

Troop 23 Summer Camp Merit Badge Planning Worksheet

Name _____ Rank _____ Age _____

This will be my _____ year at Camp.

Circle the Merit Badges that you would like to earn at Napowan this summer.

Then request a card for each badge that you have circled. Complete it with your name, address, city, state, zip and Troop 23. Your District is **Blackhawk** and your Council is **NWSC**. Put the name of the badge on the backside of each card for each badge you plan to work on. You will get your cards back on the first night of camp.

If you have never attended Camp Napowan as a Boy Scout, you should plan to do the **CAP Program** starting on Monday of the first week you are there. This program requires you visit each program area and complete an activity or two at each. When you successfully complete this program, you earn a free baseball cap AND you will know your way around Camp.

What Badges Should I Plan to Work On?

During the day, the program areas are centered around merit badges. All campers must go to program areas during the day. In the evenings and at scheduled times during the day, you will have special activities, including campfires, volleyball tournaments, special dinners, Pirate Night, etc.

It is strongly recommended that all first year campers plan to earn most or all of the following: **Swimming (an Eagle required badge), Canoeing, Rowing, Basketry, and Leatherwork**. These are fun and easier for first year campers.

If a Scout is staying a second week, **Wilderness Survival, Small Boat Sailing, Pottery, Indian Lore, Pioneering, Orienteering, Astronomy, and Space Exploration** are good ideas. It is easier if you make a Rocket ahead of time at home and bring it to camp with you for Space Exploration. (Pack it well so it doesn't break in your duffel bag). Indian Lore can be accomplished easily if you make some of the crafts ahead of time at home and bring them to show your counselor.

Environmental Science (Eagle Required) and Lifesaving (Eagle required) can be more difficult to earn, and you may want to wait until your second year. But, it is much easier to earn these two badges at summer camp.

Scouts should not plan on working on any of the **Shooting Sports or Waterskiing** until their second or third year at camp. **Motorboating** will be allowed for the third or fourth year campers only. They only have 8 spots available for the entire camp making it very difficult to earn. The **Shooting Sports** require strength and accuracy to successfully complete the badge and can be frustrating to younger campers. **Fishing** is another great badge, but it takes a lot of time (and luck) to catch fish.

If you're a third year camper or beyond, go for whatever badges you have a strong interest in. Also work on special activities such as Project COPE, Mile swim, Paul Bunyan Woodsman, Triathlon Etc. But don't stop earning Merit Badges. Try to earn at least 3 - 5 Merit Badges each week.

Where to work on the Merit Badges?

Try to work out your schedule so that you are not traveling a lot back and forth across camp too much. Plan your days so that you can accomplish several badges in the same general area before leaving to go to another. You will be proud with what you have earned and accomplished if you come home with the merit badges you planned on. It is frustrating and disappointing to run out of time to get everything done that you wanted. Don't be afraid to ask the adults in camp to help you plan so you can get the most out of your summer camp experience. They are there to help you with your schedules.

MERIT BADGES AT CAMP NAPOWAN

AQUATICS

	<u>MUST DO BEFORE CAMP</u>	<u>CAN DO AT CAMP</u>
Swimming		All
Lifesaving	1a	1b, 2, 15
Small Boat Sailing		All
Canoeing		All
Rowing		All
Motorboating	Read up on rules and regulations	All
Water-skiing	Must already have knowledge	All

SHOOTING SPORTS- NO FIRST YEAR CAMPERS!!!!

	<u>MUST DO BEFORE CAMP</u>	<u>CAN DO AT CAMP</u>
Archery	Read up on rules and regulations	All
Rifle Shooting	Read up on rules and regulations	All
Shotgun Shooting	Read up on rules and regulations	All

BROWNSEA ISLAND (Formerly Sherwood Village)

	<u>MUST DO BEFORE CAMP</u>	<u>CAN DO AT CAMP</u>
Orienteering		All
Pioneering		All
Wilderness Survival	5 (Bring to Camp)	All
Hiking	6 (Recommend 5 also be done)	1-5, 7

NATURE

	<u>MUST DO BEFORE CAMP</u>	<u>CAN DO AT CAMP</u>
Environmental Science	4 (Bring to Camp)	1-3, 5-8
Soil/Water Conservation	7	1-6
Fish/Wildlife Management	6,7	1-5
Nature	4b (Mollusks)	1-3, 4 (Fish), 4 (Rocks)
	4b (Birds)	4 (Birds)
	4 (Mammals)	
	4 (Reptiles)	
	4a, 4b (Insects)	

	5	4 (Plants)
Forestry		All
Mammal Study		All
Astronomy		All
Fishing		All
Geology		All
Weather	8	1-7, 9
Reptile & Amphibian Study	8	1-7, 9, 10
Space Exploration		All

FLINTLOCK LIVING HISTORY VILLAGE

MUST DO BEFORE CAMP

CAN DO AT CAMP

Leatherwork		All
Basketry		All
Metalwork	3 (a-f)	1, 2, 3(g), 4, 5(d)
Woodcarving		All
Indian Lore	2 (Bring to Camp)	1, 3, 4
Pottery	7	1-6, 8
Graphic Arts		All

FINE ARTS

MUST DO BEFORE CAMP

CAN DO AT CAMP

Sculpture		All
Theater	3	1, 2, 4-6
Public Speaking		All
Painting		All
Music		All
Art		All