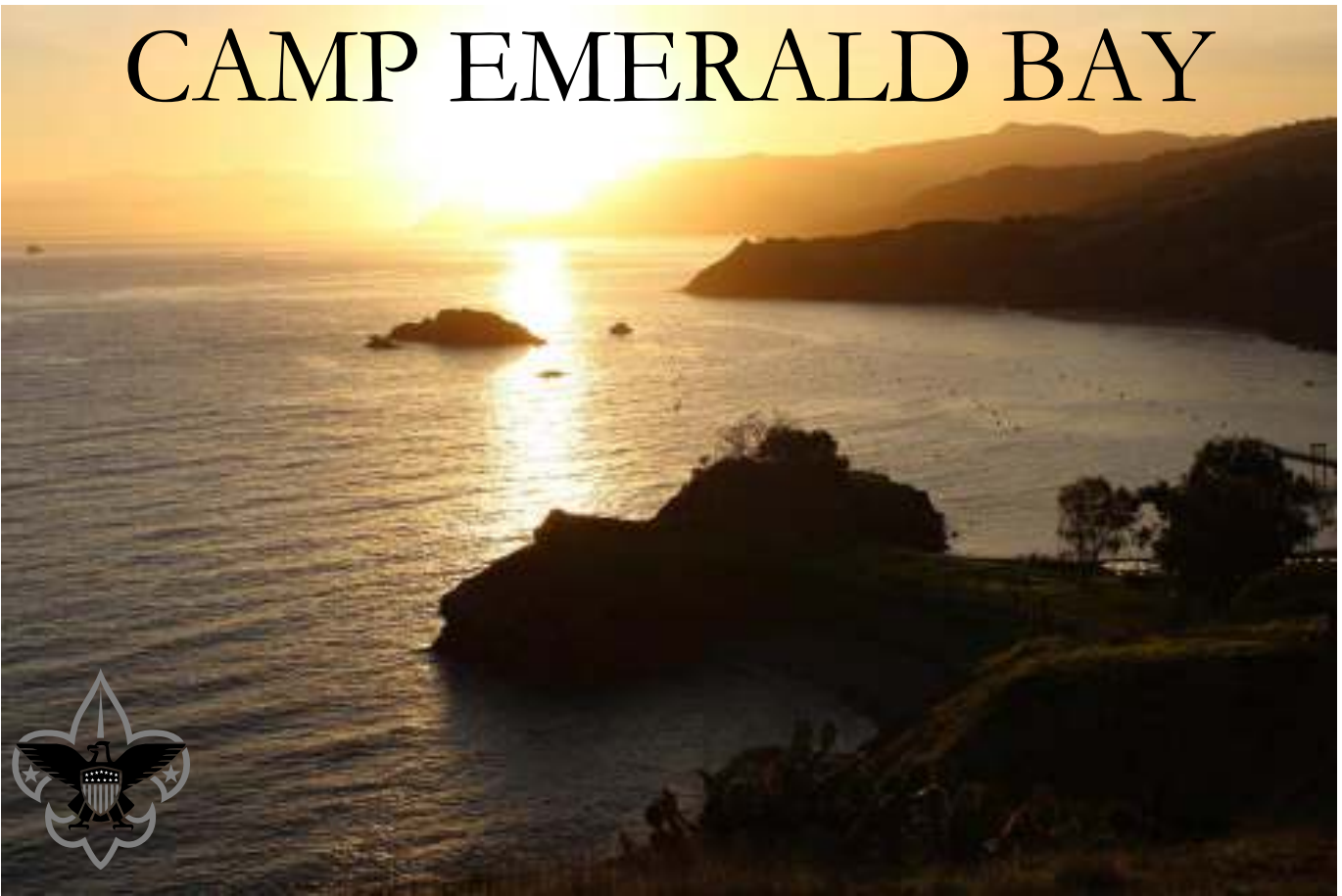


CAMP EMERALD BAY



Spring Leader's Packet 2025

Information discussed at the Spring Leader's Meeting is provided in this packet.

The Spring Leader's Meeting is streamed, and an edited version is posted to the Camp Emerald Bay website.

Dear Scoutmaster/Unit Leader,

Thank you for choosing Camp Emerald Bay as a host for your unit's week-long summer camp adventure. We work hard to ensure the experience is a highlight of the year. You are just a few short months from your week at camp, and we have a lot to prepare for. Included in this packet is information needed to get your unit to camp, into merit badge classes, and involved in our unique, unparalleled, unforgettable Scouting experience.

Please note that we offer all published information online, including Health Forms, Leader's Guide, and Merit Badge Registration, in addition to all of our program materials. Scouts, parents, and leaders will be able to view and download all pertinent camp information on the camp website at: <https://www.campemeraldbay.org/forms-and-documents/>

To assist in organizing your unit paperwork, we recommend a three-ringed binder with dividers. This will help in pre-season and camp organization. Several sections may include:

- Payment information and due dates
- 2025 Attendance Roster and Ship Manifest - with arrival and departure information of those Scouts and Leaders not at camp the entire week
- Merit Badge and Activity Schedules
- Medical Records (Must be alphabetical and stored with the health officer, please separate from the other camp forms before arrival)

Registration for all merit badges and most individual activities will be available on the camp website at www.campemeraldbay.org. At that time Scouts will be able to access camp program information and leaders will be given information on how to register Scouts for classes using your Doubleknot.com username and password to access the online registration starting April 1st. At this time, you may begin uploading roster information (youth and adults) and program (merit badge and activity) registration.

We look forward to your visit at Camp Emerald Bay. If you have any questions until then, please contact at camping@bsa-la.org and we will be happy to respond.

Sincerely,

Camp Staff 2025

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SANTA CATALINA ISLAND BASIC FACTS

Camp Emerald Bay is located on the shores of Catalina Island located on the West End of Santa Catalina Island. The closest town is Two Harbors which is 7 miles by road and takes about 30-45 minutes to drive to. The town of Avalon is on the Eastern side of the island, and it takes 2 hours to drive the 28 miles from Camp. Boat transportation to and from Emerald Bay is arranged by camp. Anyone traveling outside of this arranged transportation will need to work with the Two Harbors Harbor Department to arrange a shore boat to and from camp. Also, these travelers will need to fill out a [Special Request Form](#) found under [Forms and Documents](#) on [campemeraldbay.org](#) for special travel arrangements to inform camp of all planned travel. This form is also utilized for individual specialized medical requests or dietary restrictions.



CAMP EMERALD BAY MAP

Campsites

1. Malibu
2. La Jolla
3. Palos Verdes
4. Dana Point
5. Laguna
6. Zuma
7. Monterey
8. Carmel
9. Morro Bay
10. Santa Cruz
11. Coronado
12. Redondo
13. Venice
14. Big Sur
16. Santa Barbara
17. Del Mar
18. Santa Monica
19. Oceanside
20. Newport

Program Areas and Meeting Locations

Waterfront:

- Canoeing, Kayaking, Lifesaving
- Motorboating, Rowing,
- Small Boat Sailing, ASA 110
- Swimming, Lifeguarding
- Snorkeling, BSA, MileSwim

Pennington Marine Science Center

- Fish and Wildlife, Oceanography,
- BSA Aquarist, ROV Ocean
- Exploration, Scuba Merit Badge
- PADI Open Water, PADI
- Advanced Open Water, PADI
- Rescue Diver

Handicraft

- Art, Basketry, Leatherwork
- Woodcarving, Pottery

Scoutcraft

- Camping, Orienteering, Pioneering,
- First-Aid, Wilderness Survival

Field Sports

- Archery, Rifle, Shotgun

Nature

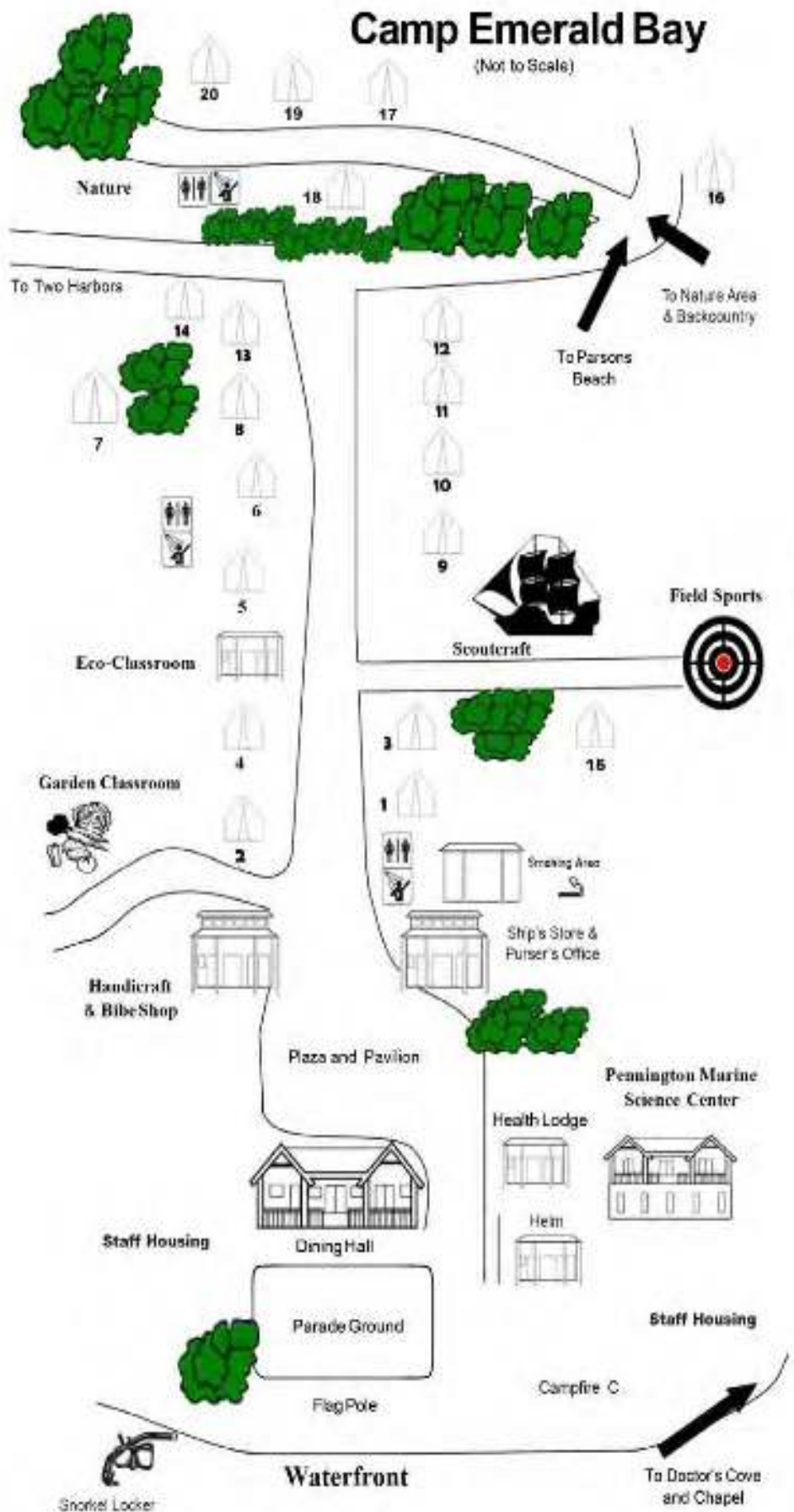
- Environmental Science, Geology
- Mammal Study, Nature
- BSA Naturalist, Bird Study

Eco Classroom

- Astronomy, Energy

Garden Classroom

- Soil and Water Conservation



WHAT TO BRING

TROOP GEAR LIST

Your campsite will be your home away from home. Each troop or patrol will need to set up its area within the conservation plan of the Camp. Please refer to the following lists to ensure you are well prepared.

OPTIONAL EQUIPMENT BROUGHT BY TROOP

Troop Flag
First Aid Kit – Each Scout in First Aid MB needs to bring their own kit.
Games, skit supplies, costumes, musical instruments, songbooks

ADVANCEMENT

Adult Leader Resource Form	Program Planner	Other handbooks and guides
Pens/pencils	Teaching Aids	Paper, notebooks, & clipboards
Troop Advancement Record	Felt-tip pens, pencils	Camp Record Cards

SCOUTMASTER NEEDS

Copy of Online Troop Roster	Scoutmaster's Handbook	Optional: Laptop (wired connection is available, WiFi for sale (adult use only))
Notebook Paper	Passenger Manifest	
Push pins or thumbtacks	Padlock:(\$5 deposit at Ship's Store)	

*EQUIPMENT PROVIDED BY THE CAMP

Picnic Table	Washstand	Bulletin Board
Bunks and Mattresses	Broom	Trash Barrel
Fire Extinguisher	Platforms and Tents	

NOTE: This equipment list is meant to serve as a general guide. Use your own discretion in choosing what take and what to leave.

DO NOT BRING PROPANE OR FUEL OR ANY FIRESTARTING MATERIALS.

MANDATORY ITEMS

Completed forms (see page 7)
Merit Badge Prerequisite Forms
Notebook, Paper, Pens *
Scout Handbook
Mess Kit*
Flashlight*

TOILET KIT

Toothbrush and Toothpaste*
Soap and Shampoo*
Medication (If Needed)
Bath Towels/Washcloth
Deodorant*
Shaving Gear
Comb
Sunscreen*- VERY IMPORTANT
Chapstick*

CAMPING GEAR

Sleeping Bag
Duffel Bag (**With name and Troop #**)
CLOTHING
Scout Uniform (Field) required for evening meals
Pajamas
Sweater/Jacket*
Hat or Visor*
Jeans
T-Shirts (min. 3)
Shorts (min. 2)
Swimsuit
Hiking Shoes
Tennis Shoes
Water Shoes/Old Tennis Shoes
Socks (min. 4 pair)

Undergarments (min. 6 pair)

MISCELLANEOUS

OA Sash
Camera
Flashlight Batteries*
Compass*
Scout Knife*
Water Bottle*
Daypack*
Watch
Mask, Snorkel, Fins (rentals available)
Fishing Gear (camp does not provide)
Spending Money (\$75-85 recommended)
***Can be purchased from the Ship's Store**

WHAT TO BRING (cont.)

The following items are additional necessities specific to each of our Rugged programs. Please contact the Program Director, Matthew Eames, with questions at matthew.eames@scouting.org

Rugged Canoers:

- **3-4 liters of Water** (must bring own bottles)
- **Dry Bag** (necessary for Rugged C participants to keep everything dry)
- **Personal First Aid Kit**
- **Mess Kit** (Scouts will be making most of their own meals; utensils and plates/bowls needed)
- **Additional spending money** (Scouts will have an opportunity to buy dinner in Avalon if they choose)
- Gloves for canoeing (optional)

Rugged Explorers:

- **2-3 liters of Water** (must bring own bottles)
- **Personal First Aid Kit**
- **Day Pack** (large enough for a single overnight. This pack should be comfortable enough to wear while bicycling.)
- **Mess Kit** (Scouts will be making most of their own meals; utensils and plates/bowls needed)
- **Dry Bag** to keep everything dry while on the canoe
- **Additional spending money** (Scouts will have an opportunity to buy breakfast in Two Harbors if they choose)
- Padded cycling shorts (optional)
- Gloves for canoeing (optional)

Rugged Trek:

- **3-4 liters of Water** (must bring own bottles)
- **Personal First Aid Kit**
- **Mess Kit** (Scouts will be making most of their own meals; utensils and plates/bowls needed)
- **Backpacking Backpack** (Will be backpacking over 30 miles on foot over the course of the week)
- **Additional spending money** (Scouts will have an opportunity to buy dinner in Avalon or Two Harbors if they choose)

THINGS TO LEAVE AT HOME

Please do not bring the following items to camp:

Valuables	Large/Illegal Knives	Music Players
Water Balloons	Gang Paraphernalia	Pornography
Firearms of Any Kind	Illegal Substances	Alcohol
Personal Archery Equipment	Water Guns	Pets
Boats	Fish Spears	Bikes
Matches/Lighters	Boogie Boards/Floaties	Ammunition
Radios	Fireworks	Footlocker
Comic Books	Lanterns (available for rent from	Jewelry
Televisions	the Ship's Store)	

SPECIAL INSTRUCTIONS

Mess Kits: In an ongoing effort to reduce the amount of waste generated by our camp and our environmental impact, as well as promote consistent Scout skills, Emerald Bay will no longer be providing disposable dishes or utensils for our overnight experience. Therefore, it is imperative that everyone bring with them to camp a mess kit that includes a plate, bowl, cup, and utensils for our overnight. So please, 'Be Prepared' for this event by ensuring that each camper has a mess kit, and by doing so we can all be thrifty.

Passenger Manifest: The United States Coast Guard now requires all cross-channel carriers to have a comprehensive Passenger Manifest for all trips to and from Catalina Island. The transportation provider has asked that we provide to them a list of all our passengers for each crossing. Therefore, we require that each unit bring with them to the boat terminal two copies of the unit roster for who will be traveling to and from Catalina Island through our chartered runs. These lists must reflect any unit members who will be making midweek or other alternate travel arrangements.

DEPARTURE AND ARRIVAL SCHEDULE

Transportation is looking a bit different this year. Please submit answers to this Google Survey to secure your boat details: [2025 Emerald Bay Boat Transportation Departure Schedule](#)

Your camping fees include travel to and from camp on our scheduled boat. The ferry will take units directly to Emerald Bay. Directions to the terminal are provided on the next page.

Please park at The Battleship USS Iowa, Berth 87, then Walk West past the Fire Department and white tent to check in. We will ask how many Scouts and adults are in your unit and if all are present. This information must be confirmed on your Passenger Manifest. You will also need to be paid in full by the time of arrival. In each week there will be multiple boats loading and leaving one after the next, with the first boat loading at 7:30 am. The following boats will load immediately following the previous, requiring everyone to be ready to board the vessel at 7:30 am.

Secure parking is available at The Battleship Iowa Museum for \$20.00 per 24 hours (rates may vary). There is no weekly rate. Please park in front of the USS Iowa in the furthest SW corner of the parking lot. Please direct any additional questions about parking to 877-446-9261.

During your boat trip to Catalina Island, the following rules must be observed:

- Traveling in Scout Uniform helps staff identify campers and direct them to the boat.
- Equipment packed neatly and compactly, with the owner's name marked clearly on each item (we recommend you use duct tape).
- Duffel bags are strongly recommended. Must be able to carry all gear to campsite (~ ¼ mile).
- Other people will be handling your bag. Clear identification will make loading and unloading run smoothly.
- No propane or liquid fuel may be carried onboard the ship.
- Lunch is provided in camp on Sunday.

Directions to Berth 87 in San Pedro

405 to exit 37 to merge onto I-110 S toward San Pedro.

Take exit 1A to merge onto CA-47 N toward Vincent Thomas Bridge/Terminal Island/Long Beach (do not go over the bridge)

Take the South Harbor Blvd exit continue onto S. Harbor Blvd.

Proceed to the Battleship parking lot. Check-in time just west of The Battleship Iowa. It is strongly suggested you do not eat a greasy or heavy breakfast, lunch, or snack prior to departure.

REQUIRED DOCUMENTS

Annual BSA Health and Medical Record Pre-Camp Release Form

Medical and Youth Permission Forms are found online at:

www.campemeraldbay.org/forms-and-documents

A current BSA Annual Health and Medical Record is required for all participants at camp. A form qualifies as current if it is dated less than one year before your camp week.

IMPORTANT:

All participants of PADI Open Water, PADI Advanced Open Water, PADI Rescue Diver, and any other SCUBA diving program are required to turn in a completed PADI Medical statement. No exceptions.

Christian Science faith members must have a written statement from their practitioner attesting to their health.

Request for Exemption from Medical Care and Treatment must be completed on form 680-452 (available upon request).

Please Note: Avalon Hospital insists on seeing a camper's medical insurance card (front and back) before they will give medical attention. We strongly suggest that you attach a photocopy of each person's medical card to his or her camp medical records.

Please note: The Pre-Camp Release Form– Youth is necessary for “Consent to Furnish Firearms to Minor.” If a Scout arrives at camp without the parent's written consent the Scout will not be allowed to use the range. If a parent does not wish to give consent, please write the words: “No Permission” across that portion of the form.

[Special Request Form](#): Please fill this form out for any dietary issues your scouts or scouters may have. It is the intention of Camp Emerald Bay that no person be unable to attend our Camp as a guest due to a dietary restriction. Therefore, we will provide reasonable accommodation to our guests.

- We will regularly and consistently prepare and serve food that satisfies the nutritional needs of:
 - Vegetarian diets
 - Lactose Free diets
 - Gluten Free diets
- We operate a nut free kitchen.
- Persons with other food allergies, a combination of the previous diets, special diets, or diet choices will be accommodated to the best of our abilities.

Guests with dietary restrictions should contact the Emerald Bay management or kitchen staff at least 2 weeks prior to their visit. Please email: bsaebkitchen@gmail.com.

ADULT LEADER RESOURCE FORM

Camp Emerald Bay is always looking for willing adult leaders to help. Resources can include merit badge counseling, site maintenance, an association with a business on the mainland, or financial contributions to further the mission of the camp. Below are listed areas that may be of use at the camp during your stay. If you feel that you can help us in any way, please let us know.

Turn in this form at the Opening Leader's Meeting on Sunday afternoon.

NAME: _____

UNIT# _____ DISTRICT: _____ COUNCIL: _____ ADDRESS: _____

PHONE# (____) _____ Present Scouting

Position: _____ Past Scouting

Experience: _____

OCCUPATION: _____

HOBBIES, AREAS OF INTEREST, ETC: _____

I would like to help with (in camp): _____

I would like to help with (beyond camp): _____

Please check areas you would like to participate in:

_____ Aquatics/ Waterfront

_____ Rifle Range

_____ Archery Range

_____ Handicraft Area

_____ Nature/ Scoutcraft

_____ Dining Hall Clean-up

_____ Maintenance Work:

_____ Electrical

_____ Plumbing

_____ Outboards

_____ Truck Engines

_____ Other:

Optional:

Please list background experience, qualifications, etc. that would help you in helping us in the areas you have checked here:



SPECIAL PROGRAMS

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SENIOR PATROL LEADER TRAINING

PROGRAM INFORMATION: Once at Emerald Bay, participants will jump right into the exciting activities introducing them to Camp. These activities also serve to develop the participant's leadership and ethical choice-making skills. After several days of training, Senior Patrol Leaders will eagerly greet their troops on Sunday and lead them through their week at camp.

HOW TO REGISTER: Registration can be completed via Doubleknot through your camp registration. More information about the program the program can be found online at <https://www.campemeraldbay.org/senior-patrol-leader-program/>.

PAYMENT: \$200.00 per person additional to camp fee. This fee will be added to the unit invoice and must be paid no later than the last billing cycle 16 days prior to coming to camp.

WHAT TO BRING: Participants should refer to the individual items listed in the "What to Bring" section of this packet. Participants **MUST** turn in their medical forms and youth permission forms to our staff member at the terminal. Participants who arrive without these documents will not be allowed to come to camp.

TRANSPORTATION INFORMATION: The SPLs and their buddies will depart from the Catalina Express Terminal in San Pedro on the Thursday prior to their troop's arrival to camp. Participants will arrive by 11:45 am where they will check in with an Emerald Bay staff member. Participants will then take the 12:30 pm boat to Two Harbors where they will be provided transportation to Camp Emerald Bay. **NOTE:** All participants must provide their own transportation to the Catalina Express Terminal in San Pedro.

RUGGED CANOE

(Rugged 'C')

Rugged C's circumnavigation of Catalina leaves campers out of camp for the duration of their time here on the island. They will pack their **dry bags**, organize the crew, and set out on the canoe expedition of a lifetime. Rugged Canoers use the same ethics and leadership curriculum as Rugged Explorers and Rugged Trek, while the challenge and scenery change.

Rugged Canoers will navigate the crew's eight-person war canoe through ocean swells and breaking surf, passing cliffs that soar straight out of the ocean, and Bald Eagle habitats. Participants will stretch out on deserted beaches and pass by many breath-taking scenes. They will get a good look at an endless horizon at Land's End and stop in by the tourist destination of Avalon on their canoe expedition around Catalina Island.

In Rugged C, Scouts will be doing a lot more than canoeing; they will explore many of Catalina's famous snorkeling destinations. Catalina Island consistently ranks among the top dive destinations in the world. They will lead the crew along the back side of the island, passing cliffs and coves accessible only by boat and observing destinations explored by very few people. As canoers make the grand loop of Catalina Island, they will be crossing heavily trafficked dolphin migration routes, and if they are lucky, pods of thousands of dolphins may surround their boat and delight their eyes with natural acrobatics.

At some point, each Scout will find themselves serving as the day's leader. They will be mentored by our experienced staff to make decisions based on the Scout Oath and Law. Their ability to lead their peers will be honed using our ethical decision-making curriculum to accomplish the week's activities.

Participants will be responsible for planning and carrying out the week's activities. Our staff will be there to answer questions and to ensure that the program and safety guidelines are followed. Most of the success of your week, however, will depend on the decisions made by the crew leader of the day and the crew.

Given the rugged nature of Rugged C expedition, it is important that all participants arrive in good physical condition. Scouts' week around Catalina will be full of activities that are likely to tire even the strongest participant at some point. Be sure to prepare appropriately. Please be sure to pay attention to the required and recommended items in the **What to Bring** section of this guide.

Rugged C is a physical and mental challenge designed for older Scouts. Participants will need to be able to canoe for several hours at a time. While not quite as physically intensive as Rugged E, it is likely that everyone participating in Rugged Canoers will struggle at some point during their week. Often, those who struggle the most, gain the most from their experience. A moderate level of fitness is required of anyone wishing to participate in Rugged Canoers.

Participants in Rugged Canoers must be 14 years old.

RUGGED TREK

(Rugged 'T')

Participants in Rugged T are in for a physically demanding yet rewarding summer experience as they log miles along the ridgeline trail known as the Trans-Catalina Trail. Our Rugged staff will meet you on the pier to welcome you to the Rugged check-in.

The Rugged T Fitness test is held on arrival day and differs from the other program tests. Participants will first go through a gear check, don their pack with the weeks' required items, and set out on a 3-mile hike. The Fitness test is to ensure every participant's gear is in working order, shoes are broken in, and participants are in proper physical condition. Each scout must complete all aspects of the fitness test to be given the ok to participate. Camp management will provide program switches for any scout unable or unwilling to complete the fitness test.

Rugged T participants will set out on Monday morning hiking the west end loop from Emerald Bay past starlight beach, up and over silver peak to the Two Harbors campgrounds. Rugged T will hit the trail early throughout the week to best utilize the marine cloud cover, as there is little to no shade throughout the trail. Day two is a jaunt up and over rolling hills to the gorgeous Little Harbor. The resident bison are sure to be a unique site for many Scouts and Scouters. Day three is a long ascent from sea-level to the shady campground of Blackjack Mountain. Along the way, participants will have the opportunity to stop for lunch at the world-renowned Airport in the Sky. Make sure to snag one of the local favorites, a chocolate chip cookie. Day 4 is filled with rolling hills and an abundance of greenery on the east end of the island as participants make their way to Hermit Gulch campground in the town of Avalon. There is a total elevation change of nearly 10,000ft throughout the trail with long climbs, rocky terrain, little shade.

Participants should be in good physical conditioning, prepared with capacity for 4 liters of water, broken in hiking shoes, and properly fitting packs. A week full of memories, comradery, and self-confidence building awaits those who set foot on the trail.

Participants in Rugged Explorers must be 14 years old.



RUGGED EXPLORERS

(Rugged 'E')

In Rugged Explorers, your Scout's adventure will start the moment he or she sets foot on Catalina Island. Orientation and team-building activities begin their week as all Explorers divide themselves into boat crews.

Their adventures will range from practicing route-finding techniques as they lead the crew to one of the highest peaks on Catalina Island, to rolling down hills on mountain bikes. On their first day of canoeing, they will cook all their own meals and sleep under the stars. They will be rewarded with making new friends and taking in breathtaking scenery. They will explore their limits and develop important leadership skills.

Every Scout will find themselves leader of the day at some point throughout the week. He/she will be mentored by our experienced staff to make decisions based on the Scout Oath and Law. Their abilities to lead their peers will be honed using our ethical decision-making curriculum and being responsible for planning and carrying out each event to accomplish the week's activities. Our staff will be there to answer questions and to ensure that the program and safety guidelines are followed. Most of the success of the week, however, will depend on the decisions made by the crew and that day's leader.

Given the rugged nature of the Explorers program, it is important that the all participants arrive in good physical condition and be able to accomplish 50 miles in a one-week time. Participants will need to be able to hike, bicycle, and canoe for several hours at a time. It is likely that everyone will struggle at some point during their week, and often those who struggle the most gain the most from their experience. Your week on Catalina will be full of activities that are likely to tire even the strongest participant at some point. Be sure to prepare appropriately.

Participants in Rugged Explorers must be 14 years old.



SAILING UPDATES

(Advanced Sailing)

We officially became an American Sailing Association (ASA) affiliate school and will be offering an Advanced Sailing Course where students earn their ASA 110 certifications: Basic Small Boat Sailing. The mission of ASA is “to teach people to sail safely and confidently” and has “over 300 affiliated sailing schools throughout the U.S., Europe, Japan, Central America, Taiwan, China, and other far eastern countries”. Sailors who earn their ASA certifications can travel around the world and sail confidently with other yacht clubs and sailing schools, utilizing the skills learned at Camp Emerald Bay.

The Advanced Sailing Course will offer participants the opportunity to earn ASA 110, Basic Small Boat Sailing. Throughout this course, students will be able to skipper our RS Quest 14' sailboats by winds up to 15 knots. They will gain the “knowledge of basic sailing terminology, sail trim, points of sail, crew responsibilities, seamanship and safety including capsizing avoidance/recovery and navigation rules to avoid collisions.” There may also be opportunities to crew on our Beneteau First 22's for the Sunset Sails.

For the Advanced Sailing Course, participants will sign up in Traditional Merit Badge Program with their unit or as a Provisional Scout and enroll in the Advanced Small Boat Sailing: ASA 110 course offered during third and fifth session. They will need to be present for both 3rd and 5th Session each day. They will be able to take other MB's and BSA courses offered during A, 1, 2, 4, and 6 Session as well. The cost for taking the Advanced Sailing Course is an additional \$100 which covers a sailing logbook (good for all future courses), and an ASA 110 course fee. Youth and adults are invited to take the course, but space will be reserved for youth, first. All participants must have previous sailing experience. Youth must have already completed the Small Boat Sailing Merit Badge and be at least 13 years of age to participate.



Ocean Exploration!

with

ROVs

REMOTELY OPERATED VEHICLES



EDUCATION • CONSERVATION • EXPLORATION

- Build & maintain ROVs
- Survey wildlife & analyze water samples
- Explore Marine Protected Areas
- Pilot ROVs
- Learn about underwater robotics & ocean exploration



3103 Pico Blvd. Santa Monica, CA, 90405
Phone: 424-280-4232
E-mail: BSA@in2deepdiving.com
www.in2deepdiving.com



CAMP EMERALD BAY SCUBA PROGRAMS

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DISCOVER SCUBA DIVING & DISCOVER LOCAL DIVING PROGRAMS

SCUBA BSA (Discover Scuba Diving - DSD)

If you want to "test the waters" then the discover scuba diving experience is for you. You will have a short classroom session before heading to the ocean to do a few skills. Next you will explore the underwater realm assisted closely by a dive professional. See what's beneath the waves and every dive is different! Ages 11 and up.



NOTE: THIS IS A "TRY DIVE" EXPERIENCE AND IS NOT A DIVING CERTIFICATION PROGRAM.

Discover Local Diving (DLD)

Already a certified diver but haven't dived the area? No worries, we can help you with that! We provide a local guided dive allowing you to experience the local dive sites with a dive professional.



All programs are limited and filled on a first come, first serve basis. Please register through Doubleknot and call In2Deep for questions. Learning materials and certification cards are included in all courses. Minimum age for all scuba diving courses while at camp is 12 years old, with the exception of DSD and DLD which is 11 years old.



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Phone: 424-280-4232
E-mail: BSA@in2deepdiving.com
www.in2deepdiving.com



PROGRAM INFORMATION

Open Water Certification

Theory: eLearning **Dives:** 9 **PreReq:** A desire to dive!
The Open Water Certification program is designed for you to become a certified diver and earn the scuba merit badge. At the end of this program you will have completed your PADI Open Water Diver Course. Throughout your week at camp (5 days) you will gain general knowledge about scuba diving, the equipment and the underwater ecosystem you will be diving into. You will also learn vital underwater skills and explore the ocean floor during this program. **(Scouts in this program will still attend War canoe, unless otherwise instructed by their PADI professional).**



Advanced Open Water Certification

Theory: eLearning **Dives:** 5 **PreReq:** OW
Go further in scuba diving with the Advanced Open Water Certification. You will experience 5 dives that cover different aspects of diving. You will gain knowledge, and develop skills to be a better diver. By the end of the program you will have experience going to deeper depths, navigating underwater, and other aspects of scuba diving. Additional specialties can be added to further your knowledge and add to your diving resume! **(Scouts in this program will still attend War canoe, unless otherwise instructed by their PADI professional).**



All programs are limited and filled on a first come, first serve basis. Please register through Doubleknot and call In2Deep for questions. Learning materials and certification cards are included in all courses. Minimum age for all scuba diving courses while at camp is 12 years old, with the exception of DSD and DLD which is 11 years old.



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www.in2deepdiving.com



Rescue Diver Certification

Theory: eLearning **Dives:** 10 Exercises & 2 Scenarios **PreReq:** AOW

Be prepared and learn emergency management by becoming a Rescue Diver. In this course you will learn how to design and implement an emergency action plan, gain emergency first response training and develop the skills for in water rescue scenarios while diving. After completion of this program you will be a certified Rescue Diver and prepared for a variety of situations. **(Scouts in this program will still attend War canoe, unless otherwise instructed by their PADI professional).**



PACKAGED PROGRAMS (HYBRID)



Open Water & Advanced Open Water

Theory: eLearning **Dives:** 14

This program will take you from being a non-diver to an Advanced Open Water Diver. It will encompass the basics of diving theory and in-water practice, then go further by allowing you to experience different aspects of diving. You will increase your diving limits, becoming a more competent diver with greater knowledge and increased comfortability in the water. **(Scouts in this program will Not attend War canoe).**



All programs are limited and filled on a first come, first serve basis. Please register through Doubleknot and call In2Deep for questions. Learning materials and certification cards are included in all courses. Minimum age for all scuba diving courses while at camp is 12 years old, with the exception of DSD and DLD which is 11 years old.



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Advanced Open Water & Rescue Diver

Theory: eLearning **Dives:** 5 Dives + 10 Exercises and 2 Scenarios **PreReq:** OW

Already an Open Water Scuba Diver but want to be a prepared and capable diver comfortable with conducting a rescue if necessary? After this program you will have completed your Advanced Open Water Course as well as Emergency First Responder and the PADI Rescue Diver course. The

aim of this program is to make a diver who is comfortable going to further depths and able to act in a rescue scenario if one occurs. (**Scouts in this program will Not attend War canoe**).



Travel Package (Open Water, Enriched Air & Peak Performance Buoyancy)

Theory: eLearning + Classroom **Dives:** 11
Not a diver yet, but eager to learn to dive and earn some specialties? During your stay at camp you will complete your Open Water Scuba course and 2 specialties that count towards your Master Scuba Diver Certification. This will help you to be a better, more competent diver and earn the Scuba Merit Badge!



All programs are limited and filled on a first come, first serve basis. Please register through Doubleknot and call In2Deep for questions. Learning materials and certification cards are included in all courses. Minimum age for all scuba diving courses while at camp is 12 years old, with the exception of DSD and DLD which is 11 years old.



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SPECIALTY PROGRAMS AVAILABLE

- AWARE Dive Against Debris
- AWARE Shark Conservation
- Deep Diver
- Delayed Surface Marker Buoy
- Digital Underwater Photography
- Enriched Air Diver
- Emergency Oxygen Provider
- Fish Identification
- Night Diver
- Peak Performance Buoyancy
- Search and Recovery
- Underwater Naturalist
- Underwater Navigation



All specialties are subject to prerequisites

All programs are limited and filled on a first come, first serve basis. Please register through Doubleknot and call In2Deep for questions. Learning materials and certification cards are included in all courses. Minimum age for all scuba diving courses while at camp is 12 years old, with the exception of DSD and DLD which is 11 years old.



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AWARE Dive Against Debris

Theory: Presentation **Dives:** 1 **PreReq:** OW
The Dive Against Debris specialty trains a diver to be able to take on a direct in-water action for the ocean. You will collect data that can be used by marine researchers and policymakers for conservation. This course will teach you as divers and ocean advocates the methods in how to safely collect debris found on the ocean floor. You will also learn how to weigh, categorize and log data from the collection dive undertaken.



AWARE Shark Conservation

Theory: Presentation **Dives:** 2 **PreReq:** OW
Sharks are an essential part of a healthy ocean. This course explores why they are vulnerable, the importance of a healthy shark population, managing threats, and how to take action to protect them. You will learn how to identify aspects in the ocean environment that can potentially harm shark species and how to safely interact with sharks while diving.

Deep Diver

Theory: eLearning or Classroom **Dives:** 4 **PreReq:** 15 years, AOW

This course will build on your current knowledge and skills learned in previous courses. You will develop the skills and knowledge to enable you to conduct deep dives safely and effectively. You will learn about and experience narcosis, how to identify and deal with air supply management and recognize your own personal limits. The course will cover problem solving, deep dive planning and preparation, emergency procedures and depth limits for recreational diving.



All programs are limited and filled on a first come, first serve basis. Please register through Doubleknot and call In2Deep for questions. Learning materials and certification cards are included in all courses. Minimum age for all scuba diving courses while at camp is 12 years old, with the exception of DSD and DLD which is 11 years old.



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Delayed Surface Marker Buoy (DSMB)

Theory: eLearning or Classroom **Dives:** 2 **PreReq:** OW

Many divers wouldn't think of diving without carrying a delayed surface marker buoy (DSMB), and in some locations it's considered required safety equipment.

Knowing how to properly deploy and manage a DSMB are valuable skills learned in this course. This course will go through caring and storing of your DSMB, towing and managing the line and reel, and making safety stops using the DSMB. This will allow you to be a more prepared and safe diver.

NOTE: A DSMB and Reel are required for this course and can be purchased at the Ship Store.



Digital Underwater Photography

Theory: eLearning or Classroom **Dives:** 2

PreReq: OW

Do you want to share your underwater experience with your friends and family and learn to take underwater photos comfortably with the best outcome? This course will teach you how to maintain camera use underwater, use strobes, and choose equipment and methods in framing the subject to produce the best result.

NOTE: A personal 100% waterproof camera or housing is required. In2Deep is not responsible for any damages to phones or housings.



Enriched Air Diver

Theory: eLearning + Class **Dives:** 0 **PreReq:** OW

Enriched air, also known as nitrox or EANx, contains less nitrogen than regular air. Breathing less nitrogen means you can enjoy longer dives and shorter surface intervals. This course will teach you the fundamentals of enriched air diving, oxygen analyzing and equipment set up.

All programs are limited and filled on a first come, first serve basis. Please register through Doubleknot and call In2Deep for questions. Learning materials and certification cards are included in all courses. Minimum age for all scuba diving courses while at camp is 12 years old, with the exception of DSD and DLD which is 11 years old.



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Emergency Oxygen Provider

Theory: eLearning or Classroom **Dives:** 0

PreReq: N/A

Immediately recognize scuba diving illnesses treatable with emergency oxygen and be prepared to offer aid. This course will teach you how to identify when to use oxygen in an emergency situation, how to assemble and disassemble emergency oxygen equipment and how to administer oxygen. This course will allow you to be prepared in what is required when emergency situations require oxygen. There are no prerequisites or age restrictions.



Fish Identification

Theory: eLearning or Classroom **Dives:** 2 **PreReq:** OW
"What was that fish?" is a common question heard after a dive. If you want to be the scuba diver with the answers, instead of the one asking the questions, then take the Fish Identification Specialty course. You'll enjoy your dives even more when you recognize the creatures that you see and can identify their characteristics.

Night Diver

Theory: eLearning or Classroom **Dives:** 3 **PreReq:** OW
At night everything changes underwater and different creatures are out and about. Do you want to find out what they are up to in the dark? The night diver specialty will equip you with the knowledge and skills to dive safely when the sun goes down. You will learn how to use a dive light, communicate at night, navigate in low light conditions, and night dive planning and procedures.

NOTE: 2 dive lights are required for this course and can be purchased at the Ship Store or ahead of time with In2Deep.



All programs are limited and filled on a first come, first serve basis. Please register through Doubleknot and call In2Deep for questions. Learning materials and certification cards are included in all courses. Minimum age for all scuba diving courses while at camp is 12 years old, with the exception of DSD and DLD which is 11 years old.



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Peak Performance Buoyancy

Theory: eLearning or Classroom **Dives:** 2

PreReq: OW

Excellent buoyancy control is what defines skilled scuba divers. You've seen them underwater gliding effortlessly, using less air, ascending, descending and hovering almost as if by thought. They more easily observe aquatic life without disturbing their surroundings. This course will build on the skills you have learned in previous courses to improve your buoyancy control, working on breath control, air use and weight trim.



Search and Recovery

Theory: eLearning or Classroom **Dives:** 4

PreReq: OW with Underwater Navigation specialty or AOW

Finding items underwater is both challenging and rewarding. You need to know how to gather information, organize a search, and choose an effective search pattern. During these four dives, you'll locate objects large and small using different search patterns. You'll get hands-on experience using a lift bag, and on the last dive you'll plan and execute a mock search operation..



All programs are limited and filled on a first come, first serve basis. Please register through Doubleknot and call In2Deep for questions. Learning materials and certification cards are included in all courses. Minimum age for all scuba diving courses while at camp is 12 years old, with the exception of DSD and DLD which is 11 years old.



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Underwater Naturalist

Theory: eLearning or Classroom **Dives:** 2

PreReq: OW

Get a better understanding about the local ecosystem and the differences between terrestrial and aquatic worlds. This course will allow you to know more about symbioses, underwater ecology, and aquatic plant and animal habitats. You may notice behaviors and see creatures you have previously missed. You will learn about major aquatic life groupings, interactions and information.

The course will teach techniques for responsible interactions with aquatic life.



Underwater Navigator

Theory: eLearning or Classroom **Dives:** 3 **PreReq:** OW

Learn how to avoid getting lost underwater! Navigation is a key part to diving. This course will work on gaining skills to improve your navigation underwater. It focuses on underwater compass use, measuring distance, natural navigation techniques and multiple turn navigation while diving.

5 SPECIALTY PROGRAM

Theory: eLearning or Classroom **Dives:** Variable (up to 15) **PreReq:** OW

In this program, divers will choose 5 specialties to complete throughout the week at camp! Because you will be diving everyday, you will get to experience different types of diving while learning a variety of skills that will take your diving to the next level. Choose between dives like night, navigation, peak performance buoyancy and more.



All programs are limited and filled on a first come, first serve basis. Please register through Doubleknot and call In2Deep for questions. Learning materials and certification cards are included in all courses. Minimum age for all scuba diving courses while at camp is 12 years old, with the exception of DSD and DLD which is 11 years old.



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MASTER SCUBA DIVER

Do you want to be the best of the best? Join the elite group of respected divers who have earned the PADI Master Scuba Diver rating through experience and training. The highest level in non-professional diving is earned by completing your Rescue Diver certification, having over 50 logged dives and earning 5 specialties is all you need. We can help get you there!

SCUBA MERIT BADGE

The SCUBA Merit Badge program at Camp Emerald Bay is conducted on **Friday afternoons from 1:30 pm-3:00 pm**, and is free of cost. To qualify for the Merit Badge, you must: have completed the swimming merit badge, earn an Open Water Diver Certification from a SCUBA organization recognized by the Boy Scouts of America SCUBA policy (Guide to Safe Scouting), and complete at least one checkout dive at Camp Emerald Bay.

For any scout interested please have them check in at the dive locker **by Wednesday** to receive workbooks and schedule a checkout dive.

During the Merit Badge program, scouts will learn about first aid and CPR in relation to SCUBA diving, discuss aquatic ecosystems and what ecosystems a diver might experience, and find out about career opportunities in the SCUBA industry.

PROGRAM RESERVATIONS

Reservations for all scuba programs are done through the BSA doubleknot online system and by completing the In2Deep SCUBA Registration Form.

CANCELLATION POLICY

SCUBA SPECIFIC POLICY:

- **ALL SCUBA activities are non-refundable.**

All programs are limited and filled on a first come, first serve basis. Please register through Doubleknot and call In2Deep for questions. Learning materials and certification cards are included in all courses. Minimum age for all scuba diving courses while at camp is 12 years old, with the exception of DSD and DLD which is 11 years old.



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MERIT BADGE REGISTRATION

EMERALD BAY WEBSITE

Scouts, Scouters, and parents can access Merit Badge [registration directions](#) for the Scoutmaster or registrant on the campemeraldbay.org website. Registration will be opened April 1st.

BLUE CARDS

In lieu of blue cards, Camp Emerald Bay issues advancement completion reports to each individual and a summary report for the troop. You do not need to bring blue cards with you to camp. If you have any questions or concerns about this procedure, contact the Program Director, Patrick Roque, at Matthew.Eames@scouting.org

PROGRAM SHEETS

Scouts can also access the 2025 Merit Badge Guide at www.campemeraldbay.org for a more detailed description of the merit badge offerings. Included in this packet are hard copies of merit badge program information to help Scouts prepare for camp. They are:

- Merit Badge Scheduling Worksheet- Scouts complete this sheet and turn it in to their Scoutmaster who can visit the website for further registration information.
- Merit Badge Difficulty Chart– Scouts should pay close attention to these recommendations to avoid receiving partial completions at the end of their week.
- Merit Badge Prerequisite Form– This form is required to be signed and turned into merit badge instructors at the start of the week. All Scouts participating in Camping, Energy, SCUBA, and Aquatic merit badges are required to have this signed and completed by their parent or guardian as well as the troop’s Scoutmaster.
- Program Planner– A general schedule of the week’s activities at Camp to help you plan.

MERIT BADGE SCHEDULING WORKSHEET

**CAMP EMERALD BAY
WLACC, BSA**

1. Use this form to place the Merit Badges you wish to take.
2. Only fill in the sections that are not shaded. These are the class sessions offered.
3. After you have completed the form, return it to your Scoutmaster.

Name: _____
 Troop Buddy: _____
 Aquatics Buddy: _____

Advancement Classes	(Choose one row from each column for the entire week. Write X in the white box.)							Prerequisites and Comments
	Sess A	Sess 1	Sess 2	Sess 3	Sess 4	Sess 5	Sess 6	
Begin	6:00	8:40	10:00	11:20	2:00	3:30	7:00	
End	7:15	9:40	11:00	12:30	3:00	5:30	8:00	
Aquatics								
Canoeing MB								BSA Swim Test- Summer, Swimming MB
Kayaking MB								BSA Swim Test- Summer
Lifesaving MB								BSA Swim Test- Summer, Swimming MB
Motorboating MB								BSA Swim Test- Summer, Swimming MB, Lifesaving MB, and Canoeing OR Rowing MB
Rowing MB								BSA Swim Test- Summer
Small Boat Sailing MB								BSA Swim Test- Summer, swim 50 yards then climb over sailboat mast into boat, Swimming, Lifesaving and Rowing OR Canoeing
Advanced Small Boat Sailing: American Sailing Assoc. 110				*		*		BSA Swim Test- Summer, swim 30 yards then climb over sailboat mast into boat, * must sign up for both session times, Small Boat Sailing MB, Age 15+, additional cost
Swimming MB								BSA Swim Test- Summer
Red Cross Lifeguard								BSA Swim Test- Summer, Age 15+, Additional cost
Snorkeling BSA								BSA Swim Test- Summer, 4th Session for Leaders Only
Mini Swim BSA								BSA Swim Test- Summer
Sea Lion Swim								BSA Swim Test- Summer
Stand Up Paddle Board BSA								BSA Swim Test- Summer
Field Sports								
Archery MB								Prior Experience, Age 14+ recommended
Rifle Shooting MB								Prior Experience, Age 14+ recommended, Additional \$15 for Materials
Shotgun Shooting MB								Prior Experience, Age 14+ recommended, Additional \$15 for Materials
Handicraft								
Art MB								
Basketry MB								Additional \$10 paid via Doublecheck for projects
Leatherwork MB								Additional \$10 paid via Doublecheck for projects
Pottery MB								Additional \$20 paid via Doublecheck for projects
Woodworking MB								Additional \$4 paid via Doublecheck for projects
Marine Science								
Oceanography MB								Age 13+ recommended
ROV Ocean Exploration								Additional \$100 paid via Doublecheck
BSA Aquarist								
Nature								
Astronomy MB							*	Tuesday or Wednesday evening Star Party*
Bird Study MB	*							Tuesday or Wednesday morning Birding Party*
Energy MB								Requirement 4
Environmental Science MB								
Fish & Wildlife Mgt. MB								
Geology MB								
Mammal Study MB								
Nature MB								
Soil & Water Cont. MB								
BSA Naturalist								Environmental Science & two 'Nature' MB's required
Scoutcraft								
Camping MB								Requirements 8D and 9 A, B
Orienteering MB								
Proseccing MB								
Wilderness Survival MB								
First Aid MB								Requirements 5A, B
BOLS (Adult Course)								
Troop Chap								
Fireman Chit								Meet at Campfire Circle
Ranges								
1st Yr. Rank Advancement							*	*Individual Program/For Scouts needing only a few skills
SCLBA Diving								
Scuba MB								PADI Cert, Swimmer, Age 12+ /Contact In2Deep 424-744-8384
SCLBA BSA								Swimmer, Age 11+ /Contact In2Deep 424-744-8384
Discover Local Diving								PADI Cert, Swimmer, Age 12+ /Contact In2Deep 424-744-8384

Please do not write in the shaded boxes.

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SCOUT FORM

MERIT BADGE DIFFICULTY CHART

Scouts should be successful in acquiring the information and mastering the skills necessary to complete the requirements for merit badges offered at Emerald Bay. Therefore, to assist leaders and help Scouts choose appropriate merit badge classes, we have assigned levels representing the relative difficulty of each class offered.

- Level 1: Scouts of any age.
- Level 2: Scouts 12 and above or who have completed the Second-Class rank.
- 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.

LEVEL 1 CLASSES

Art, Basketry, Canoeing, First Aid, Leatherwork, Mammal Study, Nature, Swimming, Woodcarving

LEVEL 2 CLASSES

Camping, Energy, Geology, Kayaking, Orienteering, Pioneering, Rowing, Soil and Water Conservation, Wilderness Survival

LEVEL 3 CLASSES

Astronomy (a), Environmental Science (a), Fish and Wildlife Management (a), Lifesaving(b), Motorboating (a), Oceanography (a), Pottery (b), Small Boat Sailing(b)

LEVEL 4 CLASSES

Archery, Rifle Shooting, Shotgun Shooting, Advanced Small Boat Sailing

MERIT BADGE PREREQUISITE FORM

ALL SCOUTS MUST HAVE A SEPARATE FORM SIGNED FOR EACH BADGE WITH A PREREQUISITE.

FULL NAME: _____ WEEK OF CAMP: _____
TROOP NUMBER: _____ COUNCIL: _____
MERIT BADGE APPLYING FOR: _____

The Scout named above realizes that certain designated merit badges cannot be completed at Camp Emerald Bay unless prerequisite requirements are met prior to arriving at camp. The Scout also realizes that this form must be completed correctly, signed, and given to the camp merit badge instructor as verification that the requirements have been met. The camp can then grant the merit badge upon successful completion in the camp course in the above-mentioned merit badge.

I certify that the above-named Scout has met the following requirements:

CIRCLE **ONLY ONE** MERIT BADGE **PER FORM.**

- | | |
|------------------------|---|
| 1. For Energy | Requirements 4A, 4B |
| 2. For Camping | Requirements 8D, 9A, 9B |
| 3. For First Aid | Requirement 5A,5B |
| 4. For SCUBA | PADI Online Course (email via In2Deep) |
| 5. For BSA & ARC Guard | 15 years old & Lifeguarding and CPR Online Course |

PER OUR MERIT BADGE WORKSHEET, SWIMMING MERIT BADGE IS STRONGLY RECOMMENDED FOR SCOUTS TAKING LIFESAVING, BSA LIFEGUARD, SCUBA, SMALL BOAT SAILING, AND MOTORBOATING MERIT BADGES.

I CERTIFY THAT THE ABOVE-NAMED SCOUT HAS OBTAINED THE SWIMMING MERIT BADGE ON: _____ DATE: _____

Parent or Guardian

Merit Badge Counselor

Scoutmaster

Date

Date

Da

Must have two of the three signatures.

2025 Program Planner

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6a		6:00-7:00 Session A Troop Activities	6:00-7:00 Session A Troop Activities Bird Party	6:00-7:00 Session A Troop Activities Bird Party	6:00-7:00 Session A Troop Activities	6:00-7:00 Session A Troop Activities	6:00-6:30 Bring Gear to Parade Ground
7a	7:00 Check-In @ Beth #5 7:30 Load and Launch	7:10 Waiters	6:45 Leaders Coffee	7:10 Waiters	6:45 Leaders Coffee	7:10 Waiters	6:45-7:30 Breakfast
8a		7:20-8:30 Colors and Breakfast	7:20-8:30 Colors and Breakfast (7:10 Waiters)	7:20-8:30 Colors and Breakfast	7:20-8:30 Colors and Breakfast (7:10 Waiters)	7:20-8:30 Colors and Breakfast	7:45-9:30 Load and Launch Boats
9a	9:00-11:00 Scout Boats Arrive and Unload, Meet Ranger and Campfire Host Your	8:40-9:40 Session 1	8:40-9:40 Session 1	8:40-9:40 Session 1	8:40-9:40 Session 1	8:40-9:40 Session 1	
10a	Begin Swim Checks after Campfire Tour	10:00-10:50 Nap Safely	9:00-11:00 Leader Specific SM and ASM Part A and B	10:00-10:50 Nap Lab	9:00-11:00 Leader Specific SM and ASM Part A and B	10:00-10:50 Nap Safely	
11a		11:00-12:20 Wre-Cator- REQUIDED: 1 Leader per Troop	11:20-12:20 Session 3	11:20-12:20 Session 3	11:20-12:20 Session 3	11:20-12:20 Session 3	11:00-12:20 Exit Strategies REQUIRED: 1 Leader per Troop
12p	12:00-1:00 Rotating Lunch	12:20 Waiters	12:20 Waiters	12:20 Waiters	12:20 Waiters	12:20 Waiters	
1p	Swim Checks Continue	12:45-1:15 Lunch: Waiters @12:20	12:45-1:15 Lunch: Waiters @12:20	12:45-1:15 Lunch: Waiters @12:20	12:45-1:15 Lunch: Waiters @12:20	12:45-1:15 Lunch: Waiters @12:20	
2p	2:00-3:00 Leader Orientation Meeting	2:00-3:00 Session 4	2:00-3:00 Session 4	2:00-3:00 Session 4	2:00-3:00 Session 4	2:00-3:00 Session 4	1:00-2:30 Intro to Outdoor Leader Skills Campfire Ring Dutch Oven Cook-off
3p	3:00 pm Sailing and Lifeguard Students Report for Additional Swim Test	2:00-4:30 Intro to Outdoor Leader Skills @ Seawcraft	2:00-4:30 Intro to Outdoor Leader Skills @ Seawcraft	2:00-4:30 Intro to Outdoor Leader Skills @ Seawcraft	2:00-4:30 Intro to Outdoor Leader Skills @ Seawcraft	2:00-4:30 Intro to Outdoor Leader Skills @ Seawcraft	
4p		3:30-4:30 Session 5a	3:30-4:30 Session 5a	3:30-4:30 Session 5a	3:30-4:30 Session 5a	3:30-4:30 Session 5a	3:30-3:30 AQUACADE
5p		4:30-5:30 Session 5b	4:30-5:30 Session 5b	4:30-5:30 Session 5b	4:30-5:30 Session 5b	4:30-5:30 Session 5b	Qualifying Shows MB Class Only
6p	5:45 pm FIRE DRILL	5:30 Waiters	5:30 Waiters	5:30 Waiters	5:30 Waiters	5:30 Waiters	
7p	6:00-7:00 Colors and Dinner Waiters @ 5:30	6:00-7:00 Colors and Dinner Waiters @ 5:30	6:00-7:00 Colors and Dinner Waiters @ 5:30	6:00-7:00 Colors and Dinner Waiters @ 5:30	6:00-7:00 Colors and Dinner Waiters @ 5:30	6:00-7:00 Colors and Dinner Waiters @ 5:30	
8p	Senior Patrol Leader and Ranger Meeting @ Staff Lounge	7:00-8:00 Safe Swim Defense Safety Afloat Troop Activities	7:00-8:00 Session 6 Troop Activities	7:00-8:00 Session 6 Troop Activities	7:00-8:00 Session 6 Troop Activities	7:00-8:00 Session 6 Troop Activities	7:00-8:00 Staff Interest Merit Badge Reconciliation
9p	8:15-9:15 Opening Campfire		8:00pm Scout's Own	8:00pm OA Retreat	6:30-9:30 Specialty Session	6:30-9:30 Silver Peak Evening Hike	8:15-9:15 Closing Campfire
			Star Party	After Fire Star Party			

Note: Troop Activities will be scheduled by your SPL and Ranger.

Rev. 2/28/2025

MERIT BADGE PREREQUISITES (continued)

Field Sports Merit Badge Prerequisites

(Archery, Rifle Shooting, Shotgun Shooting)

Field Sports Merit Badges are among the most difficult offered at Camp Emerald Bay. Pre-camp study is highly recommended in the curriculum. Careful completion of the material substantially increases the Scout's acquisition and retention of the knowledge. The study material is the same as that used by many merit badge counselors elsewhere in the country. While we will have some blank copies of homework available at Camp, we urge anyone who signs up for these merit badges to download the forms and complete the work before coming to camp. These are to be handed in at the first session. The homework sheets can be downloaded at www.meritbadge.org.

Select Archery, Rifle Shooting, or the Shotgun Shooting merit badge title as appropriate. Either Doc. #1 or the PDF #1 will do. Then print the downloaded forms and do the studies. Those who gain a good grasp of the information before coming to camp will be able to spend more time with the practical skills.

Please note that current revised edition copied of the merit badge pamphlets are necessary to complete the work. The current revised edition of Archery, Rifle Shooting, and Shotgun Shooting were printed in 2008.

Parsons War Canoe Overnighter (Troop Overnighter)

During the Parsons overnighter, campers can expect to canoe from Emerald Bay to Parsons Landing in the morning with their Ranger. Boats will be caught on the shore led by Parsons staff and Rangers.

Once on the beach, campers will have multiple activities to choose from, such as morning free swim, snorkeling Beaver's Cove, or hike to Red's Peak! After this, campers will prepare lunch for themselves, and those who are doing the Wilderness Survival Merit Badge can work on their shelters.

In the afternoon, campers will have the option to snorkel at Smuggler's Cove and see some of the marine life or hike up to Eagle's Pass for a chance to see some Bald Eagles! Learning activities will be present here, as the campers will get to learn about the unique landscape and marine life they see. Scouts will also have the option of free swim at the beach under the supervision of our lifeguard staff.

In the evenings, campers can expect to eat dinner cooked in a Dutch oven, and then enjoy a Dutch oven cobbler for dessert. Most everyone sleeps under the stars on the overnighter. Campers can expect to wake up early the next morning to make the paddle back into camp. Boats will land in camp close to the start of breakfast.



EMERALD BAY ACTIVITIES

Daily Events

- **Colors- Parade Ground**
Colors starts sharp at the time written on the schedule. If your troop signs up to lead a colors ceremony, please send them down half an hour early.
- **Meals- Dining Hall**
- **Waiters' Call- Dining Hall**
Waiters should come to the dining hall at Waiters' Call time (Generally ½ hour before meals) to prepare their troops dining experience.
- **Class Sessions- Program Areas**
There are six different class sessions throughout the day.
- **5th "Free" Session-Program Areas**
Shoot at Field Sports, swim or kayak at the Waterfront, or make up merit badge requirements! Handicraft is open Monday and Tuesday for pottery throwing. Most program areas are open and provide fun activities during this period.

Fun and Tradition

- **Campfire (Staff)-Sunday and Friday, 8:15 pm @ Campfire Circle**
Join us for an hour of entertainment, put on by the staff!
- **MLV and SO LONG (Songs)- Tuesday Lunch and Saturday Breakfast @ Dining Hall**
You won't want to miss these songs, so stick around the Dining Hall on these meals!
- **Aquacade/Qualifying Shoots- Friday, 5th Session @ Waterfront**
Aqua madness! Head to the Waterfront for fun with your troop. Those still qualifying for Field Sport merit badges may shoot at the ranges instead.
- **Scout Campfire- Wednesday, 8:15 pm @ Campfire Circle**
A mid-week campfire put on by you guys! Be sure to prepare your best skits! Sign up with your Ranger.

For Leaders:

Logistical Stuff

- **Swim Tests- Sunday, upon arrival to camp @ Waterfront**
Swim checks are required for all water activities, including War Canoe.
- **Fire Drill- Sunday, ~5:45 pm @ Parade Ground**
Prepare your troops to walk to the Parade Ground in an orderly fashion when the fire drill sounds.
- **SPL/Ranger Meeting- Sunday, 7:00-8:00 pm @ Staff Lounge, above Handicraft**
Rangers and SPLs will plan the week's activities for your troop.
- **Leaders' Lunch-Wednesday, at Lunch @ Pavilion, behind the Dining Hall**
Meet with Area Directors to discuss your Scouts' performance and schedule.
- **Merit Badge Review- Friday after Campfire**
After receiving the records at campfire, please spend some time to check them for accuracy.
- **Boat Loading- Saturday, 8:30-9:30 am @ Waterfront**
Have your gear and unit ready on the Parade Ground, waiting for your troop to be called onto the boat.
- **Merit Badge Reconciliation- Saturday, 6:00-8:00 am @ Helm/Porch**
Reconciliation allows you to approach the directors with any questions you may have after reviewing the merit badge records.

Other Activities

- **Mile Swim- Daily, Sessions A and 5th @ Waterfront**
To earn the mile swim patch, you must attend one session daily and complete increasingly long swims, ending with the mile swim.
- **Sea Lion Swim- Daily, Session A @ Waterfront**
Requires six laps in the swim area, three separate mornings.
- **Buffalo Run- Tuesday, Session A @ Parson's Gate**
A three-mile walk/run/crawl to Parson's and back
- **Doctor's Cove Snorkeling- Mon-Thurs, 3:30-5 pm @ Waterfront**
Come down to Doctor's with a buddy for some snorkeling!
- **Safe Swim/Safety Afloat- Monday, 5th Session @ Waterfront**
Scouts and scouters become certified in Safe Swim Defense and Safety Afloat. Ask the Waterfront Director about Aquatics Supervision courses.
- **PMSC Open House- Daily, 6th Session @ Pennington Marine Science Center**
Explore the marine center! See and touch the fish!
- **Star Party- Tues and Wed, 9-9:45 pm @ Dining Hall Porch**
Join nature staff and the astronomy class to learn a little more about the amazing constellations seen from Emerald Bay!
- **CPR Refresher- Tues-Thurs, 1:00-2:00 pm @ Campfire Circle**
Attendance at one CPR refresher is required for most water merit badges. This is not a full certification course.
- **OA Retreat- Wednesday, 7:00 pm @ Campfire Circle**
OA Retreat with service and fellowship. Remember to bring and wear your sash!
- **Staff Interest/Rugged Adventures Meet- Friday after dinner @ Helm**
Learn all about how to join staff or come back with a rugged program!
- **Neckerchief Slide Carving Program- Daily during free time @ Handicraft Lodge**
Learn how to use advanced carving tools to create your own unique neckerchief slide! All campers 14 years of age and older can participate

Leader Meetings

- **War Canoe Leader Meeting- Monday, 11:00-12:20 pm @ Helm**
This meeting will tell you all you need to know about War Canoe. Required: 1 leader per troop.
- **Leaders' Coffee- Tuesday and Thursday, 7:00-7:45 pm @ Pavilion, behind the Dining Hall**
Come learn about exciting developments and the Future of Emerald Bay!
- **Leader Training- Daily, 1st Session @ Helm.** Training for new scout leaders. This satisfies one of the requirements for the "Trained" patch.
- **Exit Strategy Leader Meeting- Friday, 11:00-12:20 pm @ Helm**
Prepares you for Aquacade and the final 24 hours of camp.

Activities for Leaders

- **Bike Rides- Monday, Wednesday, Friday, 9:00-12:00 pm @ Bike Shop**
Stop by the bike shop at 9am to join the adult trip to Two Harbors!
- **Waterfront Leader Free Time- Daily @ Waterfront**
Check out a paddle craft or go fishing, just be sure to have a buddy and check-in with the Waterfront Director.
- **Leader Shooting Sports- Tues-Thurs, 7:00-8:00 pm @ Field Sports**
Head up to Field Sports for Archery, Rifle, and Shot Gun!
- **Dutch Oven Cook-Off- Friday, 1:00-2:30 pm @ Campfire Circle**
Register with Scoutcraft by Thursday. We supply the basics, you supply the extra deliciousness!

Emerald Bay Neckerchief Slide Handicraft Carving Program

Create a slide, that will remind of the great times this summer at Emerald Bay. The program is open to scouts, 14 years of age and older, leaders and all adults. Scouts can participate in the free times Monday-Thursday: 3:30-5:30 & 7-8pm. Leaders and adults have the program available all day, when handicraft is open.

Slide kits, with instructions and blocks of wood, are available at the ships store. The handicraft staff have dremel tools, sanding bits, paints and brushes available. You can bring your own tools. Then create slides, that you can teach your troop.



CAMP CONTACT INFORMATION

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