

# CAMP MINSI

Summer 2022



## MERIT BADGE AND PROGRAM GUIDE



[www.campminsi.org](http://www.campminsi.org)



BOY SCOUTS OF AMERICA®  
MINSI TRAILS COUNCIL

## About Camp Minsi

Camp Minsi is located on the shores of Stillwater Lake atop the beautiful Pocono Mountains in Pocono Summit, Pennsylvania. Donated to the Boy Scouts of America in 1949, Camp Minsi encompasses more than 1,200 acres of Pennsylvania woodlands while the 314-acre Stillwater Lake provides Scouts with sailing, swimming, fishing and other aquatic activities. Summer camp is the pinnacle of Scouting's outdoor program. With many unique program areas, Scouts have the opportunity to experience a variety of exciting activities at Camp Minsi. This summer is filled with new programs and activities designed to peak the interests of every camper - from newest campers to the seasoned veterans. This guide, in addition to the summer camp website ([www.campminsi.org](http://www.campminsi.org)), has been assembled to help Scouts and leaders be prepared for their summer camp experience.



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# An Introduction to Merit Badges

This directory outlines details for all of the various merit badge programs available to Scouts this summer at Camp Minsi. While merit badges and advancements are only a portion of the overall summer camp experience, we want to ensure that each Scout is prepared to succeed in earning the badges they set out for and get the most out of these exciting programs. Our ultimate goal is to provide a fun program full of meaningful learning to all Scouts. ***Be prepared!*** Scouts should review the requirements for each badge that they intend on taking before their week at camp.

Scouts should be sure to complete any necessary **pre-requisite requirements** before coming to camp. Due to the nature of some requirements, and the limitations of the summer camp setting, the listed requirements cannot be completed in the merit badge class at camp. In many cases a signed note from a Scout leader is sufficient to show proof of a pre-requisite; or bringing a copy of the written requirement (such as a report, letter or menu). Be sure to complete the pre-requisites prior to coming to camp to ensure a completed merit badge at the end of the week. In some cases, Scouts will not be able to work on or complete other requirements without having completed the pre-requisite requirements first. To help ensure that all Scouts have a meaningful and worthwhile merit badge experience, Scouts who have not completed the pre-requisites prior to camp may be encouraged by the councilor to find another merit badge to take at that time (especially in the cases of Eagle-required merit badges).

Some badges, particularly those in the Handicraft and Shooting Sports areas, have **additional costs** associated with the class. Craft kits, shooting tickets, or other necessary items needed to complete specific requirements are sold in the trading post. Approximate costs for the materials needed for each badge are listed in this guide. Please be prepared for these purchases. Other badges may require that Scouts bring certain items with them to camp – such fishing gear for Fishing – please review the badge descriptions in order to be prepared.

To help Scouts make appropriate badge selections, each badge has been assigned a difficulty rating. One star denotes an easier badge, while three stars denote more challenging ones. Scoutmasters and unit leaders should guide Scouts in their merit badge selections. An *Application for Merit Badge* (aka “blue card”), signed by an approved Scout leader, is required for each merit badge a Scout takes.



# Aquatics

**NOTE:** All of the Aquatics merit badges require that a Scout is able to pass the BSA Swim Test with a Swimmer classification. If Scouts are unable to complete the test on Sunday, they will be guided to select another merit badge for the week.



## Canoeing

**Pre-requisites:** none

**Difficulty level:** ★ ★

**Description:** For centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the outdoor experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.



## Kayaking

**Pre-requisites:** none

**Difficulty level:** ★

**Description:** Kayaking has become a mainstay in outdoor recreation. Kayaking is a great workout, a soothing way to clear your mind, and an ideal reason to get outside.



## Lifesaving

**Pre-requisites:** 2a, 16b

**Difficulty level:** ★ ★ ★

**Description:** The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, and the judgment of how to act in an emergency.



## Rowing

**Pre-requisites:** none

**Difficulty level:** ★ ★

**Description:** Rowing, using oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.



## Small Boat Sailing

*Special double-block program*

**Pre-requisites:** none

**Difficulty level:** ★ ★ ★

**Description:** Sailing is one of the most enjoyable pastimes on the open water. However, smooth sailing requires paying careful attention to safety.



## Swimming

**Pre-requisites:** 7 (should have previous diving experience)

**Difficulty level:** ★ ★ ★

**Description:** Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain various swimming skills.

**BSA Boardsailing****Pre-requisites:** *none***Difficulty level:** ★ ★ ★

**Description:** The purpose of the Boardsailing BSA award is to introduce basic boardsailing skills, equipment, and safety precautions; to encourage the development of skills that promote fitness and safe aquatic recreation; and to lay a skill and knowledge foundation for those who will later participate in more advanced and demanding activities on the water. The BSA Boardsailing award is not a merit badge.

**BSA Mile Swim****Pre-requisites:** *none***Difficulty level:** ★ ★

**Description:** The BSA Mile Swim award is offered to encourage swimming skills, build fitness and recognizes Scouts and adults who swim one mile or more. All participants are required to attend and complete the conditioning daily lap training with completion of the full mile on Friday. The following training and preparation distances must be met each day prior to swimming the mile:

- Sunday - 1 lap: 100 yards (BSA Swimmer test)
- Monday - 2 laps: 200 yards
- Tuesday - 4 laps: 400 yards
- Wednesday - 8 laps: 800 yards
- Thursday - 12 laps: 1,200 yards

**BSA Stand Up Paddleboarding****Pre-requisites:** *none***Difficulty level:** ★

**Description:** The BSA Stand Up Paddleboarding award introduces Scouts to the basics of stand up paddleboarding (SUP) on calm water, including skills, equipment, self-rescue, and safety precautions. This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation. The BSA Stand Up Paddleboarding award is not a merit badge.

## Citizenship & Communications

**Citizenship in the Nation****Pre-requisites:** 2, 8**Difficulty level:** ★ ★ ★

**Description:** As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens. This Eagle-required merit badge is recommended for older and more experienced Scouts.

**Citizenship in the World****Pre-requisites:** 7**Difficulty level:** ★ ★ ★

**Description:** Scouts will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries. This Eagle-required merit badge is recommended for older and more experienced Scouts.

**Communications****Pre-requisites:** 5, 8**Difficulty level:** ★ ★ ★

**Description:** Communications merit badge focuses on how people use messages to generate meanings within various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication. This Eagle-required merit badge is recommended for more experienced Scouts.

**Personal Fitness****Pre-requisites:** 6, 7, 8**Difficulty level:** ★ ★ ★

**Description:** Personal fitness is an individual effort and desire to be the best one can be. Personal Fitness merit badge focuses on developing good physical, mental, social and emotional health. This is a challenging and Eagle-required merit badge, and is recommended for more experienced Scouts.

## Ecology/Conservation

**Environmental Science****Pre-requisites:** 3e, 3f**Difficulty level:** ★ ★ ★

**Description:** While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world. This Eagle-required merit badge is recommended for older Scouts. This badge requires Scouts to make and record daily observations of at least 20-minutes outside of the regularly scheduled class time.

**Fish & Wildlife Management****Pre-requisites:** 5**Difficulty level:** ★

**Description:** Wildlife management is the science and art of managing the wildlife with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species.

**Fishing**

*Special double-block program*

**Pre-requisites:** *none*

**Difficulty level:** ★

**Description:** Scouts will spend time fishing and learning skills to become better anglers. Bring your own fishing rod and tackle. Be prepared to fish! Requirement #9 states that each Scout must catch at least one fish; while you will have ample opportunities to fish throughout the week, if you have caught a fish while a Scout, bring proof (a photo or a note) just in case you're not lucky while at camp.

**Forestry**

**Pre-requisites:** *none*

**Difficulty level:** ★ ★

**Description:** Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

**Mammal Study**

**Pre-requisites:** *none*

**Difficulty level:** ★

**Description:** A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.

**Nature** ≥New for 2022≤

**Pre-requisites:** *none*

**Difficulty level:** ★ ★ ★

**Description:** There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

**Oceanography** ≥New for 2022≤

**Pre-requisites:** *none*

**Difficulty level:** ★ ★

**Description:** The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.



**Reptile & Amphibian Study****Pre-requisites:** 8**Difficulty level:** ★ ★

**Description:** Scouts always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to a greater appreciation for all native wildlife.

**Soil & Water Conservation****Pre-requisites:** none**Difficulty level:** ★ ★

**Description:** It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

## Handicraft

**Art****Pre-requisites:** 6**Costs:** Approximately \$15.00**Difficulty level:** ★

**Description:** This merit badge concentrates on two-dimensional art. It includes an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art. Scouts must visit a museum or art exhibit prior to coming to camp (requirement 6).

**Basketry****Pre-requisites:** none**Costs:** Approximately \$15.00**Difficulty level:** ★

**Description:** Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts or around the house. Scouts must purchase approximately \$15.00 worth of materials from the trading post – including a basket kit and a stool kit.

**Engineering** ≥New for 2022≤**Pre-requisites:** none**Difficulty level:** ★ ★

**Description:** Engineers use both science and technology to turn ideas into reality, devising all sorts of things. This merit badge explores the use of scientific principles and mathematics to design and build machines, structures, and other items.



**Home Repairs** ≥New for 2022≤**Pre-requisites:** *none***Difficulty level:** ★ ★

**Description:** Successfully completing this badge can lead to a lifetime of rewards. Doing basic home repairs provides a sense of personal pride in one's achievements and increased self-confidence.

**Leatherwork****Pre-requisites:** *none***Costs:** Approximately \$15.00**Difficulty level:** ★

**Description:** Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.

**Painting****Pre-requisites:** *none***Difficulty level:** ★

**Description:** The Painting merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects. Scouts should be prepared and bring clothing that can be worn while painting.

**Welding** ≥New for 2022≤**Pre-requisites:** must be at least 16 years old**Costs:** Approximately \$20.00**Difficulty level:** ★ ★ ★

**Description:** Welding joins materials together by means of heat and pressure. This is a badge for older Scouts; and requires focus and maturity. Scouts should bring long pants (such as jeans or work pants) along with good closed-toe footwear. Class size is limited.

**Wood Carving****Pre-requisites:** 2a**Costs:** Approximately \$5.00**Difficulty level:** ★

**Description:** As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby.

**Woodwork** ≥New for 2022≤**Pre-requisites:** *none***Costs:** Approximately \$20.00**Difficulty level:** ★ ★

**Description:** Wood is an amazingly versatile, practical, yet beautiful material. A skilled craftsman can use wood to fashion just about anything. As a carpenter, you will find no end of useful, valuable, and fun items you can make yourself, from wood.

# Recreation



## Chess

**Pre-requisites:** none

**Difficulty level:** ★

**Description:** Chess is one of the world's most popular games, played by millions of people worldwide. Scouts will explore the game of chess while learning the history, rules strategies, and techniques of the game. It is recommended that Scouts bring a chess board to camp to play and practice in their campsite throughout the week.



## Game Design ≥New for 2022≤

**Pre-requisites:** none

**Difficulty level:** ★★

**Description:** In addition to creating and testing an actual, playable game, Scouts will learn how to think critically, what makes games fun, important game terms, how to design and implement rules, problem solving, and more.



## Theater

**Pre-requisites:** 1

**Difficulty level:** ★

**Description:** Millions of people participate in sports every year. For some the appeal is the close friendships that come with being part of a team. For some, the personal fitness is so important that exercise becomes a daily need. And still others desire the feeling of achievement, that feeling of improvement that comes with dedication to a sport.

# ScoutCraft



## Camping

**Pre-requisites:** 7, 8d, 9

**Difficulty level:** ★★

**Description:** Camping is one of the best-known methods of the Scouting program. When he founded the Scouting movement in the early 1900s, Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges. This Eagle-required merit badge is recommended for more experienced Scouts.



## Cooking

**Pre-requisites:** 4, 5, 6

**Difficulty level:** ★★

**Description:** The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation. This Eagle-required merit badge is recommended for more experienced Scouts.

**Emergency Preparedness****Pre-requisites:** 1, 2b, 2c, 8b**Difficulty level:** ★ ★

**Description:** Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency. Scouts must earn First Aid merit badge in order to complete Emergency Preparedness (requirement 1).

**Exploration****Pre-requisites:** 4, 5**Difficulty level:** ★ ★

**Description:** Explorers engage in search and discovery of information and resources. In human history, its most dramatic rise was during the Age of Discovery when European explorers sailed and charted much of the world. Since then, major explorations after the Age of Discovery have occurred for reasons mostly aimed at information discovery. Scouts will learn how to become an explorer and chart their own course.

**First Aid****Pre-requisites:** 1, 5**Difficulty level:** ★ ★

**Description:** First aid—caring for injured or ill persons until they can receive professional medical care—is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life. This Eagle-required merit badge is recommended for more experienced Scouts.

**Wilderness Survival****Pre-requisites:** 5**Difficulty level:** ★ ★

**Description:** In their outdoor activities, Scouts learn to be prepared, and do their best to manage any risks. Scouts will practice survival skills - building shelters, foraging for food, and staying alive.

# Shooting Sports



## Archery

*Special double-block program*

**Pre-requisites:** none

**Costs:** Approximately \$8.00

**Difficulty level:** ★ ★

**Description:** Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery. Scouts must purchase an arrow kit from the trading post.



## Rifle Shooting

*Special double-block program*

**Pre-requisites:** 1f

**Costs:** \$25.00

**Difficulty level:** ★ ★

**Description:** A rifle, like any other precision instrument, is manufactured to perform a specific task and, if handled correctly, can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.



## Shotgun Shooting

*Special double-block program*

**Pre-requisites:** 1f

**Costs:** \$35.00

**Difficulty level:** ★ ★ ★

**Description:** A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

# Trading Post



## Salesmanship

**Pre-requisites:** 5

**Difficulty level:** ★ ★

**Description:** By studying salesmanship, Scouts can learn self-confidence, motivation, friendliness, and the persistence necessary to overcome obstacles and solve problems. Sales can offer a challenging and rewarding career for those who enjoy interacting with people from all walks of life.

# CAMP MINSI 2022 – MERIT BADGE SCHEDULE

	9:00 – 9:50	10:00 – 10:50	11:00 – 11:50	2:00 – 2:50	3:00 – 3:50	4:00 – 4:50
Aquatics	Rowing	Canoeing	Canoeing	Canoeing	Open swimming and Open boating	
	Kayaking	Lifesaving	Kayaking	Kayaking		
	Small-boat Sailing		Swimming	Swimming	BSA Mile Swim	BSA Mile Swim
	Instructional swim	BSA Stand Up Paddleboarding	BSA Boardsailing	Small-boat Sailing		Instructional swim
Cit-Com		Personal Fitness	Communications	Communications	Citizenship in the Nation	Citizenship in the World
Ecology Conservation	Environmental Science	Reptile & Amphibian Study	Forestry	Mammal Study	Fish & Wildlife Management	Environmental Science
	Soil & Water Conservation	Fishing		Nature	Oceanography	Conservation Projects
Handicraft	Leatherwork	Art	Wood Carving	Wood Carving	Leatherwork	Basketry
	Engineering	Welding		Home Repairs	Woodwork	Painting
High Adventure				Afternoon Adventures M: Horseback Riding   T: Tree-top Course   W: Whitewater Rafting W: Muck Hike   T: Biking   F: Rock Climbing		
Recreation	Theater	Game Design	Chess			
ScoutCraft	Camping	Wilderness Survival	Cooking	Wilderness Survival	Cooking	Camping
	First Aid	Emergency Preparedness		Exploration		First Aid
Shooting Sports	Archery		Open archery	Archery		Open archery
	Rifle Shooting		Open shooting	Shotgun Shooting		Open shooting
Trail to Adventure	First-year Camper Program			First-year Camper Program		
Trading Post	Open Trading Post	Salesmanship	Open Trading Post	Open Trading Post		

[www.campminsi.org/badges](http://www.campminsi.org/badges)

Be prepared! Review the full Camp Minsi Merit Badge Guide for pre-requisite requirements, additional costs, and more information on each merit badge.

# The Trail to Adventure

The Trail to Adventure (TTA) is Camp Minsi's first-year camper program. The daily 3-hour program runs a mirror schedule, meaning that the same program is offered in both the morning and the afternoon, allowing the other half of a Scout's day for merit badges and other programs throughout camp. During the course of the week, Scouts will build many of the skills necessary to earn the ranks of Scout, Tenderfoot, Second Class, and First Class while building teamwork, leadership, and other Scout skills.



## Monday – Scouting, Flags and Knives

The Trail to Adventure program utilizes the patrol method. The week starts with Scouts being divided into patrols and choosing a patrol name and cheer. Scouts will learn the history of the American flag, as well as how to fold, raise, lower, and care for the American flag. Scouts will visit several program areas in camp as they complete various requirements and get an introduction to Scouts BSA and summer camp. Additionally, Scouts will review the rules and guidelines of safe knife, axe and saw use in order to earn their BSA Totin' Chip cards.



## Monday Evening – TTA Super Shooter (Rifles, Bows and Arrows)

On Monday evening, all first-year Scouts in camp are invited to the shooting ranges for the TTA Super Shooter. This special program allows new Scouts to get special shooting experiences at both the rifle range and the archery range.



## Tuesday – Knots, Rope and Fire

Scouts will demonstrate their fire-building skills and review the rules and guidelines of fire safety in order to earn their BSA Firem'n Chit cards. Scouts will learn how to tie basic Scout knots: including the square knot, bowline, two half hitches, taut-line hitch, and the clove hitch. Scouts will also learn how to care for and whip and fuse rope.



## Wednesday – Hiking, Nature and Leave-No-Trace

The center of the week features a special backcountry hike in the backwoods of Camp Minsi. Before departing, Scouts will review important hiking safety tips and basic map and compass skills. Scouts are expected to bring proper footwear for this hike along with at least one full water bottle.



## Thursday – Aquatics, Boating and Swimming

On Thursday, TTA will travel to Waterfront for a variety of aquatic-based activities. While at Waterfront, Scouts will learn the principles of the BSA's Safe Swim Defense and Safety Afloat. Additionally, Scouts will learn and demonstrate various water rescues, boating skills, and have an opportunity for some free swimming in Stillwater Lake.



## Friday – First Aid, Safety and Being Prepared

Scouts will learn and demonstrate first aid skills and how to be prepared in emergency situations. Scouts will depart on Camp Minsi's interactive First Aid Trail! They will come across various stations throughout camp featuring real-world first aid scenarios and will be asked to apply their first aid knowledge and skills.



# Camp Minsi Afternoon Adventures

If you are a thrill-seeker looking for new outdoor challenges and fun, then look no further than Camp Minsi's exciting Afternoon Adventures. These special programs provide a variety of unique outdoor adventures for Scouts in the heart of the Poconos!

Scouts must be at least 14-years-old (or 13-years-old and have completed the 8th grade) to participate in all of the off-site adventures; additional fees are required to cover transportation and equipment rentals for off-site adventures (pre-register in DoubleKnot and purchase an "Adventure Pass" before coming to camp to guarantee your spot and save money!)



## Horseback Riding at the Ranch – Monday

Saddle up for a beginner-friendly riding experience as you take a guided ride through gently sloping hills and wooded trails on horseback.

**Pre-registration price:** \$40.00 per person

**In-camp sign-up price:** \$50.00 per person

*Must be at least 14-years-old (or 13-years-old and have completed the 8th grade)*



## Treetop Adventures at Gorilla Grove – Tuesday

The Gorilla Grove Treetop Ropes Course will challenge you with tightropes, rope net climbs, swinging logs, moving tunnels, platforms, quad-racing, zip lines, and more!

**Pre-registration price:** \$40.00 per person

**In-camp sign-up price:** \$50.00 per person

*Must be at least 14-years-old (or 13-years-old and have completed the 8th grade)*



## Whitewater Rafting on the Lehigh River – Wednesday

Enjoy a fun-filled rafting trip on the Lehigh River. The eight-mile trek gives Scouts and leaders an afternoon of fun on the river interspersed with a touch of Class III rapids.

**Pre-registration price:** \$40.00 per person

**In-camp sign-up price:** \$50.00 per person

**Open to all ages**, must qualify as a "Swimmer" to participate.



## Mountain Biking in the Lehigh Gorge – Thursday

Ride through the Lehigh Gorge. As you pedal the 25-mile trail, you'll see cool rock formations, waterfalls, and abundant wildlife. Bicycle and helmet rental included.

**Pre-registration price:** \$40.00 per person

**In-camp sign-up price:** \$50.00 per person

*Must be at least 14-years-old (or 13-years-old and have completed the 8th grade)*



## Natural Face Rock Climbing at Eagle Point – Friday

Reach great heights as you ascend to the summit. Develop belaying, climbing and repelling skills to conquer the 50-foot cliffs overlooking Tobyhanna Creek.

**Pre-registration price:** \$40.00 per person

**In-camp sign-up price:** \$50.00 per person

*Must be at least 14-years-old (or 13-years-old and have completed the 8th grade)*

**DO ALL 5 ADVENTURES FOR THE PRE-REGISTRATION DISCOUNT OF \$150.00**



# Special Camp-wide Programs

## **Evening Programs**

Special evening programs and presentations will be announced throughout the week. Evening activities include: open swimming and boating, special shooting sports opportunities, exciting sports and games, troop competitions, advancement workshops, astronomy observations, crafts, special presentations, service projects, and more.

## **Thursday Evening Site Cook-In Night**

On Thursday evening, the dining hall will not provide a cooked meal; instead, units will be provided with ingredients to cook their own dinner. Each unit will choose a dinner option and are encouraged to bring their own cooking equipment and mess kits to prepare and eat the meal in their campsite.

## **Order of the Arrow Callout Ceremony**

On Thursday evening the Order of the Arrow will perform their public recognition ceremony, known as the call-out. Arrangements for those who will be called out should be confirmed with the OA coordinator prior to the ceremony.

## **The Muck Hike**

Here's is an experience you will never forget! This Wednesday afternoon (2pm-5pm) hike takes Scouts and leaders through the muddy swamps on the western edge of camp as they hike (and swim) through thick mud. The event concludes with a mob of muddy Scout descending upon the waterfront to cleanse in the lake. The hike is open to all Scouts and leaders. Bring clothing (and footwear) that can get extremely wet and dirty (and most likely thrown away afterwards). A special patch is available in the Trading Post to commemorate the experience.

## **Camp-Wide Whitewater Rafting**

Enjoy a fun-filled whitewater rafting trip on the Lehigh River on Wednesday afternoon. The eight-mile trek gives Scouts and leaders an afternoon of fun on the river interspersed with a touch of Class III rapids. This activity is open to all ages, participants must qualify as a "Swimmer" to participate. An additional fee is required.

## **Early Bird Programs**

Rise and shine, and start your day with an exciting hands-on morning program. Cook unique breakfast dishes at ScoutCraft, exercise and get the blood moving with morning calisthenics, take an early morning dip in the lake at Frigid Froggy, relax and recharge yourself with sunrise yoga, enjoy a tranquil guided nature hike along the lake, and more! A different program is held each morning at 6:30AM and are a great way to start your day.

## **Frontier Town**

Step back in time and visit our growing western frontier town on Wednesday evening. Scouts can participate in a variety of activities, including: bucking bronco riding, lassoing, tomahawk and knife throwing, hot-iron branding, horsemanship, panning for gold, metalworking, candle making, and more! Round out the experience by stopping by the Western Shooting Experience at Shooting Sports.

## **Camp Minsi Honor Troop Award**

The Camp Minsi Honor Troop Award is awarded to units that exemplify the aims and methods the Scouting program. The Honor Troop Award encourages Scout spirit, teamwork, and participation during your week at camp. Honor Troop tracking sheets can be picked up in the Ad-Pad throughout the week.

# Adult Leader Trainings & Programs

Training helps adult leaders deliver quality Scouting experiences to their youth. While at camp this summer, leaders can utilize their time to get trained (and have fun) with a variety of adult leader training opportunities. This is a great opportunity for leaders to get these essential trainings completed.



## **Introduction to Outdoor Leader Skills**

**Time:** Monday-Friday @ 9AM, meet @ Leaders' Rock

**Description:** Outdoor skills are critical to the success of the Scouting program, and Introduction to Outdoor Leader Skills will provide leaders with the basic outdoor skills information needed to start a program right. The skills taught are based on the outdoor skills found in The Scout Handbook.



## **BSA Safe Swim Defense**

**Time:** Monday @ 1PM @ the Ad-Pad

**Description:** Safe Swim Defense training teaches the basic principles necessary for conducting a safe swimming activity. Adult leaders supervising a swimming activity must have completed the BSA Safe Swim Defense training within the previous 2 years.



## **BSA Safety Afloat**

**Time:** Tuesday @ 1PM @ the Ad-Pad

**Description:** Safety Afloat training has been developed to promote boating and boating safety and to set standards for safe unit activity afloat. Adult leaders supervising activities afloat must have completed Safety Afloat training within the previous 2 years.



## **BSA Swimming & Water Rescue**

**Time:** Tuesday-Friday at Waterfront with the Lifesaving merit badge class.

**Description:** Training for BSA Swim & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies. It expands upon the awareness instruction provided by Safe Swim Defense training.



## **BSA Paddle Craft Safety**

**Time:** Tuesday-Friday at Waterfront with any Canoeing or Kayaking merit badge class.

**Description:** BSA Paddle Craft Safety expands Safety Afloat training to include the skills and knowledge needed for a unit leader to confidently supervise safe boating activities. Training can be completed in kayak or canoe.



## **Scout Leader Merit Badge**

**Time:** On your own, open all week.

**Description:** Camp Minsi's Scout Leader Merit Badge is a progressive award for adult leaders. The program encourages leaders to get out of the campsite and participate in a variety of fun and challenging activities throughout camp. Scout Leader Merit Badge requirement sheets can be picked up in the Ad-Pad and completed throughout the week.

# Camp Minsi 2022 - Weekly Schedule

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY			
6:30 AM										
7:00 AM		-Early Bird- ScoutCraft Breakfast	-Early Bird- AM Calisthenics in the Parade Field	-Early Bird- Frigid Froggy at Waterfront	-Early Bird- Morning Yoga in the Parade Field	-Early Bird- Lakeside Hike meet in Parade Field				
7:30 AM										
8:00 AM		Colors	Colors	Colors	Colors	Colors				
8:30 AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast		Continental Breakfast		
9:00 AM										
9:30 AM	Early Arrival  Arrive and gather, Move in to campsite, etc.	Morning Programs	Morning Programs	Morning Programs	Morning Programs	Morning Programs	Departure			
10:00 AM		Merit Badges, Trail to Adventure, Open Programs, etc.	Merit Badges, Trail to Adventure, Open Programs, etc.	Merit Badges, Trail to Adventure, Open Programs, etc.	Merit Badges, Trail to Adventure, Open Programs, etc.	Merit Badges, Trail to Adventure, Open Programs, etc.				
10:30 AM										
11:00 AM										
11:30 AM										
12:00 PM										
12:30 PM	Open Lunch	Open Lunch	Open Lunch	Open Lunch	Open Lunch					
1:00 PM										
1:30 PM	Check-In  Unit Check-in Medical Re-checks, Dining Hall Orientation, Unit Photos, Swim Checks, Site Inspection, etc.	Siesta (Sailing Orientation)	Siesta	Siesta	Siesta	Siesta				
2:00 PM		Afternoon Programs	Afternoon Programs	Afternoon Activities  Whitewater Rafting, The Muck Hike, Western Shooting, Open Boating, Open Swimming, Open Shooting, etc.	Afternoon Programs	Afternoon Programs				
2:30 PM										
3:00 PM								Merit Badges, Trail to Adventure, Horseback Riding, Open Programs, etc.	Merit Badges, Trail to Adventure, Treetop Adventures, Leader Meeting, Open Programs, etc.	Merit Badges, Trail to Adventure, Mountain Biking, Open Programs, etc.
3:30 PM										
4:00 PM										
4:30 PM										
5:00 PM										
5:30 PM										
	Colors	Colors	Colors	Open Dinner		Colors				
6:00 PM	Picnic Dinner	Dinner	Dinner		Cook In Your Site Night	Scouts' Own Service				
6:30 PM						Dinner				
7:00 PM										
7:30 PM	Camp Tour & Leaders Meeting	Evening Programs  Open Waterfront, TTA Super Shooter, Conservation Workshop, etc.	Evening Programs  Open Waterfront, Action Archery, Backwoods Hike, etc.			Evening Programs  Frontier Town, History with a Bang!, Service Projects, etc.	Scoutmaster & Staff Blue Card Party			
8:00 PM										
8:30 PM										
9:00 PM	Camp-wide Campfire						OA Callout Ceremony	Camp-wide Campfire		
9:30 PM										
10:00 PM		taps	taps	taps	taps	taps				

Preliminary Schedule Subject to Change