>Requirements 1, 5, and 13</td>
<td>Scouts 13+</td>
</tr>
</tbody>
</table>

**Prerequisites:**

- Requirements 1, 5, and 13

**Recommended Age:**

- Scouts 13+

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<table>
<thead>
<tr>
<th>Course Code</th>
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</thead>
<tbody>
<tr>
<td>CEDa122</td>
<td>Fishing</td>
<td>In Scouting for Boys, Baden-Powell offers this advice: “Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish.”</td>
<td>8</td>
<td>Requirement 10</td>
<td>Scouts 13+</td>
</tr>
</tbody>
</table>

**Prerequisites:**

- Requirement 10

**Note:** Bring personal fishing equipment if desired but not necessary.

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</thead>
<tbody>
<tr>
<td>CEDa172</td>
<td>Game Design &amp; Inventing</td>
<td>Game Design: Games also come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are. Inventing:Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge, and discover your inner inventiveness.</td>
<td>8</td>
<td>None</td>
<td>Scouts 13+</td>
</tr>
</tbody>
</table>

**Prerequisites:**

- None

**Recommended Age:**

- Scouts 13+

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<table>
<thead>
<tr>
<th>Course Code</th>
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</tr>
</thead>
<tbody>
<tr>
<td>CEDa181</td>
<td>Geocaching</td>
<td>The word geocache is a combination of “geo,” which means “earth,” and “cache,” which means “a hiding place.” Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.</td>
<td>8</td>
<td>Requirements 7, 8, and 9.</td>
<td>Scouts 12+</td>
</tr>
</tbody>
</table>

**Prerequisites:**

- Requirements 7, 8, and 9.

**Recommended Age:**

- Scouts 12+

**Notes:** Requirement 9 should be completed after camp.
### Class Catalog
Camp Cedars 2020: Week 5 at Camp Cedars

<table>
<thead>
<tr>
<th>Code</th>
<th>Location</th>
<th>Description</th>
<th>Maximum number of participants</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>CEDA127</td>
<td>Thomas Equestrian Center</td>
<td>Horsemanship: In addition to learning how to safely ride and care for horses, Scouts who earn this merit badge will gain an understanding of the instincts and behaviors of horses and humane and effective methods for training horses.</td>
<td>8</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td></td>
<td><a href="https://mac-bsa.org/camping-outdoors/scouts-bsa-camping/program-offerings/">https://mac-bsa.org/camping-outdoors/scouts-bsa-camping/program-offerings/</a></td>
<td></td>
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<tr>
<td></td>
<td></td>
<td><strong>Prerequisites:</strong> None</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Recommended Age:</strong> Scouts 13+</td>
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<td></td>
<td></td>
<td><strong>Note:</strong> Requires a release form that must be signed by a parent or guardian; long pants are required; shoes or boots with heels are helpful.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CEDA128</td>
<td>Karp Pavilion</td>
<td>Indian Lore: Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.</td>
<td>8</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Maximum number of participants:</strong> 8</td>
<td></td>
<td></td>
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<tr>
<td></td>
<td></td>
<td><strong>Prerequisites:</strong> None</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td><strong>Recommended Age:</strong> Scouts 13+</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CEDA130</td>
<td>Scott Storm Shelter</td>
<td>Journalism &amp; Photography: One thing is for sure about journalism: It is never boring. For a reporter, almost every day is different from the last. One day you might interview the mayor of the city, the next day report on a car accident, and the day after that preview a new movie.</td>
<td>8</td>
<td>Journalism requirement 2(a) part 2 or 2(b) part 2, Photography requirement 1(b)</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Photography:</strong> Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.</td>
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<tr>
<td></td>
<td></td>
<td><strong>Maximum number of participants:</strong> 8</td>
<td></td>
<td></td>
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<tr>
<td></td>
<td></td>
<td><strong>Prerequisites:</strong> Journalism requirement 2(a) part 2 or 2(b) part 2, Photography requirement 1(b)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CEDA205</td>
<td>Lakefront</td>
<td>Kayaking: A basic-level merit badge for flat-water kayaking.</td>
<td>8</td>
<td>Current blue swimmer</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Prerequisites:</strong> None</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CEDA206</td>
<td>Millard Resource Center</td>
<td>Law: Earning this merit badge enables a Scout to learn about the history and kinds of laws, the purpose and methods of law enforcement, consumer protection agencies, emerging law, and careers in the legal profession.</td>
<td>8</td>
<td>Requirement 4 and 7</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Prerequisites:</strong> Requirement 4 and 7</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Leatherwork
Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather’s history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

Maximum number of participants: 8
Prerequisites: None

Lifesaving
No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

Prerequisites: Requirement 1, Swimming merit badge (recommended, not required)
Recommended Age: Scouts 12+
Notes: Must be a current blue swimmer and have ability to swim 400 yards using front crawl, side stroke, breast stroke, and elementary backstroke; will need long pants and long sleeve shirt that can get wet.

Metalwork
Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

Maximum number of participants: 6
Prerequisites: Requirement 1
Recommended Age: Scouts 13+
Notes: Bring long sleeves and pants to class.

Nature & Forestry MBs
Nature: There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature. Forestry: In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest’s life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

Maximum number of participants: 8
Prerequisites: Requirement 5
Notes: These two merit badges are being offered in conjunction with each other.
Nuclear Science
Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.

Maximum number of participants: 8
Prerequisites: None
Recommended Age: Scouts 14+

Painting
This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects.

Maximum number of participants: 8
Prerequisites: None

Pioneering
Pioneering—the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars—is among the oldest of Scouting’s skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America’s forests and prairies.

Maximum number of participants: 8
Prerequisites: None
Recommended Age: Scouts 14+

Pottery
The Pottery merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish.

Maximum number of participants: 8
Prerequisites: None
Recommended Age: Scouts 12+

Radio
Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can’t reply) as well as two-way radio (where the same person can both receive and send messages).

Maximum number of participants: 8
Prerequisites: Requirement 7
Reptile and Amphibian Study
Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

**Maximum number of participants:** 8
**Prerequisites:** Requirement 8(a) or 8(b)
**Recommended Age:** Scouts 12+

Rifle Shooting
Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

**Maximum number of participants:** 8
**Prerequisites:** None
**Recommended Age:** Scouts 12+
**Notes:** No personal firearms or ammunition are allowed at camp.

Rowing
Rowing is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.

**Maximum number of participants:** 8
**Prerequisites:** Current blue swimmer
**Recommended Age:** Scouts 12+
**Notes:** Need to have one set of clothes and old shoes that can go in the lake.

Search and Rescue
The process and safety methods of working around specialized teams such as aircraft, canine, and aquatic rescue teams. Identifying differences between search and rescue environments, such as coastal, wilderness, rural, and urban landscapes. Determining when Universal Transverse Mercator (UTM) and latitude and longitude (Lat/Lon) should be used.

**Maximum number of participants:** 8
**Prerequisites:** None
**Recommended Age:** Scouts 13+
Space Exploration
Space is mysterious. We explore space for many reasons, not least because we don’t know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn’t know before. We discover a little more of what is there.

**Maximum number of participants:** 8

**Prerequisites:** None

**Notes:** Rocket and engines will be provided in class (do not bring your own).

Swimming
Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.

**Maximum number of participants:** 15

**Prerequisites:** Current blue swimmer. Bring goggles if you have them or you can borrow some at camp.

Weather
Meteorology is the study of Earth’s atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

**Maximum number of participants:** 8

**Prerequisites:** Requirement 9

Wilderness Survival
In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

**Maximum number of participants:** 8

**Prerequisites:** Requirement 8

**Recommended Age:** Scouts 13+

Wood Carving
As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

**Maximum number of participants:** 6

**Prerequisites:** Requirement 2(a)

**Recommended Age:** Scouts 12+
# Class Catalog

## Camp Cedars 2020: Week 5 at Camp Cedars

### Camp Cedars (Specialty Sessions) (Scheduled Classes)

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Time</th>
<th>Description</th>
<th>Maximum number of participants</th>
<th>Prerequisites</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>CEDc157</td>
<td>7:45 pm</td>
<td>Trail Ride</td>
<td>8</td>
<td>None</td>
<td>All rides require a release form, and forms for those under 19 must be signed by a parent or guardian. Trail Rides are available for adults if space is available.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Take a ride on horseback to add to your camp experience. Participants should plan to arrive at the Thomas Equestrian Center 15 minutes prior to Trail Ride.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>CEDc159</td>
<td>8:45 pm</td>
<td>Trail Ride</td>
<td>8</td>
<td>None</td>
<td>All rides require a release form, and forms for those under 19 must be signed by a parent or guardian. Trail Rides are available for adults if space is available.</td>
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<tr>
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<td></td>
<td></td>
</tr>
<tr>
<td>CEDc108</td>
<td></td>
<td>Advanced Horsemanship</td>
<td>8</td>
<td>Horsemanship Merit Badge</td>
<td>Requires a release form that must be signed by a parent or guardian; long pants are required; shoes or boots with heels are helpful.</td>
</tr>
<tr>
<td>Block A</td>
<td></td>
<td>No merit badge books or paperwork, just time spent with horses and riding. You will learn advanced riding techniques, experience extended trail rides, and other activities.</td>
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<td></td>
<td></td>
<td>Maximum number of participants: 8</td>
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<td></td>
<td></td>
<td><a href="https://mac-bsa.org/camping-outdoors/scouts-bsa-camping/program-offerings/">https://mac-bsa.org/camping-outdoors/scouts-bsa-camping/program-offerings/</a></td>
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<td></td>
<td></td>
<td>Prerequisites: Horsemanship Merit Badge</td>
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<tr>
<td>Thomas Equestrian Center</td>
<td></td>
<td>Recommended Age: Scouts 14+</td>
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<tr>
<td>CEDc105</td>
<td></td>
<td>ATV Safety Course</td>
<td>6</td>
<td>None</td>
<td>Requires the ATV Program Waiver and ASI ATV RiderCourse Waiver Form, and both must be signed by a parent or guardian. Click the link above.</td>
</tr>
<tr>
<td>Block B</td>
<td></td>
<td>The ATV RiderCourse is a program to teach ATV riders the principles and behaviors of safe riding. The course consists of both discussion lessons and riding lessons. The discussion lessons provide discovery and discussion of the principles and practices of riding an ATV. The riding lessons provide hands-on practice of riding exercises under the supervision of a licensed Instructor.</td>
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<tr>
<td>Block D</td>
<td></td>
<td>Minimum Age: 14</td>
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<td></td>
<td></td>
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<tr>
<td>Smith Administration</td>
<td></td>
<td>Maximum number of participants: 6</td>
<td></td>
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<td></td>
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<td><a href="https://mac-bsa.org/camping-outdoors/scouts-bsa-camping/program-offerings/">https://mac-bsa.org/camping-outdoors/scouts-bsa-camping/program-offerings/</a></td>
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<tr>
<td></td>
<td></td>
<td>Prerequisites: None</td>
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<td></td>
<td>Waivers: Requires the ATV Program Waiver and ASI ATV RiderCourse Waiver Form, and both must be signed by a parent or guardian. Click the link above.</td>
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<td></td>
<td></td>
<td>Notes: Scouts must provide their own over-the-ankle boots, long-sleeve shirts, and long pants.</td>
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</tbody>
</table>
BSA Stand Up Paddle Board
The BSA Stand Up Paddleboarding award introduces Scouts to the basics of stand up paddleboarding (SUP) on calm water, including skills, equipment, self rescue, and safety precautions. This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation.

**Maximum number of participants:** 8  
**Prerequisites:** Current blue swimmer  
**Note:** Separate classes offered each day.

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English Riding
English Riding explores riding a horse in English saddles and learn how to jump a standard one foot off the ground. This requires more balance and control.

**Maximum number of participants:** 4  
**Prerequisites:** Horsemanship Merit Badge  
**Recommended Age:** Scouts 14+  
**Note:** Requires a release form, and forms for those under 19 must be signed by a parent or guardian.

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Kit Fox First Year Camper Program
The Kit Fox program is for our campers who have not yet completed the First Class rank. Many requirements from Scout to First Class will be taught throughout two class periods. Fingerprinting merit badge will be offered Monday evening and Fire Safety merit badge will be offered Thursday afternoon for all Scouts. **Requirements taught this summer the following:**

- **Scout Rank:** 1a, 1b, 1c, 1e, 1f, 4a, 4b, 5 Tenderfoot
- **1st Class Rank:** 1c, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 6a, 7a, 7b, 8 Second Class Rank:
  - 1b, 2a, 2b, 2c, 2f, 2g, 3a, 3c, 3d, 4, 5a, 5b (if blue swimmer), 5c, 5d, 6a, 6b, 6c, 6d, 6e, 8a, 8b First Class Rank:
  - 3a, 3b, 3c, 3d, 4a, 5a, 5b, 5c, 5d, 6a (if blue swimmer), 6c, 6e, 7c

**Maximum number of participants:** 20  
**Prerequisites:** None  
**Notes:** Determining what a Scout knows and signing the requirements as completed remains the responsibility of the unit leader or designee. Please bring a water bottle and a BSA Handbook.

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Medieval Jousting
Wear a helmet and ride your trusty steed toward the ring target with your lance at the ready.

**Maximum number of participants:** 8  
**Prerequisites:** Horsemanship Merit Badge  
**Recommended Age:** Scouts 14+  
**Note:** Requires a release form, and forms for those under 19 must be signed by a parent or guardian.
The Mile Swim BSA program is designed to encourage swimming skills and recognize Scouts who swim one mile or more. Monday, Tuesday, and Wednesday are practice swims leading to swimming a mile on Thursday or Friday morning. Scouts must attend all 5 days.

**Prerequisites:** None

**Notes:** Recommended for strong swimmers; Strenuous.

**NOTE:** MTW @ 6:30 am, RF @ 6:00 am
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Description</th>
<th>Prerequisites</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>CEDd103</td>
<td>Introduction to Outdoor Leader Skills</td>
<td>This hands-on course provides adult leaders the practical outdoor skills they need to lead Scouts in the out-of-doors. Upon completion, leaders should feel comfortable teaching Scouts the basic skills required to obtain the First Class rank.</td>
<td>None</td>
<td>This class is 2 periods long. Monday - Thursday class</td>
</tr>
<tr>
<td>CEDd114</td>
<td>Mile Swim BSA</td>
<td>The Mile Swim BSA program is designed to encourage swimming skills and recognize Scouts who swim one mile or more. Monday, Tuesday, and Wednesday are practice swims leading to swimming a mile on Thursday or Friday morning. Must attend all 5 days.</td>
<td>None</td>
<td>Recommended for strong swimmers; Strenuous.</td>
</tr>
<tr>
<td>CEDd112</td>
<td>Safe Swim Defense</td>
<td>BSA groups shall use Safe Swim Defense for all swimming activities. Adult leaders supervising a swimming activity must have completed Safe Swim Defense training within the previous two years. Safe Swim Defense standards apply at backyard, hotel, apartment, and public pools; at established waterfront swim areas such as beaches at state parks and U.S. Army Corps of Engineers lakes; and at all temporary swimming areas such as a lake, river, or ocean.</td>
<td>None</td>
<td>NOTE: Tuesday class only</td>
</tr>
<tr>
<td>CEDd111</td>
<td>Safety Afloat</td>
<td>BSA groups shall use Safety Afloat for all boating activities. Adult leaders supervising activities afloat must have completed Safety Afloat training within the previous two years. Safety Afloat standards apply to the use of canoes, kayaks, rowboats, rafts, floating tubes, sailboats, motorboats (including waterskiing), and other small craft, but do not apply to transportation on large commercial vessels such as ferries and cruise ships.</td>
<td>None</td>
<td>NOTE: Wednesday class only</td>
</tr>
</tbody>
</table>