



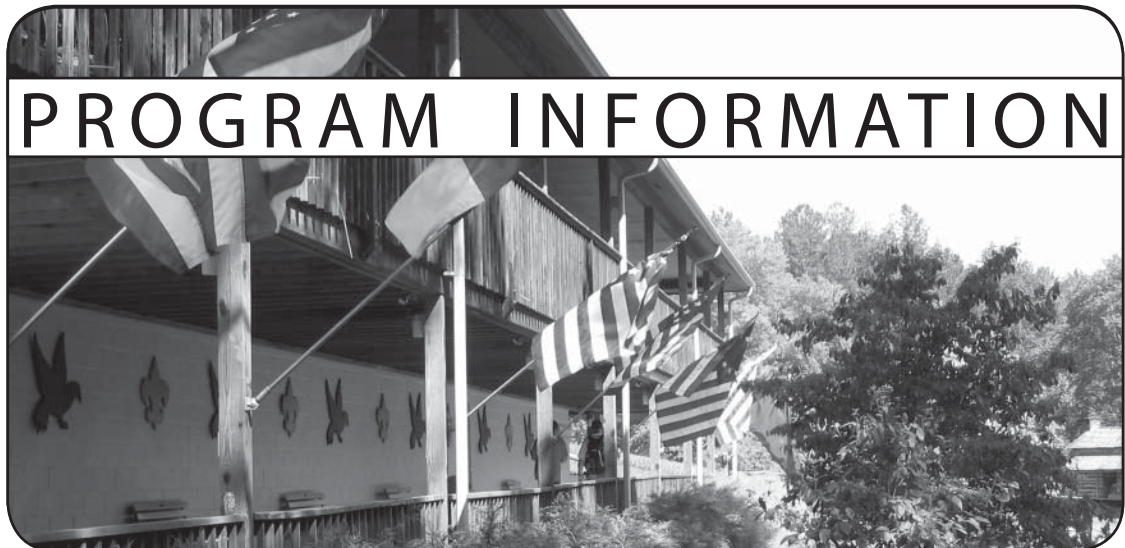
TROOP

919

Pfafftown, NC

**SUMMER
CAMP
2010**

**Camp Raven Knob
July 18-24, 2010**



PROGRAM INFORMATION















Merit Badge Program

The merit badge program is the cornerstone of the summer camp program and Raven Knob offers a wide selection. Most merit badges can be completed at camp, however, there are a few that need some additional work at home because of time requirements, special projects, or other considerations. In addition, some merit badges require prerequisites or practice to develop proficiency in specific skills.

If your council requires blue cards, please bring them with you to camp. The cards should be completely filled out by the unit and brought to the Administration Building for an official signature. The Scoutmaster will receive an advancement report prior to departure on Saturday, noting completes and partials, including those requirements that remain outstanding. It is the unit's responsibility to transfer this information to the corresponding blue card.

Key to Program Icons

The following icons are used in the Program Information section of this guide to help you in easily identifying which sessions are most appropriate for which Scouts. Be sure to read the program description for details about that particular program.

-  One hour session
-  Two hour session
-  Three hour session
-  All day program
-  Recommended for all Scouts
-  Recommended for younger Scouts
-  Recommended for older Scouts — Raven Scouts or first year campers are not eligible for this session
-  Merit Badge required for Eagle
-  Written material required
-  Program fee or material cost
-  Indicates requirements that must be completed at home; they can not be completed at camp
-  Indicates requirements that may be completed before coming to camp to allow more time for additional activities.
-  Indicates a prerequisite for this program
-  Indicates a maximum capacity for this session; priority is given on a first-come, first-serve basis



Aquatics Area



BSA Lifeguard



This is a rigorous program that certifies a Scout to be a Lifeguard. Scouts are required to spend all of their time in the Aquatics area. Scouts must be at least 15 years of age. Physical strength, stamina, and a great deal of written work is required. This program is recommended only for older Scouts and strong swimmers. It is highly recommended that the CPR instruction be completed prior to camp. Strong swimming skills are required.

Recertification is available for those with current BSA Lifeguard certification or whose certification has expired within the past 6 months. Candidates for recertification must complete both BSA Aquatic Supervision courses. This requires attendance on Monday Morning and Afternoon and Tuesday Afternoon. Bring a bathing suit and towel. Candidates for recertification must provide current BSA Lifeguard, CPR, Safe Swim Defense, and Safety Afloat certificates.

Proficient in elementary backstroke, breaststroke, front crawl or trudgen, and sidestroke. Swim 550 yards in a strong manner.

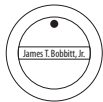


Canoeing



This is a two-hour session. Good physical strength and stamina required. This is a good merit badge to introduce boating; it is less difficult than rowing. It is recommended that the CPR instruction (requirement 2) be completed before camp.

Swimming merit badge



Free Swim



What could be a better end to a hot summer day than a dip in the cool waters of Lake Sabotta? Free Swim is open to all levels of swimming ability.



Kayaking BSA



This activity will allow participants to fulfill the requirements for Kayaking BSA certification. This program is recommended for older scouts. You will learn how to capsize your kayak, a variety of kayaking strokes, and other exciting things.

Successful completion of Swimming Merit Badge.



Lifesaving



This badge is required for Eagle (with alternate), and is a two-hour session. It is a challenging merit badge that requires physical strength and stamina. Bring long



Footware is now required for all boating activities. Water shoes are highly recommended.



pants, a long-sleeved button down shirt, socks and shoes. It is recommended that CPR instruction (requirement 13) be completed prior to camp.

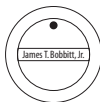
📌 Swimming merit badge



Mile Swim

1

This is not a merit badge, but allows Scouts to earn the Mile Swim badge. Scouts are required to swim an increased amount each day prior to the mile swim.



Non-swimmer/Beginner Instruction

1

Learn to swim with the Raven Knob lifeguards! Session will focus on developing skills needed to attain next level of swimming ability. The Beginner's test completes requirement 7 for Second Class, and the Swimmer's test completes requirement 9 for First Class.



Rowing

2 📌 ✓ 2

Physical strength and stamina are required to successfully complete this badge. The skills are more difficult to master than in Canoeing. Slide seat rowing has been added as part of this merit badge. It is highly recommended that CPR instruction (requirement 2) be completed prior to camp.

📌 Swimming merit badge



Small-boat Sailing

2 📌 MAX ✓ 1b, 8

This is a two-hour session.

Experience in sailing is recommended. Sailing conditions are dependent upon weather (it is hard to sail without wind). Requirement 8 may be completed before coming to camp. It is highly recommended that CPR instruction (requirement 1b) be completed prior to camp.

📌 Swimming merit badge



Snorkeling BSA

1 \$ MAX

This is not a merit badge, but allows Scouts to earn the Snorkeling BSA certification. There is a \$5.00 program fee. Gear will be provided, or Scouts may bring their own.

📌 Successful completion of BSA swimmer test.

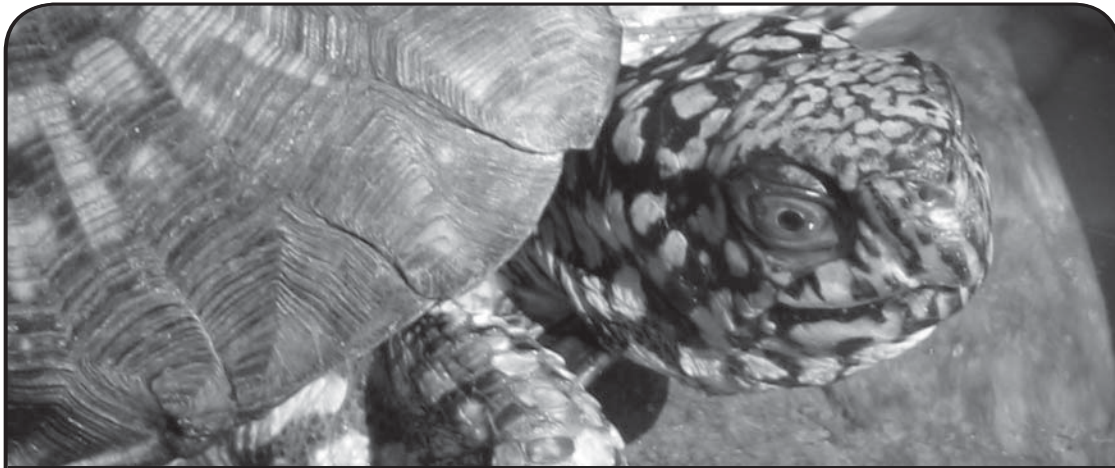


Swimming

1 📌 ✓ 2

This merit badge is required for Eagle (with alternates), and is required to take any other Aquatics area badge. Bring long pants and a long-sleeved button down shirt that can get wet to inflate clothing. It is highly recommended that the CPR instruction (requirement 2) be completed prior to camp. Scouts that do not pass the Swimmer's test will be moved to Non-Swimmer/Beginner Instruction.

📌 pass the Swimmer's test



Nature Area



Astronomy

1 6,9

Learn about the Solar System including the Sun, Moon, and Planets. Identify star constellations and observe the cosmos during a few evening sessions and from an inflatable planetarium. Also Requirement 6 & 9 may be done prior to coming to camp.



Bird Study

1 7,8

Study and identify different birds native to the area. Also, identify and be able to label the different parts of a bird. Also Requirement 7 & 8 may be done prior to coming to camp. It is highly recommended that scouts bring Binoculars to camp for this merit badge.



Environmental Science

2 1,2,6

This badge is required for Eagle and is a two-hour session. It requires daily hikes, field notes, and experiments. There is a great deal of written material, but some of it (Requirements 1, 2, & 6) can be completed before coming to camp. Scouts younger than the age of 13 will not be allowed to participate in this merit badge program.

DUAL MERIT BADGE SESSION **1**



Fish & Wildlife Management

8

There is some written material for this badge and a conservation project is also required. Scouts should bring old shoes to wear in the creek. Requirement 8 may be done before coming to camp.



Mammal Study

3

Requires some written work, a small report, and a conservation project. Requirement 3 may be done before coming to camp.



Geology

1 5 (3a)

Learn about different rock formations and more about the field of Geology. Requirements 5 may be done before coming to camp.



Nature

1

This is an excellent introductory merit badge to the Nature area. It requires some hiking, and night observation (frog hunt).



Reptile & Amphibian Study

1 8

This badge requires drawings and night observation (frog hunt). Scouts must keep a reptile or amphibian for at least one month to complete this badge. This (requirement 8) must be done outside of camp. This merit badge is not recommended for Scouts who are very afraid of snakes, although the instruction may lessen these fears.



Space Exploration

1 7,8

Scouts have the opportunity to construct, launch and recover a model rocket. There is a \$7 materials fee for the rocket kit. A couple drawings are required which involve some creativity. These (requirements 7 and 8) may be done before coming to camp.



Weather

1 6,8,9

Scouts will build a weather instrument and use it to track the weather during the week. This badge covers a lot of material. An interest or background in weather is helpful. Requirements 6, 8, and 9 may be completed before coming to camp.

DUAL MERIT BADGE SESSION **1**



Forestry

1

A leaf collection, a field trip to a lumber mill, and a report on the field trip are required. Scouts need a notebook and adhesive tape for mounting the leaf collection, or complete it before coming to camp (requirement 1).



Pulp and Paper

\$ 7

Scouts will learn methods of papermaking and components that go into making modern paper. Requirement 7 may be done prior to camp.

---OR---



Plant Science

6

Scouts will learn about different types of plants and what the parts of plants do. They will also gain an understanding of Photosynthesis and learn about how environmental factors affect plants. Requirement 6 may be done prior to arrival to camp.

**Scouts will sign up for either:
Forestry / Pulp and Paper
Forestry / Plant Science



Scoutcraft Area



Archaeology

1 ✓ 4,5,10,11

This is a great merit badge for scouts of any age! This hands-on program explores how researchers investigate past human cultures through material remains. Scouts will participate in an excavation at Raven Knob and prepare artifacts for museum display.



Cooking

2 \$ ✓ 8

This badge is a two-hour session. Scouts will prepare and eat lunch in the Scoutcraft area for most of the week (food will be provided). Cooking experience highly recommended. There is a \$10 fee for this session. Requirements 8 may be done before coming to camp.



Camping

2 ✓ ✓ 3,7b 🏠 8d,9

This badge is required for Eagle, and is a two-hour session. Scouts should bring appropriate camping equipment (backpack, sleeping bag, etc.) and must bring their own tent for the overnighter. Requirements 3 and 7b may be done before camp. Requirement 8d and 9 must be done before camp. Scouts taking this merit badge must go on the Scoutcraft Overnighter.

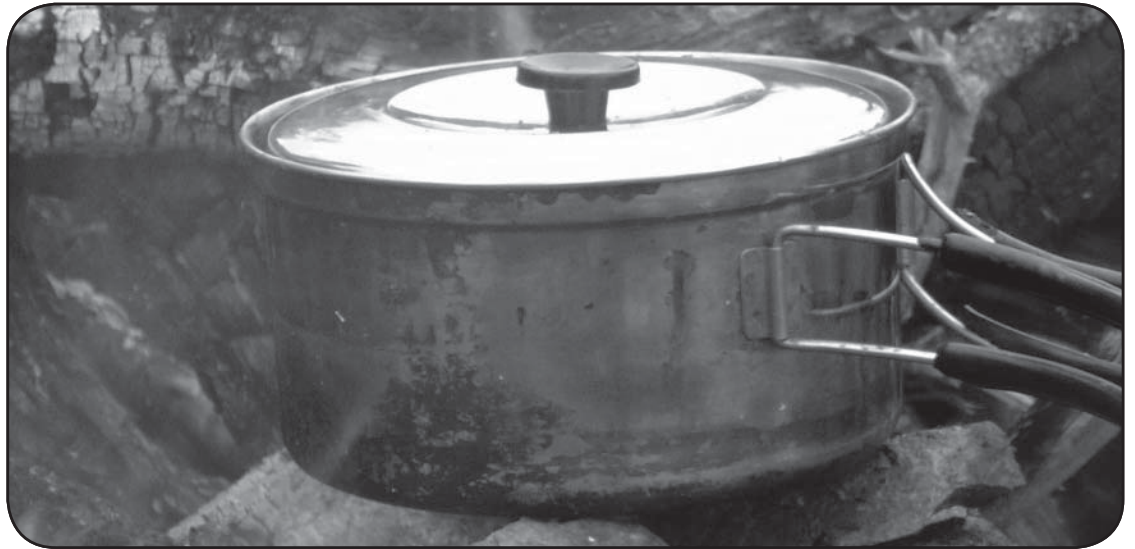


Emergency Preparedness

2 🚶 🗺️ ✓ 8,9

This badge is required for Eagle (with alternate) and is a two-hour session. It covers a great deal of written material, and there are skills to master. Familiarity with knots is extremely important. This badge is recommended for older Scouts. Requirement 8 and 9 may be done before coming to camp.

📄 First Aid merit badge



First Aid

2 2b, 3b, 3c

This badge is required for Eagle, and is a two-hour session. It covers a great deal of written material and there are skills to master. Requirement 2b may be completed before coming to camp. It is highly recommended that CPR instruction (requirement 3b) be completed prior to camp.

First Aid requirements for Tenderfoot through First Class



Geocaching

1

This merit badge will be offered to Scouts who have completed the Orienteering Merit Badge. Scouts will use GPS to locate several different waypoints along the way to find the “prize”. Scouts may provide their own GPS units or use the ones provided by camp.



Orienteering

1

This badge is a one-hour session. It requires setting up and completing orienteering courses. Experience with a map and compass is helpful. Some physical stamina required to run courses. Scouts should bring a compass.



Pioneering

This two-hour session requires Scouts to complete a pioneering project. Familiarity with knots, lashings, and splices is helpful. This is great training for older Scouts wanting to build their outdoor skills.



Safety

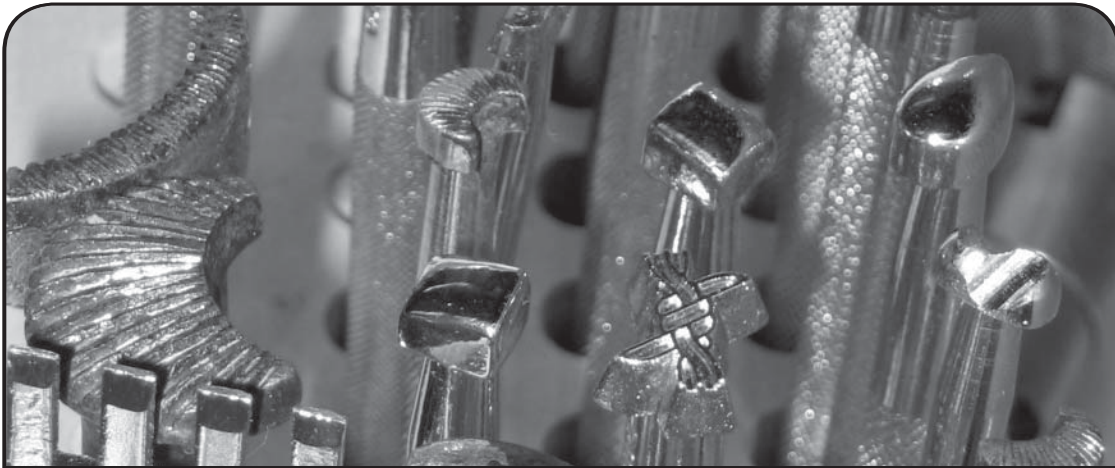
Scouts will have the opportunity to learn about making their environment safe. They will create safety checklist for their homes. They learn about exit plans in different buildings, make an accident prevention plan, and complete a safety project. This merit badge is not intended for scouts enrolled in the Raven Scout program.



Wilderness Survival

1 5

This badge is a one-hour session. It requires an overnight camping trip where participants will sleep in a shelter they construct during the session. Requirement 5 must be done before coming to camp and should be sent with the scout to camp to show the instructor. Scouters younger than 13 will not be allowed to participate in this merit badge program.



Handicrafts Area



Art

1 \$

Scouts in this session should have some drawing or artistic experience. There is a lot of freedom in choosing medium and subjects for artwork. There is a \$5 materials fee for this session.



Basketry

1 \$

Each Scout will weave a square basket, round basket and stool that can be taken home. This is an excellent merit badge for young Scouts. There is a \$10 materials fee for this session.



Indian Lore

1 \$ ✓ 1

This badge is recommended for all Scouts. Scouts are invited to dance in the Round Dance at the Wednesday night OA ceremony. There is a \$10 materials fee for this session. Requirement 1 may be completed before coming to camp.



Leatherwork

1 \$ ✓ 4

This is another good badge for young Scouts. There is a \$5 materials fee for this session. Requirement 4 may be done before coming to camp.

DUAL MERIT BADGE SESSION- **✓ 2 \$**



Cinematography

In this merit badge Scouts will learn the basics of film and video production. They will shoot their own features and edit them while at camp.



Photography

5

In this merit badge Scouts will learn the basics of general and digital photography. Scouts may bring their own camera at their own risk and should not bring expensive cameras to camp. Cameras will be available to registered participants. There is a \$20 materials fee to cover the cost of equipment and materials.



Wood Carving

1 \$

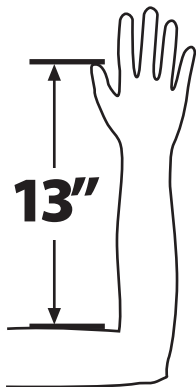
This merit badge is not recommended for first-year Scouts. There is a \$5 materials fee for this session. Knives are available for Scouts to use. Scouts will learn the basic carving skills. They will complete a round carving and a relief carving. Wood carving requires some hand strength. Scouts should earn Totin' Chip before taking Wood carving.



Shooting Sports Area



Scouts in Raven Scouts are ineligible to participate in Shooting Sports programs.



Venture Crew Pistol Shooting participants must present verification of being registered in a Venture Crew. Copies of their application or registration card will provide adequate verification. Approval from a leader is also required.

Scoutmasters are asked to use discretion when registering participants for programs in the Shooting Sports area. Scouts unable to properly hold a firearm or draw a bow have little chance of fulfilling the merit badge requirements within the week, and will be excused from the session on Monday to attend another program. As a reminder, Scouts who have already earned a merit badge are not eligible to sign up for that program again. For more information, please see Age, Maturity and Skill Level on page 9.



Archery

2

This badge is a two-hour session. Shooting experience is highly recommended, and Scouts must be able to successfully draw a 22 lb. bow ten times consecutively. Scouts unable to complete this will be assisted in choosing another merit badge. Completing this badge requires a lot of time to qualify. Each session is limited to 32 Scouts. Scouts in Raven Scouts are not eligible to participate in this merit badge.



Venture Crew Pistol Shoot

2

This program is designed to give registered Venturers age 14 and above instruction in the basics of handgun safety and shooting. The session is limited to 8 participants with a program cost of \$20.00. Participants should bring their Venture/

Ranger handbook to each shooting session to record event progress. Parental consent is required. Please bring RKSR 2d form found in the Registration Packet to your first session.



Rifle Shooting

2

This badge is a two-hour session. Shooting experience is highly recommended, and it requires a lot of time to qualify. Scouts should have adequate strength and size to manage a ten pound target rifle. As a means to determine adequate size, the Scout should have a distance of at least thirteen inches between the tip of his thumb and the top of his upper arm as shown. Also each Scout should bring a copy of his state's Hunting Regulations, to be used during the knowledge session of the merit badge. Each session is limited to sixteen Scouts. There is a \$5 program fee.



Shotgun Shooting

3

This program will teach Scouts the basics of handling and shooting a shotgun as well as safety precautions for firearms. They will have the opportunity to complete Shotgun Shooting merit badge and to practice their skills in a safe area. Scouts must be at least 13 years of age to take this merit badge. Each session is limited to 15 Scouts. There is a \$30 program fee.



Outback High Adventure Program

The Outback High Adventure program at Raven Knob provides the opportunity for older Boy Scouts and Venturers to participate in exciting and challenging programs. The programs available appeal to a variety of interests.



Climbing



Scouts will learn the basics of climbing and rappelling and practice these skills on the tower. Later in the week, Scouts have the opportunity to climb some of the rocks at nearby state parks. Safety is stressed as ability is developed.

Scouts who successfully complete the Climbing program at Raven Knob will earn the Climbing merit badge. Each session is limited to 16 Scouts. Scouts must be at least 14 years of age to participate in this program. There is a \$20 program fee.



Mountain Biking



Scouts will have the opportunity to learn and practice the skills needed for a mountain bike trip, including proper riding skills, maintenance, and trip preparations. The trails and old logging roads of Raven Knob provide excellent terrain to test Scouts of all ability levels. Mountain Biking badge completes all requirements for cycling merit badge except requirement 8 and 9.

Scouts who successfully complete the Mountain Biking program at Raven Knob will complete part of the Cycling merit badge. Scouts should bring their own mountain bikes, bicycle helmet and an extra tire tube. Bikes must be in good condition. Scouts must be at least 15 years of age to participate in this program. There is a \$20 program fee.

Bicycles are for use in the Mountain Biking Program. They should be stored with the Mountain Bike gear at Catawba Cabin. Due to safety concerns we do not allow Scouts to ride bicycles through the camp as they are going from session to session or to their campsites. Bikes will be stored after each session at the Catawba Cabin when not in use.

Cripple Creek Village

-The Mountain Man Experience-



This will be a week of mountain living experiences like no other. A week in the backwoods of Raven Knob, surrounded by towering mountains, pristine streams, the smell of wood smoke and challenging adventure at every turn. Scouts and Venturers who spend the week along Cripple Creek will live like the frontiersmen of the mid 1800's. With coyotes howling, fires a roaring and huckleberry's for the picking, everyone will experience the true flavor of backwoods mountain living.

Over the course of the week there will be knife making and throwing. There will be blacksmithing and hawk throwing along with chuckwagon cooking. You may also get a chance to try your hand at flint knapping,



Must be at least 14 years of age to participate in Cripple Creek program.



Participants and leaders will need a current Class 1 or 2 or current Class 3 medical form. Please send 2 copies of the Medical form. One will be kept in the Program area and the other in the Health Lodge.



firemaking and beadwork as well. After a full day of chores and challenges, kickback at the Canteen for a mug of rootbeer and hear what all the other Mountain Men have been up to. Then you can decide on tomorrow's adventures, will there be bullet molding, woods tools, or maybe try your luck at the old Emory Mine... who knows, you might just hit the big one!

Cripple Creek Village is located in the wilderness area of Raven Knob Scout Reservation. Participants will spend the whole week in the area. Meals will be prepared by the participants and our staff in the Chuckwagon Kitchen. Everyone will be camping in wall tents along Cripple Creek. Showers and restrooms are readily available and water is available from the new hand pump well. Scouts and Venturers can come as a group or as individuals. An adult leader is required with groups of six or more.

Grab your gear and get ready for backwoods living at its roughest! We'll be waiting for you at Cripple Creek.

-This is a co-ed program open to all Venturers. We will not have a female staff member, this co-ed Venturer Crews will need to make sure that they have appropriate Leadership.

-All Cripple Creek participants will need to be at least 14 years of age at the time they will attend their week in camp.

-The Cripple Creek Crowd will be attending the Wednesday night campfire in downtown Raven Knob.

-All participants and leaders will need a current BSA Medical Form 34605, a current Philmont or National Jamboree medical form.

-It is recommended that participants bring their gear in footlockers... one per person.

-If a troop brings more than five scouts to the program then they must provide a leader at Cripple Creek for the week.

-Participants should bring work clothes, general camp clothing, along with their Class A uniforms. Otherwise, just follow the list of general camping items as posted in the Leaders Guide for Summer Camp.

-All participants should be in general good health and sound physical condition to take part in this program. Participants will be allowed in the program based on the staff's discretion and leader's recommendation.

-Each participant will complete their own leaderwork project, blacksmithing tool and a knife project.

-There will be a materials fee of \$30.00 for each participant. Leader's fees will be in concurrence with the standard leader's fee plan.

-Cripple Creek participants should complete health check with their unit, then report to the Scoutcraft area with all their gear.



Rampage!



Can't decide which high adventure program you want? Then why not do them all? That is what Rampage! delivers — a buffet of high adventure packed into one week. Just imagine a full week loaded with whitewater kayaking, climbing and bouldering, backpacking along the Appalachian Trail, mountain biking, and river boarding. There is a \$50 program fee.

Wilderness

Interested in the wilderness? Take an overnight trek through the Grayson National Highlands and the Mount Rogers National Recreation Area — some of the most pristine wilderness areas this side of the Mississippi River. At Mount Rogers, you will mingle with wild ponies, stand on the highest mountain in Virginia, and gaze at some of the brightest stars you may ever see.

River Boarding

Imagine riding whitewater on a boogie board. Nothing will get you closer to power and exhilaration of whitewater than river boarding. An experienced staff will instruct and guide participants in one of the newest adventure sports to hit the outdoors.

All the Comforts

Our high adventure base camp, near the banks of the New River in Virginia (the world's second oldest river), provides all the amenities of summer camp. Platform tents with cots are a welcoming sight after a long day of adrenaline-pumping excitement. Breakfast and supper are served under the 30ft tarp on the spacious deck. So, a little rain won't dampen your meal. You'll even make it to the Wednesday night campfire.

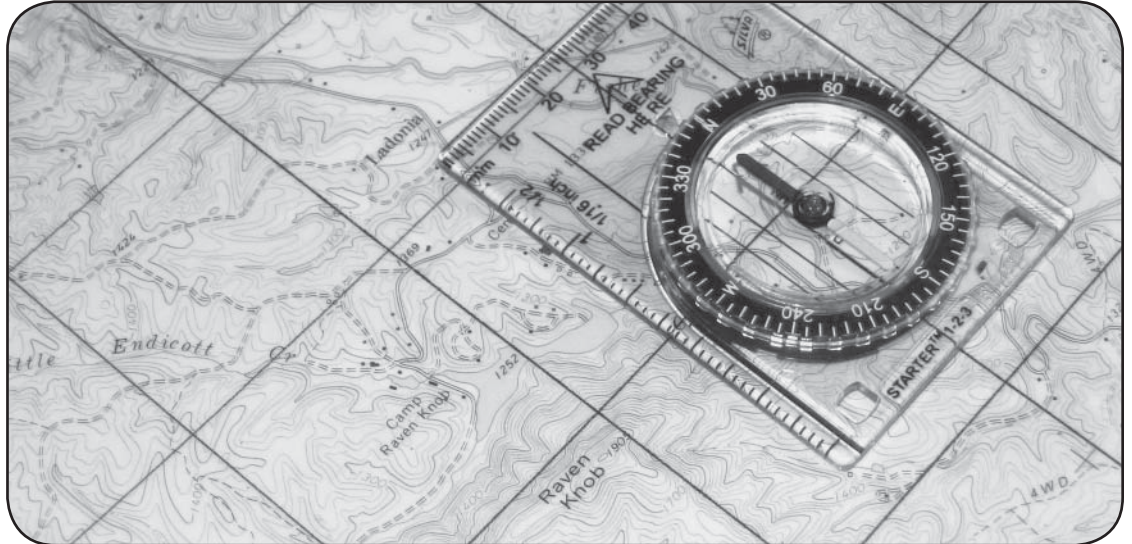
Participants will return to camp Friday evening. Scouts must be at least 14 years of age to participate.

What to Bring

Participants are allowed to bring one footlocker to be stored at base camp. This will provide a means for participants to secure their personal items. Participants are limited to one footlocker and one backpacking bag (or equivalent). Footlockers should be no larger than 35 inches long by 15 inches tall by 20 inches wide. Personal tents are also allowed in our tent area, but not in grassy areas. Hammock tents are the newest form of personal sleeping systems and allowed at base camp as well, though are not recommended while on the backpacking trek.



Participants and leaders will need a current Class 1 or 2 or current Class 3 medical form. Please send 2 copies of the Medical form. One will be kept in the Program area and the other in the Health Lodge.



Required:

- ✓ rain gear
- ✓ 2 water bottles
- ✓ backpack
- ✓ sleeping bag with pad
- ✓ backpacking tent/tarp with ground cloth
- ✓ mess kit (with fork and/or spoon)
- ✓ toiletries
- ✓ sunscreen
- ✓ hat/cap
- ✓ personal first-aid kit
- ✓ river sandals/shoes
- ✓ hiking boots/shoes
- ✓ old shoes (will get VERY dirty during caving)
- ✓ gloves (will get VERY dirty during caving)
- ✓ headlamp and/or flashlight
- ✓ long-sleeve shirt or fleece (minimum of one)

Recommended, but not required:

- ✓ footlocker (for base-camp gear)
- ✓ fleece hat
- ✓ disposable camera(s)
- ✓ non-scented baby wipes
- ✓ gaiters
- ✓ freezer bags (zip-lock)
- ✓ insect repellent
- ✓ pocket knife
- ✓ compass

Rampage participants should complete health check with their unit, then report to the log cabin with all their gear.



Raven Knob Golf Academy



FORE! Raven Knob Golf Academy is an all morning session. Scouts will enjoy playing golf, while working towards the requirements for Golf merit badge in the summer camp environment. A typical week will include a few rounds at local golf courses. Scouts should have a general understanding of the game before signing up for this half-day activity.

Scouts are encouraged to bring their own set of clubs; a limited number of clubs will be available for the participants to share. Session sizes are limited. Leaders will be asked to assist with transportation and coaching. Leaders make sure you sign up on Sunday night in the Chapel, and don't forget your clubs! There is a \$20 program fee to cover green fees for youth and adults.

Participants in Raven Knob Golf Academy will complete all requirements for Golf Merit Badge. Participants will need to bring their own golf clubs.



Raven Scout Program

Each Scout in the Raven Scout Program learns the basic skills that all Scouts must master to become proficient in camping and outdoor activities. There are two programs available covering those skills that are required for advancement to the ranks of Tenderfoot, Second Class, and First Class. While designed primarily for Scouts who are new to the Scouting program, and generally those coming to summer camp for the first time, it is not limited to those Scouts.

The Raven Scout staff will attempt to help Scouts master the basic skills for camping, first aid, ropework, map and compass work, and nature hiking.

Unlike the merit badge program, it is impossible to come to camp and, in a week, complete all of the requirements for First Class. The Raven Scout staff will do everything in its power to help each Scout become proficient in as many of the Scouting skills as possible. Each Scout will receive credit for those requirements he has completed toward the ranks of Tenderfoot, Second Class, and First Class. How much each Scout completes is up to him, and it is very possible that two different Scouts will complete different requirements, and that some complete more than others.

Who Should Sign Up?

Unit leaders should consider each Scout individually when deciding whether he should sign up for this program. While a Second Class Scout may gain valuable skills in the program, he may be better served in the merit badge program. Likewise, a 14- or 15-year-old may be in his first summer at camp, but may be advanced enough to bypass this program in favor of merit badges.

Scouts should only be enrolled in one of these sessions. Leaders are encouraged to work with Raven Scout participants in the Troop's campsite. A review here can put into practice the skills the Scouts have learned during the week.

Keep in mind that Scouts enrolled in any Raven Scout sessions are not eligible to participate in Trail to Eagle or other advanced merit badges.

Leader Assistance

Adult leaders are always needed to assist in this area. Arrangements should be made through the area director.



Scouts enrolled in the Raven Scout Program will not be enrolled in Trail to Eagle merit badges or other advanced programs.



Scouts should only be enrolled in one of the Raven Scout sessions.



Requirements Covered

Raven Scouts

Tenderfoot: 4a, 4b, 5, 6, 7, 8, 9, 10a, 11, 12a, 12b
Totin' Chip

Second Class: 1a, 3, 5, 6a, 6c, 7a

Senior Raven Scouts

First Class: 2, 6, 7a, 7b, 7c, 8a, 8b, 8c, 8d, 9a

What to Bring

In addition to regular items to bring to camp, Scouts in the Raven Scout Program should bring the following items:

- Daypack
- Canteen
- Poncho
- Compass
- Pencil and Paper
- Pocket Knife
- Scout Handbook

- These items are available for purchase in the Trading Post.

Raven Scout Program



The Raven Scout Program is a three hour session that focuses on the requirements for Tenderfoot and Second Class. This is an excellent introductory program for Scouts new to the Troop and coming to camp for the first time. This program is offered only in the morning.

Senior Raven Program



The Senior Raven Program is a two hour session that focuses on the requirements for First Class. This program is good for Scouts who may be attending camp for the first time, but have been in the Troop for a while. This program is offered only in the afternoon.



Trail To Eagle Program

The Trail to Eagle is an intensive program focused on some of the Eagle required merit badges.

Scouts may register to complete as many requirements as is feasible over the course of the week, however some requirements will need to be completed at home. As these Eagle required badges are quite involved, Scouts are advised to take no more than two of these badges at a time.

Most of the badges require prior preparation or bringing materials from home. All of these sessions require written material. Scouts need to bring a standard notebook, pencil, and pen.

These sessions are for older Scouts working toward Eagle. Scouts that are under the age of 13, first year campers or are in any of the Raven Scout sessions are not eligible to enroll in Trail to Eagle sessions.



Citizenship in the Nation

1 2, 3, 6, 8

This session focuses on the organization and operation of the United States government. Requirement 2, 3, 6 and 8 must be completed before camp.



Citizenship in the World

2 7

Scouts learn about the meaning of citizenship and the relationship between nations and world organizations. Requirement 7 must be completed before camp; do 2 of the 5 choices and bring the work with you to camp.



Communications

1 3, 5, 7a, 7b, 7c, 8

This badge requires several written and oral activities strengthening a Scout's communication skills. Scouts that prepare some material before camp will find it easier to complete this badge. Requirements 3, 5, and 8 must be completed before camp.



Personal Fitness

1 7, 8, 9

Scouts participating in this session should have some degree of physical strength and be prepared to exercise vigorously for two hours each day. Each Scout should check with his doctor before participating in this session. First-year Scouts are not eligible to participate in this merit badge. Requirement 7 must be completed at home.



Personal Management

2 1, 2, 10

This is an intensive and time-consuming merit badge. The session will cover the majority of the requirements for this merit badge, however, there are some requirements that can only be completed at home after attending camp. Requirements 1, 2 and 10 will be covered, but must be completed at home.



Computers

1 10

This merit badge is for scouts who wish to advance their technological knowledge. Participants will identify the four major parts of computer systems and gain an overall knowledge of how a computer works.

NEW

This program requires an info packet of worksheets that may be downloaded (Adobe format) from our web site ravenknob.com



Scouts in the Raven Scout program are ineligible to participate in the Trail to Eagle program. Scouts who are too young may be removed from the session.

Twilight & Other Activities

Many activities are available in the evening hours between Vespers and Taps. Some activities have been scheduled by the camp staff, and are open to all Scouts and leaders. Other activities may be done on a unit basis and can be scheduled by the unit leader through the appropriate program area. These arrangements can be made at the Sunday Leaders' Meeting.

Beadwork

Are you a dancer building an outfit? Do you want to learn different types of beadwork? Do you want to design your own beadwork piece? This is the session for you. During the course of the week a scout will have an opportunity to work on projects to expand their knowledge. It's a great class for older scouts who want to work on their own projects from home or have earned most of camp's merit badges. This class is offered from 4:00pm - 5:00pm in the Handicrafts area and cost \$20.00.

Knob Hike

The Knob Hike is a great way to see beyond the developed parts of camp. A guided hike is led by the staff and leaves from the OA Arena on Monday evening.

Units or individuals who do their own hike to the Knob should sign out at the bridge crossing at the start of the trail. The buddy system should be followed by all Scouts.

Free Swimming and Free Boating

You can also see the camp from the water. The Aquatics area sponsors free boating and free swimming. Units may also be able to schedule other activities in the Aquatics area, such as volleyball, through the Aquatics Director.

Disc Golf Tournament

Tuesday night after dinner, a disc-golf doubles tournament will be held. Sign ups for the tournament will be held throughout the day on Monday and until lunch on Tuesday at all meals. For those interested, find a partner, sign up at one of the meals and begin practicing as soon as you get to camp.

Patch Trading

Calling all Patch Collectors! Join us on the porch of the Trading Post for Patch Trading. Bring some patches you want to trade and enjoy the fellowship with other traders. Celebrate 100 years of Scouting with Patch Trading on Tuesday and Thursday night at 8:00 pm to 9:30 pm. Drop on by, grab a Slushi, and let the Trading Wars begin.

Reptile Night

Learn about some of creatures in the nature found at Camp Raven Knob. You'll get to see snakes and reptiles and learn more about them from the Nature staff. The Program director will announce during a Leader's and Senior Patrol Leader's meeting when the Nature Staff will hold Reptile Night.

Other Activities

Activities, such as rappelling, or a troop shoot, may also be available during your stay at camp. Also, some program areas will have open nights where Scouts can come and either finish merit badge work or visit an area where he is not taking a merit badge. A Scout could work on a leather belt in Handicrafts, even if he isn't taking the Leatherwork merit badge. The time and availability of these activities will be announced at the Leaders' Meeting on Sunday.

With all of the activities to choose from, a unit may request services from the camp staff for aid in planning their own evening activities. The unit's Commissioner is an excellent resource to answer questions about twilight activities. Unit leaders must be present during the entire time a unit activity is taking place.

Week at a Glance

Tentage

Generally speaking, all units will be housed in standard two person wall tents. These tents have wooden floors with steel beds and vinyl-covered mattresses. Some campsites are equipped with adirondak shelters instead of tents. These shelters accommodate six Scouts and have permanent wooden bunk beds and vinyl-covered mattresses. Pictures of most campsites are available on our web site at ravenknob.com.

Unit leaders should plan to share tents since the camp does not have the resources to provide each leader with his own tent. Leaders who wish to guarantee separate accommodations, and leaders not staying the entire week, should make arrangements to provide their own tent.

Daily Schedule

Each day follows a regular daily schedule. The schedule for Saturday and Sunday vary for check-in and check-out. On Sunday, Wednesday and Friday, the evening activity is a campwide campfire in the OA Arena. Everyone in camp is expected to attend and wear their Scout uniform. There are a variety of activities available to choose from on the remaining evenings.

Uniform

The official Boy Scout summer field uniform is recommended for wear by both youth and adults while in camp. This uniform — commonly referred to as Class A uniform — is to be worn to Dinner each day and to campwide activities such as campfires.

Here are a few tips to help your uniform stay fresh longer:

- Don't wear it at times when it does not have to be worn; change clothes after supper to avoid getting it dirty.
- Bring a hanger for the shirt, and keep the neckerchief and slide (if worn) in the same place each time, so they won't get lost.

Daily Schedule

6:55	First Call
7:00	Reveille
7:10	Waiter's Call
7:20	Assembly
7:30	Breakfast
	Leaders/SPL Meeting
8:00 - 8:50	Campsite Cleanup
9:00 - 9:50	First Session
10:00 - 10:50	Second Session
11:00 - 11:50	Third Session
12:10	Waiter's Call
12:20	Assembly
12:30	Lunch
1:00 - 1:50	Rest Period
2:00 - 2:50	Fourth Session
3:00 - 3:50	Fifth Session
4:00 - 4:50	Sixth Session
5:30	Waiter's Call
5:45	Assembly
6:00	Supper
After Supper	Vespers
After Vespers	Evening Activities
9:45	Call to Quarters
10:00	Taps

- It would be a good idea to have several pairs of Scout socks to avoid wearing the same pair all week.

Dining Hall

Before each meal, units line up in formation on the parade ground outside of the Dining Hall. A member of the Raven Knob staff will lead the camp in returning thanks. The Raven Knob Grace is often said during the week — it is recommended that Scouts learn this grace so they will be able to join in.

At the morning and evening meal, the Officer of the Day (from the staff) will lead the flag ceremony. Scouts and leaders should wear their Class A uniform to the evening meal. After the meal, the Officer of the Day usually has some important announcements for the camp. We ask that all Scouts remain in the Dining Hall until dismissed by the staff.

The waiter system is used in the Dining Hall for setting the tables and cleaning up. This process will be explained in more detail during supper on Sunday. Scouts who are registered for Cooking merit badge or the Mountain Man program will eat several meals in their program area, and may need to make arrangements for someone else

Raven Knob Grace

In silence we seek thee,
In Grace we believe in thee;
For blessing this meal,
For the fellowship we feel,
Scouting thanks you, O Lord.
Amen.

to cover part of their waiter duties.

Our Dining Hall staff provides a balanced diet for young Scouts at all meals. If you have a Scout or Leader with special

dietary concerns or restrictions please complete Special Diet Request form (RKSR 2c). Each year we have individuals who have Diabetes, Celiac Disease, Peanut Butter allergy, as well as milk and egg allergy. These individuals are encouraged to bring any speciality foods that they may need to supplement our regular menu with them. Such foods should be labeled with the individual's name, Unit Number and any specific instructions. We will make every effort to prepare these foods as required and have them at each meal. Check our website before coming to camp for our Summer Camp Menus to help with this planning.

Vespers and Chaplain

Vespers is a short fellowship service held each evening (except Wednesday) after supper. Vespers is held in the Chapel, located across Lake Watson. Everyone is encouraged to attend. Members of the Commissioners staff will conduct Vespers services, with assistance from visiting clergy. In addition, they can provide assistance with homesick Scouts. Scouts and units may volunteer to assist with Vespers during the week. Scouts who are working on their religious award are especially encouraged to do so.

Commissioner Service

After your guide finishes helping you check in, you probably won't see him in your campsite again until you check out on Saturday. That is okay, because we have a staff member with the full-time job of taking care of your needs during the week. That staff member is your Commissioner.

The Commissioner Staff will stop by the campsite each morning to visit with the leaders in the site. They will make sure you have all the supplies and equipment that you need. If there is something broken or missing in your site, they will work to see that it is fixed or replaced. During their visit, they will also inspect the campsite for safety and cleanliness using the Campsite Inspection form found in this guide. The units with the highest score at the end of the week will be recognized.

You can also meet with your Commissioner at the morning Leaders' Meeting. In addition, Commissioners are knowledgeable about the Program and can answer questions or help you plan unit activities.

Raven Knob Museum

The Old Hickory Council Historical Association works to preserve Scouting's history and to draw attention to the BSA's exciting and useful past in northwestern North Carolina. The Association opened a Boy Scout Museum at Raven Knob in 1998 showcasing many items from the past of Raven Knob and the Old Hickory Council.

The museum is open in the afternoons and evenings during the week. All Scouts and leaders are encouraged to take a look at the displays at some point during the week.

In addition, the Association sells several collectable patches. All proceeds from the sale of these patches go to the continuing efforts of the Historical Association.

Contacting the Outside World

Postal Mail

Scouts may receive mail at camp. Please send mail addressed as follows:

Scout Name
Unit Number
Camp Raven Knob
266 Raven Knob Road
Mount Airy, NC 27030

Please be sure to include the Scout's unit number on all mail; this will make sure it is routed to the proper mailbox. Also include a return address in case a letter arrives at camp after the Scout has left. Mail service is dependable, but it is recommended that mail not be sent to camp later than the Wednesday while the unit is at camp. Mail can take from two to four days to reach camp. Any letters or packages that contain currency or valuables should be insured.

Telephone

A pay phone is located outside the Administration building. It is the only telephone available for Scout use. We discourage the continued use of the telephone by Scouts.

Should someone at camp need to be contacted, the camp telephone number is (336) 352-4307. This phone is located in the camp office, and is manned from 8:00A.M. until 9:00P.M., with the exception of meals and campfires. There may be a staff member in the office in the evening or at other times as well. Please note, however, that this is the camp's business phone and parents will not be able to talk to their children. The staff member will take a message and deliver it to the unit mailbox. Of course, emergency messages, will be delivered as soon as possible.

Internet Messaging and E-mail

Scouts are able to receive Internet messages while at camp. Messages may be sent through the camp's web site (www.ravenknob.com). Enter the unit Number, Scout name, and message in the form provided. All messages will be printed and delivered to the unit mailboxes with regular mail and messages.

Scouts will be able to send e-mail from available camp terminals at designated times. Facilities are not available for Scouts to chat or use other Internet or computer services. Be sure to bring the correct e-mail address of friends and family to send e-mail from camp.

RavenKnob.com

Visit us on the web for the latest updates about preparing for camp. This is an excellent resource for parents, leaders and Scouts.

Leaders will find information about summer camp and last minute registration updates. They can register online and pay camp fees. It is also a convenient way to submit last minute schedule changes before coming to camp.

Parents can find pictures from the week while their Scout is at camp. They will also be able to find out how to send mail or Internet messages to their son during the week. Scouts can find a list of what to bring to camp, helpful hints for their merit badge sessions, and after camp they can see the pictures of their week at camp.

Visitors Night

Visitors' Night at camp is Wednesday evening. At that time, parents may wish to bring a picnic supper to enjoy with their son and friends. The highlight of the evening's activities is the campfire program and the Order of the Arrow ceremony.

Visitors should not plan to arrive at Raven Knob before 5:30P.M., as Scouts will be involved in sessions until then, and will need time to take a shower and change clothes. The ceremony will last until approximately 9:30P.M., so visitors should

plan to leave shortly after that so Scouts and leaders can get a good night's sleep. In the event of inclement weather, the campfire and tapout ceremony will be moved to the Dining Hall.

Vehicles are allowed into camp on Wednesday evenings. Please note that the campwide speed limit is 5 mph. In addition, the road between the Trading Post and the Order of the Arrow arena is closed to vehicle traffic from 7:00P.M. until after the Order of the Arrow ceremony, so please plan accordingly.

If desired, visitors may eat in the Dining Hall on Wednesday evening. The cost for the meal is \$5 for adults and \$3 for children under the age of ten. Visitors may purchase tickets for their meal as they enter the Dining Hall on Wednesday evening. In addition, they should notify their Scout's unit leader prior to their visit, who will make arrangements with the Dining Hall Manager.

Visitors at any time other than Wednesday should make prior arrangements with the Camp Director. There are no facilities at Raven Knob to allow visitors to stay overnight.

Services for Leaders

For the Scoutmaster that has to stay connected we have several services available. See which one works the best for you.

Telephone

A telephone line is available in the Scoutmaster's Lounge. Leaders may use calling cards to make long distance calls without standing in line outside of the Administration building. This telephone is not to be used by Scouts.

Send E-mail

E-mail may be sent from designated terminals in camp. Facilities are not available for chat or other Internet or computer services from camp terminals.

Internet Messages

Leaders may receive Internet messages submitted through www.ravenknob.com. Messages will be printed and delivered to unit mailboxes. Scout will not be able to respond to messages received through the Raven Knob internet messaging system.

Wireless Internet

Laptop users are encouraged to pack their 802.11b/g wireless network cards for direct connection to the Internet while staying at Camp Raven Knob. For assistance with setup, or for a current list of "hot spots" visit the Administration Building. Please note that public computer terminals at camp are only permitted to send e-mail.

Pager

To instantly relay important information, program updates and weather forecasts, Camp Raven Knob will issue each unit an alphanumeric pager upon check-in. Leaders will be provided a private e-mail address for direct emergency contact from those back home. If interested, extra pagers for additional leaders are available and can be rented for an additional fee. All pagers must be returned prior to departure. Damaged or lost pagers will cost \$50 for replacement.

Coming and Going

The safety and security of every Scout is of paramount concern to all leaders and Staff. To enhance our security efforts we require parents, leaders, and Scouts to sign in and sign out at the Administration building when entering or leaving camp during the week. Scouts who are leaving camp early will need to check out at the Administration Building with our staff while being accompanied by an adult from the unit to authorize the departure. Unit leaders should encourage all guests and visitors to depart by 10:00P.M. If there are particular concerns of an individual Scout's well-being and protection, the unit leader should contact the Camp Director.

Program Registration Codes

Program		9-10	10-11	11-12		2-3	3-4	4-5
Aquatics	BSA Lifeguard	391 (all day)						
	Canoeing	321				324		
	Lifesaving	361				364		
	Mile Swim			333				336
	Rowing	341						
	Small-boat Sailing	371			373		375	
	Snorkeling BSA (\$5)		342	343			345	
	Swimming MB	311	312	313		314	315	
	Non-Swimmer / Beginner Instruction			303		304	305	
	Kayaking BSA	351	352	353				
	Free Swim							306
Handicrafts	Art (\$5)		412				415	
	Basketry (\$10)	401		403		404		406
	Beadwork (\$20) **Not A Merit Badge**							486
	Carpentry/Woodworking (\$10)		472	473			475	476
	Indian Lore (\$10)	421		423		424		426
	Leatherwork (\$5)	431	432	433		434	435	436
	Photography/Cinematography (\$20)	461				464		
	Wood Carving (\$5)	451	452	453		454	455	
Nature	Astronomy		162				165	
	Bird Study			183				186
	Environmental Science	171				174		
			172			175		
	Fish and Wildlife/Mammal Study	121		123		124		126
	Forestry/Pulp and Paper (\$10)		142				145	
	Forestry/Plant Science		152				155	
	Geology			153				156
	Nature	101		103		104		106
	Reptile and Amphibian Study	111				114	115	
	Space Exploration (\$7)	131	132			134	135	
Weather	141				144			
Scoutcraft	Archaeology	261				264	265	
	Camping/Tracker	201				204		
	Cooking (\$10)		212					
	Emergency Preparedness		272				275	
	First Aid		252				255	
	Geocaching					284	285	
	Orienteering	231	232					
	Pioneering					224		
	Safety	271				274		
Wilderness Survival/Tracker			243				246	
Shooting Sports	Archery	641				644		
	Venture Crew Pistol Shooting (\$20)						685	
	Rifle Shooting (\$5)	651			653			
	Shotgun Shooting (\$30)	671				674		
Trail to Eagle	Citizenship in the Nation	971	972			974		976
	Citizenship in the World		982			984		
	Communications	951		953			955	956
	Computers	921	922	923		924	925	
	Personal Fitness	941	942	943				
	Personal Management		992				995	
Raven Scout Program	Raven Scouts	701						
	Senior Raven					714		
Outback Program	Climbing (\$20)	861						
	Mountain Biking / Cycling (\$20)	844						
	Cripple Creek - (Mountain Man) (\$30)				831 (all day)			
	Rampage! (\$50)				871 (all day)			
	RK Golf Academy (\$20)	891						



In honor of BSA's 100th Anniversary, today's generation of Scouts will get the unique chance to experience some of the activities from the early days of Scouting. These merit badges will only be offered during Summer Camp 2010.



Tracker



The Tracker merit badge was first offered in 1911 and was discontinued in 1952. Scouts will be able to track different animals, show evidence of different kinds of birds and animals you have tracked by documenting their speed and direction.

Tracker will be offered in Scoutcraft area and will be included with Camping and Wilderness Survival merit badges. Most of the requirements will be covered on the Scoutcraft overnighiter while all other requirements will be covered during regular sessions.



Carpentry / Woodworking



The Carpentry merit badge was first offered in 1911 and was discontinued in 1952. Scouts will be able to demonstrate the use of tools, such as a miter and bevel. They will also build a simple piece of furniture for use at home.

Carpentry will be offered in the Handicrafts area as a dual session with Woodworking. Scouts taking this badge will need to have completed the First Aid and Woodcarving Merit Badge. This is not only for safety but helps to cover one of the requirements and helps Scouts to be familiar with woodworking tools. There is a \$10 dollar fee for this badge.

-Pre-requisites for Woodworking include 2, 3, 5, and 6.

Troop 919 2010 Summer Camp Registration

Raven Knob Boy Scout Reservation

July 18-24, 2010

Summer Camp Fees	
Camp Fee	\$ 225.00
Program Fees	
Popcorn Awards	- \$
Total	\$

Important Dates

\$100 Deposit due March 23, 2010

Merit Badge Selections Due • April 6, 2010

Final Summer Camp Payment Due • May 11, 2010

Swim Checks • June 8, 2010

Name _____

Merit Badge Session RegistrationDue April 6, 2010

Session	9-10	10-11	11-12	2-3	3-4	4-5	FEE
Name of Merit Badge	Session Number	Session Number	Session Number	Session Number	Session Number	Session Number	

----- Cut Here -----

**Please sign me up for a week at Boy Scout Camp with Troop 919 in 2010
July 18-24, 2010 • Camp Raven Knob**

<p>Summer Camp Fee: \$225 Plus Merit Badge and Program fees</p> <p style="text-align: center;">\$100 Deposit Due March 23, 2010</p>	<p>Name _____</p> <p>Scout's E-Mail Address: _____</p> <p>Parent E-Mail Address: _____</p> <p>Home Phone: _____</p> <p style="text-align: right;">Scout's Cell Phone: _____</p> <p style="text-align: right;">Parent Cell Phone: _____</p>
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