



# SUMMER Camp

Jun.  
21-27

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## PAYMENT FORM TO HOLD YOUR PLACE

### Troop 1000 Summer Camp! June 21<sup>st</sup> through June 27<sup>th</sup>, 2019 Camp Orr in Arkansas

Please hold my place!

Enclosed is my payment of \$100 which is due Monday, February 24<sup>th</sup> and my completed MERIT BADGE SELECTION FORM

Estimated total cost per Scout is \$450.00, plus any Merit Badge/Trail To First Class fees. I understand there will be a 2nd payment due **March 23<sup>rd</sup>** and the final payment will be due **April 20<sup>th</sup>**.

Scout's Name: \_\_\_\_\_

Scout's Patrol: \_\_\_\_\_

Email address to which additional information may be sent (please print clearly):  
\_\_\_\_\_

**Please place in an envelope with deposit.  
Put NAME of Scout on Envelope  
(one envelope per person please).**

Cash or check made out to Troop 1000 will be accepted.  
Return to Becky Smith on or before Monday, February 24<sup>th</sup>

If you're unable to attend the meeting, please call/email Becky to arrange getting the deposit turned in.  
(214) 457-0465 or [smith3sons@verizon.net](mailto:smith3sons@verizon.net)

**If you are an Adult interested in attending or have questions, please contact Becky.**

Scholarship requests should be directed to the Scoutmaster.

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#### REFUND POLICY

##### **Prior to May 15, 2020**

Refunds for Scouts or Leaders who are unable to attend camp due to extenuating circumstances will be made only to units, not individuals. A request for a refund must be made prior to May 15, 2020. Refunds are contingent upon the approval of the Council Executive Board.

##### **After May 15, 2020**

Any reductions in youth participants after May 15, 2020 will incur a \$100 cancellation fee per youth. Registrations and payments may be transferred to a new Scout within a unit.

# SUMMER CAMP MERIT BADGE SELECTION FORM

Please use the Scout's full name (no nicknames, please) and PRINT CLEARLY.

**PLEASE FILL OUT THIS FORM COMPLETELY**

Scout's Name: \_\_\_\_\_ Age: \_\_\_\_\_ Rank: \_\_\_\_\_

## TO THE SCOUT:

List the merit badges you want to take. List alternate badges in the "SECOND CHOICE" column, making sure they meet at the same time as your first choice.

**IMPORTANT:** Try to put **TEN SEPARATE** merit badges if possible. That means that **SECOND CHOICES SHOULD NOT REPEAT FIRST CHOICE, UNLESS YOU HAVE NO OTHER CHOICE.**

If something takes up more than one period, put it in all the periods slots it covers.

**NOTICE:** Some merit badges and requirements cannot be completed at camp or have additional fees.

PERIOD #	(TIMES)	FIRST CHOICE	SECOND CHOICE
1	9:15 AM		
2	10:30 AM		
3	1:30 PM		
4	2:45 PM		
5	4:00 PM		

## MERIT BADGES AND PROGRAMS



Experiencing summer camp through merit badges is the core of the Boy Scout summer camp program. Merit badge sessions are offered by program staff each day during five scheduled session times and at other times as well. Numerous merit badges include hikes, nature walks, trips to the river, or up the trails. Some merit badges require Scouts to attend a two-session block and Buffalo Trail is an all day program. Many merit badges will be completed at camp. Some have requirements that should be completed prior to camp and some requirements that can only be completed outside camp. Scouts must demonstrate completion and understanding of each requirement before it will be approved by the counselor. Merit badges and program are run through various Program Areas at Camp Orr High Adventure Base. This ensures qualified instruction by knowledgeable counselors and a great experience by Scouts in each area



### SCOUT CRAFT

The real Scouting skills that makes one proud to be an outdoorsman are offered in one of the finest Scoutcraft Areas in any Scout Camp. Learning the art of rope work, camping, cooking, hiking, and survival, in addition to others, can be one of the most memorable experiences at Camp Orr. The area provides a complete environment to gain these desired skills for both the younger Scout and the more experienced Scout alike. *Note: Some Handicraft Merit Badges require an additional fee.*  
*Note: Scouts involved in Wilderness Survival will complete an overnight campout for their requirements, weather-permitting.*

### ECO



In our Ecology area, Scouts get to study natural habitats, climate, and the effects of human activity on wildlife and natural resources. Through hands-on experimentation and analysis participants gain a greater appreciation for the world around them. There are more merit badges offered in the Ecology area than any other program at Camp Orr. Many of these badges, including Environmental Science, Fish & Wildlife Management, Geology, Mammal Study, Nature, Soil & Water Conservation and Weather are all regularly scheduled in the daily merit badge program and some have special times and outings such as Astronomy.

### HANDICRAFTS

At Camp Orr's Handicraft Area, a scout can turn his or her creative vision into a real memento of summer camp. The handicraft badges are a good start for many first year Scouts. The pride and satisfaction of making something with your own hands is a good lesson for a young Scout to learn. New Scouts always find success in this area and we encourage them to pick at least one activity from this area.  
*Note: Some Handicraft Merit Badges require an additional fee.*

### AQUATICS



Real summertime fun starts on our beautiful Buffalo River waterfront. We offer several aquatics Merit Badges, including Swimming, Kayaking, Rowing, Lifesaving, and Canoeing. We also offer a week-long course for BSA Lifeguard certification. All of our aquatics courses are taught on the Buffalo River, and Scouts should get wet each day during class, weather-permitting. Also in our aquatics area, a Scout can earn the Mile Swim and Kayaking BSA awards.

For adults in our aquatics area, we offer both Swim and Water Rescue and Paddle Craft Safety trainings, which, when combined, will give you the certification to be able to take your Scouts on most BSA aquatics adventures.

## MERIT BADGES AND PROGRAMS - CONTINUED

### BUFFALO TRAIL (FIRST YEAR CAMPER)



The Buffalo Trail Program is designed for those Scouts who have either just crossed over from Webelos or have limited camping experience.

As new rank requirements are adopted, the program is constantly under review and revision to meet those requirements. Basic Scout skills for the inexperienced Scout form the basis of the program.

Buffalo Trail is an all-day program, and Scouts will meet in their groups on Monday through Thursday. In addition to rank requirements, Scouts will have the opportunity to complete at least two Eagle-required Merit Badges, Swimming\* and First Aid, as well as some requirements for other Merit Badges, like Cooking. Scouts will receive instruction in the following skill areas: Woods tools, meal preparation and cooking, pioneering, knots, orienteering, nature, first aid, and outdoor citizenship. All Scouts will receive instruction but will not be signed off, as that is the responsibility of the Scoutmaster or his designee. Scouts will also have the opportunity to earn their Totin' Chip & Firem'n Chit cards.

### BUFFALO TRAIL PATCHES

All Buffalo Trail participants will receive a special patch to commemorate their week at camp. This patch is given out to those Scouts completing the program during closing campfire on Friday.

*\*Dependent on the Scout passing the swimming test. If a Scout does not pass the swimmer test, he/she will be placed in an instructional swim class with the goal of being able to pass the swimmer test by the end of the week.*

### BUFFALO RIVER WILDERNESS COMPANY (TREKKING)

At Camp Orr, we abound with adventures that get the adrenaline pumping!

We have hiking treks that take you through some of the most beautiful country around where you can see sights like the Glory Hole, with a waterfall that runs through a hole in the ground and into a cavern, and Hemmed-in-Hollow, the tallest waterfall east of the Rockies, all while earning a 50-miler for both BSA and the National Parks.



If hiking isn't your cup of tea, how about taking a canoe trek down the Buffalo River, America's first National River, seeing sights you won't find anywhere else, again while earning your 50 or 100 miler from both BSA and the national parks. We also have a first rate climbing program that allows you to climb and rappel on top 5 nationally rated rock, all while earning the Climbing Merit Badge or possibly your Level 1 Climbing Instructor certification.

Let our High Adventure Director work with you to choose the route that gives the best fit for your unit providing the perfect adventure so you will leave with memories to last a lifetime!



**SPECIAL NOTE: ALL UNITS PARTICIPATING IN HIGH ADVENTURE MUST PROVIDE AT LEAST TWO WILDERNESS FIRST AID CERTIFIED ADULTS FOR EACH TREK.**

## MERIT BADGES OFFERED

Scouts and Adult Leaders are strongly encouraged to review the pre-requisites and requirements for selected merit badges prior to camp. Please ensure each Scout is physically able to participate in the merit badges he signs up for. If it is determined that a Scout cannot successfully or safely participate in a chosen class, he or she will be asked to choose a more appropriate class. Camp Orr does not issue blue merit badge cards. Units will be given a printout at the end of the week noting the work completed. **Please verify it for accuracy before leaving camp.** Knowing the requirements prior to arrival at camp is beneficial. Check the individual merit badges below for further required equipment or items. All merit badges offered are a daily one hour course unless laid out differently in the schedule.



**ARCHEOLOGY** – All requirements may be completed at camp. Bring clothes that you are comfortable getting dirty in.



**ARCHERY** – Bring a copy of your local laws with you to camp to supplement requirement 1c. Scouts must complete shooting requirements to complete merit badge.



**ART** – Requirement 6 cannot be completed at camp.



**ASTRONOMY** – Three evenings required to observe stars, weather permitting. Come prepared with requirement 5b completed in order to complete the merit badge at camp (requires the use of the internet).



**BACKPACKING** – Each Scout must provide his own backpack (not daypack), backpack stove, backpack tent/tarp, and sleeping bag. Cannot complete requirements 8c, 10, 11b and 11c.



**BASKETRY** – All requirements can be met at camp. **Additional fee of \$25 for this class.**



**BIRD STUDY** – All requirements can be completed at camp. Kits will be provided for requirement 8 (build bird feeder or bird house). **Additional fee of \$25 for this class.**



**CAMPING** – Requirements 4b and 8d must be completed before or after camp. Requirement 9a calls for 20 cumulative nights of camping, 6 of which will be completed by week end!



**CANOEING** - Daily **two hour** class. Must pass the BSA swimmer test. All requirements can be met at camp.



**CHEMISTRY** - Cannot complete requirement 7 at camp. 7b can be done prior to camp to complete the merit badge.



**CHESS** - Basic knowledge of tournament play is helpful.



**CLIMBING** - All requirements can be completed at camp.



**COLLECTIONS** – Friday only class. All requirements can be met at camp! Bring your collection to help satisfy requirements. Coin Collecting and Stamp Collecting do not apply. Bringing a collection is not a requirement.



**COOKING** - Daily **two hour** class open to all Scouts. Requirements 5c-5e must be completed after camp. Requirement 7 must be completed before or after camp. If completed before, proper documentation from merit badge counselor must be presented. **Additional fee of \$25 for this class.**

## MERIT BADGES OFFERED - CONTINUED



**CYCLING** - All things cycling from maintenance to repairs with a little 1st aid thrown in. Bring your state and local bicycle laws (Req 6). Requirement 7 may not be completed in full while at camp.



**ENVIRONMENTAL SCIENCE** - Daily two hour class open to all Scouts. Be sure to have pen and paper for this class. All requirements can be completed at camp.



**FIRST AID** - Requirement 1 should be completed prior to camp. Scouts need to come prepared with a first aid kit that they have created at home.



**FISHING** - May need time outside of class for #9. Fishing license required if 16 or over; available on Arkansas Game and Fish Commission website [www.agfc.com](http://www.agfc.com) (*not available at camp*). Recommended that each Scout have his or her own rod and reel.



**FISH AND WILDLIFE MANAGEMENT** - All requirements can be completed at camp. Be sure to have pen and paper for this class.



**FORESTRY** - Will require Friday afternoon session with a forester. All requirements can be completed at camp.



**GEOCACHING** - Helpful if you can bring your own GPS unit. Requirement 8 cannot be completed at camp.



**GEOLOGY** - All requirements can be completed at camp.



**INDIAN LORE** - All requirements can be completed at camp. **Additional fee of \$25 for this class.**



**INSECT STUDY** - Can bring a scrapbook in order to complete Requirement 4b, but may also use an electronic device for documentation. Requirement 9 must be completed prior to (bring documentation) or after camp.



**KAYAKING** - Must be a swimmer. For older, more experienced Scouts. All requirements can be completed at camp.



**LEATHERWORK** - All requirements can be completed at camp. We will be making a leather knife holder for requirement 3. **Additional fee of \$25 for this class.**



**LIFE SAVING** - Daily two hour class open to Scouts 13 years of age and up. For requirement 7e Scout must have jeans with a belt and a long-sleeved button-up cotton shirt.



**MAMMAL STUDY** - All requirements can be completed at camp.



**NATURE** - Scouts must come prepared to hike and put the necessary time and effort into this merit badge.



**ORIENTEERING** - All requirements can be completed at camp. Compasses provided but beneficial if Scout has his or her own.

## MERIT BADGES OFFERED - CONTINUED



**PIONEERING** - Daily **two hour** class open to all Scouts. All requirements can be completed.



**RIFLE SHOOTING** - Due to restrictions of being on a National River, we are only able to use competition air rifles for this merit badge. To complete the merit badge, Scouts must qualify with shooting requirements (option B, req. j, k). **Additional fee of \$25 for this class.**



**ROWING** - For older, more experienced Scouts. Must pass BSA swimmer test. All requirements can be completed at camp.



**SHOTGUN SHOOTING** - *Daily 2-hour class open to Scouts 13 years of age and over.* 20 gauge shotgun used for this class. Be sure your Scouts are physically capable of handling a shotgun to qualify for the shooting requirement. **Additional fee of \$25 for this class.**



**SOIL AND WATER CONSERVATION** - All requirements can be completed at camp.



**REPTILE & AMPHIBIAN STUDY** - Requirement 8 cannot be completed at camp.



**SWIMMING** - Must pass BSA swimmer test. All requirements can be completed at camp. For requirement 4, Scouts must have the following clothes: shoes, socks, swim trunks, long pants (cotton/blue jeans), belt on pants, and cotton long-sleeved, button-up shirt.



**WEATHER** - All requirements can be completed at camp. Completing requirement 10 prior to camp and presenting to the counselor is best.



**WELDING** - All requirements can be completed at camp except requirement 7; research and bring information to camp to present to counselor. Required equipment that each Scout needs to bring to camp: long sleeve cotton shirt, blue jeans, leather boots, hat with no mesh or foam. *Must be First Class Rank and be knowledgeable of First Aid (recommended to have First Aid merit badge).* **Additional \$25 fee for this class.**



**WILDERNESS SURVIVAL** - Daily **two hour** class open to all Scouts. Bring requirement 5 to camp based on information in the merit badge pamphlet. Participants will spend Wednesday night in shelters that they make at camp.



**WOODCARVING** - All requirements can be completed at camp. **Additional fee of \$25 for this class.**

# MERIT BADGE SCHEDULE

Area	Period 1	Period 2	Period 3	Period 4	Period 5	Maximum # of Students
	9:15 - 10:15	10:30 - 11:30	1:30 - 2:30	2:45 - 3:45	4:00 - 5:00	
Boating Area		Canoeing	Canoeing	Canoeing		10
		Rowing			Rowing	10
			Kayaking	Kayaking		10
Swimming Area	Lifesaving			Lifesaving		8
	Swimming			Swimming	Swimming	10
				Instructional Swim	Swimming	10
	BSA Lifeguard					5
Adventure Area	Climbing	Climbing				8
				Cycling	Cycling	10
Shooting Ranges	Archery	Archery	Archery	Archery	Archery	12
	Rifle Shooting			Rifle Shooting		12
	Shotgun Shooting			Shotgun Shooting		12
Scoutcraft Area				Backpacking	Backpacking	10
		Orienteering		Orienteering		8
	Geocaching		Geocaching			12
		Pioneering		Pioneering		12
	Fishing	Fishing	Fishing			10
	First Aid	First Aid	First Aid	First Aid	First Aid	12
	Camping	Camping	Camping			12
	Cooking			Cooking		10
Ecology Area	Environmental Science			Environmental Science		10
	Fish & Wildlife				Fish & Wildlife	10
		Reptile & Amphib	Reptile & Amphib	Reptile & Amphib		10
	Forestry		Forestry		Forestry	10
		Astronomy		Astronomy		10
	Nature		Nature		Nature	10
		Weather		Weather		10
		Geology		Geology		10
	Bird Study		Bird Study			10
		Mammal Study		Mammal Study		10
	Archeology		Archeology			10
		Soil & Water		Soil & Water		10
	Chemistry		Chemistry			10
		Insect Study		Insect Study		10
Welding			Welding		10	
Games			Chess			10
Handicraft Area	Leatherwork	Leatherwork	Leatherwork	Leatherwork	Leatherwork	15
	Woodcarving	Woodcarving	Woodcarving	Woodcarving	Woodcarving	15
	Basketry	Basketry	Basketry	Basketry	Basketry	15
		Art			Art	15
OA Indian Village	Wilderness Survival			Wilderness Survival		10
	Indian Lore	Indian Lore	Indian Lore	Indian Lore		10
Friday Only	Collections			Collections		No Limit

Schedule Subject To Change As Needed