

Camp Week at a Glance

Week at a Glance						
Time	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:15	POLAR BEAR PLUNGE (6:15)					
7:00	STAFF FLAG CEREMONY (7:00)					
7:30		BREAKFAST (7:15)				CHECK OUT & CONTINENTAL BREAKFAST (7:30-10:00)
8:00	GATES OPEN & CHECK-IN (8:00) SWIM CHECKS	SPL & Scout Master MEETING (8:00)				
8:30		COMMISSIONER AREA FLAG CEREMONY (8:30)				
9:00		PROGRAM TIME (9:00-12:00)				
9:30						
10:00						
10:30						
11:00						
11:30						
12:00						
12:30	LUNCH (12:30)					
1:00						
1:30	SPL & Scout Master MEETING (1:30)	PROGRAM TIME (2:00-5:00)			WARM RIVER RENDEVOUS (1:30)	
2:00						
2:30	EMERGENCY DRILL					
3:00	CAMP TOUR	SM OLD PEOPLE GAMES (3:00)	SM HURL THE SQUIRREL (3:00)	SM DUTCH OVEN COOKOFF (3:00)	MOUNTAIN MAN GAMES (3:30)	
3:30						
4:00						
4:30						
5:00						
5:30	Dinner (5:30 PM)				DINNER (6:00)	
6:00						
6:30						
		Comm. Closing Flags (6:45)	Comm. Closing Flags (6:45)	Comm. Closing Flags (6:45)	CAMPWIDE FLAGS & CLOSING CAMPFIRE (7:30)	
7:00	CAMPWIDE FLAGS & OPENING CEREMONY (7:00)	TROOP NIGHT NIGHT HIKES TRADOREE (7:00)	COMM CAMPFIRES (7:00)	TROOP NIGHT (7:00)		
7:30						
8:00						
8:30			HONOR TRAIL (8:30)	ORDER OF THE ARROW (8:45)		
9:00						
9:30						
10:00	QUIET TIME (10:00)					
10:30	LIGHTS OUT (10:30)					

About Camp, Programs & Activities

Patch Trading

Bring patches to trade! Meet up with other campers Tuesday at 7:00 p.m. at the Lodge for the big trading event.

Polar Bear Plunge

Take the chilly plunge into the lake at 6:30 a.m. Tuesday through Friday. Brave Scouts who plunge *every morning* earn a special patch at Friday's campfire!

Scoutcraft Area

Learn key outdoor skills like orienteering, pioneering, and wilderness survival. Perfect for Scouts aiming to strengthen their camping abilities.

Scoutmaster Opportunities

Scoutmasters can join in on a variety of activities: Mountain Man Award, leader training, trivia contests, COPE, Mile Swim, archery, and more! Special leader activities happen at 3:00 p.m. Tuesday–Thursday. Details at Monday's Scoutmasters' Meeting.

Service Projects

Every troop is encouraged to complete a service project while at camp. The Camp Ranger will help coordinate projects that leave a lasting impact.

Shooting Sports

Scouts can practice rifle, shotgun, and archery skills in a safe, controlled environment. Tickets are required and available only at the Trading Post.

Snorkeling

Build your snorkeling skills and have fun exploring the lake! See the Waterfront Director for session details.

Trail to Eagle

Work toward Tenderfoot, Second Class, and First Class ranks at camp. Scouts will receive a progress sheet documenting completed requirements for leaders to review and sign.

Warm River Rendezvous

Bring your canoe and your sense of humor! Swamp canoes, battle friends, and watch out for the staff "sharks" at this splashy camp favorite.

A Word About the Weather

Island Park weather can change fast: expect sunny days, sudden thunderstorms, rain, or even snow. Pack layers, rain gear, sunscreen, insect repellent, and always be ready for surprises!



Merit Badges

Merit Badge Program

One of the most exciting parts of summer camp is the opportunity for Scouts to advance in their Scouting journey! At Island Park Scout Camp, Scouts will have the chance to earn several merit badges during their stay—as long as they come prepared and ready to work hard.

Every merit badge is designed to teach Scouts new skills while encouraging them to challenge themselves and have fun. Merit badges vary in difficulty and cover a wide range of subjects. **Scouts are free to pursue any badges that interest them!**

While the badge itself is a simple embroidered patch, the real reward is the confidence, knowledge, and sense of accomplishment that comes with earning it.

Preparation is key!

Before arriving at camp, Scouts should choose which merit badges they would like to work on.

If a Scout has partially completed a badge, they should **bring proof of their work** to camp. Merit badge counselors will do their best to help Scouts complete them. Some badge requirements cannot be completed during camp and are listed in this guidebook as prerequisites. Scouts should finish these prerequisites before camp whenever possible.

If a merit badge is only partially completed at camp, the Scout's progress will be recorded on the Merit Badge Progress Sign-in Sheet and given to the Scoutmaster at the end of the week.

While merit badge achievement is important,
camp is about so much more!

Patrol leaders and Scoutmasters are encouraged to make camp a well-rounded experience by participating in all the fun, adventures, and activities available — outlined on **pages 15–17** of this guidebook.

Lord Baden-Powell had these timeless words to say:

"We are not a club or a Sunday school class, but a school of the woods."

“A week of camp life is worth six months of theoretical teaching in the meeting room.”

“Leave it better than you found it.”

“The Scoutmaster teaches boys to play the game by doing so himself.”

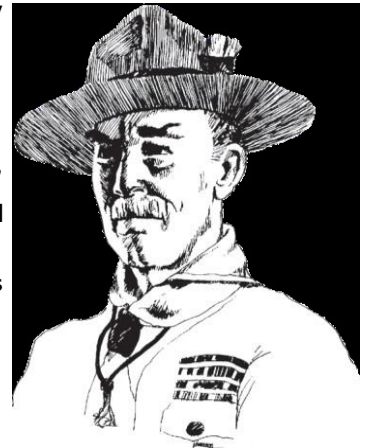


Table of Merit Badges Offered

Merit Badge	Difficulty Rating	Prerequisites	Req. Done Individually	Information	Fee
Canoeing	Medium	Pass BSA Swimmer Test	None	Need to know basic water safety	None
Kayaking	Medium	Pass BSA Swimmer Test	None	Need to know basic water safety	None
Lifesaving	Hard	Swimming Merit Badge	None	Must be a very strong swimmer	None
Mile Swim	Hard	Pass BSA Swimmer Test	Swim one mile	Must train for endurance prior to camp	None
Paddleboarding	Easy	Pass BSA Swimmer Test	None	Requires good balance	None
Rowing	Medium	Pass BSA Swimmer Test	None	Basic water safety	None
Small-Boat Sailing	Hard	Pass BSA Swimmer Test	None	Basic understanding of wind direction	None
Snorkeling	Easy	Pass BSA Swimmer Test	None	Comfortable breathing face-down in water	None
Swimming	Medium	Pass BSA Swimmer Test	None	Familiarity with multiple swim strokes	None
Climbing	Medium	None	None	Need to overcome fear of heights	None
Climbing - BOOK	Medium	None	None	Reading material for climbing	None
COPE	Hard	Must be at least 13 years old	None	Requires teamwork and physical agility	None
American Heritage	Easy	None	Req 3c (visit historic site or interview)	Basic knowledge of local/family history	None
American Indian Culture	Easy	None	None	Respect for diverse cultures	\$4.00
Basketry	Easy	None	Weave three baskets	Patience and manual dexterity	\$4.00
Game Design	Medium	None	Design and test a new game	Creativity and understanding of rules	\$4.00
Inventing	Medium	None	Build a working prototype	Problem-solving mindset	\$4.00
Leatherwork	Easy	None	Complete a leather project	Safe use of stamping tools	\$4.00
Textile	Easy	None	None	Interest in fabrics and weaving	\$4.00
Wood Carving	Medium	Totitri' Chip	Carve two projects	Safe knife handling	\$4.00
Astronomy	Medium	None	Nighttime observation logs	Needs clear night skies	None
Bird Study	Medium	None	Field observation notebook	Patience and quiet observation	None
Environmental Science	Hard	None	Detailed observation logs (Req 4)	Analytical skills and patience	None
Fish & Wildlife Management	Easy	None	None	Interest in conservation	None
Forestry	Easy	None	Collect and ID 15 leaves	Basic tree identification	None
Geology	Easy	None	None	Interest in rocks and minerals	None
Insect Study	Medium	None	Create an insect collection	Comfortable handling bugs	None
Leave No Trace	Easy	None	None	Familiarity with the 7 LNT principles	None
Mammal Study	Easy	None	None	Basic animal knowledge	None
Mining	Easy	None	None	Interest in earth resources	None
Nature	Easy	None	Collections/observations in multiple fields	General interest in flora and fauna	None
Oceanography	Easy	None	None	Interest in marine science	None
Pet Science	Easy	Own a pet for 4 months	Req 1, 2, 3 (Care for a pet)	Must have a pet at home	None
Photography	Easy	Cyber Chip	Take and present a photo portfolio	Must have access to a camera	None
Plant Science	Medium	None	Grow a plant	Patience for plant growth	None
Pulp & Paper	Easy	None	Make a sheet of paper	None	None
Reptile Study	Easy	Keep/observe reptile for 1-3 months (Req 8)	Req 8 (Observation log)	Access to a reptile or amphibian	None
Soil & Water Conservation	Medium	None	None	Interest in earth science	None
Trail to the Eagle	Hard	None	Complete individual rank requirements	Preparation for Eagle rank	None
Weather	Easy	None	Keep a daily weather log	Understanding of basic meteorology	None
Emergency Preparedness	Hard	First Aid Merit Badge	Personal emergency kit (Req 8b)	Family emergency plan	None
First Aid	Medium	First Class First Aid requirements	None	Basic CPR and injury treatment	None
Fishing	Medium	None	Catch at least one fish	Patience and knot tying	None
Geocaching	Easy	None	Find geocaches	Basic GPS navigation skills	None
Orienteering	Medium	None	Complete 3 orienteering courses	Map reading and compass skills	None
Pioneering	Hard	Knowledge of basic knots and lashings	Build a pioneering project	Strong knot tying abilities	None
Signs, Signals, and Codes	Medium	None	Spell name in Morse/Semaphore	Memorization skills	None
Wilderness Survival	Medium	None	Build a shelter and sleep in it	Comfortable sleeping outdoors	None
Archery	Medium	None	Qualify in shooting scores	Arm strength and focus	\$4.00
Rifle Shooting	Hard	None	Qualify in shooting scores	Maturity, focus, and safety awareness	\$4.00 / 20 Rounds
Shotgun Shooting	Hard	Typically 13+ years old recommended	Qualify in shooting scores	Upper body strength for recoil	\$15.00/25 Shells

Merit Badge Schedule

				Tuesday				Wednesday				Thursday				Friday	
Area	Merit Badge	Sessions	Monday	9:00	10:30	2:00	3:30	9:00	10:30	2:00	3:30	9:00	10:30	2:00	3:30	9:00	10:30
Aquatics	Canoeing	A B		A				A				A					
	Kayaking	A B		A				B				A				B	
	Lifesaving	A B C				A				B				C			
	Mile Swim	Every Day	4:00 PM	8:30 AM				8:30 AM				8:30 AM				7:30 AM	
	Paddleboarding	A				A	A	A		A	A	A		A	A	A	A
	Rowing	A B C		A	B			A	B			A	B				
	Small-Boat Sailing	A B		A	B			A	B			A	B				
	Small-Boat Sailing	C				C	C		C	C	C		C	C	C		
	Snorkeling	A		A	A	A	A			A	A			A	A	A	A
	Swimming	A B				A				A				B		B	
Climbing	Climbing - BOOK	A				A		A									
	Climbing	B								B				B	B		
	COPE	A		A								A				A	
Handicraft	American Heritage	A B				A	B	A	B					A	B		
	American Indian Culture	A B		A	B					A	B	A	B				
	Basketry	A B				A	B	A	B					A	B		
	Game Design	A B		A		A		B		B		C		C			
	Inventing	A B				A	B	A	B					A	B		
	Leatherwork	A B C			A		A		B		B		C		C		
	Textile	A B C		A	B					A	B	A	B				
	Woodcarving	A B		A	B					A	B	A	B				
Nature	Astronomy	A B C			A				B				C				
	Bird Study	A				A											
	Environmental Science	A B C		A		A		B		B		C		C			
	Fish & Wildlife Management	A B		A								A					
	Forestry	A B			A				B				A				B
	Geology	A				A				A				A			
	Insect Study	A													A		
	Mammal Study	A						A								A	
	Mining	A B		A				B				A				B	
	Nature	A B									A				B		
	Oceanography	A B			A				B				A				B
	Pet Science	A					A				A				A		
	Photography	A B								A				B			
	Plant Science	A B					A				B						
	Pulp & Paper	A B		A				B				A				B	
	Reptile Study	A			A				A				A				A
	Soil & Water Conservation	A B		A								B					
	Trail to the Eagle	A B C D				AB	D			C	C			D	AB		
	Weather	A B					A				B						
	Leave No Trace	A			A				A				A				A
Outdoor Skills	Emergency Preparedness	A B C				A	B	A	B				C		C		
	First Aid	A B C		A	B					A	B	C		C			
	Fishing	A				A	A	A	A				A		A		
	Geocaching	A B C		A	B					A	B	C		C			
	Orienteering	A B C				A	B	A	B				C		C		
	Pioneering	A B C		A	B					A	B	C		C			
	Signs, Signals, and Codes	A B C		A	A			B	B			C		C			
	Wilderness Survival	A B C				A	B			A	B		C		C		
Range & Target	Archery	A B		A&B	A&B	A&B	A&B	A&B	A&B	A&B	A&B	A&B	A&B	A&B	A&B	A&B	A&B
	Rifle Shooting	B		A	A	A	A	AB	AB	A	A	AB	AB	A	A	AB	AB
	Shotgun Shooting	A		A	A	B	B	A	A	B	B	A	A	B	B	A	A