

ADDITIONAL PROGRAM INFORMATION

NEW SCOUTS

New scouts have the opportunity to achieve as many as 5 merit badges and still have plenty of spare time to participate in various open activities, such as open swimming, boating, rifle and archery ranges, etc. Note: Open boating available to those who are designated as “swimmers”.

It is highly recommended that all new scouts take Swimming Merit Badge OR participate in the swimming instruction that is offered by the camp staff. It is also strongly recommended that if you are taking Swimming MB, that you take it during the 9:00 time slot. Finally, all scouts taking the MB should bring clothes for the “flotation” on Monday night.

In addition to Swimming MB, new scouts may choose from the wide array of MBs offered. Information regarding age restrictions and prerequisites can be found in the camp materials and below. Generally, it is recommended that new scouts take an Ecology MB (eg, Mammal Study, Nature, etc.) and a Handicraft MB (eg. Leatherwork, Basketry, Pottery, Art) . In addition to the three recommended, Ockanickon offers the unique opportunity for scouts to attend classes in Fingerprinting and Textiles on Tuesday and Thursday nights (one class session required for each MB).

There are open sessions for scouts to complete specific rank advancement requirements. The camp has scheduled sessions for this purpose and will assist in setting up sessions for scouts with schedule conflicts.

POLAR BEARS

ALL scouts and adults are expected to participate in the Polar Bear Swim. The camp requires 3 swims, from 7:00 am to 7:30 am, over the course of the week.

PROGRAM AREAS

There are two week-long programs for older scouts: Pack & Paddle and DROP. Pack & Paddle is primarily a backpacking and canoeing program while DROP also includes some elements of COPE and team-building. PLEASE LET MR. TOD KNOW ASAP IF YOU ARE INTERESTED IN THESE PROGRAMS.

All merit badge classes marked ****Lottery MB**** means that the scout's name must appear on a list to be handed in on Sunday evening for [possible] selection into the class.

The best place to review Ockanickon's offerings is their website:

<http://www.ockanickon.org/guide/index.html>

The schedule can also be found at that site. The list includes prerequisites that may be necessary in order to complete the MB at camp. By clicking on name of the MB, you can be re-directed to the BSA site that reviews all of the requirements for that MB. In the event that a scout is required to submit something in writing (essay, research information, table, chart, etc.) the camp strongly recommends that scouts download and use the worksheets that can be found at that BSA/MB website. **If a scout is working on MB prerequisites, he should have an open blue card for that MB.**

ADVENTURE SPORTS

Includes COPE, mountain biking, climbing, sailing. Scouts should expect that these programs will take up the full week. For example, the Climbing program covers belay training, rappelling, climbing AND mountain biking (to some of the climbing areas). There will be open sessions for climbing/rappelling (Camping MB!!!) but anyone in any of the climbing areas must complete belay training. Climbers are expected to have two pairs of shoes for the area; one pair to hike and cross a stream and one pair for climbing. Climbing MB class may have a limit. Make sure you see Mr. Tod if you are interested in Climbing MB. Before considering Climbing make sure you understand about the "back-up" indoor program (requiring forms and additional fees).

There will also be open mountain biking, mountain boarding and some open elements of COPE.

AQUATICS

Flotation will take place on Monday night. Do not set up a schedule that creates a conflict with the flotation. REMEMBER TO SIGN UP FOR THE 9:00 SESSION IN ORDER TO AVOID THE DAN BEARD PROGRAM AT 10:30.

Hot tub for adult leaders! Yes, your eyes do not deceive you.

EAGLE

All sessions are 90 minutes. Carefully read the requirements regarding the handling of prerequisites. Ages are recommended. Do not sign up for a MB if you cannot handle it.

ECOLOGY

Those not taking MBs can participate in the bird walk (Wed, 5:00 am); reptile/amphibian walk (Tue, 8:00 pm); and Thursday Night Hike.

GOLF

****Lottery MB****

Will take place on Wednesday afternoon, off-site. Extra fees and forms are required.

HANDICRAFT

Classes are 45 minutes long. Many of the handicraft MBs require extra money to purchase kits. In some of the classes it may be a good idea to purchase a kit before leaving for camp. I have an outline for each of the badges. The camp provides extra time/help for some of these badges. Please see me for specifics.

REMEMBER: Fingerprinting and Textiles are offered on Tuesday and Thursday evenings. These evening classes each require the one 90-minute session.

Woodcarving requires minimum age of 13 and Totin' Chip.

The camp has a very nice wood-burning program (not MB) for a scout's spare time. The projects require extra fees.

HORSEMANSHIP

****Lottery MB****

Off-site. Extra fees and forms are required.

PHOTOGRAPHY

****Lottery MB****

Must bring a camera, which should be digital (with cards). Emphasized: No camera phones!!! Space is very limited (16 slots). Must be 13 or older and cost is \$5.00. Class may meet only 2 times: Sunday Evening and Tuesday, when projects will be due. Do not attempt this MB if you are not serious about completing it.

SCIENCE

Note age limitations. Space may be limited. All scouts should have a "back-up" MB in mind. When capacity is met, older scouts will be taken first. All classes are 90 minutes. See website/handouts for costs that are related to Science MB classes.

Astronomy CAN be completed in the week; however, evening/night classes WILL be required.

Electricity is for younger scouts, while Electronics is for older scouts.

Weather MB: Camp has its own weather station.

Chemistry MB class no longer takes a field trip. All work is based in the lab at the camp.

SCOUTCRAFT

Cooking MB will meet for the designated time slot AND through lunch, up to siesta. Do not sign up for Cooking MB unless you are prepared to attend the classes. If you are also considering Horsemanship or Golf MBs, Cooking MB may be difficult to complete.

Wilderness Survival overnigher will take place on Wednesday night. Please bring a small backpack for the overnigher.

Camping MB will be offered three sessions per day. The 30-foot rappel can be done at the climbing area.

SHOOTING SPORTS

Merit badges offered are Archery, Rifle and Shotgun. Classes may include sessions on Monday and Tuesday nights. Open sessions are available. **NO OUTSIDE WEAPONS OF ANY KIND ARE ALLOWED. ANYONE WHO INTENDS TO USE THE RANGE(S) -- MB CLASS OR OPEN SHOOT -- MUST ATTEND THE SHOOTING SPORTS SAFETY LECTURE ON SUNDAY NIGHT.**

OTHER PROGRAMS

“Duty To God”: Ockanickon has a resident, BSA National Camping School-trained chaplain. Scouts can work on an award (patch) throughout the week.

SCUBA

Two programs are offered: Discover SCUBA and SCUBA BSA. Additional fees and forms are required. Discover SCUBA is offered on Tuesday and Thursday nights and costs \$6.00. This program introduces boys to the gear and allows about 10 minutes of swim time.

SCUBA BSA costs \$40.00. More time is spent with the scout, in the water. Requirements can be found on BSA website and a patch is awarded upon completion. Sessions meet one time, Tuesday, Thursday or Friday at 6:30 pm.

Magic Tournament will be held on Tuesday night.

Map & Compass Competition, Scout Skills Competition, Air Band Competition, Lashing Competition, Water Carnival (Pool Games), Volleyball Tournament.