

CHEROKEE

SCOUT RESERVATION

Summer Camp 2021 Family Guide

www.csr.camp

Updated March 31, 2021



Updates, Edits and Revisions.

All edits appear in red ink.

Monday, February 22, 2021

Page 3 – changed Friends and Alumni weekend to July 18.

Page 8 – Under Camp Fee, changed last bullet: “Black pug will charge credit card \$110.”

Page 8 – Under Refund Policy, changed second bullet to \$115.

Page 9 – Under Provisional, added these two bullets.

- Parents/guardians who stay with their Provisional Scout must be registered members of the BSA with a completed background check and Youth Protection Training.
- If you are not a registered member of the BSA, have your Scout’s unit register you as a Scouter Reserve.

Page 32 – Under Advanced Metalwork, replaced welding with metal work.

Page 38 – Under Waterfront, replaced climbing tower with The Blob and Glacier.

Wednesday, March 31, 2021

Page 13 – Scouts must earn Swimming Merit Badge prior to starting work on Lifesaving Merit Badge.

COVID-19 Mitigation Plans

The latest information regarding our COVID-19 mitigation plan can be found at www.csr.camp/COVID-19.

Our COVID-19 mitigation plan will be reviewed and approved by the Caswell County Department of Public Health.

Our plan will follow the latest guidance of from the Center of Disease control, the NC Department of Health and Human Services, and NC Governor Cooper's executive orders.

Our plan will adhere to the guidance provided by the national Boy Scouts of America Outdoor Program Group, Health & Safety Group, and Risk Management Group.

Nationally Accredited Camp

Cherokee Scout Reservation is a nationally accredited camp by the National Council of the Boy Scouts of America. Regionally trained appraisers inspect the camp annually. Key staff members are trained through the BSA National Camp School. Staff members are trained in CPR and basic first aid.

Photo & Image Release Notice

By attending Cherokee Scout Reservation summer camp, you agree to allow Cherokee Scout Reservation and the Old North State Council to use your image for promotional purposes. Photos and video images may be used in, but not limited to, print publications, online publications, videos, presentations, websites, and social media.

Information Subject to Change

The information within this guide is subject to change. Check the website for the most recent and up-to-date version.

Nondiscrimination Policy

It is the policy of the Cherokee Scout Reservation not to discriminate against any person on the basis of race, color, national origin, religion, age, sex (including pregnancy, childbirth, breastfeeding, or related medical condition), gender, sexual orientation, gender identity, marital or familial status, genetic information, citizenship status, ability, or any other legally protected characteristic in the administration of our program. Cherokee Scout Reservation will make accommodations, as far as is practical, to meet the needs of a person with disabilities as directed by the Americans with Disabilities Act of 1990. Any camper or leader with a disability requiring assistance of the camp staff should contact the camp director at least 12 days prior to arrival at summer camp.



WHAT'S NEW?

New Merit Badge Offerings

- Animation
- Electronics
- Chess

New Event Management System

- Black Pug

New Activities

- **ATV PowerSport** - In partnership with the ATV Safety Institute, we will cover the ATV RiderCourse. This new program is open to Scouts ages 14-years-old and older. At the start of the week, Scouts will learn how to ride an ATV safely in an open field. With safe riding skills mastered, at the end of the week, Scouts will participate in trail rides in camp. Scouts will need to complete some online coursework prior to arriving at camp. The program is limited to 8 Scouts per session. We offer 4 sessions.

New Check-in Arrival Time for Sunday

- Units will check-in between 1:00 pm and 2:30 pm on Sunday.
- This will allow us to move up the start time of the Sunday evening campfire.

New BSA Health Form

- The BSA recently updated the [health form](#).
- Starting in 2021 only the health form labeled 2019 printing can be used.
- Remember, all people attending summer camp must have a current health form at the health lodge.
- The BSA will not waive the requirement for all people to have a current health form for Summer 2021.

Open House for First Year Campers & Families

- Allows Scout and family to see camp, visit campsite, see health lodge, enjoy lunch in dining hall, walk the Scout's merit badge schedule, and meet the camp staff
- Saturday, June 19
- 11:00 am – 1:00 pm
- Includes lunch
- Walk camper's merit badge schedule
- \$10 fee per person in party
- [Registration](#) closes at 11:59 pm on Friday, June

11

Local Membership Requirements for Adults Spending the Night at an Old North State Long Term Camp (Summer Camp)

- Effective immediately, any adult who spends at least one night while accompanying a Scouting unit to a long-term camp activity, sponsored by the Old North State Council or any of its agents, must be a registered member of the Boy Scouts of America with a completed criminal background check and completed mandatory Youth Protection Training.
- For those who are not registered with the BSA, we recommend submitting their adult leader application to the council office no later than April 1.
- We suggest that you register these adult leaders as Scouter Reserve. The position code is 91. The Scouter Reserve position requires payment of registration fee, background check, and completion of youth protection training. The Scouter Reserve position does not require completion of IOLS.
- Adult leader registration and Youth Protection training status will be verified during the unit's 12-day-out meeting.

Merit Badge Completion Day

- Did you end up with partial merit badges at summer camp?
- Then come to Cherokee on Saturday, July 31 to complete those requirements.
- Scouts should arrive at 8:30 am. Instruction will begin at 9:00 am.
- Scouts will depart by 4:00 pm.
- We will only support merit badges that we taught during Summer Camp 2021.
- [Registration](#) closes at 11:59 pm on Wednesday, July 28.
- Cost is \$20.
- Includes lunch.

Friends & Alumni of Cherokee Weekend

- Saturday, July 18
- Start with lunch, open program areas, supper, closing campfire
- \$40 per person
- Includes patch

Welcome to Cherokee Scout Reservation!

Given the current state of our world, one thing is true, our Scouts deserve the certainty, safety, and security of Scouts BSA summer camp.

Summer 2020 promised to be full of excitement and adventure. Adventurous it was...full of change and uncertainty. Hopefully, we have all learned to be a bit more flexible, resilient, and learned the life lesson that the only thing consistent in life is change.

Cherokee Scout Reservation is in top-notch condition. When we could not host summer camp last year, we hired 15 college students to address much of the deferred maintenance in camp. Several of our buildings received fresh coats of paint. A cleaner, less cluttered camp awaits you.

We now have 115 adirondacks in camp so all of our Scouts camp in roofed housing. We built a new Trade Skills Shop and STEM Lab that provided state-of-the art facilities to teach Welding, Automotive Maintenance, Farm Mechanics, Home Repair, Plumbing, Woodworking, Chemistry, Nuclear Science, and Robotics.

For Summer 2020 we added 16 flush toilets to the facility, ran electricity to all campsites, and created an infrastructure to support our new ATV:PowerSport program. You're going to like the improvements.

While we embrace STEM and Trade Skills as our niche, we will continue to offer the best in traditional Scouts BSA summer camp program like Scoutcraft, Handicraft, Nature, Shooting Sports and Aquatics. **We've built a program that will provide every camper and leader a week full of fun and adventure.** The best thing about Cherokee is its size. Comparatively, we have medium-sized weekly camper population, but the facilities and program offerings of a larger camp. When you are at Cherokee, the staff and campers get to know one another. We build lasting relationships. We become family.

I anticipate that many things will change between now and when you arrive at summer camp. Please pay close attention to our website and unit leader emails to stay fully aware of our COVID-19 mitigation strategies.

We're excited to welcome FROGS Scouts, returning Scouts, experienced campers new to CSR, all campers from near and far to camp this summer.

As you make plans for camp, please do not hesitate to contact us if you have questions. We are ready and prepared to assist you. You can contact the Scout Office at 336-378-9166. Or, you can reach Camp Director Bud Harrelson at bud.harrelson@scouting.org. During the summer, we can be reached at summer camp at office@csr.camp or 336-694-6440.

We look forward to your unit's arrival this summer!

Yours in Scouting,



Bud Harrelson, Camp Director



Daniel Flack, Assistant Camp Director



Ryan Edrington, Program Director

Table of Contents

Nationally Accredited Camp	2
Photo & Image Release Notice	2
Information Subject to Change	2
Nondiscrimination Policy.....	2
Website	2
WHAT'S NEW?	3
GENERAL CAMP INFORMATION	8
Dates	8
Camp Fee.....	8
Camp Fee Payment Structure.....	8
Early Bird Payment Structure	8
Refund Policy.....	8
Camperships.....	8
Day Campers	9
Provisional Scouts.....	9
Scouts with Special Needs	10
Correspondence	10
Who to Contact?	10
Family Night.....	10
Meals.....	11
Trading Post.....	11
Pre-order Memorabilia.....	11
Mail.....	11
Emergency Phone Number	11
Religious Services	11
CAMP PROGRAM + MERIT BADGES & ACITIVIES	12
Aquatics Program Area.....	13
Ecology & Conservation Program Area	16
Handicraft Program Area.....	18
Health and Safety Program Area.....	20
Leadership Program Area	21
Metalwork Program Area	22
Scoutcraft Program Area	23
FROGS Program Area (First-Year Camper Program).....	24
Shooting Sports Program Area	25
Additional Information for Rifle Shooting and Shotgun Shooting Merit Badges.....	26
STEM Program Area	27

Trade Skills Program Area	29
CAMP PROGRAM + SPECIALTY PROGRAMS – YOUNGER SCOUTS.....	31
Fundamental Requirements of Good Scouting (FROGS)	31
CAMP PROGRAM + SPECIALTY PROGRAMS – OLDER SCOUTS	32
Advanced Metalwork	32
Advanced Welding.....	32
Crime Prevention & Fingerprinting Merit Badge.....	32
(Previously known as Forensic Biology Program).....	32
Muzzle Loading Rifle Trail Shoot	33
CAMP PROGRAM + CERTIFICATION PROGRAMS.....	33
ATV: PowerSport	33
BSA Lifeguard	36
BSA Lifeguard training is focused on the need to provide BSA operated facilities, such as summer camps, and units with quality aquatics programs.	36
Paddle Craft Safety	37
Swimming and Water Rescue.....	37
CAMP PROGRAM + TWILIGHT PROGRAM	38
COUNSELOR-IN-TRAINING (CIT) PROGRAM	40
CAMP PROGRAM + ORDER OF THE ARROW ACTIVITIES.....	41
CAMP PROGRAM + LEADER ACTIVITIES.....	Error! Bookmark not defined.
Sporting Clays Competition	Error! Bookmark not defined.
Scoutmasters Coffee	Error! Bookmark not defined.
Scoutmaster Competitions.....	Error! Bookmark not defined.
Scoutmaster Merit Badge.....	Error! Bookmark not defined.
Adult Training Opportunities.....	Error! Bookmark not defined.
FEES & PAYMENTS.....	Error! Bookmark not defined.
Camp Fees	Error! Bookmark not defined.
Payment Schedule	Error! Bookmark not defined.
12-Day-Out Meetings	Error! Bookmark not defined.
Refunds.....	Error! Bookmark not defined.
Campsite Information	Error! Bookmark not defined.
Adult Leaders in Camp	Error! Bookmark not defined.
PREPARING FOR CAMP.....	Error! Bookmark not defined.
Online Merit Badge Registration.....	Error! Bookmark not defined.
Pre-Camp Swim Checks	Error! Bookmark not defined.
Adirondack & Tent Capacity During COVID-19.....	Error! Bookmark not defined.
BSA Health Forms.....	Error! Bookmark not defined.
Pre-Camp Medical Form Review	Error! Bookmark not defined.

Council-Sponsored Physical Clinic	Error! Bookmark not defined.
Tour Buses	Error! Bookmark not defined.
UNIT SUMMER CAMP PLANNING CALENDAR.....	Error! Bookmark not defined.
CHECK-IN & CHECK-OUT PROCEDURES	Error! Bookmark not defined.
Check-In Procedures.....	Error! Bookmark not defined.
Check-Out Procedures.....	Error! Bookmark not defined.
CAMP SECURITY.....	Error! Bookmark not defined.
HEALTH & SAFETY AT CAMP	Error! Bookmark not defined.
Insurance	Error! Bookmark not defined.
Medication Handling.....	Error! Bookmark not defined.
Buddy System	Error! Bookmark not defined.
Medical Services.....	Error! Bookmark not defined.
Scouts Leaving Camp Early	Error! Bookmark not defined.
ADVANCEMENT IN CAMP	Error! Bookmark not defined.
Merit Badges	Error! Bookmark not defined.
Partially Completed Merit Badges.....	Error! Bookmark not defined.
Merit Badge Pamphlets.....	Error! Bookmark not defined.
MAKING THE MOST OF YOUR CAMP EXPERIENCE	Error! Bookmark not defined.
TENT DAMAGE POLICY	Error! Bookmark not defined.
ADIRONDACK DAMAGE POLICY.....	Error! Bookmark not defined.
INFORMATION for OUT-OF-COUNCIL UNITS	Error! Bookmark not defined.
2022 CAMPSITE RESERVATIONS	Error! Bookmark not defined.
CAMP MAP	42

GENERAL CAMP INFORMATION

Dates

Week 1	June 20 - 26
Week 2	June 27 – July 3
Week 3	July 4 – 10
Week 4	July 11 – 17
Week 5	July 18– 24
Week 6	July 25 – 31

Camp Fee

- The camp fee is **\$350**.
- The camp fee is all-inclusive and covers the cost of all merit badge supplies with two exceptions.
- Exception 1: *Scouts who take BSA Lifeguard need to earn CPR for the Professional Health Provider. We provide this course at camp for \$50. Taking the CPR for the Professional Health Provider at summer camp is optional.*
- Exception 2: *The ATV PowerSport program has a \$50 program fee.*
- The camp registration fee is the same for in-council and out-of-council units.
- All camp fees will be collected online using [Black Pug](#) – our event management system.
- Unit leaders can determine if the unit will submit all payments for the unit or they will allow families to submit individual payments using Black Pug's Parent Portal. The unit leader initiates and distributes Parent Portal access.
- Scouts who attend as Provisional campers or day campers submit their individual payments using Black Pug.
- Black Pug does not come with additional or hidden fees. If the fee is \$110, **then Black Pug will charge your credit card \$110.**

Early Bird Fee: \$330

- Pay \$110 by Thursday, March 11 to receive a \$20 discount on the total camp fee.

Late Fee: \$10

- After Thursday, May 27, at \$10 fee will be added to the registration fee.

Provisional Fee: \$375

Day Camper Fee: \$175

Adult Leader Fee: \$145

- Adult leader fees must be submitted by Thursday, May 27.

Camp Fee Payment Structure

- Payment 1: \$115 due Thursday, March 25
- Payment 2: \$115 due Thursday, April 22
- Payment 3: \$120 due Thursday, May 27

Early Bird Payment Structure

- Payment 1: \$110 due Thursday, March 11
- Payment 2: \$110 due Thursday, April 22
- Payment 3: \$110 due Thursday, May 27

Refund Policy

- Payment 1 deposits are non-refundable, but are transferable to another Scout in your unit.
- Once the camper has paid more than **\$115**, the refund amounts will not exceed 50% of the funds paid at the time of the refund regardless of circumstances.
- Refunds should be requested during the unit's 12-Day-Out-Meeting.
- Refund requests should be submitted by the unit leader directly to the camp director.
- Refunds will not be granted after the 12-Day-Out-Meeting for the unit's scheduled week at camp unless the camper becomes ill or experiences a death in the family. If the camper becomes ill, a doctor's note must accompany the refund request. Should the camper become ill or experience a death in the family, the unit leader should request a refund Sunday of the week the unit is scheduled to attend camp. Regardless of circumstances, no refunds will be granted after Sunday of the unit's scheduled week at camp.
- Refunds will be returned to the credit card on file with Black Pug within 30 days.
- **This refund policy applies to Scouts who decide not to attend camp because of reasons COVID-19.**
- **If we are unable to offer camp, because of COVID-19, families will receive a full reimbursement.**

Camperships

- Financial assistance is available to Scouts for whom the camp fee is a financial hardship.
- Campership amount typically does not exceed one-third of camp fee (\$110).
- **Deadline for submitting campership requests is Thursday, April 22.**
- Campership forms are available online – <https://www.csr.camp/forms--resources.html>.

Provisional Scouts

- For Scouts who are unable to attend camp with their unit or wish to attend multiple weeks of camp, we form a Provisional Unit.
- Female and male Scouts can participate in the Provisional unit.
- The Provisional Troop adult leaders are full-time staff members who provide supervision and support to Provisional Scouts. Female and male adult leaders are present.
- Limited to 20 Scouts per week.
- Cost: **\$375**
- A **non-refundable \$125 deposit** secures a space in the Provisional Troop.
- Families will secure a Provisional Scout seat by submitting the \$125 payment via [Black Pug](#) – our event management system.
- Provisional Scouts who make a \$110 deposit by Thursday, March 11 are eligible for the \$20 early bird discount.
- Merit Badge enrollment opens on Saturday, April 3 at 8:00 pm. Families will be able to enroll Provisional Scouts in merit badges at that time.
- Advancement paperwork is immediately available to families on Saturday in Black Pug. Look under the REPORTS tab to see which requirements your Scout completed.
- We will also email a copy of the advancement report to the Scout's unit leader on Saturday morning.
- Provisional Scouts must bring their completed [BSA Health Form](#) to Sunday check-in.
- Parents/guardians and unit leaders are welcome to participate in the Provisional Troop as well.
- Parents/guardians who stay for the entire week pay the \$145 adult fee.
- Parents/guardians who stay for a partial week pay by the meal - \$8.50/meal.
- Parents/guardians will need to provide their own tent.
- **Parents/guardians who stay with their Provisional Scout must be registered members of the BSA with a completed background check and Youth Protection Training.**
- **If you are not a registered member of the BSA, have your Scout's unit register you as a Scouter Reserve.**

Day Campers

- Day Campers attend camp from 9:00 am until 5:00 pm to earn merit badges and partake in other camp program offerings.
- Female and male Scouts can be day campers.
- **Cost: \$175**
- The fee includes the cost of merit badge supplies, lunch, and a camp patch.
- A **non-refundable \$60 deposit** secures a space as a Day Camper.
- Families will secure a Day Camper seat by submitting the \$60 payment via [Black Pug](#) – our event management system.
- Day Campers who make a \$60 deposit by Thursday, March 11 are eligible for the \$20 early bird discount.
- Merit Badge enrollment opens on Saturday, April 3 at 8:00 pm. Families will be able to enroll Day Campers in merit badges at that time.
- Advancement paperwork is immediately available to families on Saturday in Black Pug. Look under the REPORTS tab to see which requirements your Scout completed.
- We will also email a copy of the advancement report to the Scout's unit leader on Saturday morning.
- Day Campers should arrive at camp at 8:30 am on Monday to check-in.
- Day Camper check-in will take place underneath the tarp outside of the Headquarters Building.
- Day Campers must bring their completed [BSA Health Form](#) to Monday check-in.
- Day Campers will eat first lunch in the Dining Hall.
- Day Campers will eat lunch with the Provisional Troop.



Scouts enjoying our Family Night campfire.

Who to Contact?

- Questions about camp should be directed to Camp Director Bud Harrelson at bud.harrelson@scouting.org.
- Specific questions about payment should be directed to Kristina Edmondson at kristina.edmondson@scouting.org or 336-378-9166.
- Questions related to BSA insurance should be directed to Kristina Edmondson at kristina.edmondson@scouting.org or 336-378-9166.
- Prior to June 10, inquiries and correspondence, should be directed to the Old North Council Office, 1405 Westover Terrace, Greensboro, NC 27408 or 336-378-9166.
- After June 10, inquiries and correspondence, should be directed to Cherokee Scout Reservation, 3296 Boy Scout Camp Road, Yanceyville, NC 27379, 336-694-6440, or office@csr.camp.

Family Night

- COVID-19 mitigation strategies may require camp be closed to outside visitors.
- Each Thursday, from 5:30 to 10:00 pm, families and friends are invited to camp.
- Typically, visitors bring covered-dishes to share among the unit. Each troop has a different tradition, so be sure to check with your unit leaders about Family Night food expectations.
- Visitors should plan to attend the exciting and entertaining flag retreat ceremony and campfire beginning at 7:45 pm at the flag pole.
- We know that executing a covered-meal in the campsite with families and friends can be difficult for some units because the distance between camp and your home community.
- To support those units, those from in-council and out-of-council, we will provide a simple meal in the dining hall.
- This meal will be at no additional cost to you or your campers.
- You will notify the camp director of your need to have supper in the dining hall on Thursday night to the camp director during your 12-day-out meeting.
- Some units choose to bring in food and cook-out in the campsite.
- Other units choose to take the unit into town for a meal.

Scouts with Special Needs

Cherokee Scout Reservation desires for all Scouts and adult leaders to be able to take full advantage of our exciting summer programs. We will do our best to meet all reasonable requests for accommodations.

- **All requests for accommodations should be submitted by the unit leader during the unit's 12-Day-Out Meeting.**
- Use the **Special Needs Request Form** to communicate your special need to the camp staff leadership. The **Special Needs Request Form** is available online at <https://www.csr.camp/forms--resources.html>.

Mobility

- For Scouts who need mobility assistance, our Commissioners will provide a shuttle service using the camp's golf carts.
- If individuals choose to provide their own golf carts, they must meet all of the requirements outlined in our [Golf Cart Use Policy](#).

Dietary Needs

- Our Dining Hall is a peanut-free environment.
- For Scouts and adult leaders with special dietary needs, we will do our best to provide suitable alternatives to our meals.
- A salad bar is available at lunch and dinner, daily. COVID-19 mitigation strategies may require us to remove the salad bar. However, we will make prepared salads available.
- A sample [camp menu](#) can be found online.
- Scouts and their families are encouraged to bring additional food that will best satisfy the Scout's dietary needs.
- Limited storage space is available in the Dining Hall kitchen's walk-in coolers for the storage of food items you might bring.
- Our food services manager is available to answer questions about meal ingredients and preparation techniques.
- Direct questions about meal ingredients and preparation techniques to our camp director at bud.harrelson@scouting.org.

Correspondence

- Please remember to put the following information on all correspondence submitted.
- This includes emails.
- Unit Type, Unit Number, Week, Site
- Troop 13, Week 3, Seneca B

Trading Post

- A stock of necessities is available to replace the forgotten toothbrushes, flashlights, and batteries.
- Items to enjoy during their leisure will also be available to Scouts, leaders, and visitors.
- The Commissary contains a host of snacks and refreshments.
- **On average, Scouts spend \$50.**
- Scouts are responsible for their own money.

Pre-order Memorabilia

- You may pre-order 2021 camp t-shirts and hats.
- Unit leaders will submit a Scout's pre-order through Black Pug.
- **Pre-orders are due by Thursday, May 13.**
- Pre-orders will be delivered during your unit's 12-day-out meeting.
- Limited supplies of t-shirts and hats will be available for sale in the trading post.

Mail

- Mail is delivered to camp daily.
- To send your Scout mail, use the following address format.

Scout's Name and Unit Number
Cherokee Scout Reservation
3296 Boy Scout Camp Road
Yanceyville, NC 27379

Emergency Phone Number

- The emergency phone number at camp is 336-694-6440.

Religious Services

- Scouting vespers will be held each morning as part of our morning flag ceremony.
- Our Scouting vespers are interfaith.

Meals

- Meals are served cafeteria style in the air-conditioned Dining Hall.
- **COVID-19 mitigation strategies may require us to socially distance during meals. This may require Scouts to eat elsewhere beside the dining hall or for us to eat in more than two shifts.**
- For all meals, units will eat together at their predetermined seating area in meal shifts.
- Units are notified of their meal shift during check-in on Sunday.
- Units will have the same meal shift for the entire week. Unit waiters will assist in placing tableware, drinks, and condiments on the table and in cleaning the tables after those meals.
- Waiters should arrive ten minutes before their unit's meal shift.
- [Menus](#) are approved by a certified nutritionist and prepared by experienced cooks.
- This menu is subject to change each week and there is no guarantee of the menu for any particular week.
- Information for communicating special dietary needs requests can be found at <https://www.csr.camp/forms--resources.html>.



CAMP PROGRAM + MERIT BADGES & ACITIVIES

Cherokee Scout Reservation offers a wide variety of merit badges and activities for Scouts to enjoy while at summer camp. The next few pages describes our merit badge program.

- Most of the merit badges we offer can be completed during summer camp, but some cannot. When selecting your merit badges pay attention the requirements that will not be covered or completed during summer camp.
- Some merit badges have age restrictions.
- All merit badges and activities have a class size maximum. We use class sizes maximums to ensure the camper to staff ratio allows for quality instruction and maximum engagement and participation by the Scout. In most cases, each merit badge is offered more than once during the day so Scouts have multiple opportunities to enroll in a specific merit badge.
- All Scouts will pre-register for merit badges using the online merit badge registration system. Unit leaders will register Scouts for their merit badges.
- Scouts will communicate to adult leaders the merit badges they wish to take during summer camp using the **Unit Merit Badge Registration Form**. The **Unit Merit Badge Registration Form** is available online at <https://www.csr.camp/forms--resources.html>.
- The online merit badge registration system opens the first weekend in April – **Saturday, April 3 at 8:00 pm**.
- The online merit badge system will close on Sunday at 11:59 pm two weeks prior to your unit’s arrival at camp. For example, for a unit attending camp during Week 2, which starts on Sunday, June 27, the online merit badge system will close on Sunday, June 13 at 11:59 pm.
- Once the online merit badge registration closes, changes may be made during the unit’s 12-day-out meeting or upon arriving at camp.
- If a merit badge or activity is closed because of class size, use Black Pug’s waitlist function to add your name to the wait list for this particular merit badge or activity.
- **The camp staff will not act upon wait list until the week of June 6.**
- **Area directors have the right to refuse participation in a program if they are uncomfortable with the Scout’s ability to complete the program in a safe and effective manner.**
- For class times, refer to the class schedule in this guide and within Black Pug.
- Scouts and leaders should give attention to the difficulty rating of each merit badge and program before registering.

Difficulty	Description
1	Easy program – great for 1st year camper
2	Requires more dedication – should be at least a 2 nd year camper
3	Difficult or strenuous program – should be at least a 3 rd year camper
4	More academically complicated or physically strenuous – intended only for veteran campers



Aquatics Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Canoeing	Prerequisite: Pass swimmer's test	Waterfront	2	Swimsuit, towel, water shoes (or shoes that can get wet)
 Kayaking	Prerequisite: Pass swimmer's test	Waterfront	2	Swimsuit, towel, water shoes (or shoes that can get wet)
 Lifesaving	Prerequisite: Earn Swimming Merit Badge.	Waterfront	3	Long pants, long-sleeve button down shirt, belt, shoes that can get wet
 Small-Boat Sailing	Prerequisite: Pass swimmer's test	Waterfront	3	Swimsuit, towel, water shoes (or shoes that can get wet)
 Swimming	Prerequisite: Pass swimmer's test	Waterfront	2	Swimsuit and towel
 Cherokee Catfish	Instructional swim program. Designed to help Scouts pass the swim test.	Waterfront	1	Swimsuit and towel

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 <p>Mile Swim, BSA</p>	<p>Prerequisite: Must pass swimmer's test. Requires participation during all sessions.</p>	Waterfront	3	Swimsuit and towel
 <p>Stand-Up Paddle Boarding</p>	<p>Prerequisite: Must pass swimmer's test.</p>	Waterfront	3	Swimsuit, towel, water shoes (or shoes that can get wet)
 <p>BSA Lifeguard</p>	<p>Prerequisite:</p> <ul style="list-style-type: none"> Adults and Scouts must be at least 15 years-old. Earn American Red Cross First Aid and CPR/AED for the Professional Rescuer (C-Pro). The C-Pro course is offered at camp for an additional \$50 fee. Taking the C-Pro course at camp is optional. Approval from the Aquatics Director is required for participation. 	Waterfront	4	Swimsuit and towel
 <p>Paddle Craft Safety</p>	<p>Prerequisite: Must pass swimmer's test.</p> <ul style="list-style-type: none"> Adults and Scouts at least age 16. Earn Canoeing and Kayaking merit badges (adults must possess these skills) Obtain Standard CPR/AED and First Aid certification The Standard First Aid & CPR/AED course is offered at camp for an additional of \$31 fee. Taking the Standard CPR/AED and First Aid course at camp is optional. Meets Tuesday, Wednesday, and Thursday from 9:00 am to 11:50 am. 	Waterfront	4	Swimsuit, towel, water shoes (or shoes that can get wet)



Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 <p data-bbox="207 1108 428 1180"><u>Swim and Water Rescue</u></p>	<p data-bbox="456 688 776 760">Prerequisite: Must pass swimmer's test.</p> <ul data-bbox="456 766 787 1444" style="list-style-type: none"> <li data-bbox="456 766 787 829">• Adults and Scouts at least age 16. <li data-bbox="456 835 787 955">• Earn Canoeing and Kayaking merit badges (adults must possess these skills) <li data-bbox="456 961 787 1060">• Obtain Standard CPR/AED and First Aid certification <li data-bbox="456 1066 787 1186">• The Standard First Aid & CPR/AED course is offered at camp for an additional of \$31 fee. <li data-bbox="456 1192 787 1312">• Taking the Standard CPR/AED and First Aid course at camp is optional. <li data-bbox="456 1318 787 1444">• Meets Tuesday, Wednesday, and Thursday from 2:00 pm to 5:00 pm. 	<p data-bbox="813 1066 961 1102">Waterfront</p>	<p data-bbox="1057 1066 1078 1102">4</p>	<p data-bbox="1208 1052 1386 1123">Swimsuit and towel</p>





Ecology & Conservation Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Astronomy & Space Exploration	Includes Twilight workshop Monday, Tuesday, and Wednesday.	Nature Lodge	2	Scouts will need a field notebook.
 Bird Study	We will start Requirements 5 and 6 during camp. We may not finish them. Scouts will participate in early morning bird walks.	Nature Lodge	3	Scouts will need a field notebook.
 Environmental Science	Not recommended for younger Scouts.	Nature Lodge	4	Scouts will need a field notebook.
 Forestry	N/A	Nature Lodge	2	Scouts should bring a notebook in which to mount the leaf collection.
 Insect Study	We will start requirement 5 during camp. We may not finish. Requirement 9 cannot be done during	Nature Lodge	3	Scouts will need a field notebook. It will be beneficial for

	camp. Scouts will be prepared to complete requirement 9 when they return home.			Scouts to have access to a digital camera or SMARTphone to complete requirement 5.
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 <p>Mammal Study & Nature</p>	Great for younger Scouts. Some hiking involved.	Nature Lodge	1	Scouts should bring a digital camera or SMARTphone. Scouts will also need a notebook in which to mount a leaf collection and field samples.
 <p>Reptile and Amphibian Study</p>	Requirement 8 will not be completed at camp. We will prepare Scouts to complete this requirement upon returning home; however, Scouts can complete this requirement prior to attending summer camp.	Nature Lodge	1	Scouts will need a field notebook.
 <p>Weather</p>	N/A	Nature Lodge	1	Scouts will need a field notebook.





Handicraft Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Art	Art Requirement 6 will not be completed at camp.	Handicraft Shelter	2	N/A
 Basketry	N/A	Handicraft Shelter	1	N/A
 Indian Lore	N/A	Handicraft Shelter	1	N/A
 Leatherwork	N/A	Handicraft Shelter	1	N/A
 Model Design and Building	N/A	Handicraft Shelter	1	N/A

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Photography	Prerequisite: Earn Cyber Chip	Handicraft Shelter	2	Scouts must bring a digital camera.
 Pottery & Sculpture	N/A	Handicraft Shelter	2	N/A
 Woodcarving	Prerequisite: Earn Tot'n Chip	Handicraft Shelter	2	Totin' Chip





Health and Safety Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Disabilities Awareness	N/A	Anderson Shelter	1	N/A
 Emergency Preparedness	N/A	Anderson Shelter	3	Family emergency kit
 Fire Safety	N/A	Anderson Shelter	3	Notebook and Pencil/Pen
 First Aid	Prerequisite: First aid requirements for Tenderfoot, Second Class, and First Class ranks (See Requirement 1 of First Aid Merit Badge)	Anderson Shelter	2	N/A
 Personal Fitness	Prerequisite: Scouts will need to complete requirement 1 prior to attending camp. Requirement 1a asks Scouts to participate in a physical examination; it also gives them actions to complete during and after the physical. Scouts should come prepared to discuss these topics. Requirement 1b asks Scouts to participate in a dental examination. Scouts will need to bring documentation of dental examination with them to camp. Scouts will work on 6 and 7 in camp, but will need to complete requirement 8 after camp.	Fitness Shelter / Activity Field	2	A note from Scout's dentist describing the Scout's most recent visit to complete requirement 1b.



Leadership Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Citizenship in the Nation	N/A	Dining Hall Shelter	2	It would be beneficial for Scouts to have access to a wireless-capable laptop or tablet
 Citizenship in the World	N/A	OA Lodge	2	It would be beneficial for Scouts to have access to a wireless-capable laptop or tablet
 Communications	Requirement 5 will not be completed at camp.	Dining Hall	2	It would be beneficial for Scouts to have access to a wireless-capable laptop or tablet



Metalwork Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Metalwork	Minimum age is 13	Metalwork Shop	4	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Scouts may also want a long-sleeve, button down shirt. All of these items will get dirty. Scouts may want to bring two pairs of trousers and two long-sleeve shirts.
 Advanced Metalwork	Minimum age is 13. Scouts must have already earned the Metalwork Merit Badge.	Metalwork Shop	4	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Scouts may also want a long-sleeve, button down shirt. All of these items will get dirty. Scouts may want to bring two pairs of trousers and two long-sleeve shirts.





Scoutcraft Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Camping	<ul style="list-style-type: none"> Requirements 4, 5e, 6e, 7, 8d, & 9a, 9b, 9c will not be completed at camp. Preliminary work on Requirement 8c, especially researching food costs can and should be done prior to camp. 	Scoutcraft Shelter	2	N/A
 Cooking	<ul style="list-style-type: none"> Requirements 4, 6d, 6e, & 6f will not be completed at camp. Scouts will be prepared to complete Requirement 4 at home. Scouts will be prepared to complete requirement 6d, 6e, & 6f on a unit backpacking trip. Preliminary work on Requirements 5a, 5b, 5c, 6a, 6b, & 6c, especially researching food costs can and should be done prior to camp. 	Scoutcraft Shelter	3	N/A
 Geocaching	Requirement 9 will not be completed at camp. Scouts will be prepared to complete this requirement with their unit on a future unit outing.	Scoutcraft Shelter	2	N/A

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Hiking	<ul style="list-style-type: none"> Requirements 4, 5 and 6 will not be completed at camp. Scouts will leave camp prepared to complete requirements 4, 5 and 6. Scouts will participate in a 5-mile hike that starts during class and goes through supper and Twilight activities. 	Scoutcraft Shelter	2	Scouts need to wear good hiking boots.
 Signs, Signals & Codes	Requirement 7 will not be completed at camp. Scouts will be prepared to complete this requirement with their unit on a future unit outing.	Scoutcraft Shelter	3	N/A
 Wilderness Survival	<ul style="list-style-type: none"> Requirement 8 requires an overnight camping trip which will be offered at camp. Requirement 5 (Personal Survival Kit) may be completed prior to camp. Participation in the overnighter on Tuesday night is required to complete the badge. 	Scoutcraft Shelter	3	Appropriate equipment (daypack containing Scout Outdoor Essentials and survival kit).

FROGS Program Area (First-Year Camper Program)

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 FROGS	Our First-year Camper program. A half-day program that meets from 9:00 to 12:00 or 2:00 to 5:00.	FROGS Shelter	1	Day pack, water bottle, Scouts BSA Handbook, paper and pencil



Shooting Sports Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Archery	Physical strength and stamina required in order to be able to draw back the bow.	Archery Range	3	N/A
 Muzzle Loading	<ul style="list-style-type: none"> Recommended for older Scouts. Must have earned or be working on a shooting merit badge. 	Muzzle Loading Range (beside Metalwork Shop)	3	N/A
 Rifle Shooting	<ul style="list-style-type: none"> Shooting experience highly recommended. Must be at least 11-years old Scouts must attend safety session on Sunday evening. Click here for more information. 	Rifle Range	3	N/A
 Shotgun Shooting	<ul style="list-style-type: none"> Physical strength & stamina required to hold shotgun. Shooting experience highly recommended. Must be at least 12-years old. Scouts must attend safety session on Sunday evening. Click here for more information. 	Shotgun Shelter (across road from camp entrance)	3	N/A

Additional Information for Rifle Shooting and Shotgun Shooting Merit Badges



Rifle Shooting Merit Badge

- Class size is limited to 16 to assure adequate range time.
- The age requirement has been reduced; Scouts must be 11 years old.
- Each shooter receives his own personalized eye & ear protection.
- **On Sunday, there will be a safety briefing starting at 4:00 pm for all Scouts taking the merit badge.**
- This meeting is **MANDATORY** for everyone, even if the Scout took the Shotgun merit badge the previous year. Those who are not present will have to attend a make-up meeting which will be held during 1st meal on Tuesday. If the make-up meeting is missed, the scout will have to schedule an additional make-up meeting with the Shooting Sports director.

Shotgun Shooting Merit Badge

- Class size is limited to 12, to assure adequate range time.
- Scouts must be 12 years old.
- Each shooter receives his own personalized eye & ear protection.
- **On Sunday, there will be a safety briefing starting at 4:00 pm for all Scouts taking the merit badge.**
- This meeting is **MANDATORY** for everyone, even if the Scout took the Rifle merit badge the previous year. Those who are not present will have to attend a make-up meeting which will be held during 1st meal on Tuesday. If the make-up meeting is missed, the scout will have to schedule an additional make-up meeting with the Shooting Sports director.





STEM Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Animation	N/A	STEM Lab Classroom II	3	
 Chemistry	N/A	STEM Lab Classroom I	2	Scouts will need a notebook.
 Chess	N/A	STEM Lab Classroom I	2	
 Crime Prevention & Fingerprinting	Open to all Scouts. Formerly our Forensic Biology program. Requirements 4 and 6 will not be completed in camp.	STEM Lab Classroom I	2	Scouts will need a notebook.
 Electricity	<ul style="list-style-type: none"> Electricity requirements 2 and 9 will not be completed at camp. We will prepare Scout to conduct electrical home safety inspection (requirement 2) and to interpret the family power bill (requirement 9) upon returning home. 	STEM Lab Classroom II	3	Scouts will need a notebook.
 Electronics	N/A	STEM Lab Classroom I	2	

 <p>Fingerprinting</p>	<ul style="list-style-type: none"> • Offered during Twilight on Monday, Tuesday, or Wednesday night. • Scouts must register for the merit badge using the online merit badge registration system. • Scouts only need to attend one session. 	STEM Lab Classroom I & STEM Lab Classroom II	1	N/A
 <p>Nuclear Science</p>	Not recommended for younger Scouts.	STEM Lab Classroom I	3	Scouts will need a notebook.
 <p>Robotics</p>	N/A	STEM Lab Classroom II	3	Scouts will need a notebook.





Trade Skills Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Automotive Maintenance & Traffic Safety	Minimum age is 13	Trade Skills Shop	3	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Clothes will get dirty.
 Farm Mechanics	Minimum age is 13	Trade Skills Shop	3	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Clothes will get dirty.



Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Home Repair & Plumbing	Minimum age is 13	Trade Skills Shop	3	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Clothes will get dirty.
 Welding	Minimum age is 13	Trade Skills Shop	3	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Scouts may also want a long-sleeve, button down shirt. All of these items will get dirty. Scouts may want to bring two pairs of trousers and two long-sleeve shirts.
 Advanced Welding	Minimum age is 13. Scouts must have already earned Welding Merit Badge.	Trade Skills Shop.	4	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Scouts may also want a long-sleeve, button down shirt. All of these items will get dirty. Scouts may want to bring two pairs of trousers and two long-sleeve shirts.
 Woodworking	Minimum age is 13. Scouts must have earned their Totin' Chip.	Trade Skills Shop	4	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Clothes will get dirty



CAMP PROGRAM + SPECIALTY PROGRAMS – YOUNGER SCOUTS



Fundamental Requirements of Good Scouting (FROGS)

- The FROGS program is designed for Scouts who have just joined a troop and need to work on their rank requirements for Tenderfoot, Second Class, and First Class ranks. This will give Scouts the opportunity to work on merit badges either in the morning or afternoon, depending on when he signs up for the F.R.O.G.S. program.
- Emphasis will be placed on the following skills: first aid, knots and lashings, Totin' Chip, fire building, and map/compass.
- Scouts that complete the program will be ready to pass off several requirements. Just as important, the Scouts that participate in the program should return to the troop with some newly developed Scout skills.
- As part of our COVID-19 mitigation plan, we have reduced the class size from 32 to 24 Scouts. We will organize the Scouts into 3 patrols of 8.



Who should participate in the program?

- That is up to the Scoutmaster and troop leadership.
- The majority of the Scouts in this program will be 10 ½ and 11 years old as the program is geared towards Scouts who are new to Scouting or have just bridged from Webelos to a Scouts BSA troop.

When is the FROGS program offered?

- A morning and afternoon section of FROGS is available.
- The morning section starts at 9:00 am and lasts until 11:50 am.
- The afternoon section starts at 2:00 pm and lasts until 4:50 pm.
- Scouts should only register to take one section.

What do F.R.O.G.S. participants do for the rest of the day?

- The following merit badges and activities are appropriate for first-year campers: Swimming, Catfish, Nature and Mammal Study, Reptile and Amphibian Study, Indian Lore, Leatherwork, First Aid, Pottery and Sculpture



FROGS Scouts practice knot tying.

What to Bring

- Day Pack
- Scouts BSA Handbook
- Paper & Pencil
- Water Bottle
- Pocket knife
- Bandana

CAMP PROGRAM + SPECIALTY PROGRAMS – OLDER SCOUTS

Advanced Metalwork

Already have Metalwork merit badge? Are you creative and enjoy working with your hands? Our Advanced Metalwork program is the place for you. Advanced Metalwork allows Scouts to apply and extend the skills learned in metalworking merit badge. In Advanced Metalwork, Scouts learn to use a large coal forge. They also have more freedom in designing their final project for the week. NOTE: **Advanced Metalwork is not a merit badge.**



Advanced Metalworking Scouts use large coal forge to heat metal for their projects.

Advanced Welding

Advanced Welding exposes Scouts to welding skills and techniques not covered in Welding Merit Badge. Scouts will learn oxyacetylene welding and cutting techniques. They will learn to flat, horizontal, and overhead welding. Scouts will also have a chance to stick weld using a “buzz box” welder, which is different from the welder we use to teach welding merit badge. At the end of the week, Scouts will tour a local welding shop and interact with career welders. Scouts must have already earned Welding Merit Badge. NOTE: Advanced Welding is not a merit badge.



A Scout in Welding Merit Badge uses a grinder to clean his welds.

Crime Prevention & Fingerprinting Merit Badge (Previously known as Forensic Biology Program)

Have you ever wondered how closely CSI on TV is to processing and solving a real crime? Would you like to learn the techniques that help you identify unknown drugs, compare trace evidence using a microscope, find and classify fingerprints, detect gunshot residue, and interview eyewitnesses?

This is your chance to be the scientist, analyze the evidence and solve the crime! This hands-on class will teach techniques for properly collecting, documenting, and analyzing crime scene evidence. Activities will include paper chromatography, handwriting analysis, cyber security, arson investigation, study of fibers, hair, paint chips, glass, soil, fingerprints, impressions, blood, DNA analysis, counterfeit money, eyewitness interviews, etc. Come and help us solve these crimes and learn about exciting careers in forensics.

Muzzle Loading Rifle Trail Shoot

CSR is proud to offer this UNIQUE older Scout program to campers who have earned or are taking one of the shooting sports merit badges. Scouts learn about muzzle loading rifles, their history, safe shooting & compete using percussion long-rifles, shooting bags & powder horns on our one-of-a-kind trail range. They load & shoot at interactive silhouette targets, in a hunting type scenario. Each shooter receives his own personalized eye & ear protection. Adult leaders may also join this class, space permitting, by seeing the camp office manager at the Sunday night leader's meeting. The course is limited to 7 Scouts. Scouts must be 12 years old to participate.

CAMP PROGRAM + CERTIFICATION PROGRAMS

ATV: PowerSport

Let's ride! Explore back country trails at Cherokee Scout Reservation after you complete the ATV Safety Institute RiderCourse on our ATV Field. Suitable for any level of rider, you will learn the basics of riding safely while respecting the environment. The course builds fundamentals and ends with a fun and scenic trail ride through the back country of camp!

Who can participate?

- Scouts 14 and up
- Registered adult leaders
- Maximum class size is 8 (first priority will be given to youth)

Are there age and weight limits?

- Scouts must be at least 14 years old.
- Maximum weight for 14-15 year old participants is 180 pounds. (Manufacturer specified)
- Maximum weight for 16 year old and older participants is 215 pounds. (Manufacturer specified)

Can I bring my own ATV?

- No. All ATVs used in ATV PowerSport must be the property of the Old North State Council.

Can I bring my own helmet, goggles, or gloves?

- Yes. Helmets must have the DOT approved markings.
- You are responsible for personal items at all times.

How many riders are in a class?

- Class size is limited to 8

Are there any prerequisites?

- **E-Course** completion **prior** to arrival. To complete the E-course, Scouts need to access <https://cvt.svia.org/login/index.php>, then scroll to the bottom and create a new account. From there, they will be able to log-in and start the course.
- The E-course requires a strong internet connection because it uses videos, pictures, check-lists and quizzes to provide a fun, interactive learning environment.
- Upon completion of the E-course, Scouts will receive a certificate of completion. Bring the certificate with you and we will collect them at check in.
- *See more details about what you need to bring to the course below*

Is safety gear provided?

- Helmet, Goggles, and Gloves are provided
- *You need to bring long pants, long sleeves, and boots/shoes that cover the ankles.*

What does it cost?

- There is an additional \$50 program fee for participating in the ATV PowerSports program.

What do we teach?

- We teach the [ATV RiderCourse](#) program developed by the [ATV Safety Institute](#). The ATV RiderCourse is two parts, a 2 hour online E-Course (must be completed at home prior to arrival) and a hands-on, S-Course conducted by licensed ATV Safety Institute Instructors. The E-Course develops safety knowledge and awareness through interactive activities and video. The course covers protective gear (like DOT-compliant ATV helmets), environmental concerns, riding strategies, and local laws and is a prerequisite for the hands-on S-Course. The S-Course offers students an opportunity to practice basic riding skills in a controlled environment under the supervision of a licensed Instructor.
- Students practice basic safety techniques with hands-on exercises covering starting and stopping, turning (both gradual and quick), negotiating hills, emergency stopping and swerving, and riding over obstacles. Particular emphasis is placed on the safety implications relating to each lesson.

Who teaches the course?

- The ATV RiderCourse is taught only by Instructors who are licensed by the ATV Safety Institute. All ATV Safety Institute Instructors must complete a comprehensive training program and meet specific requirements to become licensed.
- Cherokee Scout Reservation has 4 licensed instructors.

What will I receive after completing the course?

- Upon completion of the RiderCourse, Scouts will receive a patch, certificate, and pocket card.

What kind of ATV will I be riding?

- Participants under 16 years old will ride our new [Yamaha Raptor 90](#) ATVs. *
- Participants 16 years and older will ride our new [Polaris Phoenix 200](#) ATVs.**

* NC State Law requires young people ages 14 and 15 to ride an ATV with a 90cc engine or smaller.

** NC State Law allows young people age 16 and older to ride an ATV with an engine larger than 90cc.

- The BSA National Camp Accreditation Program (NCAP) does not allow the use of ATVs within camp for purposes other than to operate ASI RiderCourse program.

What do I have to bring?

Important! Failure to bring these items will result in not being able to participate.

Paperwork ([Checklist here](#))

1. [E-Course](#) certificate of completion. [View sample](#)
2. [Hold Harmless Agreement](#) – for the Old North State Council and Cherokee Scout Reservation. *Must be signed by the Scout and the parent/guardian.*
3. [ASI COVID19 Waiver](#). *Must be signed by the Scout and the parent/guardian.*
4. [BSA Annual Health and Medical Record](#) (Parts A and B) *Must be signed by the Scout and the parent/guardian.*

Clothing

1. Long pants
2. Long sleeves
3. Boots/shoes that cover the ankles. Hiking boots work fine.

- We will offer 4 sessions to allow maximize the number of Scouts who can participate – 32 total each week.
- Each session is 2 hours long.
- In creating a schedule that allows as many Scouts as possible to participate in the ATV Adventure, session start times and end times do not align with the traditional merit badge and activity schedule.
 - Session 1: 8:30 am – 10:20 am
 - Session 2: 10:30 am – 12:20 am
 - Session 3: 1:30 pm – 3:20 pm
 - Session 4: 3:30 pm – 5:20 pm
- This may mean that your Scout’s ATV session start and end time conflicts with your unit’s breakfast and lunch time.
- The Scout will need to eat breakfast and lunch at the time that allows them to have their meal and be at the ATV session on time.
- We will designate some spaces in the dining hall for the ATV participants to use.
- Upon completion of the RiderCourse, Scouts will receive a patch and pocket certificate.
- NOTE: All ATVs used in ATV Adventure must be the property of the Old North State Council. Scouts cannot bring their own ATVs.
- NOTE: The BSA National Camp Accreditation Program (NCAP) does not allow the use of ATVs within camp for purposes other than to operate ASI RiderCourse program.



Scouts learning ATV safe riding techniques in the ATV field.

Scouts apply ATV safe rider techniques during trail ride.



BSA Lifeguard

BSA Lifeguard training is focused on the need to provide BSA operated facilities, such as summer camps, and units with quality aquatics programs.

- The program is open to all registered adults and older youth.
- BSA Lifeguard is an all-day program, running all six merit badge periods and all Twilight sessions.
- It is a very rigorous and physically demanding week of swimming, rowing, and lifesaving skills.
- To complete the BSA Lifeguard course, participants must pass the practical test and written test of the program.

Participation in the BSA Lifeguard course does not guarantee that you will earn the qualification as a BSA Lifeguard. Participants must show the maturity necessary to be a professional rescuer and a model of aquatics leadership.

- Participants will also need to show proof of certification in CPR/AED for the Professional Rescuer and First Aid (C-Pro) that have an expiration date no earlier than December 31, 2021.
- C-Pro is offered at camp for an additional \$50.
- Taking C-Pro at camp is optional. The council offers C-Pro training throughout the year.
- Training is valid for 3 years as long as CPR/AED for the Professional Rescuer and First Aid certification is kept current.



Prerequisites:

1. Submit proof of age – must be at least 15 years old to participate.
2. Submit written evidence of fitness for swimming activities (signed BSA health form)
3. Swim continuously for 550 yards, including at least 100 yards each of the following strokes in good form: front crawl, breaststroke, elementary backstroke, and sidestroke.
4. Immediately following the above swim, tread water for two minutes.
5. Starting in the water, swim 20 yards using a front crawl or breaststroke, surface dive 7 to 10 feet, retrieve a 10-pound object, surface, swim with the object 20 yards back to the starting point and exit the water within one minute 40 seconds.



BSA Lifeguard candidate practices his rescues.

Paddle Craft Safety

- This course expands on Safety Afloat training to include the basic skills and knowledge needed for a unit leader to confidently assess his or her ability to supervise float trips using canoes or kayaks.
- It includes a review of the training and experience needed for whitewater; however, it is recommended and appropriate to utilize professional whitewater guides.
- This training is valid for 3 years.

Who: Scouts and Scouters, 16 years of age or older

Prerequisites: Earn Canoeing and Kayaking merit badges (adults must possess these skills), obtain CPR and First Aid certification

When: Tuesday, Wednesday and Thursday, 9:00 am to 11:50 am



Swimming and Water Rescue

- This course provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities.
- It expands on the awareness instruction provided by Safe Swim Defense training to include basic water rescue skills.
- This training is valid for 3 years.

Who: Scouts and Scouters, 16 years of age or older

Prerequisites: Earn Lifesaving and Swimming merit badges (adults must possess these skills), obtain CPR and First Aid certification

When: Tuesday, Wednesday, and Thursday, 2:00 pm – 4:50 pm

Leaders who hold the Swim & Water Rescue certification may conduct their own pre-camp swim checks.



CAMP PROGRAM + TWILIGHT PROGRAM



To enhance the experience that campers receive at summer camp, we offer several different programs during the evenings, Sunday through Wednesday and Friday. Program areas will be open for the Scouts to enjoy during this time. Twilight is a good time to go on hikes, spend time in camp relaxing, drop by the Trading Post and Commissary, visit different program areas and enjoying the activities being offered.

- All Twilight programs follow an open schedule. COVID-19 mitigation strategies may require us to transition to a scheduled Twilight program.
- The Twilight schedule will be shared with senior patrol leaders and Scoutmasters during the Sunday evening leaders meeting.
- We ask that adult leaders accompany their Scouts to Twilight programs to assist with crowd control
- **Availability of all Twilight areas and activities are subject to weather conditions.**

Waterfront

- Open Monday through Wednesday
- Scouts have access to swimming, canoes, kayaks and paddle boards
- Scouts have access to The Blob and the Glacier Extreme. At the moment, the Caswell County Health Department will not allow us to operate the blob or glacier as part of our COVID-19 mitigation strategies. If this requirement is removed, we will operate the **The Blob and the Glacier.**

Climbing Tower

- At the moment, the Caswell County Health Department will not allow us to operate the Climbing Tower as part of our COVID-19 mitigation strategies. If this requirement is removed, we will operate the Climbing Tower as outlined below.
- Open Monday and Tuesday nights
- Scouts must be 13-years old to participate in free climb
- Scouts will need soft-soled shoes

Rifle & Archery Ranges

- Open Monday and Tuesday nights

Frontier Heritage Night

- Wednesday night
- Scouts can shoot black powder rifles, throw tomahawks, and make their own lead bullets
- Located at the Rifle and Archery Ranges and the Metalwork Shop



During Frontier Heritage Night, Scouts get to throw tomahawks.

Sunday Evenings

- On Sundays, in between supper and the opening campfire, a wide variety of yard and tailgate games will be available around the Trading Post and in the Activity Field

Friday Evenings

- On Fridays, Scouts are invited to participate in camper vs. staff basketball and soccer
- Karaoke will be available
- Scouts can brand their belts and boots with the CSR brand in the Trading Post front yard

The Gaga ball, basketball, horseshoe, and soccer areas are always available in the evenings. Equipment is available for checkout at the Trading Post.



Scouts experience the tight spaces of spelunking crawling through the squeeze box.



Scouts love the weekly chess tournament.



Scouts play Gaga ball all day, every day. Rain or shine.



Scouts play KanJam on the Dining Hall lawn.



Scouts enjoy Karaoke before the closing campfire on Friday evenings.

COUNSELOR-IN-TRAINING (CIT) PROGRAM

- Scouts interested in working on summer camp staff are encouraged to participate in our Counselor-in-Training (CIT) Program
- Scouts must be at least 14 years old
- Scouts must have parent/guardian permission
- Scouts must be approved by their unit leader
- [CIT Applications](#) available online.
- Cost: Free
- Scouts must submit a completed and current BSA Health Form
- CITs spend the week experiencing what life as a camp staff member is like
- CITs receive mentoring and daily coaching from a veteran camp staff member
- On Sunday and Monday, CITs participate in staff development training sessions
- On Monday, CITs will select two program areas they would like to learn more about
- CITs are assigned to these two program areas for the remainder of the week
- In the program areas, the CITs assist current staff members with teaching merit badge sessions
- By Friday, each CIT independently teaches a mini-lesson in each program area they were assigned to for the week
- CITs live in the staff area with the summer camp staff
- CITs will need full, proper BSA uniforms



Range officers coach Scouts during Shotgun Shooting Merit Badge.

CAMP PROGRAM + ORDER OF THE ARROW ACTIVITIES

Our Order of the Arrow Lodge, Tsoiosti Tsogalii, actively supports our summer camp program.

Monday Night Cracker Barrel

- After Twilight programs end on Monday evening, the OA lodge hosts a cracker barrel for all OA members in the OA Lodge Building.
- The cracker barrel begins at 10:00 pm. Scouts will be out of campsites after taps.
- All OA members, even those from other lodges are invited to participate.
- During the Monday night cracker barrel the lodge officers and youth OA members in camp will plan the Thursday night Call-out ceremony.

Brotherhood Ceremony

- The lodge conducts a Brotherhood ceremony on Tuesday night.
- Those OA members who are eligible to convert to Brotherhood are encouraged to take advantage of this opportunity.
- Brotherhood eligibility
 - Be an active Ordeal member for 6 months
 - Be current in your dues
- Our [Brotherhood Conversion Guide](#) reviews the requirements and provides support.
- The Brotherhood ceremony begins as Twilight activities close (around 8:45 pm).
- The Brotherhood conferences take place during lunch on Tuesdays at the Dining Hall Shelter.
- All Brotherhood and Vigil members are invited to observe the Brotherhood ceremony.
- Youth Brotherhood and Vigil members, regardless of lodge membership, are invited to serve as torch barriers for the ceremony.
- Unfortunately, due to national OA policies, we are not able to conduct Brotherhood conversion for OA members not in our lodge; however, Brotherhood & Vigil members from other lodges are invited to participate in the ceremony.

Remember to bring your OA sash to camp!

Call-Out Ceremony

- The Call-out ceremony is part of the campfire during Thursday's Family Night.
- OA youth members, even those from other lodges, are invited to participate in the ceremony.
- OA youth members can volunteer to participate in the ceremony during the Monday night cracker barrel.
- We practice the call-out ceremony after lunch on Tuesday, Wednesday, and Thursday.
- If the proper paperwork is completed, we are able to call-out OA candidates from other lodges.
- The OA summer camp representative will review the Call-out ceremony procedures with adult leaders during the Thursday leaders meeting.
- The lodge hosts an informational meeting for newly called-out Scouts and their families after the Thursday night campfire.
- Even if COVID-19 mitigation strategies require us to cancel Family Night, the OA lodge will still conduct a call-out ceremony each week of camp.



Scoutmaster signals this Scout will be called-out for the OA!

The Cherokee Scout Reservation leadership team thanks Tsoiotsi Tsogalii Lodge 70 for sponsoring the publication of this Leader Guide.



Cherokee Scout Reservation Out Lead. Out Serve. Out Achieve.

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2021 SUMMER CAMP MERIT BADGE & ACTIVITY SCHEDULE + UPDATED FEBRUARY 5, 2021

Session	Aquatics	Ecology & Conservation	FROGS	Handicraft	Health & Safety	Leadership	Metawork	Scoutcraft	STEM	Trade Skills ²											
Session 1 9:00 – 9:50	Canoeing Life Saving Swimming	Cherokee Catfish ⁴ Kayaking ¹	Cherokee Catfish ⁴ Paddle Board ⁶	Sailing Paddle Craft Safety	BSA Lifeguard	Environmental Science	Astronomy & Space Exploration- Reptile & Amphibian Study	Astronomy & Space Exploration- Mammal Study & Nature	Environmental Science	FROGS ^{6,8}	Pottery & Sculpture	Art Leatherwork	First Aid Personal Fitness	Citizenship in the World	Metalwork	Advanced Metalwork ⁵	Camping Wilderness Survival	Chemistry	Robotics	Woodworking	Automotive Maintenance & Traffic Safety
Session 2 10:00 – 10:50																					
Session 3 11:00 – 11:50	Swimming	Cherokee Catfish ⁴ Paddle Board ⁶	Cherokee Catfish ⁴ Paddle Board ⁶	Sailing Paddle Craft Safety	BSA Lifeguard	Environmental Science	Astronomy & Space Exploration ⁴ Reptile & Amphibian Study	Forestry Mammal Study & Nature	Environmental Science	FROGS ^{6,8}	Leatherwork Model Design & Building Woodturning	Art Leatherwork	First Aid Personal Fitness	Citizenship in the World	Metalwork	Advanced Metalwork ⁵	Camping Wilderness Survival	Chemistry	Robotics	Woodworking	Automotive Maintenance & Traffic Safety
Session 4 2:00 – 2:50																					
Session 5 3:00 – 3:50	Canoeing Life Saving Swimming	Cherokee Catfish ⁴ Paddle Board ⁶	Cherokee Catfish ⁴ Paddle Board ⁶	Sailing Paddle Craft Safety	BSA Lifeguard	Environmental Science	Astronomy & Space Exploration ⁴ Reptile & Amphibian Study	Forestry Mammal Study & Nature	Environmental Science	FROGS ^{6,8}	Leatherwork Model Design & Building Woodturning	Art Leatherwork	First Aid Personal Fitness	Citizenship in the World	Metalwork	Advanced Metalwork ⁵	Camping Wilderness Survival	Chemistry	Robotics	Woodworking	Automotive Maintenance & Traffic Safety
Session 6 4:00 – 4:50																					
Twilight																					

Bold indicates an Eagle required merit badge.

1. Kayaking merit badge.
2. Shooting Sports and some Trade Skills merit badges and activities last for 1.5 hours. All other merit badges or activities are 1, 2, or 3 hours.
3. Fingerprinting Merit Badge is offered during twilight. Scouts only need to attend one session. Scouts must pre-register. Use these registration numbers: Monday, Tuesday, or Wednesday.
4. Astronomy & Space Exploration Merit Badges meet first or fourth session. It also meets Monday, Tuesday & Wednesday evening for nighttime sky observation.
5. Advanced Metalwork, Advanced Welding, Cherokee Catfish, FROGS, Muzzle Loading are not merit badges.
6. FROGS is our first-year camper program designed to help Scouts meet the rank requirements for Scout through First Class. It is a half-day (3-hour) program.
7. Bird Study Merit Badge meets fourth session. It will also meet in the early mornings for bird identification hikes.
8. The ATV program operates on a different schedule than the traditional merit badge schedule. Note the different start and end times.