

# AQUATICS






With our beautiful 5.5-acre man-made Stouffer Lake, and the Bishop Aquatics Center swimming pool, our BSA trained staff offers a large variety of merit badges and specialty programs.



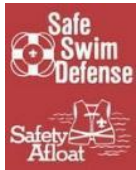


## Aquatics Merit Badges:

	<p><b>Canoeing</b> Must successfully complete the BSA swimmer test by check-in. Must bring close-toed shoes that can get wet.</p>	<p>Average Difficulty</p>
	<p><b>Kayaking</b> Must successfully complete the BSA Swimmer Test by check-in. Must bring close-toed shoes that can get wet.</p>	<p>Average Difficulty</p>
	<p><b>Lifesaving</b> Must have earned Swimming MB. Must pass the swimmer's test by check-in. 2nd Class requirement 5a-d and 1st Class requirement 6a,b,e must be completed prior to camp (which can be indicated by signing on the back of the blue card). Must complete ¼ swim prerequisite at camp. Must bring your own <i>properly fitting</i> long-sleeved shirt and long pants.</p>	<p>Very Challenging</p>
	<p><b>Rowing</b> Must successfully complete the BSA swimmer test by check-in. Must bring close-toed shoes that can get wet. Prior knowledge of knots in requirement 4a#5 is helpful – see <a href="#">forms section on the council website</a> for more info.</p>	<p>Average Difficulty</p>
	<p><b>Small Boat Sailing</b> Must successfully complete the BSA swimmer test by check-in. Knowledge of knots and splices is helpful. Must bring close-toed shoes that can get wet. Prior knowledge of knots in requirement 7a is helpful – see <a href="#">forms section on the council website</a> for more information.</p>	<p>Difficult, Recommend for Older Scouts</p>
	<p><b>Swimming</b> Must pass the Swimmer test by check-in. Should have familiarity with the five required swimming strokes (see requirement 3). This is <i>not</i> instructional swim but rather a badge to improve and perfect skills.</p>	<p>Average Difficulty</p>

## Aquatics Programs:

	<p><b>BSA Aquatics Supervision:</b> Designed for adults to strengthen skills needed to lead troop swimming and boating activities. This is not a merit badge.</p>	<p>Difficult, Minimum Age 16</p>
	<p><b>BSA Mile Swim:</b> Must successfully complete the BSA swimmer test by check-in. First time mile swimmers must attend all practice sessions. Swim team members or those who present evidence of previous mile swim completion may opt out of the practice swims. This is not a merit badge.</p>	<p>Difficult, Recommend for Strong Swimmers</p>
	<p><b>BSA Stand Up Paddleboarding:</b> Must successfully complete the BSA swimmer test by check-in. This is not a merit badge.</p>	<p>Average Difficulty</p>

## Other Aquatics Opportunities:


	<p><b>Open Program Time:</b> Check the <a href="#">schedule</a> for times when the Pool and Waterfront are open to anyone to come down for a swim, or to take out a watercraft from our fleet of rowboats, canoes, and kayaks.</p>
	<p><b>Troop Swims:</b> Leaders who present current Safe Swim Defense certificates may sign up for and supervise their own Troop swims. Please see the Aquatics Director for scheduling and to present certification.</p>
	<p><b>Safe Swim Defense / Safety Afloat Certification:</b> Safe Swim Defense and Safety Afloat Certification are available to adult leaders while in camp by attending training offered by the aquatics staff. Every unit should have at least one adult who holds an up-to-date certificate. Those who have it can supervise Troop swims while at camp as well as aquatics activities year-round within the Troop's own program.</p>
	<p><b>Polar Bear Plunge:</b> The Polar Bear Plunge takes place every morning at 6:45 am in the lake. Come three times to earn a special patch.</p>
	<p><b>Instructional Swim:</b> Swimming lessons are available to anyone desiring to learn how to swim, needing to sharpen their swimming skills in preparation to improve their swimming classification, or improve their skills prior to taking swimming merit badge the following year. Lessons are available throughout the morning. As a reminder, the Swimming merit badge is not designed to teach Scouts how to swim.</p>

# CAMP CRAFT







Whether it's merit badges or just to sharpen your skills, the campcraft area has something for you. Both Scouts and Scouters can sharpen their skills or learn new ones. Where else can you start fires and build bridges all in one place?

## Campcraft Merit Badges:

	<p><b>Camping</b> Requirements 4b, 8c, 8d and 9a-c should be done prior to camp. A written note from Scoutmaster will suffice as evidence of completion.</p>	Average Difficulty
	<p><b>Cooking</b> Bring documentation to show completion of requirement 4 from a parent/guardian. Requirements 6d-e must be documented. Must bring a metal mess kit. Period 3 is extended daily through lunch hour. Period 1 meets early during breakfast.</p>	Average Difficulty
	<p><b>Emergency Preparedness</b> Must have earned First Aid MB prior to camp. Requirements 2c, and 6c must be completed prior to camp. Must bring emergency pack for 8b to camp; see <a href="#">forms on website</a> for specifics. (Photos of packs are not acceptable.)</p>	Average Difficulty
	<p><b>First Aid</b> Scout must be at least 1st Class rank or hold proof that requirement 1 has been met prior to attending camp. Not recommended for 1st year campers.</p>	Average Difficulty
	<p><b>Fishing</b> Scouts age 16 or older must have a valid PA Fishing License. Scouts are highly encouraged to bring their own fishing gear.</p>	Average Difficulty
	<p><b>Geocaching</b> Prior parental approval needed for requirement 7. Photographic evidence of requirement 7 is also needed upon arrival to camp.</p>	Average Difficulty
	<p><b>Hiking</b> Mileage Requirements should be completed before attending camp. Bring proof / documentation from SM or parent. This is independent study.</p>	Average Difficulty
	<p><b>Orienteering</b> Requirement 7 should be done prior to camp. Can be very time consuming. Good map &amp; compass skills are recommended.</p>	Difficult Badge
	<p><b>Pioneering</b> No prerequisites. Good working knowledge of knots and lashings are recommended.</p>	Difficult Badge
	<p><b>Search and Rescue</b> Requirement 6a should be completed prior to camp. Orientation skills would be helpful.</p>	Moderate Difficulty

	<p><b>Wilderness Survival</b> Requirement 5 (survival kit) should be made ahead of time and brought along to camp; see <a href="#">forms on website</a> for specifics. (Photos of survival kits will not be accepted.) Need backpack, ground cloth, and mess kit for outpost overnighter.</p>	<p>Average Difficulty</p>
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**Other Campcraft Opportunities:**

	<p><b>Totin' Chip</b> Very popular award among new Scouts since it grants them the privilege of using wood tools. This can be earned through the Blue Mountaineer Program.</p>
	<p><b>Paul Bunyan Award</b> This award recognizes advanced axemanship which can be learned at camp. This is a difficult award and should only be attempted by those Scouts and leaders who are in good physical condition and possess good woods tool skills.</p>
	<p><b>Firem'n Chit</b> The Firem'n Chit is awarded to Scouts who learn basic fire safety and subscribe to the Outdoor Code. This can be earned through the Blue Mountaineer Program.</p>
	<p><b>Orienteering Course</b> Two orienteering courses are offered. One is geared towards new campers and younger Scouts, and the other is for the more advanced Scout or Scouter.</p>
	<p><b>Leave-No-Trace Training</b> We offer a week-long course to train Scouts and Scouters alike on the finer skills of Leave No Trace camping. All BSA literature has been revised to include these skills, and if you camp in any National Parks, or have been to any of BSA's High Adventure Bases, you need to know about this.</p>
	<p><b>Knot Club</b> Various levels of skill will challenge your ability to show off your knot-tying prowess. The ultimate goal is to join the ranks of the Forty Knot Club.</p>














# **HANDICRAFT**

Whether you are taking a merit badge, just interested in learning a new skill, or sharing your talents with others, the handicraft lodge gives you plenty of opportunity to be creative. The staff is dedicated to helping Scouts to create projects with quality workmanship as well as instilling safe work practices.

### Handicraft Merit Badges:

	<p><b>Art</b> No prerequisites. Merit badge supplies will be provided at Handicraft Lodge.</p>	<p>Good Beginner Badge</p>
	<p><b>Basketry</b> No prerequisites. Merit badge supplies will be provided at Handicraft Lodge.</p>	<p>Average Difficulty</p>
	<p><b>Game Design</b> No prerequisites. Recommended for creative scouts.</p>	<p>Average Difficulty</p>
	<p><b>Leatherwork</b> No prerequisites. Merit badge supplies will be provided at Handicraft Lodge..</p>	<p>Average Difficulty</p>
	<p><b>Metalwork</b> No prerequisites. Merit badge supplies will be provided at Handicraft Lodge.</p>	<p>Average Difficulty</p>
	<p><b>Sculpture</b> Not recommended for first year campers!</p>	<p>Moderate Difficulty</p>
	<p><b>Textile</b> Offered as Independent Study</p>	<p>Average Difficulty</p>
	<p><b>Wood Carving</b> Must have a Totin' Chip Card. Merit badge supplies will be provided at Handicraft Lodge. Not recommended for first year campers!</p>	<p>Moderate Difficulty</p>




### Other Handicraft Opportunities:

	<p><b>Handicraft Projects:</b> Come down and make whatever you like. You can purchase a kit in the Trading Post or come down to the Handicraft Lodge to see the materials we have available. Our staff will provide the help and support you need.</p>
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# T H SHOOTING SPORTS T H

Shooting sports is one of the most popular areas in camp. Our rifle range is one of the best and our archery range is unmatched anywhere. All Scouts and Scouters are given the safety rules and regulations prior to being permitted to participate. Troops will have the opportunity to sign up for troop shoots during the Sunday check-in.

## Shooting Sports Merit Badges:

	<p><b>Archery</b> No prerequisites. Merit badge supplies will be provided at the Archery Range.</p>	<p>Average Difficulty</p>
	<p><b>Rifle Shooting</b> No prerequisites. Recommended for older Scouts. Maturity and ability to follow directions needed.</p>	<p>Average Difficulty</p>
	<p><b>Shotgun Shooting</b> No prerequisites. Recommended for older Scouts. Maturity and ability to follow directions needed.</p>	<p>Challenging Badge</p>

## Other Shooting Sports Opportunities:


	<p><b>3D Archery Course:</b> Our 3D range is the finest you will find at any camp in the region. Come on down and see what new critters we've rounded up for this year's course. A leader or qualified staff member must accompany Scouts on the 3D course.</p>
	<p><b>Troop Shoot:</b> Your unit can sign up for a time slot to come down to the Rifle Range and have some fun target shooting. See the Shooting Sports Director for sign-up during camp orientation.</p>
	<p><b>Leader Shoots:</b> Leaders can come to the shooting ranges to have some fun and try their hand at some shooting. Friday afternoons are usually a good time, but availability for leaders to shoot will depend on the number of Scouts taking merit badges.</p>



# **NATURE & SCIENCE**




The nature area includes a little something for everyone. We offer merit badges, of course, live animals from the area, and the nature trail. Whatever your interests, there is something there for you. Bashore makes learning fun!

### Nature Merit Badges:





	<p><b>Bird Study</b> Requirement 5 must be completed prior to camp. Schedule class time with a counselor. Requires many hours of independent study.</p>	<p>Challenging</p>
	<p><b>Environmental Science</b> Recommended for older Scouts. Some independent project work may be required.</p>	<p>Difficult</p>
	<p><b>Fish &amp; Wildlife Management</b> Requirement 7 may be difficult to accomplish while in camp. Recommended for older Scouts.</p>	<p>Average Difficulty</p>
	<p><b>Insect Study</b> Req. 5: Do prior to camp. Req. 6a: Bring a scrapbook. Req. 9: Must show photographic evidence. Independent study.</p>	<p>Challenging</p>
	<p><b>Mammal Study</b> No prerequisites.</p>	<p>Good Beginner Badge</p>
	<p><b>Nature</b> No prerequisites.</p>	<p>Average Difficulty</p>
	<p><b>Oceanography</b> No prerequisites.</p>	<p>Average Difficulty</p>
	<p><b>Reptile &amp; Amphibian Study</b> Requirement 8 must be done prior to camp. Success in badge depends on availability of necessary live specimens.</p>	<p>Average Difficulty</p>

If you like to experiment, explore, build, and examine, then you should be able to find something in the science area. These badges are perfect for anyone who wants to find out how and why things work the way they do. All science merit badges are located at or around the nature center.

**Science Merit Badges:**

	<p><b>Astronomy</b> Requirement 6b must be completed prior to camp. May include some late night observation with a telescope. Ability to complete other requirements is affected by weather.</p>	<p>Average Difficulty</p>
	<p><b>Fingerprinting</b> No prerequisites. Will be offered during open program on Monday and Thursday evenings.</p>	<p>Average Difficulty</p>
	<p><b>Geology</b> No prerequisites.</p>	<p>Average Difficulty</p>




**Other Nature and Science Opportunities:**

	<p><b>Nature Trail:</b> Just for fun, take your troop or patrol out for a nature night hike to view the flora, fauna, and other natural features of our camp. The trail is both educational and relaxing.</p>
	<p><b>2023 Insect Challenge:</b> Face your fears and attempt to catch, identify, and classify many of Bashore's insects. Work with your troop, patrol, or friends to be placed on the Bashore leaderboards.</p>
	<p><b>Conservation Projects:</b> Visit the Nature area to find the many conservation project ideas we have. They may range from something as simple as cutting back a trail to installing new erosion bars to preserve the many trails in camp.</p>
	<p><b>World Conservation Award</b> can be earned at camp by Scouts who complete Citizenship in the World merit badge prior to camp and two other badges that can be done in camp. They are Environmental Science and Soil &amp; Water Conservation or Fish &amp; Wildlife Management badges.</p>






# T H STEM T H

Our STEM program has undergone some changes for this year. The focus is still the same - to give our scouts a different experience than our normal merit badge program. The STEM program now includes three main programs which are targeted toward older Scouts (must be 14+) and will be limited to 12 participants per program. Each program will use either the three morning periods, or the two afternoon periods. Badges in the STEM program are not available à la carte unless noted. Participants should not schedule other merit badges during their STEM session. Scouts may sign up for either the morning session or the afternoon session, but not both.

	<p><b>Build It!</b>          The goal of the Build It! program is for Scouts to use their engineering and technical abilities, mixed with their creativity, to build a working robot by the end of the week. They will also explore design aspects using various building techniques. As part of the Build It! program Scouts will work on the following merit badges: <b>Robotics, Engineering, Electronics, and Drafting.</b> Build It! will be held during all 3 morning periods. There are no prerequisites. Must be 14 years or older to sign up.</p>
	<p><b>Test It!</b>          The Test It! program in STEM will allow scouts who are interested in the underlying science of STEM related fields to learn about how and why things work the way they do. The goal of this program is to learn about a different topic each day through demonstration as well as hands on experiments to create an immersive learning experience. Scouts will also have the opportunity to earn the following merit badges: <b>Nuclear Science, Electronics, Energy, Aviation, and Chemistry.</b> Test It! will be held during all 3 morning periods. Must be 14 years or older to sign up. Prereqs. for Test It! are Req. 4 for both Energy and Aviation.</p>
	<p><b>Film It!</b>          Scouts will be working with cameras, computers, and drones to produce a film. The intent of the Film It! program is to give Scouts the opportunity to write, direct, produce, and perhaps some acting. Final product will be available electronically. Scouts will also have the opportunity to earn the following merit badges: <b>Moviemaking and Photography</b> (<i>prerequisite is Req. 1b from photography</i>). Film It! will be held during all periods 4 and 5 in the afternoon. Must be 14 years or older to sign up.</p>



## STEM Merit Badges

	<p><b>Electricity</b>          Requirements 2 and 9a must be completed prior to camp.</p>	<p>Average Difficulty</p>
	<p><b>Chemistry</b>          No prerequisites. Recommended for older Scouts.</p>	<p>Difficult</p>
	<p><b>Space Exploration</b>          No prerequisites. Merit badge supplies will be provided at the STEM Lab. Recommended for older Scouts.</p>	<p>Average Difficulty</p>


## **MISCELLANEOUS BADGES**

“Independent Study” badge times may be scheduled with the counselor as needed throughout the week. These badges could meet as little as only one time for the week or once a day.

### Independent Study Badges:


	<p><b>Bugling</b> Must learn bugle calls prior to camp, provide your own brass instrument, be prepared to review all requirements with a counselor in one session.</p>	<p>Challenging</p>
	<p><b>Music</b> Must have completed requirement 3a, b, or c prior to camp</p>	<p>Challenging</p>

### Miscellaneous Badges:

	<p><b>Climbing</b> No prerequisites. Recommended for age 14 and older. Should be in good physical condition. It is helpful to learn climbing knots prior to camp. <a href="#">See climbing knots.</a></p>	<p>Challenging</p>
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## **PROGRAMS FOR OLDER SCOUTS**

What about the older Scouts who have taken most of the merit badges offered at Bashore? What activities are available to them? We have some excellent programs designed to meet their needs as well.

	<p><b>COPE:</b> COPE, or Challenging Outdoor Personal Experience, is designed to challenge a Scout’s physical, mental, and emotional abilities. In doing so it recognizes the goals of teamwork, communication, trust, leadership, decision making, problem solving, and self-esteem. Because of the high physical demand, participants must be 14 years of age or older to take part. COPE is also available to adult leaders looking for the same challenges, with priority given to Scouts if the class limit is reached. COPE is held two hours a day during periods 2 and 3.</p>
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