



Massawepie Scout Camps - Camp Pioneer - Scouts BSA

Class Catalog

Event Contacts

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Registration opens November 30, 2018
Visit www.scoutingevent.com/397-massawepie2019 to register



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**MSC413 Animation**

Computer or traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities.

9:45-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft**Sessions:** All**Maximum number of participants:** 1611:30-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft**Sessions:** All**MSC401 Archaeology**

Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft**Sessions:** All**Maximum number of participants:** 1610:45-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft**Sessions:** All**MSC101 Archery**

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.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Archery Range**Sessions:** All**Maximum number of participants:** 1810:45-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Archery Range**Sessions:** All2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Archery Range**Sessions:** All**MSC403 Art**

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including 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

9:45-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft**Sessions:** All**Maximum number of participants:** 16**Prerequisites:** Requirement #6 - With your parent's permission and your counselor's approval, visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop. Find out about the art displayed or created there. Discuss what you learn with your counselor. Scout can bring a photo of himself at the museum or bring a pamphlet from the museum to camp. And scout can write a paragraph about or make a drawing of what he saw.11:30-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft**Sessions:** All**MSC301 Astronomy**

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

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- 9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore
Sessions: All
Maximum number of participants: 16
NOTE: Completion of this Badge is dependent on good weather.
- 10:45-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore
Sessions: All



MSC701 Athletics

Being involved in an athletic endeavor is not only a way to have fun, but it also is one of the best ways for a person to maintain a healthy and strong body, living up to the promise each Scout makes "to keep myself physically strong.

- 9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Sports/Mtn.Bike
Sessions: All
Maximum number of participants: 20
Prerequisites: Requirement #3 - Scout can bring a letter from his parent, leader, or coach stating that he has participated in a sport. And Scout can bring his training program and monitoring chart to camp. Requirement #5 - Scout can write recordings of beginning and ending scores, times, or results and bring them to camp. Or Scout can record beginning scores, times, or results at camp and complete at home.

NOTE: This Merit Badge requires Scout to bring/wear proper footwear (running shoes, sneakers, etc).

- 10:45-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Sports/Mtn.Bike
Sessions: All



MSC402 Basketry

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

- 9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Sessions: All
Maximum number of participants: 20
- 10:45-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Sessions: All
- 2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft **Instructor:** David Wyant
Sessions: All
- 2:45-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft **Instructor:** David Wyant
Sessions: All



MSC605 BSA Stand Up Paddleboarding

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.

- 2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics **Instructor:** Kyle Frear
Sessions: All
Maximum number of participants: 12

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MSC201 C.O.P.E.

Challenging Outdoor Personal Experience (COPE) is one of the programs of the Boy Scouts of America. COPE was launched in 1983. The program comprises group initiative games, trust events, low-course events, and high-course events. Some activities involve a group challenge, while others develop individual skills and agility. Participants climb, swing, balance, jump, rappel, and devise solutions to a variety of problems. Most participants achieve much more than they imagined they could. COPE is designed to meet the needs of people of all ages who are seeking ways to challenge and expand their physical and mental abilities. As a noncompetitive program, COPE permits every participant to succeed. The group activities are ideal for enhancing the leadership and teamwork of Scout units, and activities that challenge individuals can be used to promote selfefficacy and personal growth.

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** C.O.P.E./Climbing Tower

Sessions: All

Minimum Age: 14

Minimum number of participants: 2

Maximum number of participants: 16



MSC501 Camping

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert 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, too.

9:45-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

Maximum number of participants: 18

Prerequisites: Requirement: #4b - Scout can bring a letter from his leader stating that he has prepared a campout to camp. And scout can bring copies of his duty roster, menus, and equipment needs to camp. Requirement: #7 - Scout can bring his completed gear checklist to camp. And Scout can bring to camp a letter from his leader stating that he has properly packed his gear. Requirement: #8d - Scout can bring to camp a letter from his leader stating that he has prepared a meal or bring photos of the meal. Requirement: #9 - Scout can bring to camp a letter from his leader stating that he has camped for 20 days and 20 nights. And scout can bring to camp a letter from his leader stating that he has completed two of the optional requirements while camping.

10:45-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All



MSC601 Canoeing

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

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics

Sessions: All

Maximum number of participants: 18

NOTE: This Merit Badge requires the successful completion of the BSA Swim trest AT CAMP on Sunday after or Monday Morning.



MSC202 Climbing

Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** C.O.P.E./Climbing Tower

Sessions: All

Maximum number of participants: 16

Prerequisites: Completion of Merit Badge is weather dependent. Recommend age is 13.

NOTE: Completion of this Badge is dependent on good weather.

10:45-12:15 PM **Days:** Mo Tu We Th Fr **Room:** C.O.P.E./Climbing Tower

Sessions: All

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MSC502 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, and will review the variety of culinary (or cooking) careers available.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

Maximum number of participants: 12

NOTE: Scouts will cook & prepare all meals on the following day:

Class A & B - Tuesday

Class C & D - Wednesday

Class E & F - Thursday

9:45-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

10:45-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

11:30-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

2:45-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All



MSC702 Cycling

Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge.

9-12 PM **Days:** Mo Tu We Th Fr **Room:** Sports/Mtn.Bike

Sessions: All

Maximum number of participants: 16

Prerequisites: Recommend age is 13.

NOTE: Completion of this Badge is dependent on good weather.



MSC503 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.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

Maximum number of participants: 20

Prerequisites: Be sure to review the Merit Badge Pre-requisites located with the attachments when you register. Recommend age is 13.

11:30-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

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MSC302 Environmental Science

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.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All

Maximum number of participants: 20

Prerequisites: Recommended age is 13

10:45-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All



MSC317 Exploration

2:45-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation

Sessions: All

Maximum number of participants: 16



MSC504 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.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

Maximum number of participants: 20

9:45-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

10:45-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

11:30-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

2:45-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All



MSC304 Fish and Wildlife Management

Wildlife management is the science and art of managing the wildlife - both animals and fish - 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. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All

Maximum number of participants: 20

10:45-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All



MSC303 Forestry

In working through the Forestry merit badge requirements, 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.

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All

Maximum number of participants: 15

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MSC305 Geology

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

9:45-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore
Sessions: All
Maximum number of participants: 16

11:30-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore
Sessions: All

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore
Sessions: All



MSC404 Indian Lore

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

9:45-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Sessions: All
Maximum number of participants: 20

11:30-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Sessions: All



MSC406 Journalism & Photography

One thing is for sure about journalism: It is never boring. For a reporter, almost every day is different from the last. One day you might interview the mayor of the city, the next day report on a car accident, and the day after that preview a new movie.

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Sessions: All
Maximum number of participants: 16

Prerequisites: These badges are together because the class does option C for requirement 4 of journalism "tell a story through photographs." The class is taught in such a manner that requirements are intertwined daily. There is no option to pick only one.

10:45-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Sessions: All



MSC602 Kayaking

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics
Sessions: All
Maximum number of participants: 16

NOTE: This Merit Badge requires the successful completion of the BSA Swim trest AT CAMP on Sunday after or Monday Morning.

10:45-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics
Sessions: All

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MSC405 Leatherwork

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.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

9:45-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Sessions: All

Maximum number of participants: 20

NOTE: This Merit Badge requires a project jit to be purchased at the Trading Post. Kits range in price from \$10-\$20. Scout must bring money to class on Monday.

11:30-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Sessions: All

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Sessions: All

2:45-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Sessions: All



MSC603 Lifesaving

No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. 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, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics

Sessions: All

Maximum number of participants: 12

Prerequisites: Recommend age is 13

NOTE: This Merit Badge requires the successful completion of the BSA Swim trest AT CAMP on Sunday after or Monday Morning.



MSC306 Mammal Study

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.

9:45-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All

Maximum number of participants: 20

11:30-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All

2:45-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All

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MSC900 Mountain Fox

This program for older Scouts or Venture crew members (must be at least 14 years old) provides day-time High Adventure experiences, while returning the participants to their unit site most nights to help provide leadership for the younger Scouts.

The participants plan a schedule that may include:

canoeing, mountain biking, high ropes course, zip line, climbing/rappelling, and whitewater rafting! So here is the plan:

Sunday: you come in and check into camp with your unit. You spend that day and night with your home unit.

Monday: You meet as a group all of that week's Mt Fox participants. As a group you decide on your itinerary for the week. You may choose to do C.O.P.E. , or climb a high peak. Canoe thru several Mountain streams, hike one of the many trails, or take on the Saranac 6 or The Tupper Lake triad. Each day you will have a different experience.

Thursday: You will go White water rafting.

Each night you will be back in camp (unless you decide to do an overnight) with your unit for the evening. Then you will trek out each morning to your new adventure. The sky is the limit!

9-3 PM **Days:** Mo Tu We Th Fr **Room:** Trek Center **Instructor:** Freddy Stein

Sessions: All

Additional Fee: \$99.00

Minimum Age: 14

Maximum number of participants: 20

Prerequisites: This program is limited to 20 participants per week, and an additional fee of \$99 does apply to cover the extra transportation and program expenses. Participants must be in good physical condition and be a blue swimmer.



MSC307 Nature

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.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All

Maximum number of participants: 20

10:45-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All

2:45-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All



MSC308 Oceanography

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.

9:45-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All

Maximum number of participants: 16

11:30-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All

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MSC505 Orienteering

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

Maximum number of participants: 16

11:30-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

2:45-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All



MSC703 Personal Fitness

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Sports/Mtn.Bike

Sessions: All

Maximum number of participants: 20

Prerequisites: Recommend age 13.

NOTE: This Merit Badge requires Scout to bring/wear proper footwear (running shoes, sneakers, etc).

2:45-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Sports/Mtn.Bike

Sessions: All



MSC506 Pioneering

Pioneering-the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars-is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

Maximum number of participants: 16

10:45-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All



MSC310 Pulp and Paper

Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All

Maximum number of participants: 12

10:45-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All



MSC311 Reptile and Amphibian Study

Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All

Maximum number of participants: 16

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MSC102 Rifle Shooting

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and 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.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Rifle Range **Instructor:** Rob Byers

Sessions: All

Minimum Age: 12

Maximum number of participants: 16

10:45-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Rifle Range **Instructor:** Rob Byers

Sessions: All

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Rifle Range **Instructor:** Rob Byers

Sessions: All



MSC609 Rowing

Rowing is the use of 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.

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics

Sessions: All

Maximum number of participants: 16



MSC507 Search and Rescue

The process and safety methods of working around specialized teams such as aircraft, canine, and aquatic rescue teams. Identifying differences between search and rescue environments, such as coastal, wilderness, rural, and urban landscapes. Determining when Universal Transverse Mercator (UTM) and latitude and longitude (Lat/Lon) should be used.

9:45-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

Maximum number of participants: 20

10:45-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All



MSC103 Shotgun Shooting

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. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Shotgun Range **Instructor:** Ron Rowcliffe

Sessions: All

Minimum Age: 12

Maximum number of participants: 16

10:45-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Shotgun Range **Instructor:** Ron Rowcliffe

Sessions: All

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Shotgun Range **Instructor:** Ron Rowcliffe

Sessions: All

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MSC604 Small-Boat Sailing

Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.

10:45-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics

Sessions: All

Maximum number of participants: 20

Prerequisites: Recommend age 13

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics

Sessions: All



MSC312 Soil and Water Conservation

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. 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.

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All

Maximum number of participants: 20



MSC408 Space Exploration

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Sessions: All

Maximum number of participants: 16

NOTE: This Merit Badge requires a project jit to be purchased at the Trading Post. Kits range in price from \$10-\$20. Scout must bring money to class on Monday.

10:45-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Sessions: All

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Sessions: All

2:45-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Sessions: All



MSC704 Sports

Millions of people participate in sports every year. For some the appeal is the close friendships that come with being part of a team. Some revel in the joy of victory and lessons of defeat. 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 measurable improvement that comes with dedication to a sport.

9:45-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Sports/Mtn.Bike

Sessions: All

Maximum number of participants: 20

NOTE: This Merit Badge requires Scout to bring/wear proper footwear (running shoes, sneakers,etc).

11:30-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Sports/Mtn.Bike

Sessions: All

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MSC606 Swimming

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 some basic competitive swimming skills.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics

Sessions: All

Maximum number of participants: 20

NOTE: This Merit Badge requires the successful completion of the BSA Swim trest AT CAMP on Sunday after or Monday Morning.

10:45-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics

Sessions: All

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics

Sessions: All



MSC801 Trailblazer

In the TrailBlazer Program, first year campers get started right at camp while working on requirements for Tenderfoot, Second Class, and First Class. As a special highlight, on Thursday the TrailBlazers take the 5-mile hike around Massawepie Lake!

Trailblazers at Massawepie Scout Camps make the most of your first summer.

Trailblazers is Massawepie's first year camper program. Scouts who have recently crossed-over or joined your unit will have the opportunity to learn essential Scout skills while fully experiencing everything Massawepie has to offer!

There are two sessions. Scouts may enroll in either Spruce , which meets from 9:00-10:30 and from 2:00-2:45, or Tamarack , which meets from 10:45-12:15 and from 2:45-3:30. Both sessions are identical.

Develop the skills necessary for your Scouting future. Scouts enrolled in Trailblazers will learn about the following rank advancement requirements.

Tenderfoot: 1.c, 3.a,b,c,d; 4.a,b,c; 5.b,c; 7.a

Second Class: 2.b,c,d,f,g; 3.a,b,c,d; 6.a,b,c,d,e; 8.b

First Class: 3.a,b,c,d; 5.b,c,d; 7.a,b,f

Discover opportunities at camp to learn even more. Scouts may learn about the following requirements across camp during open program time or through appointment with counselors.

Second Class: 4; 5.a,b,c,d

First Class: 4.a,b; 5.a; 6.a,b,e

Earn merit badges at the same time. Scouts have the opportunity to enroll in merit badge classes while not at Trailblazers. Due to limited travel time, we recommend enrolling in merit badges at Scoutcraft or Handicraft during the 2:00-2:45 or 2:45-3:30 sessions.

9-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Trailblazer

Sessions: All

Maximum number of participants: 30

10:45-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Trailblazer

Sessions: All



MSC313 Weather

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

9:45-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All

Maximum number of participants: 20

11:30-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Ecology/Conservation **Instructor:** Kyle Wiesmore

Sessions: All

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MSC508 Wilderness Survival

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All

Maximum number of participants: 20

Prerequisites: Req#5 Put together a personal survival kit and explain how each item could be useful. ** Scout can bring his actual kit to camp, or he may take photos of the kit and bring them to camp**

NOTE: Scouts taking this Merit Badge will independently build and spend 1 night in a shelter in or near their unit's campsite.

2:45-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Sessions: All



MSC409 Wood Carving

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 and that can become a lifetime activity.

9:45-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Sessions: All

Maximum number of participants: 16

Prerequisites: Requires a project kit to be purchased at the Trading Post. Kits range in price from \$10-\$20 for each badge. Scouts must bring money to class on Monday.

NOTE: This Merit Badge requires a project kit to be purchased at the Trading Post. Kits range in price from \$10-\$20. Scout must bring money to class on Monday.

11:30-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Sessions: All

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Sessions: All

2:45-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Sessions: All

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MSC612 BSA Paddlecraft Safety

Float trips are popular Boy Scout, Venturing, and Sea Scout activities. Safety Afloat awareness training provides guidelines for safe float trips and is required of unit leaders, but does not provide the skill training mandated by those guidelines. BSA Paddle Craft Safety 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. The program contains four separate modules. Basic canoeing and basic kayaking options cover flat water skills. River canoeing and river kayaking options build on the basic programs to include moving water.

10:45-12:15 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics**Sessions:** All**Minimum Age:** 15**Maximum number of participants:** 16**Prerequisites:** 1. Prerequisites:

- A. Be age 15 years old or older prior to training
- B. Submit written evidence of physical fitness
- C. Complete Safety Afloat training.



MSC611 BSA Swimming & Water Rescue

Training for BSA Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training. Persons completing the 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.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics**Sessions:** All**Minimum Age:** 15**Maximum number of participants:** 16**Prerequisites:** 1. Age and Physical Fitness:

- A. Be 15 years old or older prior to training
- B. Submit written evidence of physical fitness
- C. Complete Safe Swim Defense training

2. Swimming Ability:

- A. Complete the BSA Swimmer Test: Jump feetfirst into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.
- B. Recover a 10-pound weight from 8 feet of water.



MSC203 Climb On Safely

Climb On Safely is the Boy Scouts of America's procedure for organizing BSA climbing/rappelling activities at a natural site or a specifically designed facility such as a climbing wall or tower. All unit-sponsored/planned climbing activities, regardless of where they are held, fall under Climb On Safely. This applies to a single unit or multiple units that may be participating in a joint unit climbing activity. Leaders are responsible for making sure all points of Climb On Safely are followed. Unit committee chairs and local councils must ensure that an adult on the tour has taken Climb On Safely training.

8:45-9:30 PM **Days:** We **Room:** C.O.P.E./Climbing Tower **Instructor:** Matthew Hossenlopp**Sessions:** All**Maximum number of participants:** 15

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MSC610 Safe Swim Defense

BSA groups shall use Safe Swim Defense for all swimming activities. Adult leaders supervising a swimming activity must have completed Safe Swim Defense training within the previous two years. Safe Swim Defense standards apply at backyard, hotel, apartment, and public pools; at established waterfront swim areas such as beaches at state parks and U.S. Army Corps of Engineers lakes; and at all temporary swimming areas such as a lake, river, or ocean. Safe Swim Defense does not apply to boating or water activities such as waterskiing or swamped boat drills that are covered by Safety Afloat guidelines. Safe Swim Defense applies to other nonswimming activities whenever participants enter water over knee deep or when submersion is likely, for example, when fording a stream, seining for bait, or constructing a bridge as a pioneering project.

8:45-9:30 PM **Days:** Tu **Room:** Aquatics **Instructor:** Kyle Frear

Sessions: All

Maximum number of participants: 15



MSC609 Safety Afloat

BSA groups shall use Safety Afloat for all boating activities. Adult leaders supervising activities afloat must have completed Safety Afloat training within the previous two years. Cub Scout activities afloat are limited to council, district, pack, or den events that do not include moving water or float trips (expeditions). Safety Afloat standards apply to the use of canoes, kayaks, rowboats, rafts, floating tubes, sailboats, motorboats (including waterskiing), and other small craft, but do not apply to transportation on large commercial vessels such as ferries and cruise ships.

8:45-9:30 PM **Days:** Tu **Room:** Aquatics **Instructor:** Kyle Frear

Sessions: All

Maximum number of participants: 15



MSC511 Trek Safely

Trek Safely is designed to help Scouting groups be fully prepared for a backcountry trek. It will help each youth member and adult leader recognize situations that could develop in which the group will have to adjust its schedule or route, or even make camp for the night because of weather circumstances or an injured or ill crew member. Crews that address possible scenarios in advance are less likely to be surprised on the trail. Contingency planning is critical to the success of every trip

8:45-9:30 PM **Days:** Tu **Room:** Trek Center **Instructor:** Freddy Stein

Sessions: All

Maximum number of participants: 15

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MSC314 Bird Study

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

3:45-5 PM

Days: Mo Tu We Th Fr

Sessions: All

Prerequisites: Merit badge is available during OPEN PROGRAM. Requirements must be completed with a counselor during the afternoon or evening program. Arrangments can be made Sunday evening or throughout the day on Monday. Requirement #5 - Scout can bring his completed field notebook to camp. Requirement #6 - Scout can bring his completed field notebook to camp and discuss the bird songs with his counselor. Requirement #7 - Scout can write a paragraph or make a poster including information about the Christmas Bird Count nearest to his home and bring this to camp. Requirement #8 - Scout can bring photos of his project or a letter from a parent or leader stating that he has completed his project to camp.

7-8:30 PM

Days: Mo Tu We Th Fr

Sessions: All



MSC410 Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

3:45-5 PM

Days: Mo Tu We Th Fr

Sessions: All

Prerequisites: Merit badge is available during OPEN PROGRAM. Requirements must be completed with a counselor during the afternoon or evening program. Arrangments can be made Sunday evening or through out the day on Monday.

7-8:30 PM

Days: Mo Tu We Th Fr

Sessions: All



MSC318 Collections

Collecting can be an educational and financially rewarding pastime: a collector must educate himself about a specific subject, be able to tell which items are worth preserving, how to catalog and organize his collection, and how to evaluate the value of items.

3:45-5 PM

Days: Mo Tu We Th Fr

Sessions: All

7-8:30 PM

Days: Mo Tu We Th Fr

Sessions: All



MSC412 Fingerprinting

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.

3:45-5 PM

Days: Mo Tu We Th Fr

Sessions: All

7-8:30 PM

Days: Mo Tu We Th Fr

Sessions: All



MSC315 Fishing

In Scouting for Boys, Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."

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3:45-5 PM

Days: Mo Tu We Th Fr

Sessions: All

Prerequisites: Merit badge is available during OPEN PROGRAM. Requirements must be completed with a counselor during the afternoon or evening program. Arrangments can be made Sunday evening or through out the day on Monday.

7-8:30 PM

Days: Mo Tu We Th Fr

Sessions: All



MSC802 Geocaching

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

3:45-5 PM

Days: Mo Tu We Th Fr

Sessions: All

Prerequisites: Merit badge is available during OPEN PROGRAM. Requirements must be completed with a counselor during the afternoon or evening program. Arrangments can be made Sunday evening or through out the day on Monday.

7-8:30 PM

Days: Mo Tu We Th Fr

Sessions: All



MSC510 Hiking

Hiking is a terrific way to keep your body and mind in top shape, both now and for a lifetime. Walking packs power into your legs and makes your heart and lungs healthy and strong. Exploring the outdoors challenges you with discoveries and new ideas. Your senses will improve as you use your eyes and ears to gather information along the way.

3:45-5 PM

Days: Mo Tu We Th Fr

Sessions: All

Prerequisites: Merit badge is available during OPEN PROGRAM. Requirements must be completed with a counselor during the afternoon or evening program. Arrangments can be made Sunday evening or through out the day on Monday.

7-8:30 PM

Days: Mo Tu We Th Fr

Sessions: All



MSC608 Instructional Swimming

For Scouts who are learning to swim or need to work on improving themselves.

3:45-5 PM

Days: Mo Tu We Th Fr

Sessions: All

7-8:30 PM

Days: Mo Tu We Th Fr

Sessions: All



MSC316 Sustainability

Scouts have to develop and implement plans to reduce their family's water and electric usage. They also must learn about topics such as climate change, species decline, and population concerns.

3:45-5 PM

Days: Mo Tu We Th Fr

Sessions: All

Prerequisites: Merit badge is available during OPEN PROGRAM. Requirements must be completed with a counselor during the afternoon or evening program. Arrangments can be made Sunday evening or through out the day on Monday.

7-8:30 PM

Days: Mo Tu We Th Fr

Sessions: All

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MSC411 Textile

People use countless fibers and fabrics in their everyday lives: clothes, carpets, curtains, towels, sheets, upholstered furniture. Add to that list boat sails, book bindings, bandages, flags, sleeping bags, mailbags, airbags, seat belts, backpacks, parachutes, umbrellas, basketball nets, and more.

3:45-5 PM

Days: Mo Tu We Th Fr

Sessions: All

7-8:30 PM

Days: Mo Tu We Th Fr

Sessions: All