

2014

Merit Badge & Program Guide



WWW.CAMPMINSI.ORG

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.

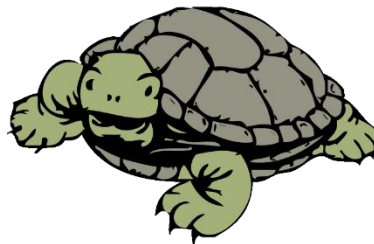


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Introduction to Merit Badges

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 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 will not be completed in the merit badge classes. 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 the pre-requisite requirements completed first. To help ensure all Scouts have a meaningful and worthwhile merit badge experience, Scouts who have not completed the pre-requisites prior to camp may not 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 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 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 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.



Athletics



Athletics

Time: 10:00am – 10:50am

Pre-requisites: 3, 5, 6

Difficulty level: ★ ★

Description: Being involved in an athletic endeavor is not only a way to have fun, but it also is one of the best ways for a person to maintain a healthy and strong body, living up to the promise each Scout makes "to keep myself physically strong."



Cycling

Time: 3:00pm – 3:50pm

Pre-requisites: 7

Difficulty level: ★ ★

Description: Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Scouts will learn more 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. This Eagle-required merit badge is recommended for more experienced Scouts.



Personal Fitness

Time: 11:00am – 11:50am

Pre-requisites: 1, 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: 4:00pm – 4:50pm

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. Some revel in the joy of victory and lessons of defeat. 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 measurable improvement that comes with dedication to a sport.

Citizenship & Communications



Citizenship in the Nation

Time: 10:00am – 10:50am

Pre-requisites: 2, 3, 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 more experienced Scouts.



Communications

Time: 9:00am – 9:50am **OR** 11:00am – 1:50am

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** 3:00pm – 3:50pm

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: 2:00pm – 2:50pm

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. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.



Fishing

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

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: 2:00am – 4:45am (*special full afternoon program*)

Pre-requisites: none

Difficulty level: ★ ★

Description: Camp Minsi's Forestry-Conservation program is a full afternoon of fun in the forest. In addition to earning Forestry merit badge, Scouts will have the opportunity to complete *Leave-No-Trace* awareness training. Scouts will explore Camp Minsi's 1,200-acre forest as they learn about the remarkable complexity of the ecosystem, identify species of trees and plants, and carry out conservation projects to help sustain the health of the forest. This program is an afternoon of filled with hiking, exploring, and studying the natural landscape of Camp Minsi.



Mammal Study

Time: 9:00am – 9:50am

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.

**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 an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

**Soil & Water Conservation****Time:** 10:00am – 10:50am**Pre-requisites:** none**Difficulty level:** ★ ★

Description: Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. 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:** 11:00am – 11:50am**Pre-requisites:** 8**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: 4

Costs: Approximately \$10.00

Difficulty level: ★

Description: This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including 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. An 8.5"x11", or larger, sketchbook is suggested, but not required. Scouts must visit a museum or art exhibit prior to coming to camp (requirement 4). Scouts should bring a short write-up about what they saw including descriptions of three works that interested them; this should be signed by an adult who accompanied them to the museum or exhibit.



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, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Scouts must purchase approximately \$15.00 worth of materials from the trading post – including a basket kit and a stool kit.



Chess

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

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.



Indian Lore

Times: 10:00am – 10:50am **OR** 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.



Leatherwork

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

Pre-requisites: 4

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.



Pulp & Paper

Time: 9:00am – 9:50am

Pre-requisites: 7

Costs: Approximately \$15.00

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.



Space Exploration

Time: 2:00pm – 2:50pm

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.



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, 8c

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).



First Aid

Times: 11:00am – 11:50am **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.

Quartermaster



Painting

Time: 9:00am – 9:50am

Pre-requisites: none

Difficulty level: ★ ★

Description: This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects. Scouts will meet with the Ranger Crew at Handicraft to learn methods for painting different types of surfaces participate in multiple painting projects around camp.



Welding & Metalwork *(dual-merit badge class)*

Time: 10:00am – 11:50pm *(special double-block program)*

Pre-requisites: none

Costs: Approximately \$20.00

Difficulty level: ★ ★ ★ *(ages 16+ only)*

Description: In Metalwork merit badge, Scouts will learn about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools. Welding is a process that joins metals by heating the surfaces to the point of melting with a blowpipe, electric arc, or other means. Scouts earning Welding merit badge can not only explore the fundamentals of welding, but also learn about the different career paths within the industry. This double-block merit badge combines two merit badges into one class. Due to the tools and equipment needed to complete this badge, this badge is only available to older Scouts – ages 16 and up only.



ScoutCraft



American Heritage

Time: 4:00pm – 4:50pm

Pre-requisites: 3c, 4

Difficulty level: ★ ★ ★

Description: Every Scout swears to an oath that includes duty to his country. A better understanding of American heritage, the ways in which the past has led to our present nation, is key to truly knowing what it means to be an American.



Backpacking

Time: Open (by appointment)

Pre-requisites: 10, 11a, 11b, 11c

Difficulty level: ★ ★

Description: Earning the Backpacking merit badge will be demanding but rewarding. Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads.



Camping

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

Pre-requisites: 71, 7b, 8d, 9a, 9b, 9c

Difficulty level: ★ ★

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



Cooking

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

Pre-requisites: 5, 6, 7

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, and will review the variety of culinary (or cooking) careers available.



Hiking

Time: Open (by appointment)

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. Your senses will improve as you use your eyes and ears to gather information along the way. This Eagle-required merit badge is recommended for more experienced Scouts.



Orienteering

Time: 3:00pm – 3:50pm

Pre-requisites: 7a, 7b

Difficulty level: ★ ★

Description: Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.



Pioneering

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

Pre-requisites: none

Difficulty level: ★ ★

Description: Pioneering—the knowledge of ropes and knots, along with the ability to build structures by lashing together poles and spars—is among the oldest of Scouting's skills. Completing projects with lashings allow Scouts to use these skills in creative ways.



Wilderness Survival

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

Pre-requisites: 5

Difficulty level: ★ ★ ★

Description: In their outdoor activities, Scouts learn to bring the gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. Scouts will practice survival skills - building shelters, foraging for food, and staying alive. Scouts are required to attend the Wilderness Survival Outpost.

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

Pre-requisites: none

Costs: Approximately \$15.00

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. Scouts will need approximately \$15.00 to purchase rifle tickets from the trading post.



Shotgun Shooting

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

Pre-requisites: *none*

Costs: Approximately \$25.00

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. Scouts will need approximately \$25.00 to purchase shotgun tickets from the trading post.

Waterfront



Canoeing

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

Pre-requisites: 3 (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 wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.



Kayaking

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: 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, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.



Rowing

Times: 11:00am – 11:50am

Pre-requisites: 3 (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: 9:00am – 9:50am **OR** 2:00pm – 2:50pm

Pre-requisites: 3 (must be able to classify as a *Swimmer*)

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.

Camp Minsi 2014 - 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
Athletics		Athletics	Personal Fitness		Cycling	Sports
Cit-Com	Communications	Citizenship in the	Communications			
Ecology Conservation	Fishing	Soil & Water Conservation	Environmental Science	Forestry-Conservation Forestry merit badge / Leave-No-Trace		
	Mammal Study	Reptile & Amphibian Study	Weather	Fish & Wildlife Management	Environmental Science	Fishing
Handicraft	Art	Basketry	Wood Carving	Art	Basketry	Wood Carving
	Leatherwork	Pottery	Chess	Leatherwork	Pottery	Chess
	Pulp & Paper			Space Exploration		
Health Lodge		Emergency Preparedness	First Aid		Emergency Preparedness	First Aid
High Adventure				Afternoon Adventures M: Climbing / T: Rafting / W: Muck Hike / T: Backwoods / F: Biking		
Minsi Village		Indian Lore			Indian Lore	
ScoutCraft	Camping	Cooking		Camping	Orienteering	Wilderness Survival
	Wilderness Survival			Pioneering		American Heritage
Shooting Sports	Archery		<i>Open archery</i>	Archery		<i>Open archery</i>
	Rifle Shooting		<i>Open rifle</i>	Rifle Shooting		<i>Open rifle</i>
	Shotgun Shooting		<i>Open shotgun</i>			<i>Open shotgun</i>
Quartermaster	Painting	Welding / Metal Working				
Trail to Adventure	<i>First-year camper program</i>			<i>First-year camper program</i>		
Waterfront	Canoeing	Lifesaving	Canoeing	Swimming	<i>Open Swimming</i>	
	Small-boat Sailing		Rowing	Kayaking	<i>Open Boating</i>	
	Kayaking	Swimming	Kayaking	Small-boat Sailing		<i>Instructional Swim</i>

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 Tenderfoot, Second Class, and First Class while building teamwork, leadership, and other Scout skills. A special patch is awarded to all Scouts who complete the program.



Monday – Introduction to Scout Camp & 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 visit Athletics, Econ, Scoutcraft and Handicraft as they complete various requirements and get an introduction to Boy Scouts and summer camp. Scouts will also review the rules and guidelines of safe knife, axe and saw use in order to earn their BSA Totin' Chip cards.

On Monday evening, TTA Scouts are invited to the shooting ranges for the TTA Super Shooter to get special shooting experiences at both the rifle and archery ranges.



Tuesday – First Aid & Being Prepared

Scouts will learn and demonstrate first aid skills and how to *be prepared* in emergency situations. Scouts will depart on the NEW Camp Minsi 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 – Backwoods Hike

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. While on their hike, Scouts will learn how to identify various plants and note evidence of animals. Scouts are expected to bring proper footwear for this hike along with at least one full water bottle. Scouts who attend the Muck Hike on Wednesday afternoon can schedule a time to make-up any missed requirements with the TTA staff.



Thursday – Waterfront & Outpost

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.

On Thursday evening, TTA Scouts will take part in a special outpost. They will demonstrate their fire-building skills, cook their own dinner, and go on an evening hike to attend the Order of the Arrow Callout Ceremony as a group.



Friday – Knots & Flags

Friday is all about "Knots and Flags". 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.

Scouts will also learn the history of the American flag, as well as how to fold, raise, lower, and care for the flag while conducting a proper flag ceremony.

Camp Minsi Afternoon Adventures

Are you a thrill-seeker looking for outdoor challenges and fun at summer camp? Then look no further than Camp Minsi's Afternoon Adventures! These programs provide a variety of unique outdoor adventures in the heart of the Poconos! Spend your mornings working on advancement in central camp, and then set-off for an afternoon of fun!



Spar-Pole Climbing

Time: Monday afternoon (2:00PM – 4:50:PM)

Age limit: Must be at least 14-years old

Description: Reach great heights as you climb Camp Minsi's spar-pole. Learn belaying and climbing techniques as you work to scale our 30-foot climbing pole. Long pants and good footwear are a must for this event.



Whitewater Rafting

Time: Tuesday afternoon (12:15PM – 4:50:PM)

Costs: \$15.00

Description: 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. Lunch included off-site.



The Muck Hike

Time: Wednesday afternoon (2:00PM – 4:50:PM)

Description: Here's is an experience you will never forget! This hike will take you through the muddy swamps as you hike (and occasionally swim) through mud. The event concludes with a mob of muddy Scout descending upon the waterfront to cleanse in the lake.



Minsi Backwoods Challenge Course

Time: Thursday afternoon (2:00PM – 7:00:PM)

Age limit: Must be at least 14-years old

Description: Put your skills to the test with our backcountry challenge course. This unique team-building course includes bog kayaking, tomahawk throwing, orienteering, extreme pioneering, Native American lore, cooking and more!



Mountain Biking

Time: Monday afternoon (12:15PM – 4:50:PM)

Costs: \$15.00

Description: 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. Lunch included off-site. Bicycle rental also included.

Outposts



Wilderness Survival Outpost

Time: Tuesday evening (*Morning merit badge class*)

Wednesday evening (*Afternoon merit badge class*)

Description: 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 travel into the backwoods of Camp Minsi to a remote outpost site. Scouts will build and sleep in their own survival shelters, start a matchless fire, and cook their dinner. This outpost is open to all Scouts, but is required for all Wilderness Survival merit badge participants.



Canoe Outpost

Time: Wednesday evening

Description: Scouts (and leaders) will depart on an evening canoe trek across Stillwater Lake to a special outpost destination. Once there, Scouts will spend an evening along the shores of Stillwater. Scouts will enjoy the early morning waters of Stillwater Lake as they return to camp for breakfast the next day.



Trail to Adventure Outpost

Time: Thursday evening

Description: On Thursday 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 go on an evening hike to attend the Order of the Arrow Callout Ceremony as a group.



Minsi Village Outpost

Time: Thursday evening

Description: Come down to the new Minsi Village after to Order of the Arrow campfire for a unique night of living history. Scouts will start a fire by friction, hear Native American campfire stories, learn the importance of a drum, see a friendship dance, and enjoy an evening snack. You'll also be able to sleep in primitive structures as you experience the culture of the Native Americans.

Adult Leader 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.

Fast Start Training

Fast Start training is the first step for all new leaders and is meant to provide all the basic information and resources for new leaders needs to know.

Youth Protection Training

Youth Protection training is required for all registered Scouters. At all times, youth safety is the number one priority. At the same time, adults need to know the rules for keeping themselves safe, too..

This is Scouting

This Is Scouting is a new training session that replaces New Leader Essentials. It picks up when Fast Start leaves off with six modules of training: The Mission of Scouting, Programs for All ages, Scouting Is Fun, Scouting in the Community, Keeping Our Youth Safe, and Scouting's Legacy.

Leader's Meetings

On Sunday evening at 7:15PM, there will be a meeting for all adult leaders. Additional meetings will be held throughout the week. Special meetings with the council Scout executives will be held on Tuesday and Friday at 3:00PM. All leaders are encouraged to attend these meetings.

Scout Leader Merit Badge

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.

Position Specific Training

Leader position specific training is based on the leader's position. These courses are taught by informed trainers who know how to engage groups and make learning fun.

Introduction to Outdoor Skills

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.

Other Adult Training Opportunities at Camp

- Leave No Trace
- Safety Afloat
- Safe Swim Defense
- Trek Safely

Special Camp-wide Programs

Evening Programs

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

The Great Camp Minsi Decathlon

On Tuesday evening, all troops in camp will be challenged in a camp-wide competition of Scouting skills, and teamwork. Scouts will travel to each program area as they complete ten challenges. *Be prepared!* The highest scoring unit will win a pizza party for their unit with the staff on Friday night.

Iron Chef Cook-off

On Thursday evening, Troops are challenged to prepare their own dinner. Units will be provided with ingredients to cook their own dinner as part of the camp-wide Iron Chef Cook-off. Each unit will choose their ingredients from a provided list (see Iron Chef Form in the appendix of the Camp Minsi 2014 Leader's Guide) and are challenged to cook the best dish in camp. Units should bring their own cooking equipment and mess kits to prepare and eat this meal in their sites.

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.

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. Additionally, Thursday is OA Day at camp. OA members are encouraged to show their lodge spirit by wearing OA T-shirts throughout the day and displaying their OA sash with their field uniform.

Opening Campfire

We kick-off the week with a special campfire hosted by the Camp Minsi staff. Be prepared for a great show!

Closing Campfire

The week comes to a close with our Friday night closing campfire. Each troop is asked to add to the show with their own song or skit.

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 throughout your week at camp. Honor Troop tracking sheets can be picked up in the Ad-Pad throughout the week.

Gateway Competition

Utilize your pioneering and engineering skills to construct a troop gateway at you site throughout the week and participate in this fun (and often heated) competition. The ScoutCraft staff will judge all gateways on Friday during siesta

Open Programs

Open Archery

Time: 11:00AM – 11:50AM
4:00PM – 4:50PM

Description: Hone your skills with a bow and arrow at the archery range.

Open Boating

Time: 3:00PM – 4:30PM

Description: Enjoy Stillwater Lake in our canoes, rowboats, sailboats, or kayaks.

Open Rifle Shooting

Time: 11:00AM – 11:50AM
4:00PM – 4:50PM

Description: Work on your marksmanship at the rifle range. Rifle tickets are available in the trading post for open shooting.

Open Shotgun Shooting

Time: 11:00AM – 11:50AM
4:00PM – 4:50PM

Description: Hone your shooting shotgun skills. Shotgun tickets available in the trading post.

Open Swimming

Time: 3:00PM – 4:50PM

Description: Come enjoy a swim in Stillwater Lake and climb on various aquatic inflatables in Waterfront's new interactive zone.

Minsi Village

Description: Scouts and leaders can come experience Camp Minsi's living Native American village. Learn about Native American culture first hand! There is so much to do - build primitive shelters, help carve a totem pole, create a troop effigy pole, experience dug-out canoe making, construct primitive tools and village items, learn how to start fire by friction, throw tomahawks, and much more!

Trading Post

Time: 8:45AM – 11:50AM
1:00PM – 4:00PM
7:00PM – 9:30PM

Description: Camp Minsi's Trading Post is open most of the day and includes many items Scouts will want to purchase. Scouts will find a wide variety of items including camping supplies, Camp Minsi T-shirts and apparel, craft kits, merit badge pamphlets, books, snacks, ice cream, slushies, drinks, and much more. Some merit badges may require additional costs for craft kits or other supplies (see our program guide for details). The trading post is an excellent opportunity for Scouts to practice real-world financial and personal management while at camp. Please be sure Scouts have spending money as to not feel left out. We recommend \$25 to \$50 for the week



Camp Minsi 2014 - Weekly Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:30 AM		Frigid Froggy	Frigid Froggy	Frigid Froggy	Frigid Froggy	Frigid Froggy	
7:00 AM							
7:30 AM		Colors	Colors	Colors	Colors	Colors	Colors
8:00 AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
8:30 AM							
9:00 AM							Check-out
9:30 AM							
10:00 AM		Morning Program	Morning Program	Morning Program	Morning Program	Morning Program	Closing Ceremonies
10:30 AM							
11:00 AM							
11:30 AM							
12:00 PM		Lunch	Lunch	Lunch	Lunch	Lunch	
12:30 PM							
1:00 PM	Check-In	Siesta	Siesta	Siesta	Siesta	Siesta	
1:30 PM							
2:00 PM							
2:30 PM							
3:00 PM		Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	
3:30 PM							
4:00 PM							
4:30 PM							
5:00 PM							
5:30 PM	Colors	Colors	Colors	Colors	Colors	Colors	
6:00 PM	Family Picnic	Dinner	Dinner	Dinner	Iron Chef Cook-off	Chapel	
6:30 PM						Dinner	
7:00 PM							
7:30 PM	Camp Tour and Leader's Meeting	Evening Programs	The Minsi Decathlon	Evening Programs	Evening Programs		
8:00 PM					Order of the Arrow Callout Ceremony	Camp-wide Campfire	
8:30 PM	Camp-wide Campfire						
9:00 PM							
9:30 PM							
10:00 PM	Taps	Taps	Taps	Taps	Taps	Taps	

Morning Colors: 7:45AM

Breakfast: 8:00AM

Lunch: 12:15PM

Evening Colors: 5:45PM

Dinner: 6:00PM