

CAMP DRAGON 2019 PROGRAM GUIDE

Merit Badge Program

The merit badge program is the cornerstone of the spring camp program and Camp Dragon offers a wide selection. Most merit badges can be completed at camp, however, there are a few that need some additional work at home because of time requirements, special projects, or other considerations. In addition, some merit badges require prerequisites or practice to develop proficiency in specific skills. The Far East Council requires the Application for Merit Badge card, informally referred to as blue cards. Units need to bring sufficient blue cards to camp and issue them to their Scouts prior to the start of their sessions. Scouts will be required to turn in their blue cards to the counselor during the initial merit badge session. The Counselor will maintain the blue card for the duration of the class then turn it into the Program Director or designee. The blue cards will be returned to the unit during check out at the end of camp.

Merit Badge Counselors:

Camp Dragon is a volunteer-run one-week camp. All adults attending camp are expected to assist by being a Merit Badge Counselor, running or assisting with First Class Trail, and in other program areas of the camp to ensure the success of the camp. Any adult who can teach one or more merit badges at camp can email the Camp Director at darrin.nicholson@scouting.org.

Merit Badge Sign-Ups:

Merit Badge Sign-Up Request Forms will be available online via the council website. Units will need to discuss the options with their Scouts and submit a list on behalf of the unit. The Program Director will use the sign-ups to determine the merit badge schedule based on the results of the sign-up and available Merit Badge Counselors. Any changes will be worked through the unit leader.

First Class Trail (FCT)

First Class Trail, also known as Trailblazer, is offered to first-time campers in lieu of a merit badge session for those who have not attained the First Class rank. FCT assists the unit in teaching skills needed for ranks Tenderfoot, Second and First Class. First-time campers will still be able to earn merit badges in addition to participating in FCT. Scoutmasters and unit leaders make the final determination if a Scout needs to attend FCT.

Unit Advancement Report

Each unit is responsible for submitting their Unit Advancement Report to the Council via Scoutbook or via the paper Advancement Report. The Program Director will be available during camp to assist anyone requiring additional information or training on completing an Advancement Report.

BSA Swim Test

Everyone that will participate in any aquatics related activity MUST take the BSA Swim Test administered by the Camp Staff, even if previously passed. There will be NO EXCEPTIONS as this is a National Camp Standards requirement. Swim tests will be conducted the first day of camp.

Additional Activities and Merit Badges Scheduled for Camp Dragon

This year the camp is going to offer more free time in the afternoon for open activities outside the traditional merit badge classes. Some of these activities may require additional fees as the equipment has to be rented or fees paid. Activities are dependent on the availability of equipment, water conditions, and available adult supervision.

(May require additional fees)


Snorkeling Paddle Boarding Fishing Kayaking	Reef Exploring Stargazing Hiking OA Day – Bring your sashes!
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Merit Badges offered at Camp Dragon 2019

<http://www.scouting.org/meritbadges.aspx>





Merit Badges are subject to change based on interest or availability of counselors.

The Merit Badge Sign-up Form is available on the council website at www.fareastcouncil.org, then clicking on 2019 Council Camps. The form must be completed on or before 15 March 2019 and sent to darrin.nicholson@scouting.org. Please ensure Scouts list six merit badges they are interested in taking while at camp as this allows the scheduler some flexibility. When Scouts identify two merit badges that are offered at the same time, the higher choice will be used. Do not use the camp schedule to determine requests. The schedule is very fluid until camp starts and is often changed depending on availability of counselors and other factors.

	Merit Badge	Eagle Required	All Scouts can take Class	1st Class & above are priority	Minimum Age	Max # Scouts in Session	Number of Sessions	Total Slots	(Pre)Prerequisites/Notes
	Archery		X		No	10	3	30	

	Merit Badge	Eagle Required	All Scouts can take Class	1st Class & above are priority	Minimum Age	Max # Scouts in Session	Number of Sessions	Total Slots	(Pre)Prerequisites/Notes
	Art		X		No	16	1	16	Pre: 6, 7
	Astronomy		X		No	14	1	14	Pre: 5b, 8, 9
	Basketry		X		No	16	1	16	May need Basketry Kit from trading Post \$10-\$15
	Camping	X			No	16	1	16	Pre: 3, 5, 7b, 8d and 9
	Canoeing		X		No	16	1	16	Must attend/pass BSA Swim Test
	Citizenship in the Nation	X	X		No	18	1	18	Pre: 2, 3, 6 and 8
	Citizenship in the World	X	X		No	18	1	18	Pre: 7
	Composite Materials		X		No	14	1	14	Pre: 4, 6
	Electronics				No	14	2		Pre: 6; may need to purchase kit, \$20
	Emergency Preparedness	X		X	No	12	1	12	Pre: 8a-c, 9 and First Aid MB
	Environmental Science	X		X	13	16	1	16	Pre: 1, 2 and 6
	Fingerprinting		X		No	18	1	18	Pre: 1
	First Aid	X	X		No	14	2	28	Pre: 1, 2d
	Fishing		X		No	12	1	12	Pre: 7, 9 (if possible) Recommend bringing own rod/reel
	Game Design		X		No	16	1	16	Pre: 8
	Geocaching		X		No	16	1	16	Pre: 7, 8

	Merit Badge	Eagle Required	All Scouts can take Class	1st Class & above are priority	Minimum Age	Max # Scouts in Session	Number of Sessions	Total Slots	(Pre)Prerequisites/Notes
	Indian Lore		X		No	16	1	16	Pre: 1, need to purchase items, \$10-\$15
	Inventing		X		No	16	1	16	Pre: 8 and 9
	Kayaking		X		No	12	1	12	Must attend/pass BSA Swim Test
	Leatherwork		X		No	20	1	20	Pre: 4, purchase items from Trading Post. \$10-\$12
	Lifesaving			X	No	12	1	12	Pre: All of 1; pass BSA Swim Test
	Oceanography		X		No	16	1	16	Pre: 8
	Orienteering		X		No	16	1	16	
	Photography		X		No	16	1	16	Pre: Bring Digital Camera
	Pioneering		X		No	12	2	24	
	Pottery		X		No	12	1	12	Pre: 7 and 8 About \$25 for clay/use of kiln.
	Public Speaking		X		No	16	1	16	
	Rifle Shooting		X		No	10	3	30	Pre: 1f
	Rowing		X		No	12	1	12	Pre: Must attend/pass BSA Swim Test
	Scouting Heritage		X		No	14	1	14	Pre: 6 and 7
	Signs, Signals and Codes		X		No	12	1	12	
	Swimming		X		No	18	1	18	

	Merit Badge	Eagle Required	All Scouts can take Class	1st Class & above are priority	Minimum Age	Max # Scouts in Session	Number of Sessions	Total Slots	(Pre)Prerequisites/Notes
	Weather		X		No	16	1	16	Pre: 8 and 11
	Welding		X						Pre: 7 \$15- 20 for materials
	Wilderness Survival		X		No	18	1	18	Pre: 5, Survival Kit
	Woodcarving		X		No	20	1	20	Pre: Totin' Chip, \$5-\$15 for kit from Trading Post. Knives are available in the trading post for purchase.



First Class Trail (Trail Blazer)

The First Class Trail Program teaches the basic skills that all Scouts must master to become proficient in camping and outdoor activities. This program covers those skills that are required for advancement to the ranks of Tenderfoot, Second Class, and First Class. While designed primarily for Scouts who are new to the Scouting program, and generally those coming to summer camp for the first time, it is not limited to those Scouts.

Camp staff will teach First Class Trail using the *“Patrol method”*. Scouts will be assigned to a Patrol at the start of First Class Trail. A youth Staff member will then be assigned as the SPL to help guide the Scouts while they master basic scouting skills necessary for camping, first aid, rope work, map and compass work, and nature hiking.

Unlike the merit badge program, it is impossible to attend camp and, in a week, complete all the requirements for First Class. However, prior review of the First Class Trail workbook by both the Scoutmaster and Scout will help determine requirements remaining and Patrol placement.

Staff will do everything in their power to help each Scout become proficient in as many of the Scouting skills as possible. Each Scout will receive credit for the requirements they have completed toward the ranks of Tenderfoot, Second Class, and First Class. How much each Scout completes is up to them, and it is very possible two different Scouts will complete different requirements, and that some will complete more than others.

Who Should Sign Up?

Unit leaders should consider each Scout individually when deciding whether the Scout should sign up for this program. While a Second Class Scout may gain valuable skills in the program, the Scout may be better served in the merit badge program. Likewise, a 14- or 15-year-old may be in their first summer at camp but may be advanced enough to bypass this program in favor of merit badges. Keep in mind that Scouts enrolled in the First Class Trail Program are not eligible to participate in Trail to Eagle or other advanced merit badges.

Leader Assistance

Adult leaders are always needed to assist in this area. Arrangements should be made through the Program or Camp Directors.

Additional Details for Camp

Available Camping Gear

The council maintains camping gear including full patrol boxes (cooking gear), stoves, tents and other items that can be checked out, with priority going to units coming from off-island first. If your unit has specific needs, please contact the Camp Director as soon as feasible.

Campfire Program

There will be a camp-wide camp fire program on the first and last full day of camp (Tuesday, Saturday). Units should come prepared to perform a skit and song at each campfire. There are no firepits in individual campsites and campfires are not allowed. Units should plan accordingly if they plan to have their own evening programs.

Board of Reviews

Camp-level Board of Reviews will be available if there are enough volunteers willing to conduct them. Units are responsible for ensuring all requirements have been met before submitting a Scout for a Board of Review and agree to accept the results of the Board. Scouts that complete a

Board of Review at camp will receive a specific colored advancement neckerchief to wear for the remainder of camp. After camp, unit leadership is responsible for determining how long the neckerchief can continue to be worn. A recommendation is to allow the Scout to wear the neckerchief until the next Court of Honor, and then remove it as the rank is presented. Reminder: Units are responsible for filing an advancement report to the council for all merit badges and rank earned during camp. A paper version of the Advancement Report will be available at camp.

Troop's Own Night

On Friday night, the units will be on their own to cook their dinner meal and conduct their own program or reflection on the camp. Food supplies will be provided by the staff, but units need to bring any special seasonings or non-perishable supplements as needed. The unit should also use this time to review rank requirements, unit team building activities, and planning clean up and departure from camp.

Last Full Day of Camp

Saturday morning will be open time for Scouts to coordinate and finish off any uncompleted requirements with their Merit Badge Counselors. Units can also use this time for initial cleanup of gear in preparation for Sunday departure. Saturday afternoon will consist of a friendly camp patrol competition followed by a barbeque where family members are invited to attend for a nominal fee.

Unit Leaders and Responsibilities

A big thanks to all of the leaders that have taken time away from their families and work to be part of the camp. Your dedication to Scouting is immeasurable to the success of this camp. Adults who are active and engaged in all aspects of the camp have a huge and positive impact on the youth; and often drive the reason Scouts stay with the program and return to future camps. This camp is very different than stateside camps in that no seasonal staff are hired to run the program. The camp program is 100% volunteer based and every adult in camp must be ready to assist.