













MERIT BADGES AND OTHER PROGRAMS

Most of the merit badges offered at Camp Buck Toms can be completed at camp; however, because of time constraints and requirements, special projects or other considerations, some merit badges prerequisites, special skill levels may need to be completed in the troop with a merit badge counselor.

Camp Buck Toms tentatively offers about 50 merit badges and other special programs for the 2011 schedule. All merit badges at Camp Buck Toms will be taught in accordance with the 2011 *Boy Scout Requirements* booklet. Any changes in requirements published before summer camp starts will be used. All Great Smoky Mountain Council Units are encouraged to use online advancement. (Please see appendix M for details.)

KEY TO THE PROGRAM ICONS

The following icons are used in the Program Information section to help you easily identify which sessions are most appropriate for each Scout. Be sure to read the description for each merit badge and special program for details about that particular program.

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|  One-Hour Session |  Merit Badge Required for Eagle |
|  Two-Hour Session |  Writing Materials Required |
|  Half-Day Session |  Program Fee or Material Cost |
|  All-Day Session |  Taught in Conjunction with another Merit Badge |
|  Recommended for all Scouts |  Physically Strenuous |
|  Recommended for Younger Scouts | |
|  Recommended for Older Scouts | |

AQUATICS

All campers must take the BSA swimmers test before engaging in any aquatics activities at camp.

Exceptions are made only for those enrolled in the Swimming Skills class or special activities under the supervision and permission of the Aquatics Director.

All aquatics merit badges require knowledge of first aid and CPR, and the demonstration of CPR on an approved device. It is recommended that this knowledge be learned and demonstrated prior to the Scout's week at camp.

CANOEING



Good physical strength and stamina are required to finish this badge. It is a fun skill that is a good introduction to boating.

CANOEING SKILLS



This class is for Scouts who are completely new to canoeing. Some Canoeing MB requirements can be earned.

LIFESAVING



This is a difficult merit badge and should only be undertaken by Scouts with good swimming skills. Scouts in Lifesaving will need to bring clothing (similar to Swimming requirement #4) for requirement #7e.

MOTORBOATING



It is recommended that Scouts under age 16 obtain the TWRA safety education certificate before camp. However, our camp has a waiver so that Scouts may complete the merit badge without having the certificate.

(See www.state.tn.us/twra/boated.)

ROWING



Recommended for older and stronger Scouts. This is a more difficult skill than canoeing.

SMALL-BOAT SAILING



This is a two-hour session. Scouts will learn the skills and knots necessary to rig, launch, and sail small sailboats.

SWIMMING



Knowledge of how to swim is necessary to succeed in this class, and it is NOT SUITABLE FOR NONSWIMMERS OR BEGINNERS. This badge is required for Eagle (with alternates), and is a good entry-level aquatics merit badge. Bring long pants, a long sleeve shirt, and shoes that can get wet.

SWIMMING SKILLS



This session is for Scouts in the non-swimmer and beginner ability groups. The instruction will work to improve their swimming skills and aim toward advancing to the next ability group.

WATER SPORTS



This session will involve water-skiing. Space is very limited, so sign up early!

KAYAKING BSA (FORMALLY WHITEWATER)



This session will concentrate on completing the Kayaking BSA award, but requirements toward Whitewater MB will be earned. Canoeing MB is recommended as a prerequisite for this class.

MILE SWIM BSA



Over the week, Scouts will gradually build up towards swimming a non-stop mile.

BSA LIFEGUARD



This course will certify successful participants as BSA Lifeguards. Participants must be age 15 or older. Adults may take the class as well, and recertification is available. This class will not be

able to take place unless a minimum of two participants exist.

ECOLOGY/CONSERVATION

E/Con merit badges generally require written work. Scouts in these sessions should be especially mindful to come to class prepared with paper and a pen or pencil, as well as the merit badge pamphlet, given the amount of specialized knowledge contained in each badge.

ARCHAEOLOGY



Scouts will learn about archaeology, archaeological digs, and the importance of protecting the past.

ENVIRONMENTAL SCIENCE



This badge required for Eagle is a two-hour session. It will involve a great deal of study, observation, note taking, and writing. Younger Scouts are discouraged from taking this badge.

FISH AND WILDLIFE MANAGEMENT



This badge requires both some written material and some conservation work. Accordingly, bring paper, pencil, and shoes that can get muddy.

FORESTRY



This session will involve collections and observations, as well as a good deal of written material.

GEOLOGY



This badge teaches how rock and mineral formations are created. Scouts will also learn about fossils, faults, soil, and erosion.

INSECT STUDY



Diligence in collecting specimens will help Scouts' success in this session.

NATURE STUDIES



This two-hour session combines Bird Study, Mammal Study, Reptile and Amphibian Study, and Nature merit badges. This is a good session for younger Scouts and is a good introduction to the Ecology/Conservation area. Reptile and Amphibian Study requirement #8 cannot be completed at camp. Mammal Study requirement #3C is best done at home before camp. Additional instruction is provided, given the breadth of this session, and Scouts who have already completed one or more of the contained merit badges may spend more time on another topic.

SOIL AND WATER CONSERVATION



Scouts taking this merit badge will learn about the importance water plays on our environment. They will also do an in depth study on the conservation of soil and how soil plays an important role in environmental protection.

WEATHER



This badge covers a lot of material. An interest or background in weather is helpful. Scouts will be recording weather data throughout the week.

HANDICRAFT

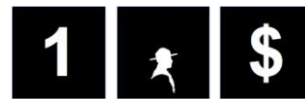
Most Handicraft sessions require one or more kits, which are available at the Trading Post.

COMMUNICATIONS



This badge is required for Eagle and requires a good deal of writing and a thoughtful approach.

LEATHERWORK



This is a good badge for younger Scouts. The session will teach basic leatherworking techniques, although experienced Scouts will have plenty of opportunity for honing their skills.

FINGERPRINTING & CRIME PREVENTION



This is a good session for all Scouts, although some requirements for Crime Prevention cannot be completed at camp.

BASKETRY & WOODCARVING



Scouts may bring their own knives for Woodcarving, although knives are available for Scouts to use. Personal knives should be sharp and pocketknives are discouraged. Scouts should plan on spending time on their projects in the campsite. Both of these badges are good for younger Scouts.

INDIAN LORE



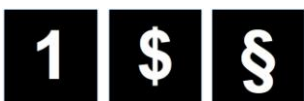
This session is excellent for all Scouts. The badge will involve the study of various American Indian tribes.

RADIO & ELECTRONICS



Members of the Jack Goforth Radio Club, who provide an excellent program and learning opportunity to Scouts, teach this session.

ART & SCULPTURE



Scouts in this session should have some drawing or artistic experience.

PHOTOGRAPHY



Scouts must bring a camera and, if needed, a roll of film. Digital cameras are acceptable, so long as the instructor can take the memory unit to make prints. There will be a cost for the processing and printing of pictures.

HEALTH AND SAFETY

FIRST AID



This badge covers a great deal of written material, and there are skills to master. Familiarity with knots is extremely important. This badge is recommended for older Scouts. It is highly recommended that CPR instruction, as well as requirements 1, 2d, 3c, and 7, be completed prior to camp.

EMERGENCY PREPAREDNESS



First Aid merit badge is a prerequisite. Some requirements must be done at home. There will be some written work in this class, as well as some practical demonstration of rescue carries.

FIRE SAFETY



This merit badge is recommended for all Scouts. They will learn about fire prevention in the home and create a protection plan for their family. This is an informative badge with lots of hands on, and may include a visit to/from a local fire station.

SCOUTCRAFT

AVIATION

1

This badge will involve a field trip to a local airport on one afternoon. Assistance from unit leaders for transportation will be needed.

HIKING



This half-day session will involve lots of walking. Scouts will see many miles of trails that few others walk on. A daypack and a water bottle are necessary for the hikes. Four of the five ten mile hikes will be the aim of this session. The 20-mile hike will not be done at camp. Some basic backpacking skills and knowledge will also be instructed, and some Backpacking merit badge requirements will be fulfilled.

SPACE EXPLORATION

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Scouts have the opportunity to construct, launch, and recover a model rocket. Rocket kits will be available at the Trading Post, and engines will be available through the instructor. Scouts may not bring engines from home.

ORIENTEERING



This session will teach Scouts how to use a map and compass; however, the instruction moves quickly from basic to advanced techniques.

Therefore, so a good working knowledge prior to the class is helpful. Scouts will be going cross-country on their courses, so physical fitness, long pants, and insect repellent are recommended.

PERSONAL FITNESS



This badge, required for Eagle, guides Scouts in developing a fitness plan that they must maintain for 12 weeks. Scouts also learn about different diseases related to lack of fitness and nutrition and learn methods to help prevent them. Some requirements may conflict with certain religious views. Please review the requirements for this badge before enrolling.

PIONEERING



This two-hour session requires the completion of a pioneering project. Scouts should be familiar with knots and lashings. Requirement #2 outlines prerequisites.

WILDERNESS SURVIVAL



The survival kit should be assembled at home and brought to camp. There will be an overnight trip during the week for participants in this class.

FISHING



Bring your own tackle box or purchase it at the Trading Post. Camp Buck Toms has a waiver from Tennessee that allows Scouts to fish at camp without a license. The section of requirement #9 entailing cooking the fish will not be done at camp.

PAUL BUNYAN WOODSMAN



This is an award for advanced use of woods tools and is taught in conjunction with the Dan Beard staff.

SHOOTING SPORTS

Violation of safety rules will result in immediate dismissal from the following classes. All Shooting Sports sessions are recommended for second year or older campers.

RIFLE SHOOTING



Shooting experience is highly recommended for this two-hour session. A lot of time and practice is necessary to qualify. Scouts should be at least 13 years of age or second year camper and have the strength and size to manage a 10-pound target rifle. A .22 caliber bolt-action rifle will be the primary tool for qualifying. Each session is limited to 16 Scouts.

ARCHERY



Shooting experience is highly recommended. This badge requires a lot of time and practice to qualify. Accordingly, Scouts should be prepared to spend time outside of the class hour at the range. Scouts must be strong enough to draw a 25-pound bow.

SHOTGUN SHOOTING



This program will teach the basics of handling and shooting a shotgun as well as safety precautions for firearms. Scouts should be age 14 and have strength and size to manage a 20-gauge shotgun.

MUZZLE-LOADING RIFLE



This session is recommended for Scouts who already have the Rifle Shooting merit badge and are interested in hands-on experience with black powder rifles. It will give Scouts the opportunity to load, fire, and clean a muzzle-loading rifle. Due to range restrictions, Scouts will not be able to qualify for the Rifle Shooting merit badge, but it is a fantastic experience for those who already have it.

ADVANCED SPORT BADGES

CLIMBING



This two-hour session focuses on safety aspects of the sport of climbing while teaching practical climbing and rappelling skills. Care of rope, hardware, and other equipment is also covered in-depth.

CYCLING



Cycling experience is a must for this session. Scouts will learn safety, maintenance, and riding techniques, as well as learning about Tennessee state laws regarding bicyclists. This session will meet at the Camp Administration Office on Monday and will take the entire first half of the day. Scouts will return around lunch each day. The rides will be on roads in and around the nearby town of Rockwood, TN. Scouts will need to bring their own bicycle and helmet. Multi-speed (10 or more) bicycles are necessary, and “road bikes” are recommended. Bicycles must be in good, working condition in order to participate.