

The following section highlights each program area and has a description of each merit badge or program offered.













## MERIT BADGES AND OTHER PROGRAMS

Most of the merit badges offered at Camp Buck Toms can be completed at camp; however, because of time constraints and requirements, special projects, or other considerations, some merit badges prerequisites, special skill levels, may require a Scout to complete the remaining requirements back home with a merit badge counselor.

Camp Buck Toms tentatively offers over 68 merit badges and other special programs for the 2017 schedule. All merit badges at Camp Buck Toms will be taught in accordance with the 2016 *Boy Scout Requirements* booklet. Any changes in requirements published before summer camp starts will be used.

### KEY TO THE PROGRAM ICONS

The following icons are used in the Program Information section to help you easily identify which sessions are most appropriate for which Scouts. Be sure to read the description for each merit badge and special program for details about that particular program.

	One-Hour Session		Merit Badge Required for Eagle
	Two-Hour Session		Writing Materials Required
	All-Day Session		Program Fee or Material Cost
	Recommended for all Scouts		Taught in Conjunction with another Merit Badge
	Recommended for Younger Scouts		Physically Strenuous
	Recommended for Older Scouts (Third year camper and/or 13 years)		Meets STEM/NOVA requirements

# STEM

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STEM stands for Science, Technology, Engineering, and Mathematics. These disciplines are considered by many to be the foundation for academic and professional fields of an advanced society. In many forums – including political/governmental and academic – the strength of its STEM workforce is viewed as an indicator of a nation’s ability to sustain itself.

To engage youth members in science, technology, engineering, and mathematics, the Boy Scouts of America has created a new emphasis that incorporates elements of Stem in its current advancement programs. The BSA’s Stem initiative gives Scouts an opportunity to explore relevant skills and experiences and for their achievements to be recognized. The aim is to expose youth to opportunities and help them develop skills critical for the competitive world market.

## STEM MERIT BADGES OFFERED

- Astronomy
- Aviation
- Chemistry
- Chess
- Game Design
- Nuclear Science
- Radio/Electronics
- Robotics
- Space Exploration
- Welding

## AQUATICS

All campers must take the BSA swimming test prior to camp or at Camp Buck Toms before engaging in any aquatics activities at camp. Use the BSA swim test form in the appendix.

Exceptions are made only for those enrolled in the Swimming Skills class or special activities under the supervision and permission of the Aquatics Director.

All aquatics merit badges require knowledge of first aid and CPR, and the demonstration of CPR on an approved device. It is recommended that this knowledge be learned and the demonstration done prior to the Scout's week at camp.

### CANOEING



Good physical strength and stamina are required to finish this badge. It is a fun skill that is a good introduction to boating.

### LIFESAVING



This is a difficult merit badge, and should only be undertaken by Scouts with good swimming skills. Scouts in Lifesaving will need to bring clothing (Bring long pants, a long sleeve shirt, and shoes that can get wet) for **requirement 7e**.

### STAND UP PADDLE BOARDING



Scouts will learn the skills and safety precautions on the proper use of the paddle board. Recommended for older and stronger Scouts. This is a more difficult skill than canoeing. This is not a merit badge but a BSA program award.

## MOTOR BOATING



It is recommended that Scouts were born after January 1, 1989 obtain the TWRA safety education certificate before coming to camp. Pre pay online \$25. See [www.state.tn.us/twra/boated](http://www.state.tn.us/twra/boated). However, our camp has a waiver so that Scouts may complete the merit badge without having the certificate. The TWRA license course is a 6 hr. course.

### SMALL-BOAT SAILING



This is a two-hour session. Scouts will learn the skills and knots necessary to rig, launch, and sail small sailboats. Highly recommended for older Scouts.

### SWIMMING



Knowledge of how to swim is necessary to succeed in this class, and it is **NOT SUITABLE FOR NONSWIMMERS OR BEGINNERS**. This badge is required for Eagle (with alternates), and is a good entry-level aquatics merit badge.

**MUST PASS SWIMMERS TEST**

### SWIMMING SKILLS



This session is for Scouts in the non-swimmer and beginner ability groups. The instruction will work to improve their swimming skills and aim toward advancing to the next ability group.

### WATER SPORTS



This session will involve water-skiing. Space is very limited, so sign up early! Pre Pay Online \$40

## KAYAKING



This session will concentrate on completing the Kayaking merit badge. Recommended for older Scouts.

## MILE SWIM BSA



Over the week, Scouts will gradually build up towards swimming a non-stop mile. Swim will be held before breakfast each day.

## BSA LIFEGUARD



Rescuer CPR

This course will certify successful participants as BSA Lifeguards. Participants must be age 15 or older. Adults may take the class as well, and recertification is available. This class will not be able to take place unless a minimum of two participants exists. \$30 certification fee



## ECOLOGY/CONSERVATION

ECON merit badges generally require written work. Scouts in these sessions should be especially mindful to come to class prepared with paper and a pen or pencil, as well as the merit badge pamphlet, given the amount of specialized knowledge contained in each badge.

## ANIMALIA STUDIES



This two-hour session combines **Bird Study, Mammal Study, and Reptile and Amphibian Study merit badges**. This is a good session for younger Scouts, and is a good introduction to the Ecology/Conservation area. **Reptile and Amphibian Study requirement 8 cannot be completed at camp. Mammal Study req. 3c** is best done at home before camp. Additional instruction is provided, given the breadth of this session, and Scouts who have already completed one or more of the contained merit badges may spend more time on another topic.

## ARCHAEOLOGY



Scouts will learn about archaeology, archaeological digs, and the importance of protecting the past. **Complete requirement 8 before camp.**

## ARCHITECTURE/ ARCHITECTURE LANDSCAPE



Recommended for older Scouts, 1 hour session, bring paper and pencil. Complete **requirement 4** before camp. Merit Badge book required.

## ENVIRONMENTAL SCIENCE



This badge required for Eagle is a two-hour session. It will involve a great deal of study, observation, note taking, and writing. Younger Scouts are discouraged from taking this badge. Continued for 2017: two 2 hour sessions are being offered.

## FORESTRY



This session will involve collections and observations, as well as a good deal of written material.

## GEOLOGY



This badge teaches how rock and mineral formations are created. Scouts will also learn about fossils, faults, soil, and erosion.

## INSECT STUDY



Diligence in collecting specimens will help Scouts' success in this session. **Complete requirement 9 before camp.**

## NATURE



Scouts will need to collect, identify, and label a variety of organisms related to the local nature. Time will be needed to search and collect specimens.

## OCEANOGRAPHY



Older Scouts will have the chance to investigate the properties of the ocean. They will understand the chemistry and the properties that make the ocean a unique and diverse habitat.

## WEATHER



This badge covers a lot of material. An interest or background in weather is helpful. Scouts will be recording weather data throughout the week.

## HANDICRAFT

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Most Handicraft sessions require one or more kits, which are available at the Trading Post.

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## ART & SCULPTURE



Scouts in this session should have some drawing or artistic experience. **Complete requirement 8 before camp.** Pre pay online \$10

## BASKETRY & WOODCARVING



Scouts may bring their own knives for Woodcarving, although knives are available for Scouts to use. Personal knives should be sharp and pocketknives are discouraged. Scouts should plan on spending time on their projects in the campsite. Both of these badges are good for younger Scouts. Pre pay online \$20

## CITIZENSHIP IN THE WORLD



This badge is required for Eagle and requires a good deal of writing and a thoughtful approach. Scout will learn of other country's governments and what it takes to be a good citizen in the world. **Pre requisites 4b, 71, 7b, 7c, 7d, or 7e.**

## COMMUNICATIONS



Communications is required for Eagle and requires a good deal of writing and a thoughtful approach. Scouts can earn both merit badges.

## LEATHERWORK



This is a good badge for younger Scouts. The session will teach basic leatherworking techniques, although experienced Scouts will have plenty of opportunity for honing their skills. Pre pay online \$10.

## METAL WORKING



The Metal Working merit badge is an exciting program with lots of hands on learning experience. Scouts will have an opportunity to forge items during the Thursday class time. This is a 2 hour class. Merit Badge book, long sleeve shirt, long pants are required. Pre pay online \$15.

## PHOTOGRAPHY/MOVIEMAKING



It is recommended that Scouts bring a digital camera. Scouts will learn how to take pictures using correct settings and lighting. In addition, they will have a chance to learn how to stage and develop proper video recording techniques.

Pre pay online \$10.

## HEALTH AND SAFETY

### EMERGENCY PREPAREDNESS



First Aid merit badge is a **prerequisite as well as 6b, 6c, 7 8b and 8c.** These requirements must be done at home. There will be some written work in this class, as well as some practical demonstration of rescue carries.

### FINGERPRINTING & CRIME PREVENTION



This is a good session for all Scouts, although some requirements for Crime Prevention cannot be completed at camp. **Those are 2, 4a, 4b, 6 & 7.**

### FIRST AID



This badge covers a great deal of written material, and there are skills to master. Familiarity with knots is extremely important. This badge is recommended for older Scouts. **It is highly recommended that CPR instruction, as well as requirements 1, 2d, 3c, and 7, be completed prior to camp.**

## PUBLIC HEALTH



This merit badge will focus on what public health and the impact on the world population. **Complete requirement 7a&b before camp.** Bring notebook, pencil and merit badge book to class.

## CPR/FIRST AID CERTIFICATION



This ECSI class will provide certification in CPR/AED and basic first aid training. \$25 pay online.

## SEARCH AND RESCUE



Take Emergency Preparedness to new extremes with the ability to mobilize after a disaster. **Complete requirements 6a, b & c before camp.**



## SCOUT CRAFT

### FISHING



Bring your own tackle or purchase it at the Trading Post. Camp Buck Toms has a waiver from Tennessee that allows Scouts to fish at camp without a license. The section of requirement 9 cooking the fish may not be done at camp.

### GEOCACHING & ORIENTEERING



#### Geocaching

Older Scouts will have the chance to take orienteering into the technology age. Learn about how Global Positioning Systems work and how to use them as a land navigation tool. **Complete requirement 7 & 8 before camp.**

#### ORIENTEERING

This session will teach Scouts how to use a map and compass, however, the instruction moves quickly from basic to advanced techniques, so a good working knowledge prior to the class is helpful. Scouts will be going cross-country on their courses, so physical fitness, long pants, and insect repellent are recommended. **Complete requirement 8 & 9 before camp.**

### INDIAN LORE



This session is excellent for all Scouts. The badge will involve the study of various American Indian tribes. Pre pay online \$15

## PIONEERING



This two-hour session requires the completion of a pioneering project. *Scouts should be familiar with knots and lashings.* Requirement 2 outlines prerequisites.

## PULP & PAPER



This merit badge will focus on the papermaking industry and its many applications. **Complete requirement 7 before camp.** Bring notebook, pencil and merit badge to class.

## SIGNS SIGNALS & CODES



This merit badge will explore these three different methods of communication and the many different applications used today. Bring notebook, pencil and merit badge book to class.

## WILDERNESS SURVIVAL



The survival kit should be assembled at home and brought to camp. There will be an overnight trip during the week for participants in this class.

## Inventing



Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge, and discover your inner

inventiveness. **Complete requirement 8 before camp.**

## PAUL BUNYAN WOODSMAN



This is an award for advanced use of woods tools, and is taught by the Scoutcraft staff.

## SHOOTING SPORTS

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Violation of safety rules will result in immediate dismissal from the following classes, **NO EXCEPTIONS.** All Shooting Sports sessions are recommended for second year or older campers.

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## RIFLE SHOOTING



Shooting experience is highly recommended for this session. A lot of time and practice is necessary to qualify. Scouts should be at least 13 years of age or third year campers and have the strength and size to manage a 10-pound target rifle. .22 caliber, bolt-action rifles will be the primary tool for qualifying. Each session is limited to 8 Scouts. Pre pay online \$10

## ARCHERY



Shooting experience is highly recommended. This badge requires a lot of time and practice to qualify; accordingly, Scouts should be prepared to spend time outside of the class hour at the range. Scouts must be strong enough to draw a 25-pound bow. Pre pay online \$10



## SHOTGUN SHOOTING



This program will teach the basics of handling and shooting a shotgun as well as safety precautions for firearms. Scouts should be age 14 and have strength and size to manage a 20-gauge shotgun. Pre pay online \$20

## STEM

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### ASTRONOMY (EVENING CLASS)



This program will use telescopes to explore the night sky. Personal binoculars will be helpful. Bring notebook, pencil, binoculars (if available) and merit badge book. **Requirement 8 should be completed before camp.**

### AVIATION



This badge will involve a field trip to a local airport on one afternoon. Assistance from unit Leaders with transportation will be needed. **Complete requirements 3a & b before camp.**

### CHEMISTRY



This 1 hour merit badge will allow Scouts the chance to explore Chemistry. This introduction to Chemistry will cover chemical reactions, pressure, and environmental issues. **Complete requirements 7 a, b, c or d prior to camp.**

## CHESS



This is a great intellectual game that can be played by all Scouts. They will learn more in depth techniques to play the game and compete in a tournament.

## GAME DESIGN



A 1 hour class that is recommended for all Scouts. They will learn the concepts behind game development and will design and develop a game of their own.

## NUCLEAR SCIENCE



This program is for Scouts 13 years or older. Scouts who take this badge will learn about atomic structure and general physics as they relate to atomic particles. Several experiments are included that allow Scouts to actually see these principles in action.

## RADIO & ELECTRONICS



Taught by members of the Jack Goforth Radio Club, who provide an excellent program and learning opportunity to Scouts. Both merit badges are offered in the same class. Scouts will build a radio. Pre pay online \$15

## ROBOTICS



A 1 hour class that is recommended for Scouts 13 years old and older. Scouts will learn how to build and program a robot. The fee will cover the expense of maintaining the robotic equipment. Pre pay online \$15.

## SPACE EXPLORATION



Scouts have the opportunity to construct, launch, and recover a model rocket. Rocket kits will be available at the Trading Post, and engines will be available through the instructor. Scouts may not bring engines from home. Pre Pay online \$15

## WELDING



One of our most popular merit badges. Be prepared with proper clothing; long sleeve shirt, long pants, and closed boots/shoes. Gain hands on experience with one of our welders. Pre Pay online \$20.



## HIGH ADVENTURE BADGES

### CLIMBING



This two-hour session focuses on safety aspects of the sport of climbing while teaching practical climbing and rappelling skills. Care of rope, hardware, and other equipment is also covered in-depth. Pre pay online \$10

### MOUNTAIN BIKING (CYCLING)



Cycling experience is a must for this session. Scouts will learn safety, maintenance, and riding techniques, as well as learning about Tennessee state laws regarding bicyclists. This session will meet at the Admin Building each day, and will take a daily two hour period and will require extra riding to complete the longer rides. The rides will be on the camp's back roads and off road trails. Scouts are encouraged to bring their own bicycle and helmet. A mountain bike is a MUST for participation and must be in good, working condition. Camp Staff reserves the decision of approving all bicycles for use.

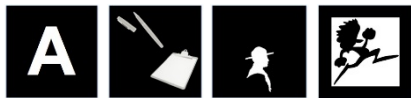
### HORSEMANSHIP



This is a two hour class. All riding will take place on camp property. Long pants and shoes with heels are required. Recommended for Scouts 13 years and older. Must have merit badge book. Extra cost is \$25, prepay online.

# FIRST-YEAR SCOUT PROGRAMS

## DAN BEARD



This program is for Scouts who are new to camp. This program is named for Daniel Carter Beard, one of the founders of the Boy Scouts of America and the first National Scout Commissioner.

Most importantly, Dan Beard participants will have the opportunity to complete many requirements for the Tenderfoot, Second Class, and First Class ranks.

Dan Beard participants should be prepared daily for trekking all over camp: substantial footwear and water bottles are a must. Daypacks for towels, Scout Handbooks, water bottles, and other materials are highly recommended.

Dan Beard participants may sign up for other merit badges as desired.

**Dan Beard program will operate all five periods of the day.**

**9:30 -10:20**

**Tenderfoot Requirements**

**10:30 – 11:20 OR 2:00 PM**

**Second Class Requirements**

**11:30-12:20 or 3:00 pm**

**First Class Requirements**

**A Scout may sign up for all three periods if desired.**

## REQUIRED ITEMS FOR

### DAN BEARD

SUBSTANTIAL FOOTWEARE

(HIKING BOOTS/STURDY SHOES)

WATER BOTTLES

SWIM TRUNKS

TOWEL

WRITING MATERIALS

## REQUIREMENTS COVERED

SCOUT RANK

NO REQUIREMENTS ARE COVERED

TENDERFOOT

4A, 4B, 4C, 5, 6, 7, 8, 9, 11, 12A,  
12B

SECOND CLASS

1A, 2, 3C, 3D, 3E, 3F, 6, 7A, 7C,  
8A, 8B, 8C, 9B

FIRST CLASS

1, 2, 6, 7A, 7B, 8A, 8B, 8C, 9A, 9B,  
9C, 11

# HIGH ADVENTURE PROGRAMS

## C.O.P.E.



### Camp Buck Toms

#### Challenging Outdoor Personal Experience (COPE) Program Highlights

Communication  
Planning  
Trust  
Teamwork  
Leadership  
Decision-making  
Problem-solving  
Self-esteem



Buck Toms offers one of the finest high ropes courses, as well as a multi-level rappelling tower, V-swing, and zip line. When you complete the course, you and your group will receive a special C.O.P.E. t-shirt, stating that you have "...Met the C.O.P.E. Challenge!"

**COPE EXTREME** is a full day course for older Scouts and ventures, ages 13 – 20. This week long course will instill the eight principals of COPE using initiative games, low course elements, team building exercises, culminating with a full day on the high course elements.

The goal of project COPE is to build on these principals by progressing, as a group, through a series of physically and mentally challenging exercises that require cooperation to complete.

**Neither of these options includes Rock Climbing or Rappelling on the Tower**



#### **REQUIRED FOR C.O.P.E.**

**STURDY SHOES (ABSOLUTELY NO SANDALS OR CROCKS)**

**WATER BOTTLE**

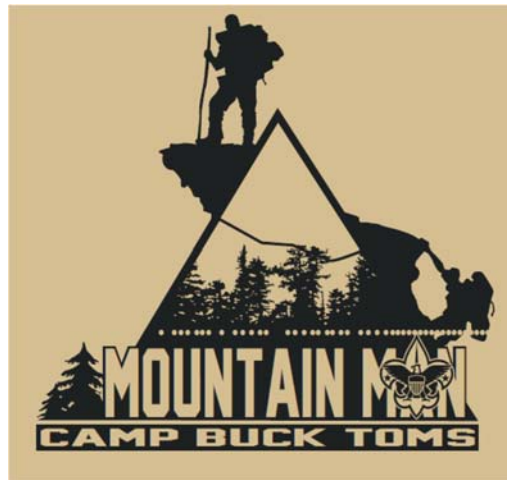
Participants should be at least 13 years old and in sound physical condition. See BSA Health Form Parts A, B, and C.

## MOUNTAIN MAN



Must be 13 years of age or older. Adults are welcomed!

Mountain Man is a five-day expedition that may consist of, but not limited to, the following: backpacking, white water rafting, rock climbing, rappelling, mountain biking and various water sports. Upon arrival at camp on Sunday, participants will gather for a shakedown activity, equipment check, get to know one another activities, swim check and a skills assessment. Mountain Man is led by seasoned guides, and promises to be fun for any participant. At the end of the week, upon completing the trek, each participant who completes the trek will be granted a shirt and named Mountain Man! Scouts will leave camp on Monday morning and return to camp on Friday afternoon.



- \*RAPPELLING
- \*ROCK CLIMBING
- \*BACKPACKING
- \*MOUNTAIN BIKING – CHEROKEE NATIONAL FOREST
- \*SHOTGUN OR BLACK POWDER SHOOTING
- \*HIKING – WATERFALLS/SWIMMING
- \*EAST TENNESSEE MOUNTAINS
- \*WHITE WATER RAFTING – OCOEE
- \*AND MUCH MORE

***A SUNDAY AFTERNOON SHAKEDOWN MEETING WILL TAKE PLACE, SCOUTS SHOULD BE AT CAMP AND CHECKED IN BY 2:00 PM TO PARTICIPATE.***

## **Mountain Man Equipment Checklist**

	Field uniform (class A) plus one Scout T-shirt. Uniforms are worn in Base Camp.
	External or Internal frame backpack with hip belt
	Sleeping Bag (inside waterproof bag)
	Sleeping Pad and ground cloth, large garbage bags work well
	Hiking Boots.... <b>(BROKEN IN!!!)</b>
	Three pairs hiking socks
	Three pairs underwear
	2 Short Sleeve T-shirts
	1 long Sleeve T-shirt
	1 lightweight Jacket, Sweater or Sweatshirt
	3 pair Hiking Shorts
	1 hooded Rain Jacket
	1 pair Rain Pants
	1 small towel
	2 one-quart water bottles
	Toilet Articles: soap, wash cloth, tooth brush & paste, toilet paper in zip lock bag
	Eating Utensils: plate or bowl, fork and spoon
	Hat or Cap with brim and sunscreen
	Pocket Knife
	Flashlight (small AA) with extra batteries
	Small container of insect repellent
	Small container of sun block
	Backpack Rain Cover
	Personal Medications----Bee Sting Kits, etc.

### OPTIONAL

- |  |                     |
|--|---------------------|
| 1. Camera  | 5. Sandals          |
| 2. Sunglasses  | 6. Compass          |
| 3. Extra plastic bags  | 7. Backpacking Tent |
| 4. Mountain Bikes may be brought – staff has final approval for use in program |                     |

PLEASE REMEMBER THAT ADDITIONAL PATROL EQUIPMENT & FOOD WILL BE ADDED TO YOUR PACK BEFORE LEAVING BASE CAMP

NOTE: Hikers **WILL NOT** be permitted to carry overweight packs regardless of age, size or experience. Each item on the equipment checklist should be included and additional items are discouraged. Backpacks loaded with the items on the checklist should weigh between 18 and 25 pounds. There should be enough room left in the pack to accommodate patrol equipment and food. **We do not allow overweight packs to go on the trail.** Unnecessary items (overweight) will be stored at Base Camp.