

Merit Badge Classes

See the Forms section toward the end of this section for a complete class schedule.

Aquatics

Canoeing (Horseshoe)

Must be R/W/B swimmer. Classes held at the boat docks on the Octoraro. 2-Hour Class.

Rowing (Horseshoe)

Must be R/W/B swimmer. Classes held at the boat docks on the Octoraro. 2-Hour Class.

Swimming

Must be R/W/B swimmer. Two classes offered. Two class sessions.

Lifesaving

Must be R/W/B swimmer. Must have the swimming merit badge prior to arriving at camp.
Two class sessions.

BSA Lifeguard:

Must be 14 years old. R/W/B swimmer.

Campcraft

Pioneering

Must be a First Class Scout prior to arriving at camp. Two class sessions.

Cooking

Must be a First Class Scout prior to arriving at camp. Scouts will be cooking five meals during the week.

New Experienced Scout Program

Orienteering/Backpacking

BP 11a, 10 (two treks)

Wilderness Survival

Scouts will participate in an outpost that will leave Thursday night and return Friday morning.
Scouts must provide backpacks.

Camping

Pre-requirements: 8, a-c. Scouts will participate in an outpost that will leave Thursday night and return Friday morning. Scouts must supply tents and backpack. Two classes offered.

Nature

Environmental Science

Recommended for Scouts First Class and above. Two classes offered, two sessions each.
Class requires one half hour of observation daily.

Astronomy

Pre-requirements: 5b & 6

Scouts will participate in three astronomy hikes, weather permitting.

Nature

Pre-requirements: 4a 2 & 5

Mammal Study

Pre-requirements: 3 & 4

Reptile and Amphibian Study

Pre-requirements: 8

Weather

Pre-requirements: 8

Fish and Wildlife Management

Soil and Water Conservation

Forestry

Pre-requirements: 5a or 5b & 7b or 7c

Handicraft

Basketry

There is a \$14.00 class fee, pay at the trading post before class.

Leatherwork

There is a \$14.00 class fee, pay at the trading post before class.

Woodcarving

There is a \$6.50 class fee, pay at the trading post before class.

Art

Indian Lore

There is a \$7.00 class fee, pay at the trading post before class.

Shooting Sports

Archery

No Charge, Recommended for experienced Scouts first class and above.

Rifle Shooting

There is a 35 cent per 5 rounds fee. Recommended for experienced Scouts first class and above.

Troops may schedule a troop shoot at no additional cost.

Shotgun Shooting

There is a, \$21.00 program fee.

Recommended for experienced Scouts first class and above.

Health & Fitness

First Aid

Pre-requirement. 1 & 2b

Personal Fitness

Pre-requirements 7, 8 & 9

Emergency Preparedness

Pre-requirements: 1, 6c & 8c

Must have First Aid merit badge prior to arriving at camp. Scouts will be participating in a night exercise during the week.

Special Interest Programs

Life Guarding - Scouts will learn advanced life guarding and swimming techniques, as well as many of the behind the scenes skills required to keep the most popular program areas at camp running clean and algae free.

Shooting Sports - Advanced safety skills and shooting sports techniques will be developed as part of the Shooting Sports SIP, fun shoots, and shooting competitions.

Handicraft - The Handicraft SIP offers Scouts a chance to hone their craftsmanship and learn about special craft skills including stained glass, metalworking and leather tooling.

Health and Fitness - The health lodge SIP focuses on honing a Scout's emergency response skills. Scouts will learn about the history of emergency response, participate in a realistic first aid demonstration and learn worst-case scenario techniques for rescue and lifesaving.

Nature - The ecosystem in which we live is one of the most fascinating and important aspects of human life. Scouts in this SIP will go on a River Raid for exotic Octoraran animals, observe snakes and other animals feeding, and hike the Horseshoe Trail.

Campcraft - Scouts who wish to hone their camping and pioneering skills will enjoy this SIP. In addition to advanced woodsman skills, Scouts will also learn decorative knots and timber-making exercises.

COPE and Mountain Biking (Both of these are at Camp Horseshoe)

COPE - COPE is an acronym for Challenging Outdoor Personal Experience that consists of a rope course of activity and reflection designed to develop skills in leadership, problem solving, communication, trust, decision-making and teamwork. COPE provides the opportunity for individual and team growth as through challenges designed to test skills and character. Highlights of a week at COPE include rappelling from a 35-foot rappelling tower, riding on a 300-foot rip line, and climbing a vertical playground.

COPE meets Monday through Thursday from 3:00 PM to 5:00 PM and on Friday, from 2:00 PM to 5:00 PM. There is a \$8.00 charge. The minimum age for participation is 14. Scouts completing COPE receive a segment for the Ware patch.

Open Rappelling and Climbing - The rappelling tower will be open from 7:00 PM to 8:00 PM daily for Scouts ages 13 and older to learn and participate in these activities. Participants must wear long pants. The tower will close due to weather or unforeseen circumstances.

Mountain Biking - Several Mountain biking trails have been designed to challenge Scouts and adults physically and mentally while building cross-country biking skills. Our experienced Mountain Biking staff offers many rides throughout the week open to all Scouts 14 and older. Adults may ride free of charge if there is room on the guided ride. A segment is awarded, for the Ware patch to those who ride at least 5 times in the morning or 3 of 4 times in the afternoon. Scouts may bring their own bikes or use bikes provided by camp. Due to safety and environmental concerns, Scouts may not ride bicycles unless being led by one of our Mountain Biking staff members. All other bike riding is prohibited and all bicycles must be registered and stored at the Maintenance building when not in use. Fees, use of camp bike \$6.00, using own bike \$1.00.

