

CAMP EMERALD BAY, BSA

EMERALD BAY PIRATE PROGRAM

To qualify for one of the awards in the Emerald Bay Pirate program, a scout must complete all the requirements for the appropriate award. All the requirements are signed off by the adult leaders and determinations on the requirements are up to their discretion. All requirements may be satisfied by the associated merit badge. Please let your ranger know if you be working on this award.

Brigand	Buccaneer	Pirate	Anchorman
1) First year at summer camp	1) Second year at summer camp	1) Three years at summer camp	1) 3 + years at summer camp 2 years at Emerald Bay
2) Do the following: (a) Hike to Arrow Point (b) Participate in Aquacade (c) Sea Lion Swim	2) Do the following: (a) Bouchette Canyon (b) Participate in Aquacade (c) Swim to Sandy's	2) Do the following: (a) Hike to Silver Peak (b) Participate in Aquacade (a) Mile Swim	2) Do one of the following: (a) Rugged E (b) BSA Lifeguard (c) Assist MB instruc. *
3) Complete three of the following requirements			
A) Tie six basic knots.	A) Tie six basic knots in under 2 minutes.	A) Tie six basic knots in under 1 minute.	A) Tie six basic knots in under 45 seconds.
B) Score 20 points at Archery range. **	B) Score 30 points at Archery range. **	B) 1 target grouping under the size of a quarter at rifle range.**	B) 1 target grouping under the size of a quarter at rifle range.**
C) Canoe with friend to Indian Rock.	C) Row to Indian Rock with a buddy.	C) Canoe with friend to the end of the bay.	C) Single Canoe to end of Bay
D) Identify 2 plants and 2 animals.	D) Identify 4 plants and 4 animals.	D) Identify 10 plants and 10 animals.	D) Learn the endemic plants of Catalina Island.
E) Make treasure map in Handicraft area.	E) Go snorkling with troop or during free session.	E) Do the Buffalo Run.	E) Teach A or D to another scout.
4) Have positive attitude during your camp week.	4) Have positive attitude during your camp week.	4) Have positive attitude during your camp week.	4) Have positive attitude during your camp week.

* Please see your Commissioner about assisting in a merit badge class.

** 6 arrows at the archery range or 5 bullets at the rifle range.

*** Substitutions can be made for Scouts who are unable to complete requirements, please see Program Director.

