

AQUATICS AREA POLICIES

GENERAL:

1. Enter and exit Aquatics area via approved entrance.
2. The area is open from 9 AM - 12 NOON, 2-5 PM, and after supper until 8 PM. **NO** Scout should be anywhere near the lake other than these times without express permission from the AQUATICS AREA DIRECTOR only.
3. Running, horseplay, and towel snapping are forbidden.
4. Everyone will have 1 hour to swim each day.
5. Fishing is permitted at the fishing beach. Footwear is required. No wading.

DOCK SWIMS -- AVAILABLE BETWEEN 2-5 PM:

1. Check in with a buddy, swim within 10 feet of your buddy and check out with your buddy.
2. Swim in the ability group pool that you checked into at the buddy board.
3. During buddy checks, raise your arms to be counted and please be quiet.
4. Do not run on the dock and do not go under the dock.
5. At the end of the swim, check out quickly with your buddy so that we can account for everyone.

TROOP SWIM AREAS--AVAILABLE BETWEEN 2-5 PM:

1. All troop swims run according to the Safe Swim Defense Plan.
2. **UNIT LEADERS ARE REQUIRED TO SUPERVISE FROM THE SHORE.
NO LEADER, NO SWIM!!!**
3. All troop swims are supported with Camp Staff persons and **MUST BE SCHEDULED.**

BOATING:

1. All boating activities will follow the Safety Afloat plan of the BSA.
2. Canoes are for swimmers only. Beginners may use rowboats. Non-swimmers may use a rowboat if there is an adult swimmer in the boat.
3. Everyone must wear a lifejacket.
4. Splashfights, ramming craft together, and standing in craft are forbidden unless they are part of a supervised, planned activity.
5. Stay in sight of Aquatics tower.
6. No shoes in craft.
7. No boating after 8:00 PM.
8. Sailboats are for Scouts in the Sailing Merit Badge class or for Scouts who have already earned the badge.
9. Craft may be landed only at the boating areas unless other wise designated.
10. We reserve the right to restrict the use of craft to those showing adequate ability.
11. Unit leaders are encouraged to participate.
12. Catamarans & kayaks are available to older Scouts and Leaders only and must receive Aquatics Director for details.

AQUATICS AREA SCHEDULE

TIME	INSTRUCTIONAL GROUP	REMARKS	RATING
9 - 10 AM* & 2 - 3 PM*	Rowing Merit Badge	Swimmer by Mon. noon This is a 2 hr. badge 9-10 am & 2-3 pm. Limited reading required. No writing. Not recommended for 1st year campers.	2
*This class meets at both times.			
9 - 10 AM* & 2 - 3 PM*	Canoeing Merit Badge	Swimmer by Mon. Noon This is a 2 hr badge 9-10 am & 2-3pm. Limited reading required. No writing. Not recommended for 1st year campers.	3
*This class meets at both times.			
9 - 10 AM* & 2 - 3 PM*	Sailing Merit Badge	Must have the following MB: Swimming, Lifesaving, Rowing & Canoeing.	3
*This class meets at both times.		This is a 2 hr badge 9-10am & 2-3pm. Limited reading required. Some writing required.	
9 - 12 Noon & 2 - 5 PM*	BSA Lifeguard This is a 3 year certificate A partial is not available.	Must have the following MB/skills: <i>Candidate must be in good physical shape.</i> Swimming, Lifesaving, Rowing & be at least 15 years old. This Award requires 6 hrs of work ea. day. Some reading/little written work. 9-12 pm and 2-5 pm Instruction. This award requires CPR & First Aid Certification. It is best if it is Obtained prior to camp.	
*This class meets at both times.			
10 - 11 AM or 11 - 12 Noon	Instructional Swim for Beginners	This is a 1 hour session that focuses on FUN! The goal is to pass a beginner swim test by the end of the week. We also encourage adult non-swimmers to participate.	

AQUATICS AREA SCHEDULE

TIME	INSTRUCTIONAL GROUP	REMARKS	RATING
10-11 AM 11AM -12 NOON	Swimming MB	Swimmer by Mon. noon Limited reading required. Not recommended for 1st year campers.	2
10 - 12 Noon	Lifesaving MB	Swimming MB required. This is a 2 hr badge 10-12. Limited reading required. No writing.	3
3 PM Swimmers will need to provide a rower for all open water swims.	Mile Swim Award	Must be a swimmer. This group meets Mon- Thurs afternoon at 3 pm. Mon 1/8mile. Tues 1/4 mile Practice. Wed 1/2 mile practice. All practices are mandatory to participate in the Mile swim on Thursday.	3
11 AM	Snorkeling BSA	Must be a swimmer. Equipment Is available, though scouts may wish to bring their own mask & fins.	2
9 AM-12 NOON 2 PM -5 PM	Scuba	All day merit badge See rules insert	

Announcing SCUBA Merit Badge at Camp Squanto. This new Merit Badge will be offered for an additional fee of \$325 and will include a life-long PADI Open Water SCUBA Certification. Scouts will participate 9 AM – 5 PM Monday through Friday and will leave camp for pond and ocean dives. Class size is limited to 4-8 Scouts (**age 13 and over with Swimming MB**) per week, so register now by sending \$100 deposit to Old Colony Council, 2438 Washington St. Canton, MA 02021 - made out to "Diver's Market" (specify which week of camp in the memo). Scouts must provide their own **mask and snorkel**, , all other equipment (including boots and fins) will be provided. For medical requirements and other details contact Diver's Market @ 508-746-3483 (Dive).

Scuba Diving Merit badge a brochure that you can view please visit
<http://www.scouting.org/filestore/pdf/220-005WB.PDF>

SPORTS AREA

1. The purpose of the area is to develop good sportsmanship and health and fitness while having fun with athletics. Unit leaders are encouraged to work with Camp Staff to accomplish this goal.
2. Some of the area's badges require activities which involve weeks or months of participation. Prior work is necessary in Personal Fitness and Sports. (See next page)
3. In the afternoon, all of our facilities are available for troops who reserve them. Plus individual Scouts may come anytime.
4. Twilight is generally for inter-troop challenges and segments as well as individual activities.
5. The obstacle course is open to everyone during twilight activity. The obstacle course is off limits to Scouts unless it is supervised by a staff person.

AFTERNOON FIELD SPORTS ACTIVITIES

Softball, Kickball Basketball, Soccer, Flag Football, Ultimate Frisbee Driving Range	These may be scheduled for one or more troops. Bring your glove for softball!
	This activity involves the basics of compass, maps and simple orienteering.
Obstacle Course	This is an individually timed activity. Includes various climbs, the commando line, and other obstacles.
Inter-Troop Competitions	Open to troops wishing to do things together.
Basketball Court Mountain Boarding	Take advantage of our full-court in troop or 3 on 3 games.



SPORTS AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
9 - 10 AM or 4-5 PM	Sports	Little written work. Mostly oral and physical. Requirement 3 must be done outside of camp. Cannot be completed in camp.	1
10 - 11 AM	Athletics	500 word essay required. Very demanding physical requirements. Difficult badge.	1
10 - 11 AM or 3 - 4 PM	Personal Fitness	Difficult badge with demanding physical requirements. This badge cannot be completed in camp.	3
9 - 10 AM	Golf	Prior knowledge of USGA Rules of Golf helpful. Some writing may be required. Cannot be completed in camp.	2
2 - 3 PM	Astronomy	Participation in Outpost required. Notebook and pen helpful.	2
11-12	Scouting Heritage	Requirement 4B must be completed outside of camp. Taught at the Casoni Museum.	2
11-12	Energy	Will need a notebook and pen for each Class. Prior knowledge of Solar energy is helpful.	3
4-5	American Heritage	Knowledge of US History is very Helpful. Taught in the Casoni Museum.	2

Additional badges may be offered by appointment with the Program Director and Area Director.

HANDICRAFT AREA

1. The merit badges of this area are badges of skill and many require a good deal of time. Our projects encourage Scouts to become as proficient as possible at these skills.
3. Younger Scouts may easily complete one or two of our badges, except Indian Lore or photography in one week. Older Scouts should be encouraged to pursue other merit badge opportunities in camp.
3. The merit badges of this area may require materials which may be purchased at the Trading Post. The estimated costs are on the next page. Other materials will be available free of charge.
4. The Afternoon Activities are especially recommended for small groups and open programs.
5. During the Twilight Activities, the Handicraft Area is open to everyone to work on individual projects as well as segment awards and troop plaques.

HANDICRAFT AREA AFTERNOON ACTIVITIES

- Troop Plaque** This is a fine opportunity for a small group to plan, design and produce an individual plaque to be hung in the Dining Hall with many others from nearly every troop in the Council and beyond.
- Tie Dying** Scouts bring their own white T-shirts and make crazy designs by knotting and submerging them in dye.
- Indian Games** Scouts of any age engage in fun, authentic Indian Games.



HANDICRAFT AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
11 - 12 Noon or 2 - 3 PM or 3 - 4 PM	Leatherwork	Limited reading required. No written work. There are leather craft kits available for sale at the Trading Post for an estimated cost of \$2 - \$8.	2
9 - 10 AM or 10 - 11 AM or 2 - 3 PM	Art	Limited reading required. All work drawn and designed. Wide use of different art materials.	1
9 - 10 AM or 11 - 12 Noon or 4 - 5 PM	Basketry	Limited reading required. No written work. Basket kits may be purchased at the Trading Post. Both large and small sizes are available. Estimated costs \$5 - \$10.50.	1
9 - 10 AM or 11 - 12 Noon or 2 - 3 PM	Woodcarving	Limited reading required. No written work. A carving knife is necessary. Knives and woodcarving kits may be purchased at the Trading Post. Estimated cost \$2 - \$4. Totin' Chip Required	2
10 - 11 AM Or 3 - 4 PM	Photography	Participants will need a digital camera. Camp will provide access to some cameras. Must be 13 yrs. old to take this badge.	
10 - 11 AM	Indian Lore	A great deal of reading and some written Work is required. Scouts will make Indian artifacts and /or clothing. Kits are available in the trading post for \$10-15. Must be 13 yrs. old to take this badge.	3
10-11 AM 11 AM-12 NOON 3-4 PM	Metal Work	Limited reading and written req. Class limit to 10 scouts, 14 yrs. And older. If space is available, others will be admitted first come, first served.	2

LYONS NATURE AREA

1. Some badges require reading and extensive written work. We recommend that Scouts do as much as possible **BEFORE COMING TO CAMP**.
2. Scouts are welcome to visit the Nature Area at any time during the day to visit the animals and see the displays. They may also feed and clean the animals with the staff after breakfast and supper.
3. Conservation projects may be done in either the troop site or anywhere else in camp. The counselor must approve the project before the work is done. We do have a supply of wood tools which may be used for projects. Instructions in their use are also provided. Camp Commissioners may also approve and help out in projects.

INDEPENDENT ADVISEMENT

This time is for older scouts who have already completed many of the camp badges in the Lyons Nature Center. A counselor will be available daily by advanced request at leaders meeting from 10 AM – 11 AM to help advise scouts in the following badges (Bird Study, Inspect Life, Nature and Botany). Scouts should bring their merit badge books and any completed work with them to camp.

NATURE AFTERNOON ACTIVITIES

Stalking and Camouflage	Learn how animals hide from predators using camouflage.
Swamp Stomp	Stop around a swamp looking for various species of wildlife.
Conservation Projects	Scouts are urged to help us improve our camp for others and fulfill their Adventure Award requirements or it may count toward merit badge work.
Nature Games	Play fun and educational games with nature themes.
Nature-Ecology Trail	Explore our trails with a guide to help you learn fascinating facts of nature, or explore the self-guided nature trail system.
Conservation Projects project	Troops may choose to complete a conservation project in camp or in their site. See the Activities Director for ideas.
Other Activities	Troops plan special activities with the help of the Nature Staff and Program Director.

NATURE AREA SCHEDULE

TIME	MERIT BADGES	REMARKS	RATING
9 - 10 AM or 4 - 5 PM	Forestry	The work of the living tree is explored. Scouts must learn 15 trees and keep a leaf notebook.	2
11 – 12 Noon or 3 - 4 PM	Mammals	This is a good badge for younger Scouts. It explores the habitat of mammals and most of the written work can be completed in class.	1
9 - 10 AM	Nature	This badge explores various aspects of our ecosystem. Multiple small projects are required.	2
10 - 11AM	Oceanography	This badge is for older Scouts. It requires extensive reading and knowledge of the ocean as well as field observation and written work.	3
10 - 11AM	Fish & Wildlife Management	The focus of this badge involves the relationship between man & wildlife.	2
11 - 12Noon or 2 - 3 PM or 3 - 4 PM	Environmental Science	This is the most difficult badge in the nature area. It requires extensive reading and written work. In addition to 8 hrs of field observation, it requires an understanding of difficult concepts and ability to draw conclusions from field observations. Observational periods are also required.	3
11-12	Geology	Look at the rocks and minerals that make up our Earth.	1
9 - 10 AM or 4 - 5 PM	Weather	This is a good badge for older Scouts. Weather conditions and causes are explored in depth. Some written work.	2
2 – 3 PM	Soil & Water Conservation	This is a good badge for older Scouts. It requires a sound knowledge of nature and maps.	2
4 - 5 PM	Fishing Merit Badge	This group meets daily and will split time between classwork and fishing. Some reading. Bring your own pole!	2

RANGE SPORTS AREA

1. The Range Sports Area consists of three Ranges--Archery, Shotgun and Riflery. They are operated by 3 Range Officers in accordance with the Boy Scouts of America standards.
2. The Range Officers are available at scheduled times during the day for instructions and open shooting.
3. The **RED** flag at the entrance to the area flies when shooting is in progress. **NEVER** enter the area without permission from one of the officers.
4. The merit badges of this area are extremely difficult and require proficient skill. Previous experience is probably necessary if a Scout expects to complete either badge in one or two weeks. We make every effort to provide Scouts with the opportunity to gain this experience.
5. The rifle and archery ranges are available to any troop in the afternoon that reserves them. Large troops are advised to sign up for both Archery and Rifle Ranges in the same hour. This will keep waiting time to a minimum.
6. During Twilight Activities, the ranges are open to everyone. One shooting station will be reserved for members of the Merit Badge session. This is one of their practice opportunities.
7. At the Rifle Range, firearms and ammunition are provided at no additional cost.
8. The Shotgun Range will be open during the week as a twilight activity. At the present time, there will be no charge for ammunition or clay targets. This range is open on a first come first served basis and there may be a waiting period.



RANGE SPORTS AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
9 - 12Noon	Archery	A badge which requires skill. Previous experience is necessary. If a Scout expects to complete the Badge in 1 week.	3
9 - 12Noon 2-5 PM	Rifle Shooting***	Requires proficient skill, previous experience is necessary if a Scout expects to complete the badge in 1 week. MINIMUM AGE 13*	3
3-5 PM	Shotgun Shooting	Difficult badge to earn. Open to older scouts MINIMUM AGE 14. Requires proficient skill, previous experience is necessary if a Scout expects to complete the badge in 1 – 2 weeks. Activity fee of \$5.00 Class limit set by the instructor.	3

****Rifle Shooting is limited to space available; AM is capped at 24 and PM is capped at 8. Age is used as pre-requisite

AFTERNOON ACTIVITIES

Archery
&
Riflery

A fine opportunity for Scouts to gain instruction and practice at this skill. The activity is open for scheduled troops.

Shotgun

The Shotgun Range at camp will open some evenings from 7-8PM for open shoot.

SCOUTCRAFT AREA AFTERNOON ACTIVITIES

Cooking	We have facilities for troops to cook whole meals. How about a stew in one, French fries in the second, and a cake or pie in the third Dutch oven? How about setting up a patrol competition?
Scout Circus	Scouts have the opportunity to participate in all the events of the Scout Circus including the monkey bridge and the tower.
Knots, Lashings, and Splices	The fundamentals of knots, lashings and splices are explored. You should decide which of these skills you would like to spend this time learning.
Woods Tools	Scouts receive instruction in the proper use and care of a knife, an axe, and a bow saw. All requirements for Paul Bunyan award and/or Totin Chip are also explored.
Survival	Extensive coverage of techniques needed to stay alive in the woods, including edible plants and shelters.
Tower Building	Scouts will have the opportunity to use their lashing knowledge to build a type of tower.

Some badges require reading and extensive written work. We recommend that Scouts do as much as possible before coming to camp.

All of our afternoon activities are available to troops that reserve them and open to all when not scheduled by troops. We do have a limited supply of camping and cooking equipment which may be signed out to troops. Whenever possible, you should plan to use your troop equipment for special programs.

Other badges may be available by appointment with the Program Director and Area Director.

SCOUTCRAFT AREA SCHEDULE

TIME	MERIT BADGE	REMARKS	RATING
9 - 10 AM or 3 - 4 PM	Camping	Eagle required merit badge. Overnight camping requirement makes this an automatic partial in camp.	2
2 - 4 PM	Pioneering	Requires proficient skills in knots, lashings, splicing. Rope provided.	3
10 - 11 AM or 2 - 3 PM	Wilderness Survival	Requires survival skills including shelters and edible plants. An overnight outpost will be spent in a shelter you make in camp.	2
11 - 12 Noon or 4 - 5 PM	First Aid	Scouts should have completed the Tenderfoot, Second Class, and First Class first aid requirements. Scouts should bring a first aid kit they put together. Some writing may be required.	2
10 - 12 Noon	Outdoor Chef Program	This course is intended to prepare Scouts for the necessary skills in fire building and cooking which can lead to the Merit Badge. Scouts will learn how to cook over open fire and with Dutch ovens. Food is enjoyed by all participants. A great fun activity!	1
9-10 AM or 4-5 PM	Orienteering	Intensive map and compass work Use of compass in 3 contests. One must be 2,000 meters designed by Scouts.	2
7 - 8 PM Thursday & Friday	Firem'n Chit	Offered as a 2 hour Session; Part I on Thursday, Part II on Friday	1
7 - 8 PM Sunday & Monday	Totin Chip	Offered as a 2 hour Session; Part I on Sunday, Part II on Monday *Required for woodcarving	1

COPE

COPE: Project COPE, "Challenging Outdoor Personal Experience". It comprises group initiative games, trust activities, low and high course activities. Some of the activities involve a group challenge, while others test individual skills and agility. Participants climb, swing, balance, jump, and think of solutions to a variety of activities.

New Games: This is a task course which requires the patrol to work as a Team in order to complete each challenge presented. It is very successful in developing the patrol method and it is great fun. Limit 12 scouts.

Challenge Course: This course is an exciting outdoor activity for a group of Scouts whether it be a troop or patrol. It offers a set of stimulating and challenging activities. The challenge course is ideal for emphasizing the patrol method and for developing team work and leadership skills.
Limit 12 Scouts

PROJECT COPE

TIME	ACTIVITY	REMARKS	RATING
9 - 12Noon	COPE	Challenging Outdoor Personal Experience. Scouts must be 14 years of age.	3

Project COPE stands for "Challenging Outdoor Personal Experience." It comprises group initiative games, trust activities and low and high course activities. Some of the activities involve a group challenge, while others test individual skills and agility. Participants climb, swing, balance, jump, and think of solutions to a variety of activities. Most do much more than they thought they could.

Project COPE is an exciting outdoor activity that can be used to attract and hold older boys in Scouting. It offers a set of stimulating activities designed to meet the needs of today's young people, who are seeking greater challenges to their physical and mental abilities. The underlying goals of a Project COPE course are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and for developing teamwork and leadership skills. Individual activities promote personal growth.

The standards that have been developed for Project COPE activities are stringent to ensure that the experience is both safe and successful. **SCOUTS MUST BE 14 YEARS OF AGE TO PARTICIPATE.**

GOALS AND OBJECTIVES

The Project COPE program has eight major goals for scouts to accomplish. These are:

- *leadership
- *problem solving
- *communication
- *self esteem
- *trust
- *decision making
- *teamwork
- *planning

Project COPE provides an opportunity for every participant to achieve success both as an individual and as a member of a patrol or group. The activities are not designed to be competitive or to be a race against time. More important objectives (including building each individual's confidence and developing leadership and a sense of cooperation among patrol or group members) are emphasized.



CLIMBING

TIME	ACTIVITY	REMARKS	RATING
2 - 5 PM	CLIMBING	Scouts must be 13 yrs of age. This badge requires good physical strength.	3

Climbing supports Scouting's basic objectives. It clearly promotes physical fitness, being one of the more strenuous activities, and it also develops character. Young people are able to surmount seemingly impossible objectives – they do more than they thought possible prior to participating in this exhilarating outdoor sport. Climbing provides a worthy challenge. As their knowledge and skill increases, participants become more confident, develop more self-reliance, and trust among themselves.

Although the climbing program follows the requirements of the climbing merit badge, earning the badge is not necessarily the main goal of the program. Since the ability and personal limitations vary between each scout, participants who don't make it up a rock wall experience just as much of a sense of accomplishment as those who do.

Good leadership and self-discipline are essential in climbing. Young people have an opportunity to see superb examples of leadership. They learn leadership by example. As their proficiency grows, they, too, have an opportunity to exercise leadership. In climbing, as elsewhere, a participant needs to be a good follower before becoming a good leader.

Climbers work together as a team to get to the top of our wall. Good team work is crucial. Climbers must entrust their life and well-being to their "stout-hearted" belayer. The friendships that develop between climbing participants frequently are life-long.