

PROGRAM

PROGRAM FEATURES & PHILOSOPHY

Boys should not be overburdened with work. Encouragement should be given to each Scout to have at least one merit badge period “off” each day, which will maximize enjoyment and minimize fatigue.

Merit badge sessions at Camp Alexander are designed to be only part of the Scout’s day. Additionally, our program areas offer free/open time activities and special events throughout the week.

PROGRAM RECOMMENDATIONS

We promote an age appropriate camp program and have designed our merit badge and camp wide activities to ensure a Scout’s advancement goals are met while ensuring his enjoyment and excitement at camp. A counseling session prior to camp with the Scoutmaster and SPL will help a Scout achieve his advancement goal. It will also enable our staff to concentrate on the requirements that the Scout needs.

First Year Camper Program Ideas:

First Class Center advancement, Art, Basketry, Leather Work, Pottery, Swimming, Cooking, First Aid, and Woodcarving Merit Badges. This program is designed for Scouts who have not yet achieved the rank of First Class.

Second Year Camper Program Ideas:

Anything not earned on the First Year Camper list, Camping, Fish & Wildlife Management, Fishing, Geology, Indian Lore, Mammal Study and Rifle Shooting merit badges.

This program places its emphasis on merit badge work. Camp Alexander provides the unique setting for completion of badges that can only be earned in the great outdoors.

Third and Fourth Year Camper Programs Ideas:

Anything not earned on the First or Second Year Camper lists: Archery, Astronomy, Canoeing, Climbing, Geo-caching, Environmental Science, Lifesaving, Nature, Orienteering, Pioneering, Rowing, Shotgun Shooting, Weather, Wilderness Survival, Search and Rescue, Emergency Preparedness

MERIT BADGE REGISTRATION

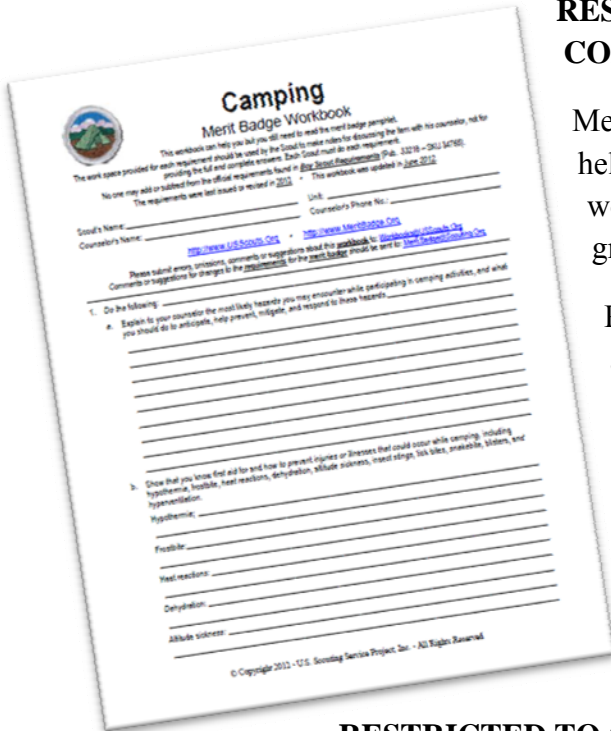
Session registration will take place prior to your arrival at summer camp. Once your May 1st payment has been received and after May 1st your account will be activated to begin registering for Merit Badge sessions. Please make sure that your campers meet all of the age requirements for the various merit badges, advance planning is necessary. Some merit badges offered at Camp Alexander have pre-requisites. Alert your Scouts to these pre-requisites, (page 19) and make sure that these requirements are completed prior to camp.

RESOURCES FOR SUCCESSFUL MERIT BADGE COMPLETION

Merit Badge Workbooks are not required but are tools that can help Scouts organize notes, listen actively, and document their work. Workbooks allow Merit Badge Counselors to offer group instruction but still "...test the Scout individually." [BSA](#)

Please visit: www.meritbadge.org for a list of all workbooks available for the summer camp season.

Printed copies will be available in the Trading Post for sale at \$1.50 cost. ***We strongly encourage the youth to print off a workbook for every merit badge he has to use in conjunction with the Merit Badge Pamphlet prior to camp.***



RESTRICTED TO OLDER CAMPERS

The Merit Badges listed below take a great deal of time to earn and are geared toward older Scouts and thus are restricted to 13 years or older prior to arrival at camp;

Environmental Science
Shotgun
Climbing

Emergency Preparedness
Kayaking

Fly Fishing
Search and Rescue
14yrs Woodworking

Other unique opportunities for older Scouts include challenging hikes and extended mountain bike rides as well as the Outback program which is designed just for them. These Scouts should also be utilized in leadership positions within the troop.

OUTBACK ADVENTURE

A premiere program for scouts 14yrs and older and adults, that will give them a little taste of everything high adventure. The program is separate from camp and requires an additional sign up. Two crews of 8 will venture out into the backcountry of Colorado to:

Hike	Rock Climb	Mountain Bike
Rappel	Night Climb/ Rappel	Full Day Rafting

The cost for this program is separate from summer camp and the campers will not count towards your campsite minimum. To find out more about this program please visit:

www.pikespeakbsa.org/camping

MERIT BADGE RECORDS

We require Scouts completing pre-camp requirements for merit badges to get in contact with a registered BSA merit badge counselor prior to camp who will sign-off any requirements satisfactorily completed (issue a partial).

Scoutmasters will receive signed rosters of completed requirements for each merit badge on Friday of the camp week. Blue cards are not used in camp unless to show partial completion of badge before camp. Blue cards with partials entered in and signed must be presented to the relevant Area Director on the first day of the Merit Badge session. If your unit uses blue cards, you will need to keep the rosters and put Camp Alexander on the blue card as the location where they received the badge. The Scoutmaster has the final approval on all merit badges and will sign off on the Blue Cards prior to your unit's court of honor.

Camp Alexander staff are unable to sign off on any work completed outside of the camp.



FIRST CLASS CENTER (FCC)

As Scoutmasters, you are strongly encouraged to emphasize the need for rank advancement to all Scouts, especially those who have not yet reached the rank of First Class.

Our staff will guide each Scout through the requirements he needs that are offered. Each Scout will be taught the subject matter and then demonstrate what they learned to a staff member. The Senior Patrol Leader, Patrol Leader or Scoutmaster should administer the final test and sign the Scout's handbook.

Scout leaders are needed to volunteer to enhance program instruction. Please sign up Sunday at the leaders meeting.

The First Class Center is broken into two parts. One section is for those scouts who are new to the BSA program and are Tenderfoot and Second Class rank. This section will cover all the requirements between Tenderfoot to First Class that can be done at camp. The second section is for those campers that are already Second Class rank and just need a few requirements to make First Class. Campers need only sign up for the double session in the morning or single afternoon session.

FIRST CLASS CENTER SCHEUDLE



Tenderfoot and Second Session



First year campers who need to complete Tenderfoot and Second Class Rank requirements should sign up for the morning double session beginning at 9:00 AM and concluding at 11:45 AM.

SCOUT RANK —————> FIRST CLASS RANK

TENDERFOOT:

4a, 4b, 5, 6, 7, 9, 11, 12a & 12b

SECOND CLASS:

1a, 1b, 2, 3c, 3d, 3e, 3f, 5, 6, 7a, b, c, 8a, b, c,

FIRST CLASS:

1, 2, 6, 7a, b, 8a, b, c, d, 9a, b, c, 11



First Class Scouts Session

Scouts needing to complete requirements for First Class Rank should sign up for the afternoon session of First Class Center which begins at 1:30PM at the First Class Center.

SECOND CLASS RANK —————> FIRST CLASS RANK

FIRST CLASS:

1, 2, 6, 7a, 7b, 8a, 8b, 8c, 8d, 9a, & 9c

There are a number of rank requirements that the Troop leadership can work on with each Scout in their respective campsites. Please see your Campsite Commissioner or Troop Guide for any additional equipment that you may require.

Adult leaders interested in helping out at the First Class Center should contact the FCC Area Director. Leaders are encouraged to attend their Scout's first session to help with the boys' placement into the correct areas of instruction.



Totin' Chip Session will only be offered on Monday - this will include the Scouts that require it to be able to participate in the Woodcarving and Archery merit badge. FCC campers will earn the certificate in the area during the week and do not need to attend this session.

The swimming requirements can only be offered on Thursday afternoon, Scouts need to be at the First Class Center by 1:15PM (If any Scout is taking the Swimming Merit Badge they will cover the Requirements needed). Hiking and swimming requirements are offered and coordinated between the First Class Center, Hiking and Swimming departments respectively.



The **Firem'n Chit** session is offered on Friday morning and covers requirements 2d and 2e for Second Class.

NEW



Cooking

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.

MERIT BADGE CAMPER PROGRAM

ONLINE REGISTRATION INFORMATION

- 1. An email will notify your Tentaroo registered leader of open registration**
- 2. Time Conflicts:** Be sure to avoid scheduling your Scouts for more than one class in the same time period. The program will allow you to schedule any class you want - it is up to you to avoid conflicts. If a class is full.
- 3. Class Size Limits and Waiting Lists:** When a class reaches its size limit, it will close. Your troop can change classes up to the Friday before your arrival. Some classes will be added due to higher demand.

If your unit does not get a username and password email, please contact us at joe.brandon@scouting.org

PLEASE make sure that your unit has provided the correct email address and contact information to our camping registrar. Unless new contact information is sent to the registrar, the Merit Badge session signup passwords will be sent to the leader who filled out the summer camp reservation form. If your email address was not readable you may not receive the information.



Session Schedules

	9:00 AM	10:30 AM	12:00 PM	1:30 PM	3:00 PM	4:45 PM	6:30 PM
Aquatics							
Canoeing	XXXXX	XXXXX		XXXXX			Free Swim & Free Boating
Kayaking	Double Session			Double Session			
Lifesaving	XXXXX	XXXXX		XXXXX			
Mile Swim BSA Award					XXXXX		
Rowing					XXXXX		
Snorkeling BSA Award					XXXXX		
Swimming	XXXXX	XXXXX		XXXXX			
Swim Lessons						XXXXX	
Hike & Bike							
Geo-caching MB	XXXXX			XXXXX	XXXXX		Open Bike & Hike & Boarding
Hiking MB	Double Session						
Mountain Biking MB Partial				Double Session			
Mountain Boarding Activity		XXXXX					
ATV Activity 14yrs Older	XXXXX	XXXXX		XXXXX	XXXXX		XXXXX
First Class Center							
Cooking MB					XXXXX		
First Class				XXXXX			
OPEN Teaching							XXXXX
Tenderfoot & Second Class	Double Session						
Handicraft							
Art & Basketry		XXXXX		XXXXX	XXXXX		
Art & Leatherwork		XXXXX			XXXXX		XXXXX
Leatherwork & Woodcarving	XXXXX				XXXXX		
Pottery	XXXXX			XXXXX			
Woodcarving & Basketry	XXXXX			XXXXX			
Woodwork							XXXXX
Safety Center							
Emergency Preparedness	XXXXX			XXXXX			
First Aid	XXXXX	XXXXX			XXXXX		
Search & Rescue		XXXXX		XXXXX	XXXXX		
Nature							
Astronomy MB		XXXXX					XXXXX
Environmental Sci. MB	Double Session			Double Session			
Fish & Wildlife MB	XXXXX						
Fishing MB				XXXXX	XXXXX		
Fly Fishing	Double Session						
Forestry MB	XXXXX						
Geology MB				XXXXX			
Mammal Study MB		XXXXX					
Nature MB				XXXXX			XXXXX
Weather MB					XXXXX		
Rock Climbing							
Climbing MB	Double Session			Double Session			Open Climbing
Outdoor Skills							
Camping MB	XXXXX	XXXXX		XXXXX	XXXXX		XXXXX
Indian Lore MB	XXXXX				XXXXX		
Orienteering MB		XXXXX		XXXXX			
Pioneering MB		XXXXX		XXXXX			
Wilderness Survival MB	XXXXX				XXXXX		
Shooting Sports							
Archery MB	XXXXX	XXXXX		XXXXX	XXXXX		Open Ranges
Rifle MB	XXXXX	XXXXX		XXXXX			
Shotgun MB	XXXXX	XXXXX		XXXXX			

XXXXX

marks the time the session is offered

MB = Merit Badge

AQUATICS

From learning to swim in our heated pool, to boating on the lake, the Aquatics staff is willing and ready to teach it all.

Our Aquatics Department will offer the following merit badges and activities this summer:



Canoeing *(May be limited by water levels)*

Learn the skills needed to successfully pilot the canoe in a straight line and how to rescue a swamped canoe. This session is a great introductory badge for 2nd year scouts and is less difficult than rowing. It is highly recommended that the CPR instruction (req 2) be completed prior to camp.



Kayaking

Kayaking provides an introduction to kayaking skills, safety procedures, and serves as a program opportunity for campers. Mastery of Kayaking skills is a first critical step towards satisfying [Safety Afloat](#) guidelines for safe kayak excursions. This session is restricted to Scouts 13 and older scouts due to physical demands. This merit badge is a **double session**, offered in the morning or afternoon. Keep in mind, the double sessions may conflict with other badges or camp and troop activities offered. Scouts should plan their schedules accordingly to avoid conflicts.



Lifesaving

Another Eagle required Merit Badge, Lifesaving is a physically demanding badge. Participants will need good stamina to complete the requirements and should bring pants & long sleeve button down shirt. It is highly recommended that CPR instruction (req. 2) be completed prior to camp.



Rowing *(May be limited by water levels)*

Rowing is a physically demanding merit badge that requires a good deal of stamina to complete the swamping drills. This badge is more technical than canoeing.



Swimming

An Eagle required Merit Badge, Swimming is a great badge for first year scouts. Please remember to bring the required clothing for each of the requirements, pants and long sleeve shirt that can get wet. It is highly recommended that CPR instruction (req. 2) be completed prior to camp.

We will offer the following activity sessions:



Snorkeling BSA Award

Snorkeling is not a merit badge but a BSA Award. The Snorkeling BSA requirements introduce campers to special skills, equipment, and safety precautions associated with snorkeling as well as encourage the development of aquatics skills that promote fitness and recreation and provide a foundation for those who later will participate in more advanced underwater activities. Scouts enrolling in Snorkeling BSA must have earned the Swimming merit badge for at least one year.



Swimming Lessons

All Scouts should know how to swim. We offer instructional swimming for Scouts who are non-swimmers or for those that would simply like to improve their skills. Please make arrangements with the Aquatics Staff so that skill evaluations and scheduling may take place.



Polar Bear Swim Award

On Friday, the final full day of camp, begins at 6:15 AM with a refreshing dip for those Scouts and Scouters who are brave enough to sample the chilly waters of Camp Alexander. Participants who successfully complete this cool dip may purchase a much sought after and well earned Polar Bear patch at the camp Trading Post.

Warning: this program is not for the faint hearted.



Mile Swim Award

Mile Swim is not a merit badge but a BSA Award. Scouts with very strong swimming skills may wish to earn the Mile Swim BSA award. To earn this award, a Scout must complete a pre-conditioning program held Monday through Wednesday (one hour a day) and swim a distance of 1 mile (1600 meters) on Thursday.



Aquatic Supervision & BSA Lifeguard

In 2009 the BSA revised the Lifeguard class and replaced it with the new program Aquatic Supervision. Camp Alexander will be offering the course for those 16 years old and older. There are two modules to this new course that will be covered:

B.S.A. Swimming & Water Rescue (8hr training)

The training provides BSA leadership with information and skills to recognize, prevent, and respond to swimming emergencies during unit activities. It expands the awareness instruction provided by Safe Swim Defense training. Person completing this training should be better able to assess their preparation to supervise unit swimming events. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards.

B.S.A. Paddle Craft Safety (8hr training)

This expands Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water. Persons completing the training should be better able to access their preparation to supervise paddle craft activities. The training is open to any registered adult leader, Scout, Venturer, or explorer who is 16 or older.

It is recommended that all participants purchase a copy of the Aquatics Supervision Manual for use during the course and during unit activities. It will be available for purchase at the Camp Trading Post.

HANDICRAFT CENTER

Along with the First Class Center, the Handicraft Center at Camp Alexander makes up the hub of our first year camper program. Badge for badge, more Scouts earn Handicraft merit badges at Camp Alexander than at any other area. Each session will allow the scout to earn two Merit Badges; in which they will start one badge on Monday and then the second on Wednesday.

Our Handicraft Center will offer the following merit badges this summer:



Art

This badge is great for first year scouts. Draw and paint your own logo and create stories through designs. It is recommended that requirement 4 (visit an Art exhibit) be completed prior to camp.



Basketry

Campers will need to purchase a Square, a Round, and a Campstool for this badge. Instruction will be given on methods to create baskets and identify the different types. This is a good badge for first year campers with kits available for purchase at the Trading Post.



Leatherwork

Learn how to tool leather, plait, and lace leather pieces together to make useful items such as wallets, iPod holders, and more. A Merit Badge recommended for first year campers with kits available for purchase at the Trading Post.



Pottery

Great for a second year camper, Pottery Merit Badge will stretch the imagination as you create a coil pot, a pinch pot, and a slab pot. Work with a potter's wheel and make decorative sculptures while learning about career opportunities in pottery. Kits are available for purchase at the Trading Post.



Woodcarving

Learn the proper techniques to carve your hiking stick and create useful camp gadgets. Must complete two different carvings, round and low relief. Kits are available for purchase at the Trading Post. Campers can earn the Totin' Chip Monday morning at the First Class Center prior to this session. This Merit Badge is recommended for first year campers.



Woodworking *(This session is restricted to youth 14yrs and older)*

Wood is an amazingly versatile, practical, yet beautiful material. A skilled craftsman can use wood to fashion just about anything. As a woodworker or carpenter, you will find no end of useful, valuable, and fun times.

HEALTH & SAFETY CENTER

Check out this new area and new program. Housed at the OA shelter near shooting sports this elaborate team will teach Emergency Preparedness and First Aid merit badges.



Emergency Preparedness

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.



First Aid

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.



Search & Rescue *(This session is restricted to youth 13yrs and older)*

Scouts aiming to earn the Search and Rescue merit badge will first learn the important differences between a search or rescue. A *search* is an emergency situation requiring a team of trained searchers to locate, access, stabilize, and transport a lost person to safety. Learn what a rescue is in this session.

CPR Session

Tuesday night from 6:30PM to 8:00PM American Safety & Health Institute will be conducting a CPR class. This is limited in size and requires an additional \$40.00 per participant. Sign up online at www.pikespeakbsa.org/camping

NATURE CENTER

Camp Alexander's 300+ acres provide a wonderful classroom for the exploration and studying of the great outdoors. Situated in some of the finest mountains any camp in the United States has to offer, our comprehensive nature program taught by knowledgeable staff is a camp highlight.

Our Nature Center will offer the following merit badges this summer:



Astronomy

Take a gander at the stars and gain knowledge in constellations and planets identification. Evening sessions are required for this Merit Badge along with a recommended age of 13 years or older plus First Class Rank.



Environmental Science

Environmental Science is an advanced, time-consuming and demanding merit badge only for Scouts at least 13 years old. This merit badge is a **double session**, offered in the morning or afternoon. Keep in mind, the double sessions may conflict with other badges or camp and troop activities offered. Scouts should plan their schedules accordingly to avoid conflicts.



Fish & Wildlife Management

Participants will get a depiction of methods used to manage wildlife to balance habitats. They will also work with fish identification and estimates per lake size or fish age.



Forestry

Take an in-depth look at the plants, shrubs, and trees that make up the Pike National Forest. Become skilled at identifying 15 different species of trees and gain knowledge on healthy forest management.



Geology

Discuss rock formations and how they impact our earth. Participants will also learn about Energy, Mineral Resources or the Earth History as an option. Great for 1st year campers!



Mammal Study

Good for the 1st or 2nd year camper, Mammal Study will expose the participants to the vast array of wildlife and habitats the camp has to offer. Learn about the different animal kingdoms and classification of different mammals.



Nature

This session is a great introductory to the natural world that surrounds us. Discover

animals and plants in the camps backyard; learn to identify them, and what role they play in the food chain, yum!



Weather

Find out what causes rain, wind, hail, and lightning during this session. Scouts will make a rain gauge and keep a weekly log while learning to identify different types of clouds.

FISHING CENTER

Are you ready to catch the biggest fish in the lake or river? Our fishing department is here to help with the regulations and show which spot is best! Our lake and river are stocked each summer with Brown, Rainbow and Cutthroat trout for camper enjoyment.

Our Fishing Staff will offer the following merit badges this summer:



Fly Fishing

The Fly Fishing Merit Badge requires a \$10.00 ticket for materials & equipment to be purchased at the Trading Post prior to the start of class. The Fly Fishing Merit Badge is for Scouts 13 years and older. It is a **double session** merit badge held Monday through Friday morning.

SPONSORED BY:



www.anglerscovey.com



Fishing

Master your fishing skills by learning all the knots and casting techniques to land the big one. Gather an understanding of Leave No Trace and how it applies to fishing. Participants will need to bring their own equipment. Limited equipment is available for rent at the office.

FISHING REGULATIONS

•Fishing Licenses: Campers may fish in Lake Alexander, but must first have a Camp Alexander Fishing Permit. This permit is earned by attending an orientation on Sunday evening or visiting the main office to read the rules and regulations. In order to fish on the South Platte River, anyone over the age of 16 must first obtain a State of Colorado Fishing License along with a Camp "A" Fishing Permit. Colorado State Fishing licenses can be purchased in the town of, Lake George.

Fishing at the lake:

- To fish at the lake, you must have an official Camp Alexander Fishing Permit.
- Catch and release only.
- Only flies and lures are to be used as bait.

- All hooks must be barbless or have the barb crimped down. Treble hooks are prohibited at Camp.
- All Scouts must have a buddy with them in order to fish.

Fishing is only allowed during daylight hours.

Fishing at our River Frontage:

- You must check out at the Business Office before you go to the river where you will receive a river fishing permit.
- You must remain on Camp Alexander property at all times.
- Scouts must be accompanied by an adult at all times. No “one on One” Permitted.
- You must have a Camp Alexander fishing permit, and if you are 16 or older, you will also need a Colorado State Fishing license.
- Catch and release only at the river.
- Barb less hooks, lures, and flies only. No power bait, salmon eggs, and no treble or double hooks are allowed.



Fishing Equipment:

All equipment rod, hook, lures etc. should be brought by each person wishing to fish at the Lake or on the River. We do have some equipment available at camp for scouts taking the Merit Badge only.

SHOOTING SPORTS

The sheer exhilaration of self competition when an arrow, a bullet, or a shot reaches its mark, is second to none. Shooting sports disciplines the mind and body to concentrate, relax and enjoy.

As with our other program areas and activities, the emphasis at our shooting ranges is safety. The rules may seem strict, but they are to ensure a safe, fun environment for all campers to come and test their abilities.

Our Shooting Sports Staff will offer the following merit badges this summer:



Archery

Archery requires a certain degree of strength and patience. Participants are required to have or obtain their Totin-n-Chip card prior to the first session. Material cost are \$5 and can be purchased at the Trading Post.



Rifle

Learn the techniques for proper gun safety and shooting. Participants will use a .22 caliber Henry single shot rifle to qualify for the requirements of marksmanship. A \$10.00 Rifle ticket covers unlimited ammo, targets, and is available for purchased at the trading post.



Shotgun Shooting

Scouts wishing to enroll in the Shotgun merit badge MUST be at least 13 years old. This merit badge is physically demanding that requires a lot of stamina. Each participant will need to purchase a \$25.00 Shotgun Ticket for ammo and clay pigeons from the Trading Post.

Our advice is that Scouts begin with Rifle Shooting and then advance to the Archery merit badge. Scouts should avoid working on two Shooting Sports merit badges at the same time due to the large amount of time required to qualify for each merit badge.

Please do not bring firearms, ammunition, bows or arrows to camp. BSA National Standards and insurance requirements prohibit their presence on the property. They cannot be stored in Campsites, vehicles or used on our ranges. Thank you for your cooperation in this very important matter.

There is no age limit for the Evening Activities at the Rifle Range. Tickets are necessary to shoot at the Rifle Range and Shotgun range for any activity. Rifle range tickets are \$2.00 for 10 shots. Shotgun tickets are \$5.00 for 10 shots.

OUTDOOR SKILLS

The fun of the outdoors combined with practical life-long skills make up Camp Alexander's Outdoor Skills Area. Scouts will learn to find their way, build towers, and perfect their camping and survival skills.

Our Outdoor Skills staff will offer the following merit badges this summer:



Camping

Set up for 2nd year campers, Camping Merit Badge is an introductory to the essentials of outdoor planning. This is a popular badge and 4 sessions are offered to accommodate.



Indian Lore

Learn about Native American heritage through clothing, food, song, and games. This is great for a first time camper. An Indian Lore kit for making different decorative items is required from and available from the Trading Post.



Orienteering

Enjoy GPS? Then taking Orienteering Merit Badge will explain the roots of the origin of travels with compass and maps. Become skilled at reading a topographical map, compass, and how to setup a cross-country course.



Pioneering

Gain knowledge in rope making and lashings to create a signal tower or monkey bridge during your week in Pioneering Merit Badge. This is a great session for 1st class Rank or higher scouts.



Wilderness Survival

Ever get lost? Find the basic skills to survive and signal for help in the event you were lost or stranded in the wilderness. Participants will stay in their natural shelter Thursday night.

Experience has shown us that Pioneering and Wilderness Survival Merit Badges are strongly recommended for 3rd year campers, First Class or above. These badges may require extra time for projects outside the regular class schedule.

ROCK CLIMBING

Concentration, a sense of adventure, and stamina are some of the requirements needed for rock climbing. Success is measured in part by big smiles, close team work, and the thrill of scaling rock faces in excess of 50 feet.

At Camp Alexander the Climbing sessions will be available to Scouts who are 13 years or older.



Climbing

This merit badge is a **double session**, offered in the morning or afternoon. Keep in mind, the double sessions may conflict with other badges or camp and troop activities offered. Scouts should plan their schedules accordingly to avoid conflicts. Weather conditions at Camp Alexander may cause disruption to the climbing schedule, requiring an alternative climbing schedule throughout the week.

Scouts will have the opportunity to register for an evening climb or rappelling session. There is no age requirement for the rappel or climbing evening activity. During the week Scouts may have the opportunity to complete a rappel which satisfies the Camping Merit Badge requirement.

CLIMBING MERIT BADGE IS SPONSORED BY



www.frontrangeclimbing.com

HIKE AND BIKE CENTER

Our Hike and Bike Center will be offering the following Merit Badges and Activities:



ATV Activity Brand new for 2013!

Scouts will learn the proper handling of an All Terrain Vehicle. Safety and ATV maintenance will be taught along with the certification from the ATV Safety Institute as a driver. During each session there will be five slots for 16yrs and older scouts and 3 slots will be open for scouts 14yrs and older. **An additional cost of \$65 covers the gas, maintenance, and use of the ATV.**

SIGN UP IS SEPARATE FROM MERIT BADGE PROGRAM ONLINE AT

www.pikespeakbsa.org/camping



Hiking

We will be offering the Hiking Merit Badge as a pre-known partial. Scouts will learn about hiking precautions and planning. First Aid will also be covered and scouts will hike several trails throughout the camp. Due to length of hikes this program will be a **double session** in the morning to avoid Thunderstorms.



Mountain Biking

Participants will learn about bike and trail maintenance. Several mountain bike rides will take place throughout the week and we recommend scouts be 13 years and older for the physical difficulties of this badge. Scouts will have the opportunity to learn about bike safety, maintenance, low impact riding and trail etiquette during our Mountain Bike session. This merit badge is a **double session**, offered only in the afternoon. Keep in mind, the double sessions may conflict with other badges or camp and troop activities offered. Scouts should plan their schedules accordingly to avoid conflicts.

Please do not bring any personal bikes to Camp. Only camp bikes are permitted.



Mountain Boarding Activity

For older scouts ready for a physical challenge! This mix between snowboarding and skateboarding is the latest craze across the nation. Scouts will learn about safety, turning, starting, stopping, and even some tricks during this activity session. This is an activity and no Merit Badge will be earned.

Camp Alexander Merit Badge Pre-Requisites & Cost

MERIT BADGE OR ACTIVITY	MIN AGE	Pre-Requisites	Cost
MB	ARCHERY	Requires strength and maturity. Large time commitment for qualification. Tot-n-Chip card required.	\$5.00
MB	ART	Read Merit Badge book prior to camp	\$5.00- \$10.00
MB	ASTRONOMY	Evening and night activities. Read MB book prior to camp.	\$1.00
MB	BASKETRY		\$10.00 - \$20.00
MB	CAMPING	Req. to be taught by Troop prior, during or after camp: 5e, 7b, 8c, 9a,b	None
MB	CANOEING	Pass BSA Swim Test. Requires strength. Read MB Book prior to camp.	None
MB	CLIMBING	13yrs + Taught as a double period so plan accordingly to avoid scheduling conflicts.	None
MB	COOKING	Req 5, 6, 7 to be done with Unit	\$8.00
MB	MOUNTAIN BIKING		\$5.00
MB	E. PREPAREDNESS	13yrs + First Aid Merit Badge, 2c, Read Merit Badge book	None
MB	ENVIRON. SCIENCE	13yrs + E Science is an advanced, time-consuming, and demanding MB. Requires maturity and patience.	\$1.00
MB	FIRST AID	Completion of all first aid requirements for Tenderfoot Rank, Second Class Rank, and First Class Rank.	None
MB	FISH & WILDLIFE	Read Merit Badge book prior to camp	None
MB	FISHING	Bring own Equipment. Only flies, and lures are allowed as bait, All hooks must be barbless or barb crimped down, treble hooks are not allowed	None
MB	FLY FISHING	13yrs + Camp will provide equipment \$10.00 charge for supplies.	\$10.00
MB	FORESTRY	Read Merit Badge book prior to camp	None
MB	GEOCACHING	Bring a GPS unit if you have one. Req. 8 and 9 must be completed after camp	\$5.00
MB	GEOLOGY	Read Merit Badge book prior to camp	None
MB	HIKING	Req 5,6,7 cannot be completed during camp	None
MB	INDIAN LORE	Read Merit Badge book prior to camp	\$18.00
MB	KAYAKING	13yrs + Pass the BSA Swim test, Swimming and Canoeing MB, Double Session	None
MB	LEATHERWORK	Read Merit Badge book prior to camp	\$2.50 to \$10.00
MB	LIFESAVING	Complete BSA Swim Test prior to camp, earned Swimming MB and be able to swim 400 yards prior to camp. Must bring long pants, long sleeve shirt and belt for disrobe.	None
MB	MAMMAL STUDY	Read Merit Badge book prior to camp	None
MB	NATURE	Read Merit Badge book prior to camp	\$1.00
MB	ORIENTEERING	Read Merit Badge book prior to camp	None
MB	PIONEERING	Read Merit Badge book prior to camp	None
MB	POTTERY	Req. 7 Visit Pottery Museum or Kiln or Online Research	\$5-15.00
MB	RIFLE	Read MB Book prior to camp.	\$10.00
MB	ROWING	Pass BSA Swim Test. Requires strength. Read MB book prior to camp.	None
MB	Search & Rescue	13yrs + Req 5, 10, must be complete prior or after camp	
MB	SHOTGUN	13yrs + Requires maturity, strength and patience. Large time commitment for qualification.	\$25.00
MB	SWIMMING	Pass BSA Swim Test on arrival. Read MB Book prior to camp	None
MB	WEATHER	Read Merit Badge book prior to camp	None
MB	WILD. SURVIVAL	Read Merit Badge book prior to camp	None
MB	WOODCARVING	Tot-n-Chip card needed prior to camp or completed at the FCC	\$15-18
MB	WOODWORKING	14yrs + Tot-n-Chip, Strength to work with hand tools	\$10.00