

Boy Scout Camp Program

Welcome

. Boy Scout Summer Camp



You're in for a **Fun** week of Scouting Skills and Adventure at the Gorham Scout Ranch! You'll want to study the information in this guide very closely to help you prepare for your troop's Summer Camp Experience. You know what your troop needs, and this guide will help you identify and exploit the resources available at Gorham Scout Ranch to help you meet those needs.

Boy Scout Camp Program Planning



What kind of program can a Scout expect at camp? The opportunities are almost endless. There are so many things to do that planning is necessary in order to meet personal and unit goals. Program involves excitement, education, productivity, and, without question, FUN!!!

Our staff is here to provide you with assistance in providing your troop with the best possible program for your troop. It's your troop's program, it's your Scouts' program; we're just here to lend some helping hands.

A Good Troop Program Is:

Boy Planned: Planning the troop's summer camp program can be part of the growth and learning process of Scouting if the Scouts themselves are involved through the Patrol Leader's Council. The PLC, with the guidance from the Scoutmaster, should see that the troop program reflects the individual goals of the various troop members as well as the collective aims of the troop.

Balanced: Experience has shown that the best program at camp is one that offers a healthy balance between recreation and advancement, free time and structured activity, group events and individual pursuits. Each Scout should be allowed to enjoy his surroundings, pursue his interests and build friendships.

Individualized: A successful camp program reflects the different ages, ranks, and skill levels of the troop. While it is good for the troop to conduct some of its own activities during camp, Gorham Scout Ranch offers your troop the ability to meet individual needs of troop members, often beyond the ability of the troop to do on its own.

Flexible: Please remember that there are at least a dozen other troops planning a program that involves the staff and facilities at the same time your troop will be using them. Most of the time the camp's capacity is great enough to accommodate the overall demand, but sometimes it is necessary for one or more troops to rearrange part of their program to enable the camp to adequately serve all troops. Please be prepared for this possibility and have enough flexibility built into your troop, patrol and individual plans so that you may accommodate necessary changes.

Not Enough Time

Gorham Scout Ranch's program offerings are very diverse and there are a lot of them. No Scout could ever come to camp and take part in every activity. We offer such a large program to make camp more fun, interesting, and exciting, so that Scouts will want to return year after year.

Your troop (or individual members) is not obligated to participate in any of the programs camp offers. You are also obligated *not* to take part in all of the programs either. Scout leaders are often tempted to participate in everything. It is impossible. Choose your priorities based on the needs of your troop. Remember, while you may think that summer camp is the greatest place to earn merit badges and pick up camping skills, sometimes Scouts like to go swimming and play games. Scouts grow and learn from these activities just as much as they do from learning the square knot or the eye splice. Remember what it was like when you were a youth? Help your Scouts balance their program.

Five General Types of Program:

1. **Boy.** Camp programs and advancement opportunities are designed to help the Scout meet his personal and advancement goals. There are Merit Badges, rank requirements, special awards, and program that are just for fun.
2. **Buddy.** Scouts should always travel in at least groups of two (groups of four for hiking), so many activities are available which encourage buddy pairs to work and have fun together.
3. **Patrol.** Baden-Powell once said that the patrol method was the secret for the success of Scouting. To strengthen and encourage the patrol method, Gorham Scout Ranch offers many programs and activities to do just that. Patrol activities are planned and run by the patrol.
4. **Troop.** Troop activities are planned and run by the troop's own Patrol Leaders Council. It is encouraged that each troop PLC meet daily.
5. **Camp Community.** Camp offers a chance to work with other troops and to make a contribution to the total camp experience through activities such as camp-wide games, inter-troop campfires, Scout Vespers, outposts, and much more. Camp-wide activities are planned and run by the Camp Senior Patrol Leaders Council. The CSPLC is made up of the Senior Patrol Leaders from every troop in camp. The CSPLC meets daily at 8:15 a.m. to plan games, competitions, campfires and other activities involving multiple troops.

Camp Senior Patrol Leaders Council

The Camp Commissioner works with the Senior Patrol Leaders from each of the troops in camp to cover camp-wide issues and plan activities, competitions, and campfires. The Camp SPL Council meets each morning, Monday – Friday, at 8:15 a.m. in the Crafts Shelter.

Troop Patrol Leaders Council Responsibilities

The Patrol Method is a very important element to the overall Scouting Program. Everything about the way Scouting operates in camp comes back to patrols led by Patrol Leaders, troops led by Senior Patrol Leaders, troops conducting planning through Patrol Leaders Council meetings, and camp-wide programs planned through the Camp Senior Patrol Leaders Council.



In order for your troop to have a successful camp experience, your Patrol Leaders Council should be an integral part of your planning before and during Summer Camp.

Your troop will want to schedule time at camp for your Patrol Leaders Council to meet. Some PLC's meet daily, some meet every other day – pick a schedule that works best for your PLC and your troop. The Scoutmaster should meet with the Senior Patrol Leader each morning to go over the day's activity plan for the troop and for each patrol. They should meet again each evening to review the events of the day. Make sure the Senior Patrol Leader understands how to work the plan. Remember that it's his troop. Touch base with him when you feel your counsel is needed. Help him help the Patrol Leaders keep their Scouts on track.

Camp Advancement Policies



Gorham Scout Ranch uses a "learning by doing" style of teaching. Rules for advancement do not change just because a boy is at camp, but camp does provide an ideal setting for the opportunities we offer. As always, your Scouts must plan beforehand what they wish to accomplish. They should know that camp is not a "merit badge factory." They must earn all awards just like back home - learn the material, complete the requirements, receive counseling, earn the badge. Scouts will not receive credit for requirements just for attending a class -they must do the requirements. Please, help your Scouts to "be prepared" for advancement in camp just as they would "be prepared" back home.

- All advancement done at summer camp will be in accordance with National BSA advancement policies.
- No changes or substitutions in any advancement requirements will be allowed.
- Only outdoor oriented merit badges will be offered at camp as a regular part of the summer camping program.
- Large classes are highly discouraged. Instruction will be, as far as possible, in small groups of Scouts with the instructor meeting at a mutually agreeable time. Passing of requirements is done individually by the counselor.
- Partial completion certification of merit badges may be given at the discretion of the merit badge counselor if a significant part of the merit badge requirements have been met. The merit badge must be completed with a certified and registered merit badge counselor (who may review all requirements). Partial completions do not expire.
- Scoutmaster conferences and boards of review will be conducted in accordance with National standards as set forth in the Boy Scout Handbook and the Scoutmaster Handbook.
- Units are encouraged to hold their own Troop Court of Honor, either following or preceding the Family Night Campfire to recognize the achievements of their Scouts during the week, and re-recognize the Scouts at the next regular Troop Court of Honor at home.
- Unit Leaders are responsible for keeping track of their Scout's advancement. The camp does not keep individual Scout advancement records.
- Unit Leaders will have the opportunity to meet with area directors to review the progress of Scouts in various programs at camp.

To have a successful experience in the Merit Badge Program, Scouts should carefully PLAN for what they want to take. Some merit badges cannot be completed at camp. Many require advanced preparations months before camp. We suggest that Scouts complete these requirements before camp. It is very discouraging to a Scout to find out at the end of camp that he will not complete a merit badge. Scouts should read through the pamphlets for the merit badges they wish to earn; this is very helpful with advanced topics.

Advancement Records

Merit Badges

Gorham Scout Ranch uses the traditional Application for Merit Badge or “Blue Card” system. Prior to arrival at camp, complete the Blue Card for each merit badge a Scout wishes to pursue. Make sure that all information on the front side of the blue card is complete and correct, including Scout’s Name, Address, City, Unit Number, District, Council, and Merit Badge, and any requirements already completed. The unit leader should sign the form, indicating approval for the Scout to work on the merit badge.

The Scout gives the Blue Card to the merit badge instructor at their first session. The merit badge instructor retains the record while the Scout works towards the merit badge, making note of the requirements completed. Additionally, the merit badge instructor keeps track of attendance and completed requirements on a master roster. The instructor also posts a public roster at the lodge, so unit leadership can track progress during the week.

On Friday afternoon, the merit badge instructor completes all merit badge records and master rosters. The merit badge records are sorted to the unit’s advancement packet for distribution after dinner on Friday. The master roster is submitted to the camp office and kept on file at the Council Service Center for one year.

Rank Requirements

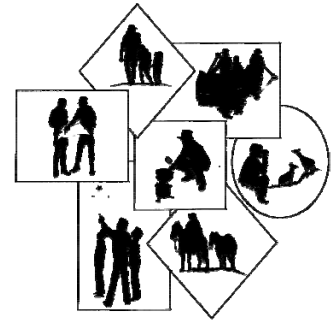
Gorham Scout Ranch staff provides instruction in the particular skills, but we will not sign for requirements in a Scout’s handbook. The unit determines the point at which a Scout “completes” a requirement, and unit leader signs the Scout’s book. The Baden-Powell Brigade Program does provide a signed requirements sheet to the unit, recommending requirements completed in the program. This is distributed in the unit’s advancement packet.

A public roster is posted in the lodge, so unit leadership can track progress during the week. A master record is maintained at the Council Service Center for one year.

Other Awards

Records for awards such as BSA Lifeguard, Mile Swim, Snorkeling BSA, Toten’ Chip, etc., will be generated by the Gorham Scout Ranch Staff. Completed records will be part of the unit’s advancement packet, or presented at the time of completion (like Toten’ Chip).

Camp Program Schedule



PROGRAM	TIME
Aquatics	
Free Swim	Open 11:00 - 11:50 in Mornings and 4:00 - 4:50 in Afternoons
BSA Lifeguard	9:00 - 11:50 & 2:00 - 4:50 (all day)
Lifesaving Merit Badge	9:00 - 10:50, 2:00 - 3:50 (Two Hours each day)
Mile Swim BSA	6:00 - 7:00 a.m. (ending time varies)
Snorkeling BSA	10:00 - 10:50, 3:00 - 3:50
Swimming Lessons	9:00 - 9:50, 2:00 - 2:50
Swimming Merit Badge	9:00 - 9:50, 10:00 - 10:50, 2:00 - 2:50, 3:00 - 3:50
Shooting Sports	
Archery Merit Badge	9:00 - 9:50, 10:00 - 10:50, or 11:00 - 11:50
Free Shooting - Archery	Open 3:00 - 4:50 Afternoons
Free Shooting - .22 Caliber	Open 3:00 - 4:15 Afternoons
Free Shooting - Black Powder	Open 4:15 - 4:45 in Afternoons
Rifle Shooting Merit Badge - .22	One-Hour Sessions: 9:00-9:50, 10:00-10:50, 11:00-11:50
Rifle Shooting Merit Badge - Black Powder	11:00 - 11:50
Shotgun Shooting Merit Badge	2:00 - 3:00
Ecology/Conservation	
Astronomy Merit Badge	2:00 - 2:50, 3:00 - 3:50, or 4:00 - 4:50 and Astronomy Overnighter on Tuesday Night (weather permitting - may be moved to another night)
Environmental Science Merit Badge	9:00 - 9:50, 10:00 - 10:50, or 11 :00 - 11:50
Fish & Wildlife Management Merit Badge	9:00 - 9:50, 10:00 - 10:50, or 11 :00 - 11:50
Forestry Merit Badge	2:00 - 2:50, 3:00 - 3:50, or 4:00 - 4:50
Geology Merit Badge	9:00 - 9:50, 10:00 - 10:50, or 11 :00 - 11:50
Mammals Study Merit Badge	2:00 - 2:50, 3:00 - 3:50, or 4:00 - 4:50
Nature Merit Badge	9:00 - 9:50, 10:00 - 10:50, or 11 :00 - 11:50
Pulp & Paper Merit Badge	2:00 - 2:50, 3:00 - 3:50, or 4:00 - 4:50
Reptile & Amphibian Study Merit Badge	2:00 - 2:50, 3:00 - 3:50, or 4:00 - 4:50
Soil & Water Conservation Merit Badge	2:00 - 2:50, 3:00 - 3:50, or 4:00 - 4:50
Weather Merit Badge	9:00 - 9:50, 10:00 - 10:50, or 11 :00 - 11:50
First-Year Camper Program	
Baden-Powel Brigade	9:00 - 11:50, 2:00 - 4:50, Mon - Thu, plus optional Overnighter on Thursday plus 9:30 - 1:30 on Friday for Hike

Handicrafts

Basketry Merit Badge	9:00 - 9:50, 10:00 - 10:50, or 11 :00 - 11:50
Indian Lore Merit Badge	9:00 - 9:50, 10:00 - 10:50, or 11 :00 - 11:50
Leatherwork Merit Badge	2:00 - 2:50, 3:00 - 3:50, or 4:00 - 4:50
Pottery Merit Badge	9:00 - 9:50, 10:00 - 10:50, or 11 :00 - 11:50
Wood Carving Merit Badge	2:00 - 2:50, 3:00 - 3:50, or 4:00 - 4:50

Scoutcrafts

Backpacking Merit Badge	2:00 - 2:50, 3:00 - 3:50, or 4:00 - 4:50, + Seton Outpost
Camping Merit Badge	2:00 - 2:50, 3:00 - 3:50, or 4:00 - 4:50, + Seton Outpost
Hiking Merit Badge	9:00 - 9:50, 10:00 - 10:50, or 11 :00 - 11:50
Individual Rank Requirements	9:00 - 9:50, 10:00 - 10:50, or 11 :00 - 11:50
Orienteering Merit Badge	9:00 - 9:50, 10:00 - 10:50, or 11 :00 - 11:50
Pioneering Merit Badge	2:00 - 2:50, 3:00 - 3:50, or 4 :00 - 4:50
Wilderness Survival Merit Badge	2:00 - 2:50, 3:00 - 3:50, or 4:00 - 4:50, + Seton Outpost

Health Lodge Program

First Aid Merit Badge	9:00 - 9:50, 10:00 - 10:50, or 11 :00 - 11:50
Emergency Preparedness Merit Badge	2:00 - 2:50, 3:00 - 3:50, or 4:00 - 4:50

Horseback Riding Program

Horsemanship Merit Badge	9:00 - 9:50, 10:00 - 10:50, or 11 :00 - 11:50 Mon - Thu
Morning Rides	6:15 - 7:00, Tue - Fri; 9:00, 10:00 , or 11 :00, Fri
Evening Rides	7:00 - 7:30, 7:40 - 8:10, Mon - Fri; 8:20 - 8:50, Mon, Tue, Thu

Climbing and Rappelling Program

<u>Climb On Safely & Adult Climb</u>	3:00 - 4:50, Friday
Climbing Encounter	1:45 - 4:50, Mon - Thu
Climbing Merit Badge	8:45 - 11:50, Mon - Fri

C.O.P.E Ropes Course Program (BRAND NEW PROGRAM)

C.O.P.E Encounter	Details to come
C.O.P.E Program	C.O.P.E will be a half-day program

Mountain Bike Program

Mountain Bike Encounter	9:00 - 1020, 1030-11:50, Mon - Thu
Mountain Bike Program/Merit Badge	2:00 - 3:20, 3:30 - 4:50 Mon - Thu, 9:00 - 11:50 Fri

Camp Program Opportunity Catalog

This is an alphabetical listing of all current camp program opportunities available, including merit badges and specialty programs. Please read through this section carefully, as the name for a particular program may be slightly different than you remember.

This information is accurate as of the date it was produced. Camp program opportunities are often enhanced during staff development in early June, but we try as best as possible to adhere to the information available here. From time to time, the Boy Scouts of America modifies requirements for merit badges and other awards after this guide is made available. We do our best to follow the most current requirements. If you find that the information listed here appears out of date, please contact the Camp Director at the Council Service Center for the latest information or check the **website for an update**.

Archery for Fun

Location: Archery Range
Times: Open 3:00 - 4:50 p.m., Monday - Thursday
Allow at least 20 minutes
Activity: Individual or with Buddy
Adult Leaders



The archery range is open to all campers who wish to just have fun with the bow and arrow, as well as those who want to pursue the Archery Merit Badge. Range safety is strictly adhered to at all times.

Archery Merit Badge

Times: 9:00 - 9:50 a.m., Monday - Thursday
10:00 - 10:50 a.m., Monday - Thursday
or 11:00 - 11:50 a.m., Monday - Thursday
Activity: Individual or with Buddy
Cost: Up to \$7.00 for materials plus arrow shaft or arrow pen



Prior archery experience is helpful in completing the shooting requirements for the Merit Badge. Scouts working toward the merit badge will also learn how to make bowstrings and arrows. We recommend that Scouts be at least 12 to work on the Archery Merit Badge; younger Scouts are encouraged to participate in Archery for Fun. All fees are payable in the Trading Post.

Astronomy Merit Badge

Location: Nature Area
Times: 2:00 - 2:50 p.m., Monday - Thursday
3:00 - 3:50 p.m., Monday - Thursday
or 4:00 - 4:50 p.m., Monday - Thursday
Astronomy Overnighter on Tuesday Night (weather permitting)
Activity: Individual or with Buddy



A few Requirements cannot be completed at camp, and it is advisable that they be done before coming to camp. Star study at night is not available when there is obstructing cloud cover, and this may further limit the requirements completed at camp.

Astronomy Overnighter

Location: Cholla Point Observation Site
Times: Tuesday Night (TBA)
Activity: Individual or with Buddy (Astronomy Merit Badge participants)
Adult Leaders



Many of the requirements for the Astronomy Merit Badge require night sky observation. This is a fun way to accomplish these requirements and see some remote areas of Gorham Scout Ranch. Warning - participants may be very tired on the following day. This may be rescheduled if the weather does not cooperate on Tuesday Night.

Backpacking Merit Badge

Location: Scoutcraft Area
Times: 2:00 - 2:50, 3 - 3:50, 4 - 4:50 p.m., Monday - Thursday
And Seton Outpost Thursday Night
Activity: Individual or with Buddy



A few Requirements cannot be completed at camp; it is advisable that they be done before coming to camp. We highly recommend reading the entire merit badge pamphlet before camp.
More information on the Seton Outpost is included in this section.

Baden-Powell Brigade

(First-Year Camper Program)

Location: First-Year Camper Area
Times: 9:00 - 11:50 a.m., Monday - Thursday
or 2:00 - 4:50 p.m., Monday - Thursday
and 9:30 a.m. - 1:00 p.m. on Friday
Sessions last all morning or all afternoon each day, please attend the same session each day - morning or afternoon
There is an optional overnighter on Thursday Night

Activity: Individual or with Buddy
Adult Leaders welcome to assist



This program is excellent for Scouts who are new to your troop and just getting started on their trail to Eagle. The program here is designed to give Scouts the foundation of skills to complete Tenderfoot, Second Class and First Class. Because Scouts may work on the requirements for these three ranks simultaneously, we teach all the basic skills, the patrol method, and other things Scouts need to get started.

Even if a Scout has already completed a few rank requirements, the BP Brigade is an excellent refresher. Scouts will have hands-on experiences with hiking,



compass work, campfire building, tent-pitching, knot tying, first aid, cooking, swimming and much more.

The staff will not sign-off rank requirements. However, we will provide a detailed list of what Scouts can earn if they attend every session and complete every activity. Troop leaders are invited on Friday to review and sign-off Scouts on what they have learned.

Scouts participating in the B-P Brigade should have time for one or two merit badges - we suggest one of the craft badges.

Scouts who are or almost Second Class are welcome to participate in the Baden-Powell Brigade, but they may want to consider working on individual rank requirements and other achievements or merit badges instead enrolling in the Baden-Powell Brigade.

Basketry Merit Badge

Location: Crafts Shelter
 Times: 9:00 - 9:50, 10 - 10:50, 11 - 11:50 a.m., Monday - Thursday
 Activity: Individual or with Buddy
 Cost: About \$20.00 for kits



This badge is ideal for the first-year Scout to work towards. The two requirements are to make a footstool and make a basket. Kits for each are available in the Trading Post. Each hour may not be filled, depending on how quick the scout works.

Camping Merit Badge

Location: Scoutcraft Area
 Times: 2:00 - 2:50, 3 - 3:50, 4 - 4:50 p.m., Monday - Thursday
 And Seton Outpost on Thursday Night
 Activity: Individual or with Buddy



This merit badge is geared for Scouts who have been in the troop for at least a year. We highly recommend reading the entire merit badge pamphlet before camp.

More information on the Seton Outpost is included in this section. Scouts CANNOT complete all requirements during summer camp.

Chimayo Golf Classic

Location: Start at Dining Hall
 Times: 10:00 a.m., Thursday
 Allow 90 minutes
 Activity: Adult Leaders



FORE! The Chimayo Golf Classic for Adult Leaders is, put simply, a hoot. Leaders must construct their own balls, clubs, and recruit their own caddy for this romp through our wilderness course. Can you say "rough???" Our Camp Commissioner is the "Starter" for this event. This is the toughest course west of the Pecos.

Climb On Safely & Adult Climb

Location:

Dining Hall

Times:

3:00 p.m., Friday

Climbing will be done in shifts after the training

Activity:

Adult Leader Training & Activity (Climbing is Optional)



"Climb On Safely" provides a basic orientation to the Boy Scouts of America's policies and regulations related to climbing and rappelling. Because climbing and rappelling are very popular among Scout-age boys, all leaders should plan to attend "Climb On Safely."

Climbing Encounter

Location:

Check-In Shelter (meet)

Times:

1:45 - 4:50 p.m., Monday - Thursday

For the entire afternoon

Activity:

Individual or with Buddy

Cost:

\$7.00 per session (day)



This is for youth who want to try climbing and rappelling, but who aren't ready for the merit badge. Make a reservation at the Trading Post for Monday, Tuesday, Wednesday, or Thursday and enjoy a great morning on the Wall or Rock. There is an additional \$7.00 fee per person for this encounter, payable in the Trading Post.

Climbing Merit Badge

Location:

Check-In Shelter (meet) & Eagle Crag or Climbing Tower

Times:

8:45 - 11:50 a.m., Monday - Friday

For the entire morning each day

Activity:

Individual or with Buddy

Cost:

\$20.00 per week



While we recognize that any Boy Scout may participate in the Climbing Merit Badge program, please understand that the advanced nature of this badge and the half-day time commitment make it more focused towards older Scouts. Because of the limited number of participants that can be accommodated safely, preference will be given to older Scouts who might not have another opportunity to earn this merit badge. Our experience has shown that Scouts should have earned least First Class, be at least 13 years old, have previous climbing/rappelling experience, and be well versed in climbing knots prior to taking this badge. There is an additional \$20.00 fee per person for this merit badge, payable in the Trading Post.

Conservation & Service Projects

Location:	See the Program Director
Times:	By appointment Schedule at least two hours any morning, afternoon, or evening
Activity:	Troop or Patrol, Groups of Adult Leaders Merit Badge Classes Many nature-related merit badges have a requirement to conduct a conservation or service project. Gorham Scout Ranch has abundant opportunities to do this. Please consult the Program Director for conservation-turn projects.



CPR Class for Adults

Location:	Dining Hall
Times:	All Day on Wednesday (You must sign up and pay in the Trading Post no later than noon on Tuesday.)
Activity:	Adult Leaders
Cost:	TBA



CPR training is required for many activities in Scouting. Now, adults have the opportunity to receive their CPR training at Summer Camp. Our Red Cross/American Heart Association trainers are some of the best around. This one is well worth it!

Day Hikes

Location:	Checkout with Camp Office before you hit the trail.
Times:	Anytime, but consider meals and daylight
Activity:	With Buddies (four minimum), Patrol, or Troop Groups of Adult Leaders



- Chimayo Canyon Hike (2 - 3 hours)
- Mica Mine Hike (1.5 - 2 hours)
- Nambe Hill Hike (1 - 1.5 hours)
- North Wellhead Hike (1 - 1.5 hours)
- Radio Tower Hike (1.5 - 2 hours)
- Sacrifice Rock Hike (2.5 - 3.5 hours)
- Southwest Corner Hike (3+ hours)

Gorham Scout Ranch offers a diverse and sometimes challenging terrain to explore. We strongly encourage day hiking, but remember to hike safely. Carry all necessary gear in a substantial Day Pack: map, poncho or rain suit, 2 one-quart water bottles, individual first aid kit, small flashlight, compass, pocket knife, trail cup, small supply of toilet paper, small notebook and pencil, light wool or synthetic sweater in a plastic bag, sunglasses, and waterproof matches. Wear the proper clothing: wide-brimmed hat, lightweight and light-colored long-sleeved shirt, light-weight long pants, proper inner and outer socks, broken-in hiking boots, windbreaker, and a handkerchief.

Environmental Science Merit Badge

Location:

Nature Area

Times:

9:00 - 9:50 a.m., Monday - Friday
10:00 10-50 a.m., Monday - Friday
or 11:00 - 11:50 a.m., Monday - Friday

Activity:

Individual or with Buddy



This is an advanced merit badge. We highly recommend reading the entire merit badge pamphlet before camp.

This is not recommended for first-year Scouts.

Family Night Campfire

Location:

Council Ring (Assemble at Main Flagpole)

Times:

8:30 p.m., Friday

Activity:

Camp-wide



This is the final celebration of the week's activities at camp. Parents and family members are welcomed and encouraged to attend. This campfire will feature the best of the best from the Troop Talent Campfire, awards from the week's competitions, and many other recognitions. Please assemble at the main flagpole at 8:20 p.m.

Fish & Wildlife Management Merit Badge

Location:

Nature Area

Times:

9:00 - 9:50, 10 - 10:50, 11 - 11:50 a.m., Monday - Thursday

Activity:

Individual or with Buddy



A few Requirements cannot be completed at camp, and it is advisable that they be done ahead of time. This is an advanced merit badge. We highly recommend reading the entire merit badge pamphlet before camp.

Forestry Merit Badge

Location:

Nature Area

Times:

2:00 - 2:50, 3 - 3:50, 4 - 4:50 p.m., Monday - Thursday

Activity:

Individual or with Buddy



We highly recommend reading the entire merit badge pamphlet before camp.

Geology Merit Badge

Location:

1. Nature Area

Times:

2. Anytime from 9:00 a.m. - 11:50 a.m., Monday - Friday

Activity:

Allow about an hour each day

3. Individual or with Buddy

4. We highly recommend reading the entire merit badge pamphlet before camp.



Good Turn Projects

Location:

5. See the Program Director

Times:

6. By appointment

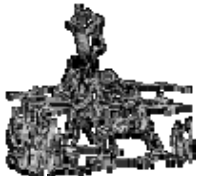
Schedule at least two hours any morning, afternoon, or evening

Activity:

7. Troop or Patrol, Groups of Adult Leaders

Merit Badge Classes

8. Conducting "good turns" has always been a part of Scouting. Time in your unit's schedule should be made for one of Scouting's biggest character developing tools. Each troop is encouraged to complete a good turn project for the camp community. Please consult the Trail Boss good-turn projects.



Honor Troop Award

The award is presented to troops that meet the following requirements:

1. Camp SPL Council meetings: SPL attends at least 4 out of 5.
2. Camp Flag Ceremonies: Conduct one and participate in all camp-wide flag ceremonies.
3. Campfires: Attend Opening, Troop-Talent, and Family Night campfires and perform a song or skit at the Troop-Talent Campfire.
1. Project: Perform a camp service project.
2. Advancement: Each Scout must advance in rank or earn at least one merit badge.
3. Promotion: Conduct a camp promotion before camp, including the parents of the scouts.
4. Training: At least one adult leader completes 3 of the following: CPR, Climb On Safely, Trek Safely, Safe Swim Defense and Safety Afloat training.
5. Patrol: Each patrol completes a patrol activity.
6. Activities: Participate in at least 3 camp-wide games or activities.
7. Patrol Method. The PLC meets during camp and the troop utilizes the patrol method in the way it operates.



Indian Lore Merit Badge

Location:

9. Crafts Shelter

Times:

10. Anytime from 9:00 a.m. - 11:50 a.m., Monday - Friday

Allow about an hour each day

Activity:

11. Individual or with Buddy

Cost:

12. Total cost is \$5.00 - \$25.00 or more, depending on personal choice of kits.

13. This badge is ideal for the first- or second-year Scout to work towards. Not all options are available at camp; but the badge can be completed at camp. A variety of kits are available in the Trading Post.



Insect Study Merit Badge

Location:

14. Nature Area

Times:

15. Anytime from 2:00 - 4:50 p.m., Monday - Thursday

Allow about an hour each day

Activity:

16. Individual or with Buddy



17. A few Requirements cannot be completed at camp, and it is advisable that they be done before coming to camp. This is an advanced merit badge. We highly recommend reading the entire merit badge pamphlet before camp.

Inter-Troop Campfires

Location:

18. Two locations in camp (TBA)

Times:

19. 8:15 p.m., Wednesday

Activity:

20. Inter-Troop



21. Here it is! An opportunity for troops or patrols to show their stuff - skits, songs, cheers, and so on. The best performances will be asked to encore at the Family Night Campfire on Friday. The Order of the Arrow Call-Out Ceremony concludes this campfire. Please assemble at the main flagpole at 8:00 p.m.

Leaders Roundtables

Location:

22. Check-In Shelter

Times:

23. 7:00 - 8:00 p.m., Sunday (1:00 - 2:00 p.m., Monday of Week 4)

Activity:

24. Scoutmasters & Adult Leaders

25.

Location:

26. Dining Hall

Times:

27. 10:00 a.m., Monday, allow about an hour

9:00 a.m., Tuesday - Friday, allow about 30 min for the Roundtable and additional time for post-meeting activities

Activity:

28. Scoutmasters & Adult Leaders

29. Open communication is a priority to us at Gorham Scout Ranch. The Camp Commissioner is the primary link between troop leaders and the camp administration. These meetings will help keep you informed of camp-wide developments and issues, as well as expedite problem solving.



Leatherwork Merit Badge

Location:

30. Crafts Shelter

Times:

31. Anytime from 2:00 - 4:50 p.m., Monday - Thursday

Allow about an hour each day

Activity:

32. Individual or with Buddy

Cost:

33. \$6.00 - \$20.00 or more

34. This badge is ideal for the first- or second-year Scout to work towards. Kits are available in the Trading Post.



BSA Lifeguard

Location:

35. Swimming Pool

Times:

36. 9:00 - 11:50 a.m. and 2:00 - 4:50 p.m., Monday - Friday,

All Day, Everyday - Requires 30 hours to complete

Activity:



37. Individual or with Buddy

Adult Leaders

38. Participants must be very proficient in swimming and lifesaving techniques and must be blue swimmers. For youth to participate in BSA Lifeguard, Gorham Scout Ranch requires that they have completed Lifesaving Merit Badge before camp.

39. Street Clothes are required for Lifesaving Merit Badge. Scouts will need low shoes, socks, underwear (or swim trunks), long pants, belt, and long-sleeve shirt. A jacket, sweater, or sweatshirt also may be worn. **WARNING!** These items will get soaking wet!

40.

Lifesaving Merit Badge

Location:

41. Swimming Pool

Times:

42. 9:00 - 10:50 a.m., Monday - Friday

or 2:00 - 3:50 p.m., Monday - Friday

Activity:

43. Individual or with Buddy



44. Participants must have earned the Swimming Merit Badge and be a Blue Swimmer to begin.

45. Street Clothes are required for Lifesaving Merit Badge. Scouts will need low shoes, socks, underwear (or swim trunks), long pants, belt, and long-sleeve shirt. A jacket, sweater, or sweatshirt also may be worn. **WARNING!** These items will get soaking wet!

Mammals Study Merit Badge

Location:

46. Nature Area

Times:

47. Anytime from 2:00 - 4:50 p.m., Monday - Thursday

Allow about an hour each day

Activity:

48. Individual or with Buddy



49. We highly recommend reading the entire merit badge pamphlet before camp.

Mile Swim BSA

Location:

50. Swimming Pool

Times:

51. 6:00 a.m., Monday -Friday

Allow about an hour each day (less on Monday, more on Friday)

Activity:

52. Troop, Patrol, Buddy, or Individual

Adult Leaders

53. Participants must be Blue Swimmers.

54. Mile Swim BSA is awarded to the strong and the strenuous swimmers. Participants must complete practice or conditioning swims on each of the days leading up to the Mile Swim. The Mile Swim is held at 6:00 a.m. Friday morning. Participants surely earn a "hearty breakfast."



Mountain Biking Encounter

Location:
Times:
Activity:

55. Old Corrals
56. 9:00 - 11:50, Tuesday - Thursday
57. Troop, Patrol, Buddy, or Individual
Adult Leaders (Scouts must be at least 13 years old)
58. Mountain Bikes are provided, but in a limited number. Different sizes are available.
59. \$5.00 per session (day)
60. This is for youth and adults who want to try mountain biking, but who aren't ready for the hard-core sport. Make a reservation with the Biking Staff for Tuesday, Wednesday, or Thursday and enjoy a great morning on the Trails. Yes, we even have a program for the adults that just want to go for a ride. There is an additional \$5.00 fee per person per day for this encounter, payable in the Trading Post.

Cost:



Mountain Biking Program

Location:
Times:
Activity:

61. Old Corrals
62. 2:00 - 4:50 Monday - Thursday
63. Troop, Patrol, Buddy, or Individual
Adult Leaders (Scouts must be at least 13 years old)
64. Mountain Bikes are provided, but in a limited number. Different sizes are available.

Cost:



65. \$10.00 per week
66. This program is **Not** offered as a Merit Badge class, but scouts may work on the requirements for Cycling while participating in this program. Many Requirements of the Cycling Merit Badge cannot be completed at camp. This program is designed as part of our High Adventure program and focuses on the more advanced, older scout. There is an additional \$10.00 fee per person for this program, payable in the Trading Post.

Nature Merit Badge

Location:
Times:
Activity:

67. Nature Area
68. Anytime from 9:00 a.m. - 11:50 a.m., Monday - Friday
Allow about an hour each day
69. Individual or with Buddy
70. A few Requirements cannot be completed at camp or are very tough to complete at camp; it is advisable that they be done before coming to camp. We highly recommend reading the entire merit badge pamphlet before camp.



Nature Trail

Location:
Times:
Activity:

71. Nature Area
72. Anytime
73. Individual or with Buddy
74. The camp maintains an interpretive Nature Trail for outdoor education purposes. Many of the programs offered through the Nature Area make much use of this trail. It is open to anyone anytime. Please help us to maintain the trail and trail markers by being good Scouts.



Oceanography Merit Badge

Location:

Times:

Activity:



75. Nature Area

76. Anytime from 9:00 a.m. - 11:50 a.m., Monday - Friday
Allow about an hour each day

77. Individual or with Buddy

78. Yes, we offer Oceanography in the high desert! A few Requirements cannot be completed at camp; it is advisable that they be done before coming to camp. We highly recommend reading the entire merit badge pamphlet before camp.

Opening Campfire

Location:

Times:

Activity:



79. Council Ring

80. 8:30 p.m., Sunday (Monday for Week 4)

81. Camp-wide

82. A spectacular and exciting program put on by our camp staff for your troop's enjoyment and to welcome you to Gorham Scout Ranch. Please assemble at the main flagpole at 8:30 p.m.

Order of the Arrow Unit Elections

Location:

Times:

Activity:



83. Your Campsite

84. By Appointment with OA Camp Chief

85. Troop

86. Troops are encouraged to hold their annual unit elections for the Order of the Arrow prior to arrival at camp, but elections at camp are available for troops who wish to do so. Each chapter in the Yah-Tah-Hey-Si-Kess Lodge stands ready to assist in this process. Contact your Chapter Adviser or District Executive to arrange for an election. Many chapters conduct elections and call-outs at Spring Camporees.

87. The OA Ceremony Notification form, found in the appendix, should be completed prior to camp and turned-in at the first Leaders Roundtable on Opening Day.

88. In order to participate in elections, call-outs, or ceremonies, out-of-council units will need to obtain written permission from their home lodge.

89. Scouts complete the Ordeal at one of the two Conclave Weekends held each year. The first opportunity after camp is the OA Fall Conclave in September. If they were elected at summer camp, candidates may also opt to attend the Ordeal during the OA Spring Conclave, held the following May. Candidates have only twelve months in which to complete the Ordeal after election.

Order of the Arrow Call-Out Ceremony

Location:

Times:

Activity:

90. Council Ring

91. 9:30 p.m. Friday (during Campfire)

92. Camp-wide



93. Call-outs for the Order of the Arrow will be conducted near the closing of the Troop Talent Campfire on Wednesday evening. These Call Outs are for troops who held their election in the spring, but the individual was not called-out, or for troops holding their election at summer camp.

94. The OA Ceremony Notification form, found in the appendix, should be completed prior to camp and turned-in at the first Leaders Roundtable on Opening Day.

95. In order to participate in elections, call-outs, or ceremonies, out-of-council units will need to obtain written permission from their home lodge.

Ordeal Ceremony for New Candidates



96. We do not offer an opportunity to complete the Ordeal while at Summer Camp. Yah-Tah-Hey-Si-Kess Lodge offers two opportunities each year to do this: at the Spring Conclave in mid-May, and at the Fall Conclave in mid-September. Ordeal Candidates have twelve months to complete the Ordeal from the time of their election, or they must be re-elected.

Order of the Arrow Brotherhood Ceremony

Location:

Times:

Activity:

Cost:



97. Council Ring

98. 8:30 p.m., Wednesday (meet at Main Flagpole)

99. Order of the Arrow

100. \$20.00 Brotherhood Fee

101. Order of the Arrow members who have been Ordeal Members for at least ten months are highly encouraged to seal their membership in the Order of the Arrow by becoming brotherhood members. Yah-Tah-Hey-Si-Kess Lodge believes that this is extremely important, and wants to provide as many opportunities as possible for Ordeal members to become Brotherhood members. The current requirements for Brotherhood can be found in the Order of the Arrow Handbook or by visiting www.lodge66.org on the web. There is a \$20 fee for Brotherhood Candidates to cover the cost of new sash, flap and other ceremony items.

102. This activity is for Brotherhood Candidates (Ordeal members with at least ten months tenure who wish to seal the membership in the Order of the Arrow), Brotherhood members and Vigil Honor members of the Order of the Arrow.

103. The OA Ceremony Notification form should be completed prior to camp and turned-in at Check-in with the Camp Director.

104. In order to participate in elections, call-outs, or ceremonies, out-of-council units will need to obtain written permission from their home lodge.

Order of the Arrow Crackerbarrel

Location:

Times:

Activity:



105. Dining Hall

106. 9:30 p.m., Wednesday

Allow about a half hour

107. Order of the Arrow

108. All Arrowmen, including Ordeal members, are invited to a special snack on Wednesday evening (after campfire) at the Dining Hall. This is a time to rekindle the spirit of the OA in the hearts of all Arrowmen and welcome our new Brotherhood members.

Orienteering Merit Badge

- Location: 109. Scoutcraft Area
- Times: 110. Anytime from 9:00 a.m. - 11:50 a.m., Monday - Thursday
Allow about an hour each day, plus several hours Friday Afternoon
- Activity: 111. Individual or with Buddy
112. This merit badge is very difficult, and many boys are not able to complete the requirements. If you do attempt it, we highly recommend reading the entire merit badge pamphlet and practicing your orienteering skills before camp. Allow more than one hour each day!



Pioneering Merit Badge

- Location: 113. Scoutcraft Area
- Times: 114. Anytime from 9:00 - 11:50 a.m., Monday - Thursday
Allow about an hour each day
- Activity: 115. Individual or with Buddy
116. This merit badge is very difficult for those who do not know their knots, lashings, and splices. If you do attempt it, we highly recommend reading the entire merit badge pamphlet and practicing your rope skills before camp.



Pottery Merit Badge

- Location: 117. Crafts Shelter
- Times: 118. Anytime from 9:00 a.m. - 11:50 a.m., Monday - Friday
Allow about an hour each day
- Activity: 119. Individual or with Buddy
- Cost: 120. \$6.00 - \$10.00 or more
121. This badge is ideal for the first- or second-year Scout to work towards. Not all requirements can be completed at camp. Clay is available in the Trading Post. We use non-firing clay, as we do not have a kiln at present.



Movie Star Scoutmaster Contest

- Location: 122. Main Flagpole
- Times: 123. 8:30 p.m., Tuesday
- Activity: 124. Camp-wide
Game and Movie Night
125. "Adrian! Adrian!!" "I'll Be Back" "One Million Dollars". Scoutmasters will compete for the pride of being crowned the Movie Star Scoutmaster of the Week. State decency laws will be stretched to the limit as Scoutmasters are permitted to apply "make up" (or down) to improve on their Movie Star persona. Any adult leader may compete.



Pulp and Paper Merit Badge

- Location: 126. Nature Area
- Times: 127. Anytime from 2:00 - 4:50 p.m., Monday - Thursday
Allow about an hour each day
- Activity: 128. Individual or with Buddy



129. A few Requirements cannot be completed at camp; it is advisable that they be done before coming to camp. We highly recommend reading the entire merit badge pamphlet before camp.

Reptile and Amphibian Study Merit Badge

Location:

130. Nature Area

Times:

131. Anytime from 2:00 - 4:50 p.m., Monday - Thursday
Allow about an hour each day

Activity:

132. Individual or with Buddy



133. A few Requirements are tough to complete at camp and a couple requirements cannot be completed at camp; it is advisable that they be done before coming to camp. We highly recommend reading the entire merit badge pamphlet before camp.

Rifle Shooting for Fun - .22 Caliber or Black Powder

Location:

134. Rifle Range

Times:

135. 3:00 - 4:15 p.m. for .22 Caliber, Monday - Friday
4:15 - 4:45 p.m. for Black Powder, Monday - Friday
Allow 15 -20 minutes to shoot

Activity:

136. Individual or with Buddy

Cost:

137. 25¢ for five shots with the .22 caliber rifle

75¢ per shot with the Black Powder rifle

Scouts enrolled in the Rifle Merit Badge may shoot during the afternoon at no additional cost, if they are working on qualification.

138. Come shoot a .22 caliber or black powder rifle. This is an open-time activity or for those who need some additional time to qualify for the merit badge. Everyone must know proper safety rules before shooting. Shooting tickets may be purchased in the Trading Post. Best-Shot competitions will be held for boys and adults.



Rifle Shooting Merit Badge - .22 Caliber Option

Location:

139. Rifle Range

Times:

140. 8:50 - 9:50 a.m., Monday - Friday
9:10 - 10:10 a.m., Monday - Friday
9:30 - 10:30 a.m., Monday - Friday
9:50 - 10:50 a.m., Monday - Friday
or 10:10 - 11:10 a.m., Monday - Friday

Activity:

141. Individual or with Buddy

Cost:

142. \$10.00

143. Safety is first and foremost at our rifle range. Scouts and adults may only shoot under the supervision of our adult, NRA Instructor Certified, range officer. Merit badge work is available for the most advanced shooters - this is a very hard badge to earn. Scouts may use the modern cartridge (.22 caliber) option or the muzzle-loading (black powder) option to complete the merit badge. Scouts who already have the merit badge may complete one of the other options just for fun if space permits. Everyone must know proper safety rules before shooting. The \$10.00 fee may be paid in the Trading Post.



Rifle Shooting Merit Badge - Black Powder Option

Location: 144. Rifle Range
Times: 145. 10:30 - 11:50 a.m., Monday - Friday
Activity: 146. Individual or with Buddy
Cost: 147. \$15.00



148. Safety is first and foremost at our rifle range. Scouts and adults may only shoot under the supervision of our adult, NRA Instructor Certified, range officer. Merit badge work is available for the most advanced shooters - this is a very hard badge to earn. Scouts may use the modern cartridge (.22 caliber) option or the muzzle-loading (black powder) option to complete the merit badge. Scouts who already have the merit badge may complete one of the other options just for fun if space permits. Everyone must know proper safety rules before shooting. The \$15.00 fee may be paid in the Trading Post.

Safe Swim Defense Training Safety Afloat Training

Location: 149. Swimming Pool
Times: 150. 10:00 a.m., Wednesday
Activity: 151. Adult Leader Training



Session last about an hour
152. Safe Swim Defense and Safety Afloat classes are required for all adults to attend. The Boy Scouts of America wants all troop aquatic outings to be under "qualified adult supervision." This special session is offered at 10:00 a.m. on Wednesday.

Scoutmasters' Bead Program

Location: 153. All over Camp
Times: 154. Anytime
Activity: 155. Adult Leaders



156. It is truly amazing what grown people will do for a little plastic bead. We give out beads for hiking to strange places (see the **Day Hiker** program) and for visiting various program areas and participating in some way. Collect them all.







Senior Patrol Leaders Meetings

Location: 157. Crafts Shelter
Times: 158. 8:15 a.m., Monday - Friday
Activity: 159. Senior Patrol Leaders



160. Many camp-wide activities and competitions are planned by the Camp Senior Patrol Leaders Council. Every troop should have its SPL or designee attend all SPL meetings.

161. The following are some of the types of events that may or may not be planned by the Camp Senior Patrol Leaders Council:














- 162.  Camp Jeopardy
- 163.  Ironman Competition
- 164.  Patch Trading Extravaganza
- 165.  Treacherous Triathlon
- 166.  Volleyball Tournament
- 167.  Water Polo Tournament

Seton Outpost Overnights



168. Scouts participating in camping, backpacking, and wilderness survival merit badges will be taking an overnight excursion to the Seton Outpost Camp on Thursday evening. This overnight excursion will seek to test the skills that Scouts have learned throughout the week. Scouts must bring a Backpack or Daypack with the following items:

169.

- 170.  Pair of long pants
- 171.  Long-sleeved shirt
- 172.  Hat
- 173.  Rainwear - poncho or parka
- 174.  Pocket-sized Rescue Blanket (thermal reflective)
- 175.  Wool or synthetic sweater in plastic bag
- 176.  Windbreaker
- 177.  2 one-quart plastic canteens or water bottles
- 178.  Pocket knife
- 179.  Compass
- 180.  Flashlight with fresh batteries (at least 2 AA size)
- 181.  Individual First Aid kit
- 182.  Whistle with neck cord

Shotgun Shooting Merit Badge

Location:

Times:

Activity:

Cost:

183. Shotgun Range

184. 2:00 - 2:50 p.m., Monday - Friday

185. Individual or with Buddy

186. \$35.00

187. Participants should be older and have previous experience firing shotguns. There is a \$35.00 fee, payable in the Trading Post, to cover ammunition and clay targets. Everyone must know proper safety rules before shooting.



Shotgun Shoot

Location:

Times:

Activity:

Cost:

188. Shotgun Range

189. 7:00 - 8:30 p.m., Monday or Thursday

190. Troop Activity (schedule with Shooting Sports Director)

191. 75¢ per shot



192. Adults and Scouts will have the opportunity to experience the Shotgun Shoot. This is simply a brief introduction to shotgun shooting, not the Shotgun Shooting Merit Badge. Everyone must know proper safety rules before shooting. Shooting Tickets may be purchased in the Trading Post.

Soil and Water Conservation Merit Badge

Location:

193. Nature Area

Times:

194. Open Session from 2:00 - 4:50 p.m., Monday - Thursday
Allow about an hour each day

Activity:

195. Individual or with Buddy



196. We highly recommend reading the entire merit badge pamphlet before camp.

Snorkeling BSA Award

Location:

197. Swimming Pool

Times:

198. 10:00 - 10:50 a.m., Monday - Friday
or 3:00 - 3:50 p.m., Monday - Friday

Activity:

199. Individual or with Buddy



200. Participants must be Blue Swimmers to begin. This is not a merit badge, but a BSA award that can be worn on swim trunks.

Special Merit Badge Opportunities



201. From time to time there are adult leaders in camp with special skills who can offer counseling in outdoor-oriented merit badges not normally offered in camp. Information on such opportunities will be made available at the Sunday Evening Leaders' Roundtable. If you are an adult leader who possesses a special skill, and you would like to counsel boys on that skill, please let us know in advance.

Swimming for Fun (Free Swim)

Location:

202. Swimming Pool

Times:

203. 11:00 - 11:50 a.m., Monday - Friday
and/or 4:00 - 4:50 p.m., Monday - Thursday

Activity:

204. Troop, Patrol, Buddy, or Individual



205. There is no scheduled instruction time, but staff members are available to assist those who need or want special help. One lane of the pool is set aside for those who wish to swim laps, just for exercise or for preparation for the Mile Swim. We use the Safe Swim Defense Plan to ensure safety in all aquatic activities. Be prepared for Buddy Checks.

Swimming Lessons

Location:

206. Swimming Pool

Times:

207. 9:00 - 9:50 a.m., Monday - Friday
or 2:00 - 2:50 p.m., Monday - Thursday

Activity:

208. Individual or with Buddy



209. Swimming Lessons are available for Scouts who wish to improve on their swimming ability. Non-swimmers (white) and beginners are highly encouraged to attend Swimming Lessons and try to move up to the next classification. Our goal is to have every Scout a "blue" swimmer or an improved swimmer. Attendance at all sessions is not required.

Swimming Merit Badge

Location:
Times:

210. Swimming Pool
211. Four sessions available:
9:00 - 9:50 a.m., Monday - Thursday; 10:00 - 10:50 a.m., Monday - Thursday
2:00 - 2:50 p.m., Monday - Thursday; or 3:00 - 3:50 p.m., Monday - Thursday

Activity:



212. Individual or with Buddy
213. Participants must be Blue Swimmers to begin.
214. Street Clothes are required for Swimming Merit Badge. Scouts will need low shoes, socks, underwear (or swim trunks), long pants, belt, and long-sleeve shirt. A jacket, sweater, or sweatshirt also may be worn. **WARNING!** These items will get soaking wet!

Tenderfoot, Second Class and First Class Rank Requirements

Location:
Times:

215. Scoutcraft
216. Open Sessions from 9:00 - 11:50 a.m., Monday - Friday,
or 2:00 - 4:50 p.m., Monday - Thursday
Allow as much time as needed

Activity:



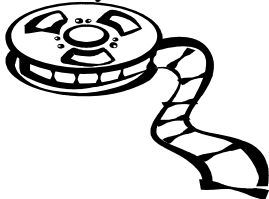
217. Individual or with Buddy
218. For Second-Year Campers who have not yet reached First Class, the staff will be available to help with specific rank requirements, Totin' Chip, and Firem' Chit. Scouts with only a few rank requirements to complete should probably use this option, rather than the full Baden-Powell Brigade program.
219. Troop leaders are encouraged to review and sign-off Scouts on what they have learned. The staff will not sign-off rank requirements.
220. The Great Southwest Council Camping Committee feels that most good troops have the resources available for boys to complete these rank requirements within the troop. We make this instruction available primarily for those troops who do not have these resources on their own. Please use discretion.

Movie & Game Night

Location:
Times:

221. All around the Lodge
222. 7:00 - 9:30 p.m., Tuesday
Specific event times vary and will be announced

Activity:



223. Come prepared to dress up as your favorite movie character.
224. Individual or with Buddy
Patrol
Camp-wide

Weather Merit Badge

Location:
Times:

225. Nature Area
226. Open Session from 9:00 a.m. - 11:50 a.m., Monday - Friday

Activity:



Allow about an hour each day

227. Individual or with Buddy

228. A few Requirements cannot be completed at camp; it is advisable that they be done before coming to camp. We highly recommend reading the entire merit badge pamphlet before camp.

Wilderness Survival Merit Badge

Location:

229. Scoutcraft Area

Times:

230. Open Session from 2:00 - 4:50 p.m., Monday - Thursday

Allow about an hour each day ; And **Seton Outpost** on Thursday Night

Activity:



231. Individual or with Buddy

232. This merit badge is for advanced Scouts (those who already have earned Camping merit badge). We highly recommend reading the entire merit badge pamphlet before camp. More information on the Seton Outpost is included in this section.

233. Wilderness Survival participants will go on a very special outpost. In addition to the items required for Seton Outpost, Scouts will also need:

234. Survival Kit (as per the requirement)

235. Items for their survival shelter

Woodcarving Merit Badge

Location:

236. Crafts Shelter

Times:

237. Open Session from 2:00 - 4:50 p.m., Monday - Friday

Allow about an hour each day

Activity:

238. Individual or with Buddy

Cost:

239. \$5.00 - \$10.00 or more



240. This badge is ideal for the first- or second-year Scout to work towards. Wood blocks and kits are available in the Trading Post.

Order of the Arrow

The purpose of the Order of the Arrow is:

- To recognize those campers who exemplify the Scout Oath and Law in their daily lives.
- To develop and maintain camping traditions and spirit.
- To promote Scout camping.
- To crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.



The Order of the Arrow is an important part of the spirit and lifeblood of Gorham Scout Ranch. The OA permeates all aspects of camp. Visit the Yah-Tah-Hey-Si-Kess Lodge website at www.lodge66.org for more information.

Order of the Arrow Unit Elections

Location:

241. Your Campsite

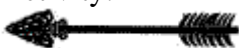
Times:

242. By Appointment with OA Camp Chief

Activity:

243. Troop

244. Troops are encouraged to hold their annual unit elections for the Order of



the Arrow prior to arrival at camp, but elections at camp are available for troops who wish to do so. Each chapter in the Yah-Tah-Hey-Si-Kess Lodge stands ready to assist in this process. Contact your Chapter Adviser or District Executive to arrange for an election. Many chapters conduct elections and call-outs at Spring Camporees.

245. The OA Ceremony Notification form, found in the appendix, should be completed prior to camp and turned-in at the first Leaders Roundtable on Opening Day.

246. In order to participate in elections, call-outs, or ceremonies, out-of-council units will need to obtain written permission from their home lodge.

247. Scouts complete the Ordeal at one of the two Conclave Weekends held each year. The first opportunity after camp is the OA Fall Conclave in September. If they were elected at summer camp, candidates may also opt to attend the Ordeal during the OA Spring Conclave, held the following May. Candidates have only twelve months in which to complete the Ordeal after election.

Order of the Arrow Call-Out Ceremony

Location:

248. Council Ring

Times:

249. 9:30 p.m. Friday (during Campfire)

Activity:

250. Camp-wide



251. Call-outs for the Order of the Arrow will be conducted near the closing of the Troop Talent Campfire on Wednesday evening. These Call Outs are for troops who held their election in the spring, but the individual was not called-out, or for troops holding their election at summer camp.

252. The OA Ceremony Notification form, found in the appendix, should be completed prior to camp and turned-in at the first Leaders Roundtable on Opening Day.

253. In order to participate in elections, call-outs, or ceremonies, out-of-council units will need to obtain written permission from their home lodge.

Ordeal Ceremony for New Candidates



254. We do not offer an opportunity to complete the Ordeal while at Summer Camp. Yah-Tah-Hey-Si-Kess Lodge offers two opportunities each year to do this: at the Spring Conclave in mid-May, and at the Fall Conclave in mid-September. Ordeal Candidates have twelve months to complete the Ordeal from the time of their election, or they must be re-elected.

Order of the Arrow Brotherhood Ceremony

Location:

255. Council Ring

Times:

256. 8:30 p.m., Wednesday (meet at Main Flagpole)

Activity:

Cost:



257. Order of the Arrow

258. \$15.00 Brotherhood Fee

259. Order of the Arrow members who have been Ordeal Members for at least ten months are highly encouraged to seal their membership in the Order of the Arrow by becoming brotherhood members. Yah-Tah-Hey-Si-Kess Lodge believes that this is extremely important, and wants to provide as many opportunities as possible for Ordeal members to become Brotherhood members. The current requirements for Brotherhood can be found in the Order of the Arrow Handbook or by visiting www.lodge66.org on the web. There is a \$15 fee for Brotherhood Candidates to cover the cost of new sash, flap and other items.

260. This activity is for Brotherhood Candidates (Ordeal members with at least ten months tenure who wish to seal the membership in the Order of the Arrow), Brotherhood members and Vigil Honor members of the Order of the Arrow. Brotherhood Candidates must pay a \$15 fee for ceremony items.

261. The OA Ceremony Notification form, found in the appendix, should be completed prior to camp and turned-in at the first Leaders Roundtable on Opening Day.

262. In order to participate in elections, call-outs, or ceremonies, out-of-council units will need to obtain written permission from their home lodge.

Order of the Arrow Crackerbarrel

Location:

Times:

Activity:



263. Dining Hall

264. 9:30 p.m., Wednesday

Allow about a half hour

265. Order of the Arrow

266. All Arrowmen, including Ordeal members, are invited to a special snack on Wednesday evening (after campfire) at the Dining Hall. This is a time to rekindle the spirit of the OA in the hearts of all Arrowmen and welcome our new Brotherhood members.

