

CAMP MINSI 2018



MERIT BADGE AND PROGRAM GUIDE



www.campminsi.org



BOY SCOUTS OF AMERICA®
MINSI TRAILS COUNCIL

About Camp Minsi

Camp Minsi is located on the shores of Stillwater Lake atop the beautiful Pocono Mountains in Pocono Summit, Pennsylvania. Donated by Samuel Rubel of New York City to the Boy Scouts of America in 1949, Camp Minsi encompasses more than 1,200 acres of Pennsylvania woodlands while the 314-acre Stillwater Lake provides Scouts with sailing, swimming, fishing and other aquatic activities. Summer camp is the pinnacle of Scouting's outdoor program. With many unique program areas, Scouts have the opportunity to experience a variety of exciting activities at Camp Minsi. This summer is filled with new programs and activities designed to peak the interests of every camper - from newest campers to the seasoned veterans. This guide, in addition to the summer camp website (www.campminsi.org), has been assembled to help Scouts and leaders be prepared for their summer camp experience.



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An Introduction to Merit Badges

This directory outlines details for all of the various merit badge programs available to Scouts this summer at Camp Minsi. While merit badges and advancements are only a portion of the overall summer camp experience, we want to ensure that each Scout is prepared to succeed in earning the badges they set out for and get the most out of these exciting programs. Our ultimate goal is to provide a fun program full of meaningful learning to all Scouts. **Be prepared!** Scouts should review the requirements for each badge that they intend on taking before their week at camp.

Scouts should be sure to complete any necessary **pre-requisite requirements** before coming to camp. Due to the nature of some requirements, and the limitations of the summer camp setting, the listed requirements cannot be completed in the merit badge class. In many cases a signed note from a Scout leader is sufficient to show proof of a pre-requisite; or bringing a copy of the written requirement (such as a report, letter, or menu). Please be sure to complete all pre-requisites prior to coming to camp to ensure a completed merit badge at the end of the week. In some cases, Scouts will not be able to work on or complete other requirements without having completed the pre-requisite requirements first. To help ensure that all Scouts have a meaningful and worthwhile merit badge experience, Scouts who have not completed the pre-requisites prior to camp may be encouraged by the councilor to find another merit badge to take at that time (especially in the cases of Eagle-required merit badges).

Some merit badges, particularly those in the Handicraft and Shooting Sports areas, have **additional costs** associated with the class. Craft kits, shooting tickets, or other necessary items needed to complete specific requirements are sold in the trading post. Approximate costs for the materials needed for each badge are listed in this guide. Please be prepared for these purchases. Other badges may require that Scouts bring certain items with them to camp – such as a bicycle for Cycling, a GPS for Geocaching, or fishing gear for Fishing – please review the badge descriptions in order to be prepared.

To help Scouts make appropriate badge selections, each badge has been assigned a difficulty rating. One star denotes an easier badge, while three stars denote more challenging ones. Scoutmasters and unit leaders should guide Scouts in their merit badge selections. An *Application for Merit Badge* (aka “blue card”), signed by an approved Scout leader, is required for each merit badge a Scout takes.



Aquatics



Canoeing

Times: 9:00am – 9:50am **OR** 11:00am – 11:50am **OR** 2:00pm – 2:50pm

Pre-requisites: 2 (must be able to classify as a *Swimmer*)

Difficulty level: ★ ★

Description: For centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the outdoor experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.



Kayaking

Times: 9:00am – 9:50am **OR** 10:00am – 10:50am **OR** 11:00am – 11:50am **OR** 2:00pm – 2:50pm

Pre-requisites: 2 (must be able to classify as a *Swimmer*)

Difficulty level: ★ ★

Description: Kayaking has become a mainstay in outdoor recreation. Kayaking is a great workout, a soothing way to clear your mind, and an ideal reason **to** get outside.



Lifesaving

Times: 10:00am – 10:50pm

Pre-requisites: 1a (must be able to classify as a *Swimmer*)

Difficulty level: ★ ★ ★

Description: 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, and the judgment of how to act in an emergency.



Rowing

Times: 10:00am – 10:50am

Pre-requisites: 2 (must be able to classify as a *Swimmer*)

Difficulty level: ★ ★

Description: Rowing, using 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.



Small Boat Sailing

Times: 9:00am – 10:45am **OR** 2:00pm – 3:45pm (*special double-block program*)

Pre-requisites: 2 (must be able to classify as a *Swimmer*)

Difficulty level: ★ ★ ★

Description: Sailing is one of the most enjoyable pastimes on the open water. However, smooth sailing requires paying careful attention to safety. Scouts must also attend the sailing orientation on Monday during siesta.



Swimming

Times: 11:00am – 11:50am **OR** 2:00pm – 2:50pm

Pre-requisites: 2 (must be able to classify as a *Swimmer*), 7 (should have previous diving experience)

Difficulty level: ★ ★

Description: 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 various swimming skills.

Citizenship & Communications



Citizenship in the Nation

Time: 11:00am – 11:50am

Pre-requisites: 2, 8

Difficulty level: ★ ★ ★

Description: 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. This Eagle-required merit badge is recommended for older and more experienced Scouts.



Citizenship in the World

Time: 10:00am – 10:50am

Pre-requisites: 7

Difficulty level: ★ ★ ★

Description: 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. This Eagle-required merit badge is recommended for older and more experienced Scouts.



Communications

Time: 9:00am – 9:50am *OR* 2:00pm – 2:50pm

Pre-requisites: 5, 8

Difficulty level: ★ ★ ★

Description: Communications merit badge focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication. Scouts must attend a public meeting (requirement 5) prior to coming to camp and be prepared to discuss the experience. This Eagle-required merit badge is recommended for more experienced Scouts.

Ecology/Conservation



Environmental Science

Times: 11:00am – 11:50am *OR* 4:00pm – 4:50pm

Pre-requisites: 3e, 3f

Difficulty level: ★ ★ ★

Description: 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. This Eagle-required merit badge is recommended for older Scouts. This badge requires Scouts to make and record daily observations of at least 20-minutes outside of the regularly scheduled class time.



Fish & Wildlife Management

Time: 9:00am – 9:50am

Pre-requisites: 5

Difficulty level: ★

Description: Wildlife management is the science and art of managing the wildlife with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species.



Fishing

Time: 9:00am – 9:50am **OR** 2:00pm – 2:50pm

Pre-requisites: none

Difficulty level: ★ ★

Description: 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." Scouts will spend time fishing and learning skills to become better anglers. Bring your own fishing rod and tackle. Be prepared to fish!



Forestry

Time: 2:00pm – 3:45pm *(special double-block program in conjunction with Forestry merit badge)*

Pre-requisites: none

Difficulty level: ★ ★

Description: 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.



Mammal Study

Time: 4:00pm – 4:50pm

Pre-requisites: none

Difficulty level: ★

Description: A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.



Pulp & Paper

Time: 2:00pm – 3:45pm *(special double-block program in conjunction with Forestry merit badge)*

Pre-requisites: none

Difficulty level: ★ ★

Description: Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper. Scouts will learn about the papermaking process, types of paper and how to recycle paper products.



Reptile & Amphibian Study

Time: 10:00am – 10:50am

Pre-requisites: 8

Difficulty level: ★★

Description: 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 a greater appreciation for all native wildlife.



Soil & Water Conservation

Time: 11:00am – 11:50am

Pre-requisites: none

Difficulty level: ★★

Description: It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.



Weather

Time: 10:00am – 10:50am **OR** 3:00pm – 3:50pm

Pre-requisites: 9

Difficulty level: ★

Description: 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.

Handicraft



Art

Times: 9:00am – 9:50am **OR** 2:00pm – 2:50pm

Pre-requisites: 6

Costs: Approximately \$10.00

Difficulty level: ★

Description: This merit badge concentrates on two-dimensional art. It includes 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. Scouts must visit a museum or art exhibit prior to coming to camp (requirement 6).



Basketry

Times: 10:00am – 10:50am **OR** 3:00pm – 3:50pm

Pre-requisites: none

Costs: Approximately \$15.00

Difficulty level: ★

Description: Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts or around the house. Scouts must purchase approximately \$15.00 worth of materials from the trading post – including a basket kit and a stool kit.

**Leatherwork****Times:** 9:00am – 9:50am **OR** 2:00pm – 2:50pm**Pre-requisites:** 5**Costs:** Approximately \$10.00**Difficulty level:** ★

Description: 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.

**Pottery****Times:** 10:00am – 10:50am **OR** 3:00pm – 3:50pm**Pre-requisites:** 7**Costs:** Approximately \$15.00**Difficulty level:** ★ ★

Description: 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.

**Space Exploration****Time:** 4:00pm – 4:50pm**Pre-requisites:** none**Costs:** Approximately \$15.00**Difficulty level:** ★ ★

Description: Scouts will also explore science, history and future of the space program. Scouts are required to launch and retrieve a model rocket they build themselves. The necessary model rocket kits are available through the trading post.

**Textiles****Time:** 11:00am – 11:50am**Pre-requisites:** none**Difficulty level:** ★ ★

Description: People use countless fibers and fabrics in their everyday lives: clothes, carpets, curtains, towels, sheets, upholstered furniture. Add to that list boat sails, book bindings, bandages, flags, sleeping bags, mailbags, airbags, seat belts, backpacks, parachutes, umbrellas, basketball nets, and more.

**Wood Carving****Times:** 11:00am – 11:50am **OR** 4:00pm – 4:50pm**Pre-requisites:** 2a**Costs:** Approximately \$5.00**Difficulty level:** ★

Description: 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.

Health Lodge



Emergency Preparedness

Times: 10:00am – 10:50am *OR* 3:00pm – 3:50pm

Pre-requisites: 1, 2c, 8b

Difficulty level: ★ ★

Description: 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. Scouts must earn First Aid merit badge in order to complete Emergency Preparedness (requirement 1).



Fire Safety

Times: 11:00am – 11:50am

Pre-requisites: *none*

Difficulty level: ★ ★

Description: The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.



First Aid

Times: 9:00am – 9:50am *OR* 4:00pm – 4:50pm

Pre-requisites: 1, 2d

Difficulty level: ★ ★

Description: 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. This Eagle-required merit badge is recommended for more experienced Scouts.



Medicine

Times: 2:00pm – 2:50pm

Pre-requisites: *none*

Difficulty level: ★ ★ ★

Description: The practice of medicine has a rich history that spans several centuries. Since the first use of plants and other items as simple medicines and balms, many men and women have contributed to the advancement of the "healing arts."

Minsi Village



Archeology

Times: 2:00pm – 2:50pm

Pre-requisites: 4

Difficulty level: ★ ★ ★

Description: 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. Scouts will learn the science and art of uncovering the past at our Minsi Indian Village as part of this merit badge class.



Indian Lore

Times: 3:00pm – 3:50pm

Pre-requisites: none

Costs: Approximately \$15.00

Difficulty level: ★

Description: 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.



Wilderness Survival

Time: 4:00pm – 4:50pm

Pre-requisites: 5

Difficulty level: ★ ★ ★

Description: In their outdoor activities, Scouts learn to be prepared, and do their best to manage any risks. Scouts will practice survival skills - building shelters, foraging for food, and staying alive. Scouts are required to attend the Wilderness Survival Outpost.

Quartermaster Crew



Automotive Maintenance

Time: 10:00am – 10:50am

Pre-requisites: none

Difficulty level: ★ ★ ★

Description: Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Understanding how a vehicle operates allows Scouts to understand why certain maintenance is required to keep their vehicles in tip-top shape.

**Home Repairs****Time:** 3:00pm – 3:50pm**Pre-requisites:** *none***Difficulty level:** ★ ★

Description: Earning the Home Repairs merit badge can lead to a lifetime of personal and financial rewards: Doing basic home repairs provides a sense of personal pride in one's achievements and increased self-confidence.

**Metalwork****Time:** 2:00pm – 2:50pm**Pre-requisites:** *none***Costs:** Approximately \$10.00**Difficulty level:** ★ ★ ★

Description: 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 blacksmithing to forge metal.

**Woodwork****Time:** 11:00am – 11:50am**Pre-requisites:** *none***Costs:** Approximately \$20.00**Difficulty level:** ★ ★ ★

Description: Wood is an amazingly versatile, practical, yet beautiful material. A skilled craftsman can use wood to fashion just about anything. As a woodworker or carpenter, you will find no end of useful, valuable, and fun items you can make from wood.

ScoutCraft

**Backpacking****Times:** 11:00am – 11:50am**Pre-requisites:** 9, 10, 11**Difficulty level:** ★ ★

Description: Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. In addition, Scouts will discover how to protect the environment by traveling and camping without leaving a trace. By mastering the basics of backpacking, Scouts will develop an even deeper respect for the outdoors.

**Camping****Times:** 9:00am – 9:50am **OR** 4:00pm – 4:50pm**Pre-requisites:** 7, 8d, 9**Difficulty level:** ★ ★

Description: Camping is one of the best-known methods of the Scouting program. When he founded the Scouting movement in the early 1900s, 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. This Eagle-required merit badge is recommended for more experienced Scouts.

**Cooking**

Time: 10:00am – 11:45am (*special double-block program*)

Pre-requisites: 4, 5, 6

Difficulty level: ★ ★ ★

Description: 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. This Eagle-required merit badge is recommended for more experienced Scouts.

**Exploration**

Times: 2:00pm – 3:45am (*special double-block program in conjunction with Hiking merit badge*)

Pre-requisites: 4, 5

Difficulty level: ★ ★

Description: Explorers engage in search and discovery of information and resources. In human history, its most dramatic rise was during the Age of Discovery when European explorers sailed and charted much of the world. Since then, major explorations after the Age of Discovery have occurred for reasons mostly aimed at information discovery. Scouts will learn how to become an explorer and chart their own course.

**Geocaching**

Time: 2:00pm – 3:45pm (*special double-block program*)

Pre-requisites: 7, 8

Difficulty level: ★ ★ ★

Description: 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. Scouts must bring their own GPS (or a GPS-enabled Smartphone with a Geocaching or WayPoint tracking app).

**Hiking**

Time: 2:00pm – 3:45am (*special double-block program in conjunction with Exploration merit badge*)

Pre-requisites: 5, 6, 7

Difficulty level: ★ ★

Description: Hiking is a terrific way to keep your body and mind in top shape. Exploring the outdoors challenges you with discoveries and new ideas.

**Pioneering**

Time: 9:00am – 9:50am

Pre-requisites: none

Difficulty level: ★ ★ ★

Description: 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.



Signs, Signals and Codes

Time: 4:00pm – 4:50pm

Pre-requisites: none

Difficulty level: ★ ★ ★

Description: The Signs, Signals, and Codes merit badge covers Morse code, American Sign Language (ASL), Braille, signaling, trail markings, and other nonverbal communications. Scouts will learn how to send and receive messages with a variety of different communication methods.

Shooting Sports



Archery

Times: 9:00am – 10:45am **OR** 2:00pm – 3:45pm (*special double-block program*)

Pre-requisites: none

Costs: Approximately \$8.00

Difficulty level: ★ ★

Description: 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. Scouts must purchase an arrow kit from the trading post.



Rifle Shooting

Times: 2:00pm – 3:45pm (*special double-block program*)

Pre-requisites: 1f

Costs: \$20.00

Difficulty level: ★ ★

Description: A rifle, like any other precision instrument, is manufactured to perform a specific task and, if handled correctly, 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.



Shotgun Shooting

Time: 9:00am – 10:45am (*special double-block program*)

Pre-requisites: 1f

Costs: \$30.00

Difficulty level: ★ ★ ★

Description: A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

Sports & Recreation



Athletics

Time: 9:00am – 9:50am (*in conjunction with Sports merit badge*)

Pre-requisites: 3, 5

Difficulty level: ★ ★

Description: Being involved in an athletic endeavor is not only fun, but it also a great way to fulfil the promise each Scout makes "to keep myself physically strong."



Chess

Times: 10:00am – 10:50am

Pre-requisites: none

Difficulty level: ★ ★

Description: Chess is one of the world's most popular games, played by millions of people worldwide. Scouts will explore the game of chess while learning the history, rules strategies, and techniques of the game. It is recommended that Scouts bring a chess board to camp to play and practice in their campsite throughout the week.



Cycling

Time: 11:00am – 11:50am

Pre-requisites: 7b3, 7b4 **OR** 7a1, 7a2, 7a3

Difficulty level: ★ ★

Description: Scouts will learn about bicycles and cycling by working on the requirements for this badge. You must bring your own bike and helmet to participate in the program.



Music

Time: 9:00am – 9:50am

Pre-requisites: none

Difficulty level: ★ ★

Description: The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. If a Scout plays a musical instrument, they are encouraged, but not required, to bring it.



Personal Fitness

Time: 10:00am – 10:50am

Pre-requisites: 6, 7, 8

Difficulty level: ★ ★ ★

Description: Personal fitness is an individual effort and desire to be the best one can be. Personal Fitness merit badge focuses on developing good physical, mental, social and emotional health. This is a challenging and Eagle-required merit badge, and is recommended for more experienced Scouts.

**Sports**

Time: 9:00am – 9:50am *(in conjunction with Athletics merit badge)*

Pre-requisites: 4, 5

Difficulty level: ★ ★

Description: Millions of people participate in sports every year. For some the appeal is the close friendships that come with being part of a team. For some, the personal fitness is so important that exercise becomes a daily need. And still others desire the feeling of achievement, that feeling of improvement that comes with dedication to a sport.

**Theater**

Time: 11:00am – 11:50am

Pre-requisites: 3

Difficulty level: ★ ★ ★

Description: While earning the Theater merit badge, Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side. Much more goes on in theater than meets the audience's eye.

Trading Post

**Salesmanship**

Times: 10:00am – 10:50am

Pre-requisites: 5

Difficulty level: ★ ★

Description: By studying salesmanship, Scouts can learn self-confidence, motivation, friendliness, and the persistence necessary to overcome obstacles and solve problems. Sales can offer a challenging and rewarding career for those who enjoy interacting with people from all walks of life.

Camp Minsi 2018 – Merit Badge Schedule

	9:00 – 9:50	10:00 – 10:50	11:00 – 11:50	2:00 – 2:50	3:00 – 3:50	4:00 – 4:50
Aquatics	Canoeing	Rowing	Canoeing	Canoeing	Open swimming and Open boating	
	Kayaking	Kayaking	Kayaking	Kayaking		
	Small-boat Sailing		Swimming	Swimming		
	<i>Instructional swim</i>	Lifesaving	<i>Boardsailing, BSA</i>	Small-boat Sailing		<i>Mile Swim BSA</i>
Cit-Com	Communications	Citizenship in the World	Citizenship in the Nation	Communications	Adult leader training	
Ecology Conservation	Fishing	Reptile & Amphibian Study	Environmental Science	Fishing	Weather	Environmental Science
	Fish & Wildlife Management	Weather	Soil & Water Conservation	Forestry / Pulp & Paper		Mammal Study
Handicraft	Art	Basketry	Wood Carving	Art	Basketry	Wood Carving
	Leatherwork	Pottery	Textiles	Leatherwork	Pottery	Space Exploration
Health Lodge	First Aid	Emergency Preparedness	Fire Safety	Medicine	Emergency Preparedness	First Aid
Minsi Village				Archeology	Indian Lore	Wilderness Survival
Quartermaster			Automotive Maintenance	Woodwork	Metalwork	Home Repair
ScoutCraft	Camping	Cooking		Geocaching		Camping
	Pioneering		Backpacking	Exploration / Hiking		Signs, Signals and Codes
Shooting Sports	Archery		Open archery	Archery		Open archery
	Shotgun Shooting		Open shotgun	Rifle Shooting		Open rifle
Sports & Recreation	Athletics / Sports	Personal Fitness	Cycling	Afternoon Adventures M: Hickory Run / T: Rafting / W: COPE / W: Muck Hike / T: Mt Minsi / F: Biking		
	Music	Chess	Theater			
Trading Post	<i>Open Trading Post</i>	Salesmanship	<i>Open Trading Post</i>	<i>Open Trading Post</i>		
Trail to Adventure	First-year Camper Program			First-year Camper Program		

www.campminsi.org/badges

Be prepared! Review the full Camp Minsi Merit Badge Guide for pre-requisite requirements, additional costs, and more information on each merit badge.

The Trail to Adventure

The Trail to Adventure (TTA) is Camp Minsi's first-year camper program. The daily 3-hour program runs a mirror schedule, meaning that the same program is offered in both the morning and the afternoon, allowing the other half of a Scout's day for merit badges and other programs throughout camp. During the course of the week, Scouts will build many of the skills necessary to earn the ranks of Scout, Tenderfoot, Second Class, and First Class while building teamwork, leadership, and other Scout skills.



Monday – An Introduction to Scout Camp, Flags, and Knives

The Trail to Adventure program utilizes the patrol method. The week starts with Scouts being divided into patrols and choosing a patrol name and cheer. Scouts will learn the history of the American flag, as well as how to fold, raise, lower, and care for the American flag. Scouts will visit several program areas in camp as they complete various requirements and get an introduction to Boy Scouts and summer camp. Additionally, Scouts will review the rules and guidelines of safe knife, axe and saw use in order to earn their BSA Totin' Chip cards.



Monday Evening – TTA Super Shooter

On Monday evening, all first-year Scouts in camp are invited to the shooting ranges for the TTA Super Shooter. This special program allows new Scouts to get special shooting experiences at both the rifle range and the archery range.



Tuesday – First Aid and Being Prepared

Scouts will learn and demonstrate first aid skills and how to be prepared in emergency situations. Scouts will depart on Camp Minsi's interactive First Aid Trail! They will come across various stations throughout camp featuring real-world first aid scenarios and will be asked to apply their first aid knowledge and skills.



Wednesday – Hiking and Backcountry Safety

The center of the week features a special backcountry hike in the backwoods of Camp Minsi. Before departing, Scouts will review important hiking safety tips and basic map and compass skills. Scouts are expected to bring proper footwear for this hike along with at least one full water bottle.



Wednesday Night – TTA Outpost (Fires, Cooking and Leave-No-Trace)

On Wednesday evening, TTA Scouts will take part in a special outpost. They will demonstrate their fire-building skills, cook their own dinner, learn the principals of Leave-No-Trace, and spend the night as a group away from their troops. Scouts will review the rules and guidelines of fire safety in order to earn their BSA Firem'n Chit cards. Scouts should be prepared and bring a sleeping bag, water bottle, and a ground-cloth or tarp to sleep on.



Thursday – Aquatics

On Thursday, TTA will travel to Waterfront for a variety of aquatic-based activities. While at Waterfront, Scouts will learn the principles of the BSA's Safe Swim Defense and Safety Afloat. Additionally, Scouts will learn and demonstrate various water rescues, boating skills, and have an opportunity for some free swimming in Stillwater Lake.



Friday – Knots, Rope, and Service

Friday is all about knots. Scouts will learn how to tie basic Scout knots: including the square knot, bowline, two half hitches, taut-line hitch, and the clove hitch. Scouts will also learn how to care for and whip and fuse rope. The week will conclude with Scouts reviewing the skills they learned throughout the week and giving back to Camp Minsi and doing a "good turn" by completing a camp improvement service project.

Wednesday Night Outposts



Voyager Outpost

Paddle our giant war canoe across the lake to a special rendezvous where you'll step back in time and experience unique backcountry activities – including blacksmithing, lumberjacking, tomahawk and knife throwing, and hot-iron branding. You'll cook your own meal and spend the night at our special rendezvous site.



Trail to Adventure Outpost

On Wednesday evening, Scouts in the Trail to Adventure program will take part in a special overnight outpost. They will demonstrate their fire-building skills, cook their own dinner, and practice other camping and outdoor skills. Scouts should be prepared and bring a sleeping bag, water bottle, and a ground-cloth or tarp to sleep on.



Wilderness Survival Outpost

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. Scouts will build and sleep in their own survival shelters, start a matchless fire, and cook their dinner. This outpost is required for all Wilderness Survival merit badge participants.



Camp Minsi Afternoon Adventures

If you are a thrill-seeker looking for outdoor challenges and fun, then look no further than Camp Minsi's exciting Afternoon Adventures. These programs provide a variety of unique outdoor adventures in the heart of the Poconos! Scouts must be at least 14-years-old (or 13-years-old and have completed the 8th grade) to participate in all of the off-site adventures; additional fees required to cover transportation and equipment rentals for off-site adventures.



Hickory Run Expedition – Monday

Scouts will explore Hickory Run State Park in the western foothills of the Pocono Mountains. You'll explore the majestic 25-foot Hawk Falls and traverse the striking bolder field (a National Natural Landmark).

Additional cost: \$15.00 per person



Whitewater Rafting – Tuesday

Enjoy a fun-filled rafting trip on the Lehigh River. The eight-mile trek gives Scouts and leaders an afternoon of fun on the river interspersed with a touch of Class III rapids.

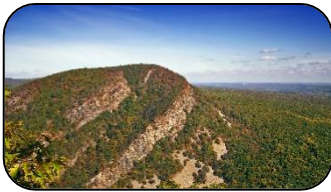
Additional cost: \$30.00 per person



Hawkeye Action COPE – Wednesday

Climb and zipline! Reach new heights as you navigate an exciting high ropes COPE course that consist of a 60-foot climbing tower, cargo nets, caving ladders, and thrilling 175-foot zip-line!

Additional cost: \$15.00 per person



Mount Minsi Hike – Thursday

Ascend 1,500 feet to the summit of Mount Minsi in the Delaware Water Gap. The six-mile hike, along portions of the Appalachian Trail, provides impressive views and breathtaking vistas.

Additional cost: \$15.00 per person



Mountain Biking – Friday

Ride through the Lehigh River Gorge. As you pedal the 25-mile trail, you'll see fantastic rock formations, waterfalls, historic sites, and abundant wildlife. Bicycle and helmet rental included.

Additional cost: \$30.00 per person

↑ **Do all five Afternoon Adventures for only \$95.00** ↑



Minsi Voyageurs – Wednesday **alternative in-camp adventure**

Paddle across Stillwater Lake to our special rendezvous site full of such activities as blacksmithing, woodsmithing, tomahawk and knife throwing, hot-iron branding, lumberjacking, pioneer games, crafts, Dutch oven cooking, and more.

Open to all ages – no cost



The Muck Hike – Wednesday **alternative in-camp adventure**

Here's is an experience you will never forget! The infamous Minsi Muck Hike takes deep into the muddy swamps and bogs as you hike (and occasionally swim) through thick mud.

Open to all ages – no cost

Adult Leader Trainings & Programs

Training helps adult leaders deliver quality Scouting experiences to their youth. While at camp this summer, leaders can utilize their time to get trained (and have fun) with a variety of adult leader training opportunities. Leader-specific training will be offered to any interested adult leaders throughout the week. These sessions include hands-on practical training in the program areas alongside the Scouts, plus several evening sessions that occur while Scouts are at evening program. This is a great opportunity for leaders to get these essential trainings completed.



Scoutmaster Position-Specific Training

Time: Monday @ 7PM @ the AdPad
Tuesday @ 7PM @ the AdPad
Wednesday @ 7PM @ the AdPad
Friday @ 7PM (make up session)

Description: This course provides Scoutmasters and Assistant Scoutmasters with the basic information and tools they need to lead successful Boy Scout troops. Leaders who complete this course, Introduction to Outdoor Leader Skills, and Youth Protection Training are considered "trained" for those positions.



Introduction to Outdoor Leader Skills

Time: Monday @ 3PM @ Trail to Adventure
Tuesday @ 3PM @ Health Lodge
Thursday @ 3PM @ ScoutCraft
Friday @ 3PM (make up session)

Description: Outdoor skills are critical to the success of the Scouting program, and Introduction to Outdoor Leader Skills will provide leaders with the basic outdoor skills information needed to start a program right. The skills taught are based on the outdoor skills found in The Boy Scout Handbook.



BSA Safe Swim Defense

Time: Monday @ 1PM @ the Ad-Pad

Description: Safe Swim Defense training teaches the basic principles necessary for conducting a safe swimming activity. Adult leaders supervising a swimming activity must have completed the BSA Safe Swim Defense training.



BSA Safety Afloat

Time: Tuesday @ 1PM @ the Ad-Pad

Description: Safety Afloat training has been developed to promote boating and boating safety and to set standards for safe unit activity afloat. Adult leaders supervising activities afloat must have completed Safety Afloat training within the previous 2 years.



BSA Swim & Water Rescue

Time: *By appointment at Waterfront during the Lifesaving merit badge class.*

Description: Training for BSA Swim & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies. It expands upon the awareness instruction provided by Safe Swim Defense training.



BSA Paddle Craft Safety

Time: *By appointment at Waterfront during the Canoeing or Kayaking merit badge classes.*

Description: BSA Paddle Craft Safety expands Safety Afloat training to include the skills and knowledge needed for a unit leader to confidently supervise safe boating activities.



American Red Cross First Aid Certification

Time: Monday–Friday, 9:00AM – 9:50AM **OR** 4:00PM – 4:50PM @ the Health Lodge

Cost: \$15 per participant

Description: The First Aid course incorporates the latest science and meets OSHA guidelines. You will gain knowledge in treating sick and injured adults and children, and learn to recognize and care for a variety of first aid emergencies such as burns, cuts, scrapes, sudden illnesses, head, neck, back injuries, heat and cold emergencies. Students who successfully complete the course will receive a First Aid certificate valid for 2 years.



American Red Cross Adult & Pediatric CPR/AED Certification

Time: Monday-Tuesday, 7:00PM – 9:00PM @ the Health Lodge

Cost: \$40 per participant

Description: This CPR/AED course incorporates the latest science and teaches students how to respond to breathing and cardiac emergencies to help victims of any age – adults (12 years and older) and pediatric (infants and children up to 12 years of age). Through a combination of instructor-led classroom presentation and skill sessions, you'll practice and demonstrate skills required for certification. Students who successfully complete this course will receive a certificate for Adult and Pediatric CPR/AED valid for 2 years.



Leave No Trace Awareness

Time: *By appointment at ScoutCraft or Econ.*

Description: Learn the principles of Leave-No-Trace and Outdoor Ethics. The Boy Scouts of America is committed to implementing Leave No Trace at all levels of the program.



Scout Leader Merit Badge

Time: *On your own, open all week.*

Description: Camp Minsi's Scout Leader Merit Badge is a progressive award for adult leaders. The program encourages leaders to get out of the campsite and participate in a variety of fun and challenging activities throughout camp. Scout Leader Merit Badge requirement sheets can be picked up in the Ad-Pad and completed throughout the week.

Special Camp-wide Programs

Evening Programs

Special evening programs and presentations will be announced throughout the week. Evening activities include: open swimming and boating, spar-pole climbing, special shooting sports opportunities, sports and games, troop competitions, astronomy observations, crafts, special presentations, service opportunities, and more.

Thursday Evening Site Cook-In Night

On Thursday evening, the dining hall will not provide a cooked meal; instead, units will be provided with ingredients to cook their own dinner. Each unit will choose a dinner option and are encouraged to bring their own cooking equipment and mess kits to prepare and eat the meal in their campsite. Recipe sheets with cooking instructions will be available for each meal option; although troops can be creative and provide their own additional outside ingredients or supplements. Troops are also encouraged to invite staff members to their sites to join them for the meal and the fellowship of Scouting.

Order of the Arrow Callout Ceremony

On Thursday evening the Order of the Arrow will perform their public recognition ceremony, known as the call-out. Arrangements for those who will be called out should be confirmed with the OA coordinator prior to the ceremony.

The Muck Hike

Here's is an experience you will never forget! This Wednesday afternoon (2pm-5pm) hike takes Scouts and leaders through the muddy swamps on the western edge of Camp Minsi as they hike (and occasionally swim) through thick mud.

The event concludes with a mob of muddy Scout descending upon the waterfront to cleanse in the lake. The hike is open to all Scouts and leaders. Bring clothing (and footwear) that can get extremely wet and dirty (and most likely thrown away afterwards). A special patch is available in the Trading Post to commemorate the experience.

Frigid Froggy

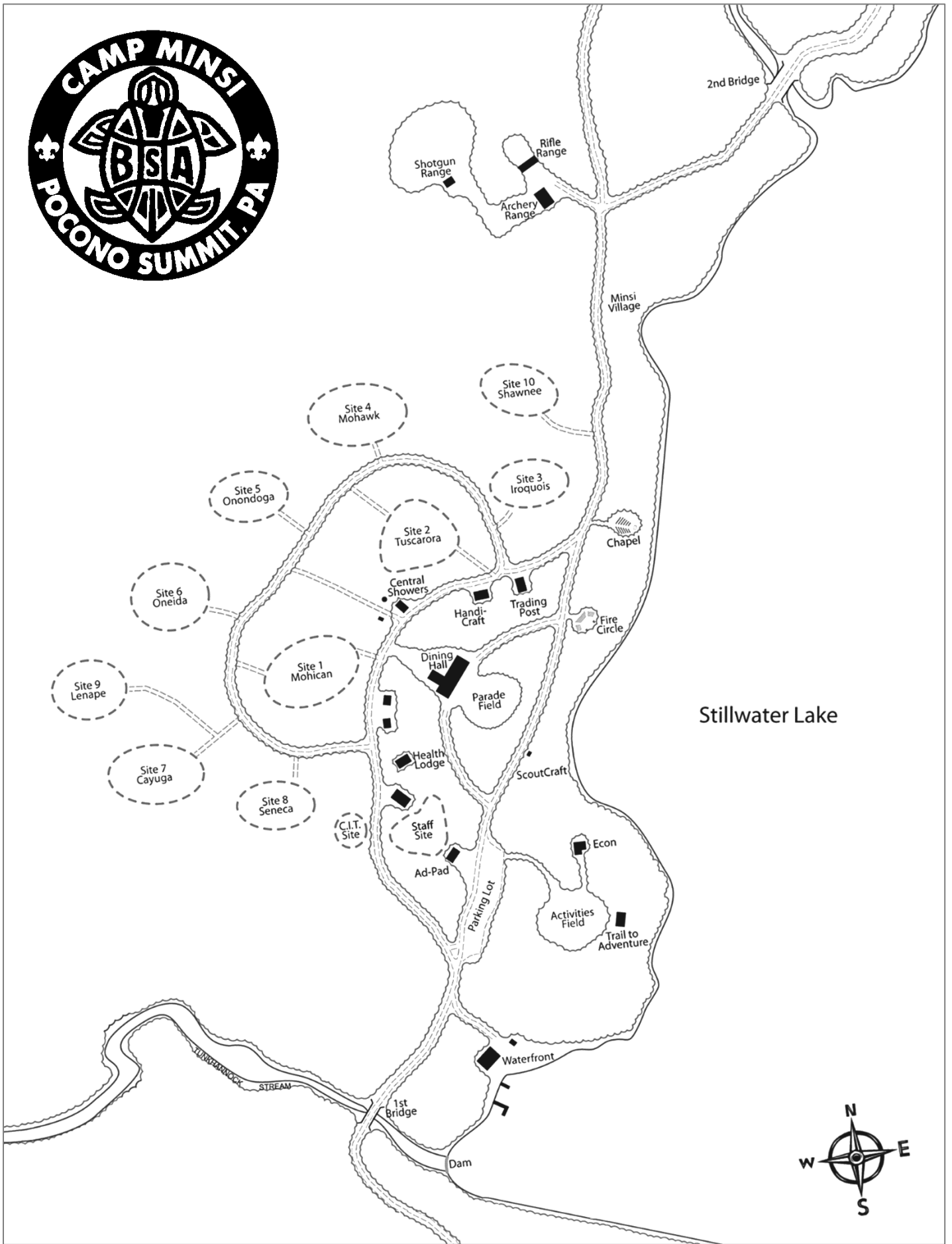
Take an early morning dip in the lake each morning at 6:30AM. This is a great way to start your day at camp. Scouts and leaders who attend all five days will earn a special patch. Additionally awards are given to units with the best overall attendance.

Stillwater Voyageur Outpost

Step back in time and visit our backcountry rendezvous site along the shores of Stillwater Lake. Scouts can participate in a variety of activities, including: blacksmithing, woodsmithing, tomahawk and knife throwing, hot-iron branding, lumberjacking, pioneer games, finger weaving and mountainman crafts, backcountry exploration, Dutch oven cooking, primitive fire starting, wilderness survival, living history, storytelling, fellowship, and more.

Camp Minsi Honor Troop Award

The Camp Minsi Honor Troop Award is awarded to units that exemplify the aims and methods the Scouting program. The Honor Troop Award encourages Scout spirit, teamwork, and participation during your week at camp. Honor Troop tracking sheets can be picked up in the Ad-Pad throughout the week.



Camp Minsi 2018 - Weekly Schedule

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
6:30 AM							
7:00 AM		Frigid Froggy	Frigid Froggy	Frigid Froggy	Frigid Froggy	Frigid Froggy	
7:30 AM					<i>Outposts Return</i>		
8:00 AM		Colors	Colors	Colors	Colors	Colors	
8:30 AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	
9:00 AM	<i>Early Arrival</i> <i>Arrive and gather, Move in to campsite, etc.</i>						
9:30 AM		Morning Programs	Morning Programs	Morning Programs	Morning Programs	Morning Programs	Closing Ceremonies
10:00 AM		<i>Merit Badges, Trail to Adventure, Open Programs, etc.</i>	<i>Merit Badges, Trail to Adventure, Open Programs, etc.</i>	<i>Merit Badges, Trail to Adventure, Open Programs, etc.</i>	<i>Merit Badges, Trail to Adventure, Open Programs, etc.</i>	<i>Merit Badges, Trail to Adventure, Open Programs, etc.</i>	<i>Departure</i>
10:30 AM							
11:00 AM							
11:30 AM							
12:00 PM							
12:30 PM		Lunch	Lunch	Lunch	Lunch	Lunch	
1:00 PM							
1:30 PM	Check-In <i>Office Check-in, Medical Re-checks, Dining Hall Orientation, Unit Photos, Swim Checks, Site Inspection, etc.</i>	<i>Siesta (Sailing Orientation)</i>	<i>Siesta (SPL Meeting)</i>	<i>Siesta</i>	<i>Siesta (OA Service Project)</i>	<i>Siesta (SPL Meeting)</i>	
2:00 PM		Afternoon Programs	Afternoon Programs	Afternoon Activities	Afternoon Programs	Afternoon Programs	
2:30 PM		<i>Merit Badges, Trail to Adventure, Hickory Run Trek, Leader Training, Open Programs, etc.</i>	<i>Merit Badges, Trail to Adventure, Whitewater Rafting, Leader Meeting, Open Programs, etc.</i>	<i>The Muck Hike, Minsi Voyageurs, Hawkeye Action COPE, Specialty Merit Badges, Open Boating, Open Swimming, Open Shooting, etc.</i>	<i>Merit Badges, Trail to Adventure, Mount Minsi Hike, Leader Training, Open Programs, etc.</i>	<i>Merit Badges, Trail to Adventure, Mountain Biking, Leader Training, Open Programs, etc.</i>	
3:00 PM							
3:30 PM							
4:00 PM							
4:30 PM							
5:00 PM							
5:30 PM				<i>Outposts Depart</i>			
6:00 PM	Colors	Colors	Colors	Colors		Colors	
6:30 PM	Picnic Dinner	Dinner	Dinner	Dinner	Cook In Your Site Night	Scouts' Own Service	
7:00 PM						Dinner	
7:30 PM	Camp Tour & Leaders Meeting	Evening Programs	Evening Programs	Evening Programs			<i>Scoutmaster & Staff Blue Card Party</i>
8:00 PM		<i>Open Waterfront, TTA Super Shooter, Backwoods Hike, ScoutCraft Cook-o-ree, etc.</i>	<i>Open Waterfront, Fishing Derby, Slip-N-Slide Kickball, Craft Night, etc.</i>	<i>Voyageur Outpost, History with a Bang!, TTA Outpost, Night Hike, etc.</i>			
8:30 PM							
9:00 PM	Camp-wide Campfire				<i>OA Callout Ceremony</i>	Camp-wide Campfire	
9:30 PM							
10:00 PM	<i>taps</i>	<i>taps</i>	<i>taps</i>	<i>taps</i>	<i>taps</i>	<i>taps</i>	