

# CAMP EMERALD BAY



## Merit Badges and Awards

A Complete Guide to the classes you can take at

Camp Emerald Bay

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# ABOUT THIS BOOK

This guide contains information about the merit badges and awards that Scouts may earn at Camp Emerald Bay. All non-merit badge awards also offered to adults are in part 2 of this guide on page 13. Please read carefully to ensure that all prerequisites are met before coming to camp. Page 16 and 17 of this book is home to our Course Clusters. You may find this information helpful for scheduling your merit badges. Additional program information may be found in the Leader's Guide and the Spring Leader Packet.



Each of our merit badges has been categorized into a difficulty level to better prepare you for our programming. We strongly encourage Scouts to adhere to the recommendations below:

**Level 1:** Scouts of any age.

**Level 2:** Scouts age 12 and above, **or** Second Class.

**Level 3a:** Scouts age 13 and above, **or** who have developed good study skills including report writing.

**Level 3b:** Scouts age 13 and above, **or** who have developed the strength and coordination usually associated with 13 year olds.

**Level 4:** Scouts age 14 and above, **or** who have developed the strength, coordination, and study skills associated with 14 year olds or have substantial experience.

We hope this guide is helpful to all Scouts and Scouters as you decide how you will spend your week at Emerald Bay. If you have any questions or desire additional information about our programming, please contact Patrick Roque, Program Director at [patrick.roque@scouting.org](mailto:patrick.roque@scouting.org).

PLEASE NOTE: The prerequisite sign-off form is available on the Forms & Documents Page, as well as the Purser's Office at Camp Emerald Bay. If these forms are not completed and turned in to your merit badge instructor at camp, you will be awarded a partial for the requirements you have completed and will need to contact a merit badge ~~and~~ in your area to sign off on the completion.



## MERIT BADGES

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## AQUATICS

All Scouts and Scouters must complete the swimming ability test on Sunday Afternoon. For those that do not complete the test on Sunday, we invite you to visit the Waterfront during open hours and retest at any time throughout the week. Scouts and Scouters will not be allowed to participate in aquatic activities until they take this swimming test.

**Non-swimmer:** Does not meet beginner qualifications. Water play is permitted in the shallow end of the swim area only. May ride in motorboat with a buddy who has passed the swim test. Non-swimmers are prohibited from riding in any other watercraft (e.g.: canoes, kayaks, paddleboards, rowboat, and sailboat).

**Beginner:** To qualify as a beginner, you will be asked to jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to the starting place. Beginners are limited to canoes and motorboats and require a buddy who has passed the swim test. Beginners who want to participate in War Canoe must be in a boat with a trained BSA Guard.

**Swimmer:** To qualify as a swimmer, you will be asked to enter the water as above. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breaststroke, trudgen, or crawl (doggy paddle is not acceptable); then swim 25 yards using an easy resting back stroke. The 100 yards must be completed continuously and include at least one sharp turn. After completing the swim, rest by floating. Swimmers are allowed full access to all aquatic activities, at the Aquatic Director's discretion.

We recommend attendees to familiarize themselves with the Swimming section of their Boy Scout Handbooks before coming to camp. Patrols and troops that discuss Safety Afloat and Safe Swim Defense prior to coming to camp are more likely to have a safe and fun time on the Waterfront. The aquatics staff will hold safety demonstrations on Sunday for the entire camp and will also offer a Safe Swim Defense and Safety Afloat certification course for adults throughout the week.



# AQUATICS (continued)



**Canoeing (Level 1)** - Gliding over crystal waters in one of our two-person canoes is a favorite of many Scouts and Scouters who attend Emerald Bay. We will provide you with all the necessary instruction. Swimming merit badge is recommended. You will need a swimsuit, towel, and long shirt.



**Lifesaving (Level 3b)** - Very few Scouts show up to the Lifesaving merit badge thinking they can save a life, but through the class all gain the skills needed to respond to a water emergency. Emerald Bay has a long history of training Scouts in Lifesaving, and we are very proud of the program. After completing the Lifesaving merit badge, you will be prepared to do what it takes to save a life in a water emergency while at the same time earning one of the many badges required for your Eagle rank. You will need a swimsuit, towel, long-pants, and long-sleeve shirt.



**Kayaking (Level 2)** - Learn to paddle through various waters in the perfect one-person vessel. During the class you will learn not only about the different techniques in paddling a kayak but also about the boat too. You will travel through the emerald waters of our bay with your class. We will provide you with all the necessary instruction. Swimming merit badge is recommended.



**Motorboating (Level 3a)** - You can be the captain of one of our top-notch vessels! Learn how to control a motorboat and cruise around the bay with your buddy. You must pass the BSA swim test to be eligible. Non-swimmers may ride as a passenger with an adult and buddy swimmer. Participants are recommended to have earned the Swimming and Lifesaving badges, as well as Rowing **OR** Canoeing.



**Rowing (Level 2)** - Rowing has transformed from a basic style of water transportation into a high endurance, competitive sport. Learn how to partake and earn a fun merit badge at the same time! You will need a swimsuit, towel, and long shirt.



**Small Boat Sailing (Level 3b)** - With the great wind of the afternoon Scouts will be thrilled to go sailing on the open waters of the Pacific Ocean. Participants are recommended to have earned the Swimming and Lifesaving badges, as well as Rowing **OR** Canoeing. An additional swim check is required to ensure the safety of all participants. Scouts will need to be able to swim 400 yards and pull themselves into a sailboat unaided while wearing a PFD. Failure to pass this swim check will result in the Scout not being able to take the class. This class meets for two sessions each day.



**Swimming (Level 1)** - Swimming merit badge is an essential merit badge for Emerald Bay. Many of the merit badge opportunities are restricted to Scouts who do not already have it, not to mention it is one of the many required for your Eagle rank. Our staff is happy and willing to work with Scouts requiring additional help and take pride in teaching beginners to swim.

# SHOOTING SPORTS

All three of our shooting sports merit badges challenge scouts to be focused and mentally awake. Many areas at camp are bustling with activity; however, our Shooting Sports programs require all participants to be disciplined, a skill that can be difficult for even older Scouts. Exceptional instruction allows Scouts to come away from the program having seen a clear and marked improvement in their understanding of firearms safety and skill level.

Before participating in either the shotgun or rifle merit badges, all minors are required to turn in a Parental Consent form, found on the FORMS AND DOCUMENTS PAGE online. If a parent does not allow their Scouts permission to shoot, we ask that they write “No permission.” Across the face of the Parental Consent Form.



**Archery (Level 4)** - This merit badge is one of the toughest at camp, as it requires both physical and mental control. We expect that many of the participants will need to spend free time outside of class practicing on the range. We recommend that all participants be at least 14 years of age or meet the physical and mental capacity of the average 14-year-old.



**Rifle Shooting (Level 4)** - Improve your skills as a marksman! Safety and focus are the number one priorities of this merit badge. Be prepared to follow directions, and the strict fundamentals of rifle shooting will follow. Extra time may be required during free sessions for qualification practice. Age 14 and up are recommended and a \$15.00 fee is required to be paid on Doubleknot due to ammunition fees.



**Shotgun Shooting (Level 4)** - Guns are an integral part of our culture and they must be treated safely and with respect. This teaching point is a number one priority of our Shotgun program. Shotgun shooting is challenging on many more levels than rifle and will test more skills. Age 14 and up strongly recommended, and a \$25.00 fee is required to be paid on Doubleknot due to ammunition fees.

**PLEASE NOTE: Personal firearms, ammunition, and/ or bows and arrows are strictly prohibited at the camp. No exceptions will be made.**



# HANDICRAFT

The Handicraft area is always popular with Scouts and adults alike. This is the one area of camp that offers the opportunity to create something lasting to take home and remember your trip by. Adults and Scouts are always welcome to come by the Handicraft area to work on a project outside the confines of a merit badge program, and the staff is always happy to help.



**Art (Level 1)** - Many people have the preconceived notion that Art merit badge can be earned in less than a day; however, this is not the case at Emerald Bay. At Emerald Bay you can replicate the beautiful landscapes and unique wildlife through various forms of visual art. As part of your requirements, you will also design your very own comic strip based on your Scouting adventures.



**Basketry (Level 1)** - Explore one of man's oldest skills and produce your very own basket to take home at the end of your week. The art of basket weaving is a unique skill and can be mastered with the help of our Handicraft staff. A \$10.00 fee for projects will be paid on Doubleknot.



**Leatherwork (Level 1)** - From belts to bags, wallets to watch bands, leatherwork offers scouts the opportunity to be creative and produce something that will last for years. A wide variety of projects are available to work on and Scouts are encouraged to try their hand at as many as they want. Approximately \$14 - \$25 fee for projects will be paid on Doubleknot.



**Pottery (Level 1)** - Our pottery master will teach Scouts the basics of press pots, hand molding, and throwing on the wheel. Scouts will also glaze and fire their pottery in one of our state-of-the-art skills. This merit badge is popular and often fills up quickly, so we suggest you sign up early! A \$20.00 fee for projects will be paid on Doubleknot.



**Woodcarving (Level 1)** - The most popular of the Handicraft merit badges, Woodcarving offers Scouts a chance to whittle, sand, and chisel their way to a neckerchief slide or other project. If you don't have your Totin' Chip already, not to worry! You can earn it at Emerald Bay with one of our experienced staff members. Woodcarving can be a challenging merit badge and Scouts should expect to take the week to complete it. A \$4.00 fee for projects will be paid on Doubleknot.

# MARINE SCIENCE

The Pennington Marine Science Center (PMSC) opened in the spring of 2004. Since then, our resident marine biologist and the rest aquarium staff have strived to educate, inspire, and help Scouts and Scouters of all ages. We work to build a foundation of conservation, stewardship, and understanding of the marine life by exposing all guests to the underwater habitat of Catalina Island. The center is the largest aquarium on the Catalina Island and displays as many as 200 species of vertebrates and invertebrates from the local aquatic ecosystem. Many are rare, and some you can actually touch! The PMSC offers a variety of classes for a number of interests. If you are unable to take one of our structured programs, be sure to stop by during one of our open tours.



**Oceanography (Level 3a)** - If there is anything we are known for it is our water! Scouts will leave this class with a greater understanding and appreciation of the ocean. This merit badge curriculum is equivalent to that of a ninth-grade class and should only be taken if Scouts plan to put in the hard work to complete the course. An exam and written essay will be due by the end of the week. Age 14 and older strongly recommended.



# NATURE

The Nature merit badges' outdoor classroom settings provide opportunities for our program to differ from most other environmental education courses. Our continuous and innovative attempts to bring our classrooms alive allow us to show you all the amazing benefits our ecosystem has to offer. While some of the classes require tests or essays, we have designed our lesson plans to incorporate more hands-on experiments and activities.



**Astronomy (Level 3a)** - Star gazing is much more exciting when the billions of gas forms are reflected in crystal waters below. After a daytime class learning about black holes, the cosmos, and moon cycles, witness the wonder yourself through one of our state-of-the-art telescopes on a peak overlooking the ocean. You will be required to attend at least one of our two star hikes during the week.



**Energy (Level 2)** - Ever wonder how a nuclear reactor works or how a solar panel can make your cellphone work? Not only will you out figure these things and more in our Energy merit badge class, but you will be able to build your own conversion device in our Eco-Classroom! You will be required to have requirement 4 completed prior to arrival.



**Environmental Science (Level 3a)** - Environmental Science is a hands-on way to learn about the changes to our environment. It is also one of the many merit badges required to attain your Eagle rank. Environmental Science is a difficult merit badge to earn and should only be taken if Scouts are ready to put in the hard work and studies required.



**Fish and Wildlife Management (Level 3a)** - Fish and Wildlife Manager try to strike a balance with the needs of the other species that share the planet with us. Mainly, they **observe** wildlife, identify **problems** in different communities, and come up with **solutions** to those problems. If you are good at solving problems, then challenge yourself with this merit badge.



**Geology (Level 2)** - Geology Rocks! This badge is good for Scouts of any age. Hike over to our dried-up waterfall near Parsons Beach and explore the boulders that surround you. Home to snakes, lizards, and other reptiles, our geological locations are more exciting than you may think.



**Mammal Study (Level 1)** - Did you know the Catalina Island Fox is on the endangered species list? Did you also know that Emerald Bay is home to many of them? In our Mammal Study class, you will learn about the 4000-year-old species, as well as the North American Bison who, weighing an average of 2,000 lbs. also roam Catalina Island.

# NATURE (continued)



**Nature (Level 1)** - Scouts will spend time at camp learning about why it is important to care for the world around us and how animals function in their natural environments. This is a good program for the Scouts who are looking to start their journey as environmentalists.



**Soil and Water Conservation (Level 2)** - One of the hot issues for the future will be where to get our water and what to do with our vanishing open spaces. Scouts can debate these and more topics in the Soil and Water Conservation class. Additionally, The Camp Emerald Bay Compost Garden hosts native plants as well as edible fruits and vegetables. The garden was grown using composted material from our dining hall. Come explore our progress and taste the fruits of our labor!



**Bird Study (Level 2)** - Explore our ecosystem while tracking, tracing, and observing birds commonly found on Catalina Island. The birders in this course will have a unique opportunity to travel around camp on a Birding Party Tuesday and Wednesday mornings.



# SCOUTCRAFT

The Scoutcraft area is the place where scouts can learn basic and advance outdoor skills, along with a variety of knots. The area is amongst the Caldwell, our abandoned pirate ship and is where the Scouts can learn to make a rope bridge and other latching structures. Adults and Scouts are always welcome to come by the area to work on a project outside the confines of a merit badge program, and the staff is always happy to help.



**Camping (Level 2)** - Camping merit badge teaches you fundamental camping skills to ensure that you are well prepared.

Learning how to use your camping equipment more effectively will make every trip outside of summer camp more rewarding. It is also one of the many merit badges you will be required to earn for your Eagle rank. You will be required to have requirements 8D, 9A and 9B completed prior to arrival.



**First Aid (Level 1)** – First Aid merit badge teaches you fundamental basic first aid skills, situational awareness, and emergency services process to ensure you are prepared to assist in an emergency. This Eagle required merit badge is a great course for first year scouts.



**Orienteering (Level 2)** - In a world of GPS enabled systems, it almost seems that maps and compasses become obsolete, but what if your battery dies or you drop your system into a ravine? Learn to navigate along our cliff sides above the ocean and master the basics of orienteering.



**Pioneering (Level 2)** - One of the original merit badges and a basic cornerstone to any Scout's experience, our Pioneering class offers Scouts the opportunity to learn essential outdoor skills in a fun, pirate-themed environment.

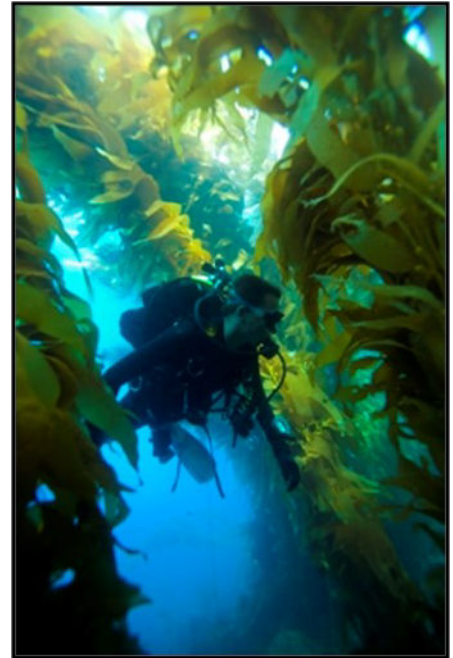


**Wilderness Survival (Level 2)** - Knowledge and confidence can make all the difference in an outdoor emergency. Scouts will learn survival skills and, more importantly, ways to avoid having to use them. Sleep under the stars on a desert island in a shelter you build yourself and survive a night as Robinson Crusoe!

# SCUBA DIVING

## Important Information Regarding All Scuba Programs

- All additional Scuba programs are scheduled around the requirements of the Open Water Scuba Programs.
- Participants in training courses must be aged **12 or older** (This is a National BSA policy, NO EXCEPTIONS)
- Scuba information and sign-up instructions will be included in the Spring Leader's Packet
- Reservations are made through Doubleknot, like all other activity and merit badge sign ups.
- Some medical conditions, including but not limited to asthma and diabetes, can disqualify someone from Scuba Diving at Emerald Bay. Please contact In2Deep for details and to see if you will need physician clearance to dive.



**PLEASE DO NOT BRING YOUR OWN SCUBA TANKS OR WEIGHTS.**



**Scuba Diving (Level 3b)** - Scuba merit badge is offered as part of our Rugged SCUBA program. Scouts that already hold a SCUBA certification may earn the SCUBA merit badge without participating in our week-long Rugged SCUBA program. Registration for this is on the Traditional Registration where you find all the other merit badge courses.

## ADDITIONAL AWARDS



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<a href="#">SNORKELING BSA</a>	PG. 13
<a href="#">MILE SWIM BSA</a>	PG. 13
<a href="#">NRA QUALIFICATION</a>	PG. 14
<a href="#">BSA AQUARIST</a>	PG. 14
<a href="#">BSA OCEANOGRAPHER</a>	PG. 14
<a href="#">BSA NATURALIST</a>	PG. 14
<a href="#">FIRST YEAR RANK ADVANCEMENT</a>	PG. 14
<a href="#">BSA STAND UP PADDLEBOARDING</a>	PG.15
<a href="#">SCUBA BSA</a>	PG. 15
<a href="#">DISCOVER LOCAL DIVING</a>	PG. 15

## ADDITIONAL BSA AWARDS

In addition to the many merit badges we offer at Emerald Bay, you may also want to sign up for one of our BSA Awards, some of which are only offered at Camp Emerald Bay. Adults may also take part in the following classes, except for First Year Rank Advancement.



**BSA Lifeguard (Level 4)** – Having a certified BSA Lifeguard in your troop is one of your greatest assets. When Scouts participate in our program, they learn the fundamentals of Safe Swim Defense and fulfill one of eight safe swim points your troop is required to meet on outings. Registrants must be 15 years old by the time they arrive in camp. Camp Emerald Bay is an American Red Cross Licensed Training Provider, and with an additional fee Scouts and adults can earn American Red Cross Lifeguard, First Aid, and CPR/AED certifications.

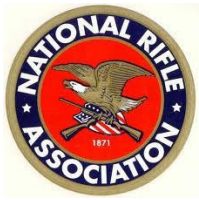


**Snorkeling BSA (Level 2)** - Catalina Island and its surrounding waters have some of the most diverse ecosystems you will find in country. If you are unable to partake in one of our SCUBA programs, then we suggest participating in Snorkeling BSA at Emerald Bay, especially if you are new to snorkeling. Scouts may take this class during fifth session, while our fourth session class is only open to adults.



**Mile Swim BSA (Level 3b)** - A true test of stamina and patience. Before swimming, instruction and practice are required during the first few days. The actual mile swim may be done on the last two days during A session. Each swimmer must have a rower to observe. The mile swim may also be done as 60 lengths in the swim area during period 5.

# ADDITIONAL BSA AWARDS (continued)



**NRA Qualification (Level 4)** - For those who have completed the appropriate Merit Badges we offer the NRA qualification program in Light Rifle, Four Position Rifle, and Shotgun. Each of these, when completed, leads to medals which can be worn on the Scout uniform and cloth badges for your jacket. For further information, please speak with the Field Sports Director during your stay at camp.



**ROV Ocean Exploration (Level 2)** – Participants will build their own remote operated vehicle (ROV) and drive the drone under water while learning from our PMSC Aquarists and Educators. The course will take place in both Sessions 2 and 3 each day of the week, Monday through Friday. Participants will miss the morning War Canoe activities and hike over before lunch, during Session 3 accompanied by staff. Participants must be Swimmer Level for the BSA Swim Test prior to taking this course.



**BSA Aquarist (Level 2)** - The aquarist program teaches Scouts small- and large-scale aquarium management. Scouts will monitor their own tanks as well as learn how the system in the center operates. Scouts will receive an education about what it takes to be a professional aquarist. Only offered at Emerald Bay!



**BSA Naturalist (Level 4)** - This award is only offered at Emerald Bay! The BSA Naturalist Program will build your environmental skill set while exploring and taking in more of the island. By the end of the week, you can function as your troop's naturalist, passing along valuable information in a fun way. Environmental Science merit badge and two Nature merit badges are required before participating.



**First Year Rank Advancement (Level 1)** - Scouts who earn their First-Class rank within the first year of Scouting are far more likely to stay in scouting and become Eagle Scouts. Newer Scouts can participate in our First Year Rank Advancement program with the goal of completing many of the requirements needed for First Class. Taught by a combination of our Scoutcraft staff and Rangers, this program offers high quality instruction and engaging activities. Scouts who need only a few requirements completed can come later in the day for a shorter, more customized lesson.

# ADDITIONAL BSA AWARDS (continued)



**BSA Stand Up Paddleboarding (Level 2)** - The new most popular BSA Award is now available at Camp Emerald Bay. We teach you the basics of the board and how to propel your way through the water. See all the various ocean life under your feet from the advantage point of your full height.



**Scuba BSA (Level 2)** - A half-day of fun for non-divers, this popular program gives Scouts and Scouters the chance to scuba dive without committing to a full program of instruction. SCUBA BSA is an “experience only” program, not offering a certification, but allowing participants to discover the excitement of the underwater world (under the supervision of an instructor) without investing large amounts of time and money. The program requires half a day and is scheduled throughout the week. Please bring a swimsuit, towel and shoes that can get wet. All other gear will be provided. Registration is via Doubleknot.



**Discover Local Diving (DLD) (Level 2)** - DLDs allow certified divers to enjoy the underwater beauty of Emerald Bay under the guidance of an instructor or Divemaster from In2Deep. Dives are scheduled throughout the week, and rental equipment is provided. An in-water skills review is required for all divers prior to the first dive. Divers not having dove within five years may be referred to the BSA SCUBA program for a refresher.

**Specialty Dives with In2Deep** – All certified divers are encouraged to explore the In2Deep specialty dive offerings. Contact In2Deep to see what specialty may be best for your skillset and interest. Sign up in Doubleknot!

# COURSE CLUSTERS

To help make your trip to Camp productive and enjoyable we have created clusters of Merit Badges and awards based around campers' goals and interests: New Scout, Aquatics, STEM, Island Ecology, Crafts, and challenging courses at camp. We have also created curriculums for adult leaders too! New Scout Leader Training, Island Biology and Certifications. As a reminder – these are only suggestions. Please feel confident choosing your week and your adventure!

## SCOUT SUGGESTED CURRICULUMS

### NEW SCOUT:

A Session	SUP
1	TTCF
2	TTCF
3	Environmental Science
4	Swimming/Lifesaving
5	Fire'n Chip & Totin' Chit

This curriculum is designed for first year campers or scouts who are looking to gain rank advancement to First Class. This course focuses on learning the basics of Scouting along with earning Eagle required merit badges. You will find that scouts who complete this track leave camp more independent and knowledgeable about scouting.

### AQUATICS:

A Session	SUP /Mile Swim
1	Canoe / Guard
2	Kayak / Guard
3	Oceanography / Sailing
4	Motorboating / Sailing
5	Snorkel

This suggested schedule is tailored to those scouts who are looking to spend their week in and on the water! This curriculum boasts options of 4 merit badges, two certification courses, or get the best of both worlds and earn two merit badges and one certification. Those who choose Guard and sailing together will have a challenging yet rewarding week.

### CRAFTS:

A Session	
1	Art / Woodcarving
2	Pottery / Wilderness Survival
3	Pottery / Pioneering
4	Pioneering / Basketry/ W S
5	Troop Activities

This curriculum focusses on developing tactile skills and creating different projects while in camp. With multiple choices for courses in each of the periods, it's important to note both Pottery and Pioneering are two sessions long. Try your hand at weaving and staining or building pioneering and survival structures.

### EXPLORATION:

A Session	
1	Oceanography
2	ROV
3	ROV
4	Energy
5	Activities / Snorkel

This curriculum focusses on the science courses offered in camp. Start your day by diving into what makes up the ocean followed by exploring the waters of Emerald Bay and Doctor's Cove. Expand your understanding of what makes the world go round when you arrive at energy. End the week off baking some cookies with the help of The Sun!



## ISLAND ECOLOGY:

A Session	Bird hike
1	Astronomy / Bird Study
2	Environmental Science / Soil
3	Oceanography
4	BSA Naturalist
5	Activities / Snorkel

Island Ecology develops a deeper understanding of the natural sciences, local plant and animal life, as well as stewardship. Join us on evening Star Parties, learn how to slow damage to our natural resources and learn how protecting our oceans benefits humanity. This curriculum bridges marine and terrestrial sciences throughout the week.

## CHALLENGING:

A Session	Mile Swim
1	Guard / Oceanography
2	Guard / Pottery
3	Pottery / Shooting / asa Sail/Pione
4	Shooting / Sail / Pioneering
5	ASA

This curriculum is meant to test any scout who has developed strong coordination, determination, and grit to succeed in this skill-based week. Choose from Guard, Oceanography, Pottery, NRA Qualifications, Sailing or Pioneering. This curriculum is sure to tucker out the strongest of scouts. Note, Guard, Pottery, Pioneering, Sailing are two session courses.

## ADULT SUGGESTED CURRICULUMS

### NEW LEADER

Sunday	Leader Orientation
Monday	Safe Swim Defense / Safety Afloat
Tue & Thu	Leader Specific
M/W/F	Nap Safely & Nap Lab
M-F	IOLS
Friday	Exit Strategies

The new leader curriculum is meant to use your week at camp to familiarize yourself with the basics of scouting and all it has to offer. Learn how to operate a scout led troop in Scoutmaster specific training, and in IOLS learn to navigate with map and compass and cook using a Dutch oven. Leave camp a capable and confident Scouter!

### CERTIFICATIONS

A Session	
1	Scuba/ scoutmaster specific/guard
2	Scuba/nap safely/guard
3	Scuba/ASA
4	Scuba/NRA/Sailing
5	Scuba/NRA/ASA

This curriculum is for leaders looking to try their hands at different skills. Support your unit by becoming a certified lifeguard, explore the ocean in open water diver or advanced diver courses, qualify as an NRA shooter, or earn your ASA Small Boat Sailing certification.

### ISLAND BIO

A Session	Sea Lion Swim / SUP
1	BSA Aquarist
2	Oceanography
3	Environmental Science
4	BSA Naturalist
5	Troop Activities

This curriculum is for leaders looking to try their hands at different skills. Support your unit by becoming a certified lifeguard, explore the ocean in open water diver or advanced diver courses, qualify as an NRA shooter, or earn your ASA Small Boat Sailing certification.

