



FORESTBURG SCOUT RESERVATION CAMP AND PROGRAM GUIDE 2022

Period G 2:30 PM – 3:30 PM	
Wood Carving (G14) [Tu/Th Only]	<p style="text-align: center;"><u>Merit Badge Information</u></p> <ul style="list-style-type: none"> • Basketry, Leatherwork & Fingerprinting will be presented on Mon & Wed Only. • Wood Carving, Art & Photography will be presented on Tues & Thurs Only. <p style="text-align: center;"><u>Age Requirements</u></p> <ul style="list-style-type: none"> • Rifle Shooting - Participants must be at least 12 years old • Shotgun Shooting – Participants must be at least 14 years old • Fishing - Participants need to bring their own fishing equipment. • Climbing / Mountain Biking – Must be at least 14 years old • BSA Lifeguard – Must be at least 15 years old • Camping – not available for first-year campers • Wilderness Survival - not available for first-year campers • Some aquatics also not recommended for first-year campers <p style="text-align: center;"><u>BSA Lifeguard Requirements</u></p> <p>BSA Lifeguard participants must be at least 15 years old. This will require afternoon service hours as well as training from 2:30 – 5:00 pm Monday thru Thursday and one of the two Lifesaving classes (Period E or F). Adults are welcome.</p> <p>Blue Merit Badges – New for 2022 Gold Merit Badges – Eagle Scout Rank Required</p> <p><small>* Law and Public Speaking are only available during week 3</small></p>
Leatherwork (G11) [M/W Only]	
Basketry (G7) [M/W Only]	
Art (G6) [Tu/Th Only]	
Fingerprinting (G9) [M/W Only]	
Photography (G12) [Tu/Th Only]	
Shotgun (G48) [see age req.]	
Camping (G36) [see age req.]	
Emergency Preparedness (G40)	
Signs, Signals & Codes (G44)	
Communications (G39)	
Digital Technology (G25)	
Robotics (G34)	
Animation (G22)	
Environmental Science (G15)	
Reptiles & Amphibian Study (20)	
Fishing (G16) [see equipment note]	
Swimming (G4)	
Frontier Camp (FC4)	
Astronomy (G23)	
BSA Lifeguard Class (T2) [see notes]	

Period P – Stand Alone Programs
☼ High Adventure Outback Program (P1, may not choose any other programs) ☼ COOKING Workshop (P2) ☼ Buckskin Camper Program (P3)

☼ Please see program descriptions in Forestburg Leaders Guide. The High Adventure **Outback** program is a stand-alone program for Scouts and adults 14 and older and does not allow for participation in other scheduled program features. **Buckskin Campers** may sign up for merit badges in Periods A and C. **Cooking Workshop** is for Scouts M-Thurs 3:30PM—5:00PM.

Period T - Training	
Course	Comments
Ham Radio License (T1)	Monday – Thursday 2:30 – 5:00 PM and 7:30 – 9:00 PM
BSA Lifeguard (T2)	15 years and older: Monday – Thursday 2:30 – 5:00 PM Must attend BSA Lifeguard Class in Period E or F.
Safe Swim Defense / Safety Afloat (T3)	Adults only: Monday 10:30 AM – 12:00 PM
Swimming and Water Rescue (T4)	15 years and older: Monday – Thursday 9:00 – 10:30 AM
Paddle Craft Safety (T5)	16 years and older: Monday – Thursday 9:00 – 10:30 AM
Intro to Outdoor Leadership Skills (T6)	Adults only: Monday – Thursday 9:00 AM to 12:30 PM
Leave No Trace Course (T7)	Adults only: Wednesday from 10:30-12:00
	Adults only: Tuesday afternoon. Additional fees apply

Forestburg reserves the right to cancel or alter any of these classes without notice due to lack of participation or availability of staff. Please return this form to your Scoutmaster, not the Council Service Center.

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Aquatics

<p><i>Canoeing</i></p> 	<p>Times: 9:00 – 10:00; 11:30-12:30 Location: Aquatics Center Boating Area Prerequisites: Successful completion of the BSA swimmer test Note: Recommended for 2nd year campers or older</p>
<p><i>Kayaking</i></p> 	<p>Times: 9:00-10:30; 11:00-12:30 (Mon., Wed. Only) Location: Aquatics Center Boating Area Prerequisites: Successful completion of the BSA swimmer test Note: Recommended for 3rd year campers or older. *Can be paired with Stand-Up Paddleboard same time Tues., Th)</p>
<p><i>Lifesaving (E)</i></p> 	<p>Times: 9:00 – 10:30; 11:00—12:30 Location: Aquatics Center Swimming Area Prerequisites: Successful completion of the BSA swimmer test Note: Recommended for strong swimmers having already completed Swimming Merit Badge</p>
<p><i>Rowing</i></p> 	<p>Times: 10:15—11:15 Location: Aquatics Center Boating Area Prerequisites: Successful completion of the BSA swimmer test Note: Recommended for all Scouts</p>
<p><i>Small-Boat Sailing</i></p> 	<p>Times: 9:00 – 10:00; 10:15—11:15; 11:30—12:30 Location: Aquatics Center Boating Area Prerequisites: Successful completion of the BSA swimmer test (Blue tag) Note: Recommended for 3rd year campers or older</p>
<p><i>Swimming (E)</i></p> 	<p>Times: 9:00 – 10:00, 10:15 – 11:15; 11:30—12:30; 2:30—3:30 Location: Aquatics Center Swimming Area Prerequisites: None Note: Recommended for 2nd year Scouts or strong swimmers. 10:15 class is Instructional Swim, for swimmers who need stronger skills</p>

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Ecology and Conservation

<p style="text-align: center;"><i>Environmental Science (E)</i></p> 	<p>Times: 9:00 – 10:00; 10:15—11:15; 11:30--12:30; 2:30—3:30 Location: Wilson Econ Center Prerequisites: None - Recommended for 3rd year campers or older Note: Lots of writing required.</p>
<p style="text-align: center;"><i>FISHING</i></p> 	<p>Times: 9:00—10:00; 10:15 – 11:15; 2:30—3:30 Location: Econ Fishing Pavilion Prerequisites: #7 Note: Recommended for 2nd year Scouts. Bring rod & tackle. Bring fishing regulations from home.</p>
<p style="text-align: center;"><i>MAMMAL STUDY</i></p> 	<p>Times: 9:00 – 10:00 Location: Wilson Econ Center Prerequisites: None Note: Recommended for all Scouts</p>
<p style="text-align: center;"><i>NATURE</i></p> 	<p>Times: 10:15 – 11:15 Location: Wilson Econ Center Prerequisites: None Note: Recommended for all Scouts</p>
<p style="text-align: center;"><i>Oceanography</i></p> 	<p>Times: 11:30-12:30 Location: Wilson Econ Center Prerequisites: None Note: Recommended for 2nd year campers and older</p>
<p style="text-align: center;"><i>REPTILE AND AMPHIBIAN STUDY</i></p> 	<p>Times: 2:30 – 3:30 Location: Wilson Econ Center Prerequisites: #8 Note: Recommended for 2nd year campers and older</p>







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<p><i>Soil & Water Conservation</i></p> 	<p>Times: 11:30 – 12:30 Location: Wilson Econ Center Prerequisites: #7 Note: Recommended for 2nd year campers and older.</p>
<p><i>Weather</i></p> 	<p>Times: 9:00 -10:00 Location: Wilson Econ Center Note: Recommended for 2nd and 3rd year campers</p>
<h2><i>Handicraft</i></h2>	
<p><i>ART</i></p> 	<p>Times: 10:15 – 11:15; 11:30—12:30; 2:30—3:30 (Tues., Thurs. only) Location: Wilkinson Handicraft Building Prerequisites: #6, #7 Note: Recommended for all Scouts. 2-Day Class</p>
<p><i>BASKETRY</i></p> 	<p>Times: 10:15 – 11:15; 11:30—12:30; 2:30—3:30 (Mon., Wed. only) Location: Wilkinson Handicraft Building Prerequisites: None Note: Recommended for all Scouts Additional material costs. 2-Day Class</p>
<p><i>FINGERPRINTING</i></p> 	<p>Times: 9:00—10:00; 10:15—11:15; 2:30—3:30 (Mon., Wed. only) Location: Wilkinson Handicraft Building Prerequisites: None Note: 2-Day Class</p>
<p><i>INDIAN LORE</i></p> 	<p>Times: 9:00 – 10:00 Location: Wilkinson Handicraft Building Prerequisites: None Note: Recommended for 2nd years campers and older. Additional Material costs.</p>



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<p><i>LEATHERWORK</i></p> 	<p>Times: 9:00 – 10:00; 11:30 – 12:30; 2:30—3:30 (Mon., Wed. only) Location: Wilkinson Handicraft Building Prerequisites: None Note: Recommended for all Scouts Additional material costs</p>
<p><i>PHOTOGRAPHY</i></p> 	<p>Times: 9:00 – 10:00; 10:15—11:15; 2:30—3:30 (Tues., Thurs. only) Location: Wilkinson Handicraft Building Prerequisites: Earn Cyber Chip Note: Need camera for class</p>
<p><i>SCULPTURE</i></p> 	<p>Times: 10:15—11:15 Location: Wilkinson Handicraft Building Prerequisites: None Note:</p>
<p><i>WOOD CARVING</i></p> 	<p>Times: 9:00 – 10:00; 11:30—12:30; 2:30—3:30 (Tues., Thurs. only) Location: Wilkinson Handicraft Building Prerequisites: Totin' Chip Card Note: Additional material costs</p>
<p><i>High Adventure</i></p>	
<p><i>Climbing</i></p> 	<p>Times: Open area- Free climb – earned through High Adventure program Location: Rogosin High Adventure Prerequisites: Signed Waiver Note: Scouts must be at least 14 years of age, First Class Scout. Physically demanding</p>
<p><i>Exploration</i></p> 	<p>Times: 9:00 – 10:30, 11:00-12:30 Location: Rogosin High Adventure Note: Must be 14 years old, First Class Scout, Scouts must be prepared with proper footwear and clothing **Only offered to Scouts as part of the High Adventure Program. Requirements will be covered during P1 classes.</p>



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<p><i>Geo-Caching</i></p> 	<p>Times: 9:00 – 10:00 Location: Rogosin High Adventure Prerequisites: #7, #8 Note: Recommended for all Scouts</p>
<p><i>Water Sports (Water Skiing)</i></p> 	<p>Times: 9:00 – 4:00 Thurs. Location: Rogosin High Adventure Prerequisites: Outback Participants Only Note: Physically Demanding</p>
<h2><i>Scoutcraft</i></h2>	
<p><i>Camping (E)</i></p> 	<p>Times: 10:15 – 11:15, 2:30 – 3:30 Location: Sterner Hike Center Eagle's Nest Prerequisites: #4b, #5e, #7b, # 8c, #8d, #9a, #9b Note: No first-year campers. **Please see pre-requisite sign-off sheet in the appendix</p>
<p><i>Communications(E)</i></p> 	<p>Times: 10:15—11:15; 11:30—12:30; 2:30—3:30 Location: Sterner Hike Center Eagle's Nest Prerequisites: #5, #7, #8 Note:</p>

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<p><i>Cooking (E)</i></p> 	<p>Times: 3:30 – 5:00 Location: Sterner Hike Center Eagle's Nest Prerequisites: #4, #5d, #5e, #5f, #5g, #6 Note: Recommended for 3rd year camper or older **Please see pre-requisite sign-off sheet in the appendix</p>
<p><i>Emergency Preparedness(E)</i></p> 	<p>Times: 11:30—12:30; 2:30—3:30 Location: Sterner Hike Center Eagle's Nest Prerequisites: #1, #2c, #6c.#7, #8b Note: May work on First Aid Merit Badge simultaneously otherwise must have First Aid Merit Badge. **Please see pre-requisite sign-off sheet in the appendix.</p>
<p><i>First Aid (E)</i></p> 	<p>Times: 9:00 – 10:30; 11:00—12:30. Location: Sterner Hike Center Eagle's Nest Prerequisites: #5 Note: Bring First Aid Kit from #5</p>
<p><i>Orienteering</i></p> 	<p>Times: 10:15 – 11:15 Location: Sterner Hike Center Scoutcraft Prerequisites: #7, #8, #9 Note: Recommended for all Scouts</p>
<p><i>Pioneering</i></p> 	<p>Times: 9:00 – 10:00 Location: Sterner Hike Center Scoutcraft Prerequisites: none Note:</p>
<p><i>Signs, Signals & Codes</i></p> 	<p>Times: 2:30—3:30 Location: Sterner Hike Center Scoutcraft Prerequisites: #7 Note: Recommended for 3rd year Scout</p>





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<p><i>Wilderness Survival</i></p> 	<p>Times: 11:30 – 12:30 Location: Sterner Hike Center Scoutcraft Prerequisites: #5 Note: No first-year Scouts, bring survival kit, long-sleeve shirt & long pants</p>
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Shooting sports


<p><i>Archery</i></p> 	<p>Times: 9:00 – 10:00; 10:15 – 11:15; 11:30—12:30 Location: Archery Range Prerequisites: None Note: Recommended for all Scouts</p>
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<p><i>Rifle shooting</i></p> 	<p>Times: 9:00 – 10:00, 11:30 – 12:30 Location: Shooting Sports Prerequisites: Must be 12 years old. Note: Additional Cost for class.</p>
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<p><i>shotgun shooting</i></p> 	<p>Times: 10:15 – 11:15; 2:30—3:30 Location: Shooting Sports Prerequisites: Must be age 14 Note: Additional Cost for Class</p>
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STEM Science • Technology • Engineering • Math

<p><i>Animation</i></p> 	<p>Times: 2:30—3:30 Location: Tech Center Prerequisites: #4a, #5 Note: Research done at home for req. #5 bring to camp to discuss with Counselor.</p>
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<p><i>Astronomy</i></p> 	<p>Times: 2:30—3:30 Location: Tech Center Prerequisites: #5b, #6b, #8 Note: Required Star Gazing on Tues. night 9Pm—midnight. Will reschedule for weather.</p>
<p><i>CHEMISTRY</i></p> 	<p>Times: 11:30 – 12:30 Location: Tech Center Prerequisites: #4a, #7 Note:</p>
<p><i>Digital Technology</i></p> 	<p>Times: 2:30—3:30 Location: Tech Center Prerequisites: #1, #5a, #5b, #9, Current Cyber- Chip Bring USB storage device Note:</p>
<p><i>Electricity</i></p> 	<p>Times: 10:15—11:15 Location: Tech Center Prerequisites: #2 Note:</p>
<p><i>Electronics</i></p> 	<p>Times: 10:15—11:15 Location: Tech Center Prerequisites: None Note: Additional Cost for Class</p>
<p><i>ENERGY</i></p> 	<p>Times: 9:00 – 10:00 Location: Tech Center Prerequisites: #2b, #4, #5 Note: Recommended for 2nd year campers and older.</p>



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<p><i>Engineering</i></p> 	<p>Times: 10:15 – 11:15 Location: Tech Center Prerequisites: None Note: Recommended for 3rd year campers or older. Familiarity with computer languages.</p>
<p><i>Graphic Arts</i></p> 	<p>Times: 9:00—10:00 Location: Tech Center Prerequisites: #4, #6, #7 Note: Research done for #6D and #7 done at home bring to camp.</p>
<p><i>Nuclear Science</i></p> 	<p>Times: 11:30—12:30 Location: Tech Center Prerequisites: #4, #5 Note:</p>
<p><i>Programming</i></p> 	<p>Times: 11:30—12:30 Location: Tech Center Prerequisites: #1A, #5 Note: Earn current Cyber Chip. Not recommended for 1st year Scout.</p>
<p><i>Radio</i></p> 	<p>Times: 10:15 – 11:15 Location: Tech Center Prerequisites: None Note: Difficult class recommended for Scouts age 13 or older.</p>
<p><i>robotics</i></p> 	<p>Times: 9:00 – 10:00; 2:30 – 3:30 PM Location: Tech Center Prerequisites: None Note: Recommended for Scouts age 13 or older. Recommend Scouts have Programming Merit Badge or have basic knowledge of computer programming before starting class.</p>



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<p><i>space exploration</i></p> 	<p>Times: 9:00 – 10:00; 11:30—12:30 Location: Tech Center Prerequisites: None Note: Recommended for all Scouts. Additional material costs. Required rocket launch per camp schedule.</p>
<p><i>Specialty</i></p>	
<p><i>Law</i></p> 	<p>Times: 9:00 – 10:00 * <i>Only Available Week 3</i> Location: Billett Circus Tent Prerequisites: #4 Note: Recommended for all Scouts.</p>
<p><i>Public Speaking</i></p> 	<p>Times: 10:15—11:15 * <i>Only Available Week 3</i> Location: Billet Circus Tent Prerequisites: #4 Note: Recommended for all Scouts. Research for #4 done at home.</p>

Additional Notes about Merit Badge Pre-Requisites

Note 1: An introduction to CPR will be offered at camp to meet the Lifesaving and Small Boat Sailing merit badge requirements, but we recommend getting the training at home before camp if possible.

Note 2: For any badge where you are doing some requirements at home before camp, you must bring the completed work or evidence of the completed work with you to camp to show to the counselor. For the nature badges where you are keeping a terrarium, aquarium, or growing plants, you should take photographs and write the date on the back of each. Use the specific Merit Badge Prerequisite Sign-off sheets (in appendix) for documentation of prerequisite requirements completed at home. Anything under the prerequisites **MUST** be completed prior to arriving at camp and **MUST** be shown to the counselor at camp in order to complete the badge at camp.

Note 3: Additional costs for merit badge kits for will be automatically charged to your unit when you sign the Scout up for the merit badge. Late sign ups may purchase merit badge kits during camp at the Trading Post.

Note 4: Pre-camp requirements listed above may change after printing of this guide. Please check camp website for most up to date information regarding pre-requisites.

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