



EMERALD  BAY

2026
*Leader's
Guide*

www.campemeraldbay.org

Welcome!

Thank you for selecting Camp Emerald Bay as the destination for your unit's week-long summer camp adventure. Our staff is dedicated to making this experience one of the highlights of your Scouts' year. With just a few months to go, **now** is the time to prepare for camp.

This packet provides everything you need to get your unit ready for camp: travel details, required forms, merit badge registration, program schedules, and guidance for a smooth arrival. Our goal is to help your Scouts dive into Emerald Bay's unique, unparalleled, and unforgettable Scouting program.

All forms and program resources—including Health Forms, the Leader's Guide, Scuba, Rugged guide and Merit Badge Registration—are also available online at:

www.campemeraldbay.org/forms-and-documents

To simplify preparation, we recommend organizing your unit's paperwork in a three-ring binder with dividers. Our suggested sections:

- Payment information and due dates
- 2026 Attendance Roster & Ship Manifest (with arrival/departure details for all participants)
- Merit Badge and Activity Schedules
- Medical Records (alphabetized and separated for the health officer prior to arrival)
- Waivers + Individual Release Forms
- PADI Medical Form (for all SCUBA Participants)

Merit badge and activity registration will open online starting April 1st through your DoubleKnot registration. Leaders may upload rosters, manage youth/adult information, and register Scouts for classes using your personal Doubleknot username and password once set up.

We are excited to welcome you and your Scouts to Camp Emerald Bay. If you have questions before your arrival, please contact us at camping@bsa-la.org. Our team will be happy to assist.

Sincerely,

Camp Emerald Bay Staff 2026



Guide Modules



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01

Module 1: Introduction to Camp

Getting to Know Catalina

Camp Emerald Bay sits on the west end of Catalina Island. The nearest town, *Two Harbors*, is seven miles away by road, about a 30–45 minute drive. *Avalon*, on the island's eastern side, is 28 miles from camp and takes roughly two hours to reach.



All standard boat transportation to and from camp is arranged directly by Emerald Bay. If anyone needs to travel outside of these arrangements, they must coordinate with the Two Harbors Harbor Department for a shore boat and complete our [Special Request Form](#). **This form is also required for specialized medical requests and ALL dietary accommodations.**

01

Departure and Arrival

Boat Details

All units must complete the [Boat Transportation Google Survey](#) in advance to secure boat assignments and all departure details. Our Camp fees include round-trip boat transportation directly to Emerald Bay. Parking is located at The Battleship USS Iowa, Berth 87 (San Pedro).

Check-in will occur at Berth 85 as shown on the map on the next page. Units will confirm attendance, and passenger counts at check-in, which must match the Passenger Manifest. All fees must be paid in full prior to boarding.

Secure parking is available at the USS Iowa Museum for \$20 per 24 hours (rates subject to change; no weekly rate available). Parking is in the southwest corner of the lot in front of the ship. For parking questions, call 877-446-9261.

Lunch will be provided at camp upon arrival on Sunday, even for later boats arriving at camp.

Travel Recommendations

All participants should travel in Scout uniform to help staff identify campers and direct them efficiently. Gear must be packed neatly in duffel bags, clearly labeled with the Troop number. Scouts and leaders must be able to carry all personal gear to their campsite (approximately ¼ mile). Please note that other individuals will handle bags during loading and unloading, so clear identification is essential. Propane and liquid fuels are not permitted onboard the vessel.

01

Departure and Arrival Cont.



For Parking and/or Drop-Off

Take the 405 Freeway to Exit 37, merging onto I-110 South toward San Pedro. Take Exit 1A to merge onto CA-47 North toward Vincent Thomas Bridge / Terminal Island / Long Beach (do not cross the bridge). Take the South Harbor Boulevard exit and continue onto South Harbor Boulevard. Proceed to the Battleship USS Iowa parking lot, with check-in located just west of the ship.

It is strongly recommended that participants *avoid* eating a heavy or greasy meal prior to departure.

01

Navigate around camp

Your adventure will begin as you step off the boat onto our dock! First you will head up the pier towards the Parade Ground; the starting point of your island experience, where you will stay put with your gear until further orientation. From there, you will follow the main pathway that winds gently up through camp, passing the Dining Hall and continuing through the “Pavers” — home to the Ship’s Store, Bike Shop, and Handicraft Lodge. Just beyond, the path opens into the campsite areas, each nestled among the trees to serve as your cozy island home for the week. As you make your way up, you’ll quickly notice the warmth, charm, and unique character of our island ecosystem that contribute to making Camp Emerald Bay so special.



01

Packing List

NOTE: Use this list as a general guide. Choose what best fits your troop's needs.

MANDATORY PERSONAL ITEMS

Completed Required Forms
Merit Badge Prerequisite Forms
Notebook, Paper, Pens*
Scout Handbook
Mess Kit (for Parsons Overnight)*
Flashlight*
Sleeping Bag*
Duffel Bag with Troop #

CLOTHING

Scout Uniform (Field Uniform for evening meals)
Pajamas
Sweater or Jacket*
Hat or Visor*
Jeans
T-Shirts (minimum 3)
Shorts (minimum 2)
Swimsuit
Hiking Shoes
Tennis Shoes
Water Shoes or Old Tennis Shoes
Socks (minimum 4 pairs)
Undergarments (minimum 6 pairs)

TOILET KIT

Toothbrush and Toothpaste*
Soap and Shampoo*
Deodorant*
Shaving Gear
Comb
Bath Towel and Washcloth
Medication (if needed)
Sunscreen* — VERY IMPORTANT
Chapstick*

MISCELLANEOUS

OA Sash
Camera
Extra Flashlight Batteries*
Compass*
Scout Knife*
Water Bottle*
Daypack*
Watch
Mask, Snorkel, Fins (limited available)
Fishing Gear (camp does not provide) -
must have CA Fishing License
Spending Money (\$75–\$85 recommended)



SCOUTMASTER NEEDS

Copy of Scouts' Schedule
Notebook Paper
Scoutmaster's Handbook
Optional: Laptop (wired internet available; WiFi for adults available for purchase)
Padlock (\$5 deposit at Ship's Store)
Push Pins or Thumbtacks
Passenger Manifest

*Available for purchase at the Ship's Store

01

Packing List Continued

THINGS TO LEAVE AT HOME

EQUIPMENT PROVIDED BY CAMP

Picnic Table
Cots and Mattresses
Broom
Fire Extinguisher
Platforms and Tents
Bulletin Board
Trash + Recycling Bin

OPTIONAL EQUIPMENT

Troop Flag
First Aid Kit (each Scout in First Aid MB must bring their own)
Games, skit supplies, costumes, musical instruments, songbooks

THEMED DAYS

TUESDAY: Tie-Dye Tuesday!

Feel free to wear tie-dye shirts, socks, sweaters, hats.

WEDNESDAY: Whacky Wednesday!

All about outrageous accessories, big sunglasses, wigs, mismatching socks... the sky is the limit.

THURSDAY: Throwback Thursday!

We encourage all scouts and scouters to wear any scouting uniforms from back in the day to last summer's shirt.

FRIDAY: ALOHA FRIDAY!

Come to dinner wearing your favorite, most colorful, island-inspired shirt.

Valuables
Jewelry
Footlockers/Safes
Firearms
Ammunition
Personal Archery Equipment
Large or Illegal Knives
Fish Spears
Pets
Bikes
Boats
Boogie Boards
Water Balloons
Water Guns
Radios
Loud Speakers
Televisions
Pornography
Illegal Substances
Vape Devices
Alcohol
Gang Paraphernalia
Gas Lanterns
Fireworks
Matches or Lighters
Fuel

***DO NOT BRING propane, fuel,
or any fire-starting materials.***

01

Rugged Packing List+ Special Instructions

Rugged Explorers

2–3 liters of water (bring your own bottles)

Personal First Aid Kit

Day Pack (large enough for a single overnight;
comfortable for biking)

Mess Kit (utensils, plate, bowl)

Dry Bag (for canoe portion)

Extra Spending Money (for breakfast in Two
Harbors)

Padded Cycling Shorts (optional)

Canoeing Gloves (optional)

Rugged Canoers

3–4 liters of water (bring your own bottles)

Dry Bag (required for Rugged C)

Personal First Aid Kit

Mess Kit (utensils, plate, bowl)

Extra Spending Money (for dinner in Avalon)

Canoeing Gloves (optional)

Rugged Trek

3–4 liters of water (bring your own bottles)

Personal First Aid Kit

Mess Kit (utensils, plate, bowl)

Backpacking Backpack (for 30+ miles of
hiking)

Extra Spending Money (for dinner in Avalon or
Two Harbors)

SPECIAL INSTRUCTIONS

Mess Kits

Camp Emerald Bay does not provide disposable dishes or utensils for the Parsons overnight experience. Each camper must bring a mess kit including a plate, bowl, cup, and utensils. This reduces waste, reinforces Scout skills, and supports our conservation goals on the overnight adventure

Passenger Manifest

Per U.S. Coast Guard regulations, *all* cross-channel passengers must be listed on a manifest. Each unit must bring two copies of its roster to the boat terminal showing everyone traveling to and from Catalina Island, including any midweek or alternate travel arrangements. These lists are mandatory for chartered transportation.

01

Required Documents

BSA Annual Health + Medical

A current BSA Annual Health and Medical Record (A,B,C) is required for every participant attending camp. A form is considered current if it is dated within one year of the participant's camp week. You can find the forms [here](#). For anyone doing a SCUBA activity the additional PADI Medical needs to be filled out and signed by a physician.

Pre-Camp Release Form – Youth

The Pre-Camp Release Form – Youth is required for consent to furnish firearms to a minor. Scouts who arrive at camp without written parental consent will not be allowed to participate in shooting sports. If a parent or guardian does not grant consent, the words “No Permission” must be written across that section of the form. You can find the forms [here](#).

Additional Medical Requirements

Participants enrolled in any SCUBA program, including PADI Open Water, Advanced Open Water, Rescue Diver, or other SCUBA activities, must submit a completed PADI Medical Statement. No exceptions will be made. Christian Science participants must provide a written statement from their practitioner attesting to their health. Requests for Exemption from Medical Care and Treatment must be completed using Form 680-452, which is available upon request. You can find the forms [here](#).

Medical Insurance Card

In the event of an emergency, Avalon Hospital requires a copy of the front and back of each participant's medical insurance card before providing treatment. Camp Emerald Bay strongly recommends attaching a photocopy of the insurance card to the participant's medical records prior to arrival.

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Required Documents Cont.

Special Dietary Requests

The [Special Request Form](#) must be completed for any dietary needs. Camp Emerald Bay is committed to ensuring that no guest is unable to attend due to dietary restrictions. The camp regularly accommodates vegetarian, lactose-free, and gluten-free diets and operates a nut-free kitchen. Other food allergies, combined dietary needs, or special diets will be accommodated to the best of our ability. Guests with dietary restrictions should contact Emerald Bay management or kitchen staff at least two weeks prior to arrival by emailing bsaebkitchen@gmail.com.

! What Happens If Forms Are Missing

Participants who arrive without current or completed medical forms may not be permitted to remain in camp until proper documentation is provided. Missing SCUBA medical forms and/or statements will prevent participation in any SCUBA activity. Unit leaders: please verify all [SCUBA Contraindications](#) are met by your participants before arrival to camp. Failure to provide a copy of an insurance card may result in delays in medical treatment. Scouts without firearm consent will not be allowed to participate in shooting sports. Dietary needs that are not communicated in advance may result in limited or unavailable accommodations.



E M E R A L D ♣ B A Y

02

Module 2: Our Program

Merit Badge Registration & Program Information

Scouts, Scouters, and parents can find merit badge registration instructions on the Camp Emerald Bay website at www.campemeraldbay.org. **Merit Badge Registration opens April 1st.**

Camp Emerald Bay offers a wide range of merit badges, each with varying levels of difficulty, time commitment, and prerequisites. Scouts and leaders are strongly encouraged to review the requirements and difficulty recommendations for each merit badge in advance to ensure the badge selected is an appropriate fit for each Scout's experience level and schedule.

In place of traditional blue cards, Camp Emerald Bay provides advancement completion reports for each Scout, along with a summary report for the troop. Blue cards are not required to be brought to camp. Questions regarding advancement reporting may be directed to the Camp Clerk at ebclerk@gmail.com.

The following pages of this packet present essential program planning materials for your stay at camp, including our Program Planner (Camp Itinerary and Daily Schedule), the Merit Badge Scheduling Worksheet, Merit Badge Prerequisite Form, and supplemental applications for our Award activities here in camp .

Scouts and leaders should review and complete these materials in advance, as proper preparation and scheduling are key to a successful week at camp. All forms presented in this packet are found in easy to print and optimized formatting [here](#).



E M E R A L D ♣ B A Y

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 you Scoutmaster.

Name: _____
 Tent 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	12:20	3:00	5:30	8:00	
Aquatics								
Canoeing MB								BSA Swim Test- Swimmer, Swimming MB
Kayaking MB								BSA Swim Test- Swimmer
Lifesaving MB								BSA Swim Test- Swimmer, Swimming MB
Motorboating MB								BSA Swim Test- Swimmer, Swimming MB, Lifesaving MB, and Canoeing OR Rowing MB
Rowing MB								BSA Swim Test- Swimmer
Small Boat Sailing MB								BSA Swim Test- Swimmer, swim 50 yards then climb over sailboat transom into boat, Swimming, Lifesaving and Rowing OR Canoeing
Advanced Small Boat Sailing: American Sailing Assoc. 110				*		*		BSA Swim Test- Swimmer, swim 50 yards then climb over sailboat transom into boat, * must sign up for both session times, Small Boat Sailing MB, Age 13+, additional cost
Swimming MB								BSA Swim Test- Swimmer
Red Cross Lifeguard								BSA Swim Test- Swimmer, Age 15+, Additional cost
Snorkeling Award	**				Adult	**	**	** Bring/Fill Application, Signed at Waterfront (during free sessions) 4th Session for Leaders Only
Mile Swim Award								BSA Swim Test- Swimmer
Stand Up Paddle Board Award								BSA Swim Test- Swimmer
Sea Lion Swim								BSA Swim Test- Swimmer
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 \$25 for Materials
Handicraft								
Art MB								
Chess MB								
Basketry MB								Additional \$10 paid via Doubleknot for projects
Leatherwork MB								Additional \$10 paid via Doubleknot for projects
Pottery MB								Additional \$20 paid via Doubleknot for projects
Woodcarving MB								Additional \$4 paid via Doubleknot for projects
Marine Science								
Oceanography MB								Age 13+ recommended
ROV Ocean Exploration								Additional \$100 paid via Doubleknot
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								
Scoutercraft								
Camping MB								Requirements 8D and 9 A, B
Emergency Preparedness + Search and Rescue MB								Requirements EP- 2C
First Aid MB								Requirements 2A, B1
Pioneering MB								
IOLS (Adult Course)								
Totin' Chip								
Fireman Chit								Meet at Campfire Circle
Rangers								
1st Yr. Rank Advancement							*	*Individual Program/For Scouts needing only a few skills
SCUBA Diving								
Scuba MB								PADI Cert, Swimmer, Age 12+ (Contact In2Deep 424-744-8384)
SCUBA BSA								Swimmer, Age 11+ (Contact In2Deep 424-744-8384)
Discover Local Diving								PADI Cert, Swimmer, Age 12+ (Contact In2Deep 424-744-8384)
Emergency First Responder				**				Age 14+ (Contact In2Deep 424-744-8384) ** Only Tuesday or Wednesday

Please do not write in the shaded boxes.
SCOUT FORM

Rev. 3/18/2026

2026 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	Check-In @ Berth 85 Load and Launch Follow Email Instructions	7:00 Waiters	6:45 Leaders' Coffee	7:00 Waiters	6:45 Leaders' Coffee	7:00 Waiters	6:45-7:30 Breakfast
8a		7:20-8:30 Colors and Breakfast (7:30am SPL Mtg Trading Post Tables)	7:20-8:30 Colors and Breakfast Waiters @ 7:00 (7: 30am SPL Mtg Trading Post Tables)	7:20-8:30 Colors and Breakfast (7:30am SPL Mtg Trading Post Tables)	7:20-8:30 Colors and Breakfast Waiters @ 7:00 (7: 30am SPL Mtg Trading Post Tables)	7:20-8:30 Colors and Breakfast (7:30am SPL Mtg Trading Post Tables)	7:45-9:30 Load and Launch Boats
9a		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	9:00-11:00 Scout Boats Arrive and Unload, Meet Ranger and Campsite Host Tour	9:00-11:00 Leader Specific SM and ASM Part A and B @ Helm	9:00-11:00 Leader Specific SM and ASM Part A and B @ Helm	9:00-11:00 Leader Specific SM and ASM Part A and B @ Helm	9:00-11:00 Leader Specific SM and ASM Part A and B @ Helm		
11a	10:00-11:30 Session 2 Nap Safely @ Helm	10:00-11:30 Session 2 Nap Safely @ Helm	10:00-11:30 Session 2 Nap Lab @ Helm	10:00-11:30 Session 2 Nap Lab @ Helm	10:00-11:30 Session 2 Nap Safely @ Helm	10:00-11:30 Session 2 Nap Safely @ Helm	
12p	11:00-12:20 Session 3 Begin Swim Checks after Campsite Tour	11:00-12:20 Session 3 War Canoe REQUIRED: 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 Exit Strategies REQUIRED: 1 Leader per Troop @ Helm	
1p	12:00-1:00 Rotating Lunch	12:25 Waiters	12:25 Waiters	12:25 Waiters	12:25 Waiters	12:25 Waiters	
2p	Swim Checks Continue	12:45-1:15 Lunch Waiters @12:25	12:45-1:15 Lunch Waiters @12:25	12:45-1:15 Lunch Waiters @12:25	12:45-1:15 Lunch Waiters @12:25	12:45-1:15 Lunch (Leaders' Lunch @ Trading Post Tables) Waiters @12:25	
3p	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	1:00pm OA Retreat @ Porch
4p	3:00 pm Sailing and Lifeguard Students Report for Additional Swim Test @ Waterfront	2:00-4:30 Intro to Outdoor Leader Skills @ Scoutcraft	2:00-4:30 Intro to Outdoor Leader Skills @ Scoutcraft	2:00-4:30 Intro to Outdoor Leader Skills @ Scoutcraft	2:00-4:30 Intro to Outdoor Leader Skills @ Scoutcraft	2:00-4:30 Intro to Outdoor Leader Skills @ Scoutcraft	1:00-2:30 Intro to Outdoor Leader Skills Campfire Ring Dutch Oven Cook-off
5p	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	3:30-4:30 Session 5a	3:30-5:30 AQUACADE
6p	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	4:30-5:30 Session 5b	Qualifying Shoots MB Class Only
7p	5:45 pm FIRE DRILL	5:30 Waiters	5:30 Waiters	5:30 Waiters	5:00-6:00 Colors and Dinner Waiters @ 4:35	5:30 Waiters	
8p	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	5:30-9:30 Specialty Session Silver Peak Evening Hike @ 3rd A Frame (5:45 Meet Time)	6:00-7:00 Colors and Dinner Waiters @ 5:30	
9p	7:00-8:00 Senior Patrol Leader and Ranger Meeting @ Staff Lounge	7:00-8:00 Session 6 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 @ Coffee Area
9p	8:15-9:15 Opening Campfire @ Campfire Circle		8:15pm Scout's Own @ Chapel	8:15-9:15 Scout Campfire @ Campfire Circle		8:15-9:15 Closing Campfire	
			Star Party - Meet @ Dining Hall Party	After Fire Star Party - Meet @ Dining Hall Patio			

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

Rev. 6/05/2026

EMERALD BAY ACTIVITIES

Daily Events

- **Flag Ceremonies - 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 to practice.
- **Meals- Dining Hall – Line Up Each Meal except Sunday Lunch**
Plates and utensils are provided by camp for Dining Hall meals. One troop meal on the beach and War Canoe require individual mess kits.
- **Waiters' Call- Dining Hall**
Waiters should come to the dining hall at Waiters' Call time (Generally 15 minutes before meals) to prepare dinner. 1 waiter to 8 participants.
- **Class Sessions- Program Areas**
Merit Badges are required to attend daily. The War Canoe schedule is built into most of the courses.
- **5th "Free" Session-Program Areas**
Range & Target Activities, swim or kayak at 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!
- **Scout Campfire- Wednesday, 8:15 pm @ Campfire Circle**
A mid-week campfire put on by the Scouts! Be sure to prepare your best skits! Sign up with your Ranger. Be sure to stay Scout appropriate!
- **Scout's Own- Tuesday, 8:00 pm @ Chapel**
Participate in a non-denominational Scout's Service led by staff.
- **OA Retreat- Thursday, 1:00 pm @ Dining Hall Porch**
OA Retreat with service and fellowship. Wear your sash!
- **Aquacade- Friday, 5th Session @ Waterfront**
Aqua madness! Head to the Waterfront for fun with your troop.
- **Qualifying Shoots - Friday, 5th Session @ Field Sports**
Those still qualifying for Archery, Rifle, or Shotgun merit badges or NRA Certifications may shoot instead of attending Aquacade.

Camp Logistics

- **Campsite Tours- Sunday, upon arrival to camp @ Parade Ground**
Campsite Hosts will help you gather your gear and give you a tour throughout camp.
- **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.

Leader Trainings

- **Safe Swim/Safety Afloat- Monday, 6th Session @ Waterfront**
Scouts and scouters become certified in Aquatic Trainings.
- **Leader Specific Training – Tues and Thurs, 9-11am @ Helm**
- **Introduction to Outdoor Leader Skills – Daily @ Scoutcraft**
- **Leader Bike Rides- Tues-Thurs, 9:00-12:00pm @ Bike Shop**
Stop by the bike shop at 9am to join the adult trip to Two Harbors!
- **Adult Sunset Sails – Tues-Thurs, 7:00pm @ Waterfront**
Sign up in the Helm to set sail at twilight.
- **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.
- **Adult Leader Range & Target Activities- Tues-Thurs, 7:00-8:00 pm**
Head up to Field Sports for Archery, Rifle, and Shotgun!
- **Dutch Oven Cook-Off- Friday, 1:00-2:30 pm @ Campfire Circle**
Register with Scoutcraft by Thursday by lunch. We supply the basics, you supply the extra deliciousness!

Other Activities

- **Swim Tests- Sunday, after Campsite Tour @ Waterfront**
In-camp swim checks are required for all water 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! Bring your Snorkel Application completed to earn the Snorkeling Award.
- **PMSC Open House- Mon-Thurs 6th Session @ Marine Science Center**
Explore the marine center! See and touch the fish! Scouts in Oceanography can come for additional study hours.
- **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!
- **Bird Party- Tuesday & Wednesday, 6:00 am @ Eco-Classroom**
Required for Bird Study Merit Badge, but anyone can join the fun! Join the Nature Crew to learn about our local birds.
- **Star Party- Tuesday & Wednesday, 9:00 pm @ Dining Hall Porch**
Required for Astronomy Merit Badge, but anyone can join the fun! Join the Nature Crew to learn about our local constellations.
- **Silver Peak Hike- Thursday, 5:30pm @ Parsons Gate at Back of Camp**
Hike the highest peak on the West End of the Island. The hike is strenuous, challenge by choice!
- **Neckerchief Slide Carving Program- Daily free time @ Handicraft**
Learn how to use advanced carving tools to create your own unique neckerchief slide! All campers 14 years of age and older can participate
- **Staff Interest/Rugged Adventures Meet- Friday after dinner @ Helm**
Learn all about how to join staff or come back with a rugged program!

Leader Meetings

- **Leader Orientation Meeting – Sunday, 2:00-3:00pm @ Helm**
Send one leader per troop for the welcome meeting. Bring all paperwork (releases and medical) to turn in. 1 adult per troop.
- **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.
- **SPL Meetings- 7:30 am @ Island Map Behind Trading Post**
Daily rundown of activities and other camp events for Senior Patrol Leaders to help empower them during their time at camp.
- **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 adult leader per troop.
- **Leaders' Coffee- Tuesday and Thursday, 6:45 am @ Pavilion**
Adult leaders invited to share feedback regarding the week.
- **Leaders' Lunch-Thursday, at Lunch @ Island Map Behind Trading Post**
Meet with Area Directors to discuss your Scouts' performance.
- **Exit Strategy Leader Meeting- Friday, 11:00-12:20 pm @ Helm**
Prepares you for the final 24 hours of camp. 1 adult per troop.
- **Merit Badge Reconciliation- Friday, 7:00pm @ Coffee Station**
After receiving the records after Aquacade, please spend some time to check them for accuracy. Reconciliation allows you to approach the directors with any questions you may have after reviewing the merit badge records.


Camp Emerald Bay

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 of the camp course in the above-mentioned merit badge. I certify that the above-named Scout has met the following requirements:

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

- | | |
|---|--|
| <input type="checkbox"/> For Energy | Requirements 4A, 4B |
| <input type="checkbox"/> For Camping | Requirements 8D, 9A, 9B |
| <input type="checkbox"/> For First Aid | Requirement 2A, 2B1 |
| <input type="checkbox"/> For Lifesaving | Swimming MB completed |
| <input type="checkbox"/> For SCUBA | PADI Online Course (email In2Deep) |
| <input type="checkbox"/> For Search and Rescue/Emergency Preparedness | Requirement 2C (Emergency Preparedness) |
| <input type="checkbox"/> Snorkeling, Mile Swim, SUP Awards | Print and Bring to Camp (pages 17-19) |
| <input type="checkbox"/> For American Red Cross Lifeguard | 15 years old & <u>Lifeguarding and CPR Online Course</u> |

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

I CERTIFY THAT THE ABOVE-NAMED SCOUT HAS OBTAINED THE SWIMMING MERIT BADGE

Print name	Signature	Date
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Parent or Guardian: _____	*	
Print name	Signature	Date

MB Counselor: _____	*	
Print name	Signature	Date

Scoutmaster: _____	*	
Print name	Signature	Date

***Must have two of the three signatures.**



Snorkeling Application

Name of applicant _____

Address _____

City _____ State _____ Zip _____

Unit type _____ Unit number _____ Council _____

Name of council-approved counselor _____

Address _____

City _____ State _____ Zip _____

Counselor qualification _____

Signature of counselor signifies applicant has completed all requirements: _____ Date _____

Requirements

1. Before doing other requirements, successfully complete the Scouting America swimmer test: Jump feetfirst into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.
2. Discuss the importance of using the buddy system at all times while snorkeling and list duties of a buddy, beginning with equipment checks.
3. Explain the function, fit, and selection of mask, fins, and snorkel. Discuss the use of inflatable flotation vests and life jackets when snorkeling in open water.
4. In confined, shallow water (about waist deep), demonstrate use of mask and snorkel:
 - a. Show how to prevent the mask from fogging and how to equalize pressure in mask, ears, and sinus cavities. With your head underwater, flood the mask, observe the effect on your vision, surface, and drain the water from the mask.
 - b. With your face in the water, breathe through the snorkel. Then submerge, surface, clear water from the snorkel, and resume free breathing without removing the snorkel from your mouth.
5. In confined, shallow water, demonstrate the use of swim fins: Do first using only fins, and then repeat with a mask and snorkel.
 - a. Fit and adjust fins to feet.
 - b. Walk with fins as if entering from a beach.
 - c. Swim at the surface (10 yards) and underwater (three yards) using the flutter kick.
 - d. Control direction without using hands while swimming with fins at the surface and underwater.
6. In confined, deep water (six to 12 feet), demonstrate:
 - a. Proper techniques for entering and exiting the water with snorkeling equipment from a dock or boat.
 - b. Headfirst and feetfirst surface dives, including proper body position for safe ascent and descent.
7. Show knowledge of snorkeling signals:
 - a. Demonstrate divers' signs and signals, both audible and visual, for use at the surface and underwater.
 - b. Set out a diver down flag and explain its function.
8. In clear, confined water eight to 12 feet deep that has a firm bottom, while swimming with a buddy, use mask, fins, and snorkel to locate and recover an object from the bottom.
9. Demonstrate basic survival skills:
 - a. Float facedown for five minutes while breathing through a snorkel with a minimum of movement.
 - b. Demonstrate survival floating for five minutes without use of a snorkel.
 - c. Using fins, show how to tow an exhausted or unconscious buddy to safety.
10. Review and explain the eight points of Safe Swim Defense applied to snorkeling. Explain training, preparations, and precautions required for snorkeling in open water. Explain environmental factors that affect snorkeling and discuss special precautions needed for oceans, streams, and lakes.
11. Explain pressure, buoyancy, and submerged optics and acoustics related to snorkel swimming and diving.
12. Discuss the effects of submersion on the body and how to handle potentially dangerous situations:
 - a. What is hyperventilation and how is it avoided?
 - b. What are the symptoms and consequences of hypothermia?
 - c. Why is CPR training recommended for those participating in swimming and snorkeling activities?