

# THE NORTHERN NEXUS OF ADVENTURE

SPIRIT OF ADVENTURE CAMPS



# 2016

# Program Guide



BOY SCOUTS OF AMERICA®  
THE SPIRIT OF ADVENTURE COUNCIL

# What is the NeXus?

With the recent merger something had to be done with the Boy Scout Camps to the north of the council. In past mergers, one of the camps would have been sold for a variety of different reasons. However, this was not the case with the birth of the Spirit of Adventure. We decided to keep all the properties now owned by the Spirit of Adventure and provide each one with a purpose. The three Northern camps, Wah-Tut-Ca Scout Reservation, T.L. Storer Scout Reservation, and Parker Mountain will all come together to create something new and great. The summer camp program needs to support the annual unit program. This is not possible with a cookie cutter summer camp program.

A vision was forged that combines the vast physical outdoor camps and facilities into a dynamic menu of opportunities. This vision recognizes that one size does not fit all needs. As a result, the Northern NeXus of Adventure was created. The word nexus is defined as “a means of connection, a tie, or a link”. The name amply describes our goal. Our great camps will be connected in a way that provides a wide variety of options for units and Scouts to select from. We are building a network of adventure.

Wah-Tut-Ca and T.L. Storer will still offer the same great programs that you remember, love, and participate in. Wah-Tut-Ca will still operate under the open program philosophy that a lot of units value and T.L. Storer will still continue with organized advancement opportunities. However, both camps will expand and improve the programs that they now offer.

The newest element to program that was created this year was the addition of “Rare Adventures”. Rare Adventures are adventures that range from short one hour treks to an adventure that will lead you through multiple modes of transportations as it takes you to the other property. They range from small to large. More about Rare Adventures can be read about at the end of this guide.

The theme of the Nexus is “Choose Your Own Adventure!” We really hope you will take this saying to heart, and really create a summer camp program you, as well as your scouts can call your own. The NeXus staff will provide unparalleled customer service who are flexible in adapting to your needs. Just remember, there is nothing like a Spirit of Adventure Camp. The leadership team of the NeXus is here to answer your questions as they arise, please feel free to reach out to anyone of us. We can't wait to see you at the NeXus!

Your Camp Directors,  
Zack & Cameron

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# Area Program Guide

Welcome to Program 2016! This portion of the booklet is here to acquaint you with the basic features of the camp program and to help your troop have a great week at the NeXus. In order to get the most out of your troop's week at camp, careful planning is essential. Your troop's patrol leader council should use the information in this booklet to define their goals for the week and to establish a schedule that meets these goals while allowing plenty of opportunities for fun and adventure. If you have any questions about the schedule you've come up with, we'd be happy to discuss it with you and make any adjustments necessary to help you have the best summer camp experience possible.

T.L. Storer Scout Reservation runs on a scheduled program. There will be scheduled merit badge classes between breakfast and lunch every day. The three merit badge class sessions in the morning will start at 8:50 AM, 10:00 AM, and 11:10 AM. Program areas will be open in the afternoon and evenings for all to participate in Rare Adventures.

Wah-Tut-Ca Scout Reservation is operated under an "open program" philosophy. This means there are few merit badge "classes" and no centralized program schedules. All program areas will be open from breakfast until 12:15 PM, 2 PM until 5 PM, and from 6:30PM until 8:00 PM.

We are here to support the week long program of the troop. We offer a very unique summer program by offering an open program and a scheduled program schedule. We can be as flexible as your troop desires. We are here to help you choose your own adventure.

Please remember areas (even the trading post) are closed during Siesta and camp wide activities. Project COPE at Storer and AII at Wah-Tut-Ca are week-long programs meeting at scheduled times. In addition to the normal camp program, there are a variety of camp-wide programs and special events throughout the week.

A Scout may work on three different kinds of advancement during his stay at camp, Rank Advancement, Merit Badges, and Special Awards. Under the open program system, the amount of advancement a Scout completes during a week depends on his own initiative and desire. Each program area maintains records of every Scout's progress. Scoutmasters are more than welcome to examine these records during the week so that they can keep track of their Scout's progress.

Scoutmasters and troop leaders are invited and encouraged to visit and spend time in any of the program areas in camp during the week. Please feel free to offer suggestions to the staff and offer to help with instruction. You can also be helpful in giving guidance to individual scouts in completing rank advancement and merit badge requirements.

# Merit Badges

In order to start a merit badge; a Scout needs a blue card signed by his Scoutmaster.  
The area staff supports the following merit badges:

Merit Badge	WTC	TLS	Area [WTC/ TLS]	Complete/ Partial	Area Page
Animal Science		X	Nature	Complete	19
Archery	X	X	Archery	Complete	9, 21
Art	X	X	Handicrafts	Complete	11, 18
Athletics	X		Sports	Partial	10
Automotive Maintenance		X	Reservation Office	Complete	n/a
Basketry	X	X	Handicrafts	Complete	11, 18
Camping	X	X	Frontier/ Scoutcraft	Partial	10, 20
Canoeing	X	X	Aquatics	Complete	11, 15
Chess	X	X	Sports/ Nature	Complete	10, 19
Climbing	X	X	Climbing	Complete	12, 17
Cooking	X	X	Frontier/ Scoutcraft	Partial	10, 20
E- Science	X	X	Discovery/ Nature	Complete	10, 19
E- Prep	X	X	Frontier/ Scoutcraft	Partial	10, 20
Fire Safety		X	Scoutcraft	Partial	20
First Aid	X	X	Project Green/ Scoutcraft	Complete	9, 20
Fishing	X	X	Boat World/ Nature	Complete	11, 19
Forestry	X	X	Discovery/ Nature	Complete	10, 19
Geocaching	X	X	Frontier/ Scoutcraft	Partial	10, 20
Geology	X	X	Discovery/ Nature	Complete	10, 19
Golf	X		Sports	Partial	10
Horsemanship		X	Horse	Complete	19
Indian Lore	X	X	Handicrafts	Complete	11, 18
Kayaking	X	X	Aquatics	Complete	11, 15
Leatherworking	X	X	Handicrafts	Complete	11, 18
Lifesaving	X	X	Aquatics	Complete	11, 15
Mammal Study	X		Discovery	Complete	10
Metalworking	X		Workshop	Complete	11
Motor Boating	X	X	Aquatics	Complete	11, 15
Painting	X	X	Handicrafts	Complete	11, 18
Personal Fitness	X		Sports	Partial	10
Pioneering	X	X	Frontier/ Scoutcraft	Complete	10, 20

Pottery	X		Handicrafts	Complete	11
Reptile & Amphibian Study		X	Nature	Partial	19
Rifle Shooting	X	X	Shooting Sports	Complete	9, 21
Rowing	X	X	Aquatics	Complete	11, 15
Safety		X	Scoutcraft	Partial	20
Salesmanship	X	X	Trading Post	Complete	10, 16
Scouting Heritage	X		Project Green	Complete	9
Sculpture	X	X	Handicrafts	Complete	11, 18
Search & Rescue		X	Scoutcraft	Complete	20
Shotgun Shooting	X	X	Shooting Sports	Complete	9, 21
Small Boat Sailing	X		Aquatics	Complete	11
Space Exploration	X		Discovery	Complete	10
Sports	X		Sports	Partial	10
Swimming	X	X	Aquatics	Complete	11, 15
Veterinary Medicine		X	Horse	Complete	19
Water Sports	X		Aquatics	Complete	11
Weather		X	Nature	Complete	19
Wilderness Survival	X	X	Frontier/ Scoutcraft	Complete	10, 20
Wood Carving	X	X	Workshop/ Handicraft	Complete	11

Badges listed with (partial) are badges that have requirements that keep a scout from being able to complete the badge at camp. We cannot accept notes that suggest the scout completed these requirements. If a scout has worked on these requirements under the supervision of an approved council merit badge councilor we will be happy to provide documentation of the requirements they completed while at the NeXus as well as proof of our councilor's qualifications to teach that badge upon request. The scout can take that partial back to his home councilor who can then sign off the badge as complete. We do typically accept merit badge partials from other Scout camps assuming proper documentation is included with the blue card. Anyone who would like further information about requirements they cannot complete in camp or if there are any questions concerning this policy, they should be referred to the Program Director.

If there is a specific merit badge that a scout would like to do that is not mentioned above. Please talk to the Program Director before or during camp to see if any arrangements can be made.

Please see Appendix A at the end of this guide for the TL Storer Merit Badge Schedule.

**Note: If you are a merit badge counselor for non-camp merit badges and would like to counsel during your stay at camp, or if you have an interesting skill that you would like to share, please see the Camp Director or Program Director to volunteer your time! We appreciate the help.**

# How to Fill Out a Blue Card

This is what your Scouts Blue Card should look like the day he gets to camp.

Reminders:

1. Legibility is important! Please print neatly and use pen.
2. Always use first and last name on every section.
3. The unit leader only signs the card once on the front of the card before your Scout starts his badge.
4. All blue cards are due at the first class meeting on Monday.
5. Counselors will fill out the remaining missing information.
6. All sections should be attached.
7. Please write your town's name next to unit number on the counselor's record

<p><b>Information for Applicant</b></p> <ul style="list-style-type: none"> <li>A merit badge application can be approved only by a registered merit badge counselor.</li> <li>You <b>must</b> have a buddy with you (Scout buddy system) at each meeting with the merit badge counselor.</li> <li>Turn in your approved application to your unit leader. You will be awarded the merit badge emblem and certificate at a suitable occasion.</li> </ul> <p><b>Information for Counselor</b></p> <ul style="list-style-type: none"> <li>Merit badge applications <b>must</b> be signed in advance by the applicant's unit leader.</li> <li>The Scout <b>must</b> have his buddy (Scout buddy system) in attendance at all instructional sessions.</li> <li>You may not change any requirement, but you may share your knowledge or experience that will make the counseling more interesting and valuable.</li> </ul>	<p>SKU 34124 7 30176 34528 4 34124 2012 Printing ©2012 Boy Scouts of America</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: center;">Counselor initial</td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> <td style="width: 10%;"></td> </tr> <tr> <td style="text-align: center;">Date of approval</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td style="text-align: center;">Requirement No. and letter</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td style="text-align: center;">Counselor initial</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td style="text-align: center;">Date of approval</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td style="text-align: center;">Requirement No. and letter</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	Counselor initial										Date of approval										Requirement No. and letter										Counselor initial										Date of approval										Requirement No. and letter									
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**APPLICATION FOR MERIT BADGE**

Name Scout Name

Address Scout Address

City Community, State

is a registered  
 Boy Scout     Varsity Scout     Venturer  
 of Troop No. ##  
Troop, team, crew, ship  
 District Unit District Name

Council Unit Council Name

I have discussed this merit badge with this Scout and recommended at least one merit badge counselor.

###/###/### *Unit Leader Signature*  
Date Signature of unit leader

BOY SCOUTS OF AMERICA®  
34124

<p>The applicant has personally appeared before me and demonstrated to my satisfaction that he has met all requirements for the (please print)  <u>Merit Badge Name</u></p> <p>Merit badge _____</p> <p>Name of counselor _____</p> <p>Address of counselor _____</p> <p>City _____ Zip code _____</p> <p>Telephone number of counselor _____</p> <p>Signature of counselor _____ / / Date _____</p> <p>Checked and recorded:</p> <p>Date _____ Initials _____</p> <p>Certificate and badge presented _____ Date _____</p> <p>Applicant will turn in this portion to his unit leader for record posting.</p>	<p style="text-align: center;"><b>APPLICANT'S RECORD</b></p> <p>Name <u>Scout Name</u></p> <p>has given me his completed application for the  <u>Merit Badge Name</u></p> <p>Merit badge _____</p> <p>Completed on _____ / _____ / _____ by _____  <small>Date</small></p> <p>Signature of counselor _____</p> <p>Signature of unit leader _____</p> <p style="text-align: center;"><b>NOTE TO BOY SCOUT, VARSITY SCOUT, OR VENTURER: Retain this copy for your permanent records.</b></p>	<p style="text-align: center;"><b>COUNSELOR'S RECORD</b></p> <p>Applicant <u>Scout Name</u></p> <p><input checked="" type="checkbox"/> Troop    <input type="checkbox"/> Team    <input type="checkbox"/> Crew      Unit number <u>##</u> Community _____</p> <p><u>Merit Badge Name</u></p> <p>Merit badge _____</p> <p>Date completed _____ / _____ / _____</p> <p>Remarks:</p> <p>It is suggested that the counselor keep this record in case any question is raised later in regard to this award.</p>
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## Rank Requirements

There are several ways to work on rank requirements while at camp. Scouts may go to the Discovery/ Ecology, Frontier/ Scoutcraft, Sports or Aquatics program areas and work on rank requirements. Patrol leaders and other instructors are encouraged to bring their Scouts to the program areas and use the areas' facilities to teach rank requirements and other basic skills. If there is a specific rank requirement you would like any of the Scouts to work on please refer to the respective area director or Program Director. We can accommodate most rank requirements up until first class. All first year Scouts are highly encouraged to participate in the Project Green or Trailblazer program; this is a perfect way to get a jump start on their way to First Class.

## Other Awards and Recognition

BSA Lifeguard	BSA Snorkeling	World Conservation Award
Mile Swim	Paul Bunyan Woodsman	Firem'n Chit
Totin' Chip	BSA Kayaking	

## Certifications and Programs Geared Towards Adults

Leave No Trace	Safe Swim Defense	Safety Afloat
Climb On Safely	Youth Protection	Trek Safely
BSA Aquatics Supervision Swimming and Water Rescue		
BSA Aquatics Supervision Paddle Craft Safety		



# Wah-Tut-Ca Scout Reservation

## Program Areas and Descriptions

### Project Green

The Project Green program has been designed to provide first year Scouts with a structured introduction to camp. The program is designed to visit different parts of camp throughout the week as a way to allow new scouts to see what camp has to offer. This program is not designed to be an advancement seminar or to speed Scouts along to First Class, but rather to promote both fun and the learning of basic skills in a patrol environment where rank requirements will be covered organically throughout its structured program.

#### *Opportunities Summary:*

Merit Badges: Scouting Heritage, First Aid

Rank Requirements: Various Requirements from Tenderfoot, 2nd Class, and 1st Class will be covered throughout the week

Other: Totin' Chip, Firem'n Chit,

### Archery

As always, qualified instruction is available to improve shooting for the first time archer as well as the seasoned archer. Instruction is also available for Scoutmasters! Scouts may also go into the area to learn about the parts of the bow and arrow, or how to repair and make arrows and bowstrings.

Awards will also be given to the best shooters in camp. Scouts may earn the Silver arrow for beating their Scoutmaster's score, the Gold Arrow for the highest score in the troop and the Platinum Arrow for the highest score in camp.

#### *Opportunities Summary:*

Merit Badges: Archery

Other: Free shoot, Tomahawks, Silver Arrow, Gold Arrow, Platinum Arrow

### Rifle Range

Shooters may go to the Rifle Range to use a .22 caliber rifle. There are multiple staff members on the range at all times which provides ample personal instruction available to the first time shooter who wants to learn how to shoot or for the experienced marksman who just wants to improve his shot.

Shotgun shooting is also available during the week. We recommend the use of the 20 gauge shotgun for smaller Scouts or first time shooters. However, for those experienced shooters, the 12 gauge is all yours!

Scouts may earn the Silver Bullet for beating their Scoutmaster's score, the Gold Bullet for the highest score in his Troop, and the Platinum Bullet for the highest score in camp for that week. There are many fun and exciting activities, such as shotgun shooting and muzzleloader interactive demonstrations, so go check it out!

#### *Opportunities Summary:*

Merit Badges: Rifle Shooting, Shotgun Shooting

Other: Free shoot, Silver Bullet and Gold Bullet

## Trading Post

The Trading Post offers Salesmanship merit badge. Due to the nature of the area we are only able to offer this badge during certain times. The badge will be offered Monday through Friday during morning and afternoon program. Due to the demand for goodies during the evening program, the merit badge will not be offered during this time. We really encourage you to start the badge on Monday or Tuesday so that you can do your project and finish before the end of the week. If you have any questions about their availability just check in with the Trading Post staff.

### *Opportunities Summary:*

Merit Badge: Salesmanship

## Disc0very

Discovery is Wah-Tut-Ca's technology, nature, science and exploration center. The Discovery program consists of every activity from simple scientific hike around camp to a night long Leave No Trace Backpacking Outpost in the backwoods. The natural world of WTCSR can be explored through Discovery's self-directed Nature Trail. These stations allow Scouts to explore a wide range of topics at their own pace. Among the many interesting topics studied at the Discovery are: astronomy, ecology, natural history, native history, oceanography and the exploration of the many mysteries buried within the land of Wah-Tut-Ca.

### *Opportunities Summary:*

**Rank Requirements:** Scout 1E; Tenderfoot 1C; Second Class 1B, 4; First Class 1B, 5A

**Merit Badges:** Environmental Science, Forestry, Geology, Mammal Study, Space Exploration

**Other:** Archeology, Astronomy, Bird Studies, Oceanography, Nature Hikes, Nuclear Science, Paranormal Investigation, Leave No Trace Outpost Camping, Swamp Stomps, Soil Study, Native American History, Meteorology, Bottle Rockets (Please bring your own 2-liter bottles), Corps of Discovery Award, Troop Conservation Award, World Conservation Award, Leave No Trace Certification

## Frontier

Frontier is the outdoor skills program founded in the Outdoor Code of Scouting. This area is a unique place in which scouts can learn about camping, how to survive in the wilderness, how to build pioneering structures including forts in the area, and how to cook, as well as several other skills. In addition to working on merit badges and rank advancement, scouts can also build fires in fire pits, tie knots, make rope, and use wood tools in the ax-yard.

### *Opportunities Summary:*

**Merit Badges:** Camping, Cooking, Emergency Preparedness, Pioneering, Wilderness Survival, Indian Lore (with handicrafts)

**Other:** Paul Bunyan Woodsman, Leave No Trace, Trek Safely, Axe yard

## Sports

Not only will we work on merit badges, but you'll be able to get in a pickup game of anything from basketball to pickle ball, to bocce ball, to even pogo stick competitions. If you want serious competition you can enter your troop or friends into one of our sports brackets and challenge other teams to a game.

### *Opportunities Summary:*

**Merit Badges:** Sports, Athletics, Golf, Personal Fitness, Chess

**Other:** Various tournaments, pick-up games, water polo

## Handicrafts

The Handicrafts area is the Reservation's arts and crafts center. Scouts can work on a variety of projects in paint, clay, wax, etc. There are a wide variety of projects and materials for Scouts to use as they please to stimulate their creativity. The area provides Scouts every opportunity to express themselves through all types of artwork. Handicrafts will run programs such as, tie dye, finger painting, splatter paint, sand art, making wax models, clay sculpting, etc. Scouts are given an opportunity to display their work in an art gallery at the end of the week. Also, housed in a shed next to Abbott Lodge is the infamous Dorothy, the kiln. Scouts can make clay things by hand or use the pottery wheel, and have the staff fire them for pick up later in the week.

### *Opportunities Summary:*

**Merit Badges:** Art, Basketry, Painting, Indian Lore (With Frontier), Sculpture, Pottery,

**Other:** Patrol Flag Making, Wire Art, Tie-Dyeing, Craft Stick Sculptures, Hemp Jewelry, Wax Candle Making, and Much, Much More!

## Workshop

As subset of the handicrafts program at Wah-Tut-Ca is the Workshop. The workshop is geared toward the older, creative, crafty Scouts. The Workshop will run programs that include leatherwork, woodwork, and metalwork. Continuing this year we will be offering Metalwork merit badge with our FORGE (you must be 13 to participate in this exciting new program)!

### *Opportunities Summary:*

**Merit Badges:** Leatherworking, Wood Carving, Metalworking

**Other:** Leather Tooling, Metalworking, Woodworking, Wood burning, Spoon Rings, and much more!

## Aquatics

The aquatics program at Wah-Tut-Ca has been greatly expanded this year. With over a mile of shoreline, we have gone from one staffed waterfront to three! Each waterfront will have its own expertise and program delivery. Make sure you advise your Scouts to go to the correct waterfront depending on what they are looking to do.

The main waterfront that you and your scouts are used to going to will offer free swim, sailing merit badge, and free sailing whenever program is open. This is also the waterfront to go to for mile swim after breakfast.

The So-Kee-Tay waterfront (down by Lower Wannalancit) is the waterfront for swimming and lifesaving merit badge whenever program is open. This is also the place to go to learn to become a better swimmer and solidify the skills and techniques needed to pass the swim test.

The Point waterfront (located where Project Green has been) is boat world. This is the waterfront to go to for all paddle boat activities whether it is for a merit badge or free boat. Life guards will also be available to instruct scouts on the skills needed to use such paddle craft. Row boats, kayaks, canoes, and paddle boards are all located here.

The waterfront is also a place for purely recreational usage. Troops may schedule a Safe Swim and use the Craig Ryder or the ten-man canoes. You should contact the Waterfront Director upon your arrival at camp for more information.

To help facilitate a more efficient check in process the pool at the Egan Center will be available for swim checks starting in May. Reservations will be required. The schedule will be posted on the Council website, and anyone attending must present a valid BSA Medical form allowing aquatic participation.

**Note:** *First year campers must take their swim test at camp.*

### ***Opportunities Summary:***

**Rank Requirements:** Second Class 5ABCD; First Class 6ABCDE

**Merit Badges:** Fishing, Canoeing, Lifesaving, Rowing, Small Boat Sailing, Swimming, Kayaking, Water Sports, and Motor Boating

**Other:** Swimming and Boating skills instruction, free swim, free boat, Mile Swim, BSA Kayaking, BSA Snorkeling, Safety Afloat, Safe Swim Defense. BSA Aquatics Supervision Swimming and Water Rescue, BSA Aquatics Supervision Paddle Craft Safety.

\*\*The BSA Lifeguard class will be offered during weeks with sufficient demand and instructor availability.

## **Aquatics Adventure - AII**

Aquatics II is a special high adventure aquatics program designed to provide older Scouts with a challenging aquatics experience. The program will focus on developing individual aquatic skills and knowledge using team concepts. In order to qualify for attendance in Aquatics II, a Scout must be at least 13 years of age, have successfully completed the Swimming merit badge, and have their scoutmaster's permission. Scouts participating in AII will sign up for the morning or afternoon session of AII.

Through the use of aquatic activities, the AII program will provide a high degree of personal development for older Scouts. Teamwork will be the emphasis of the entire program. Team building sessions will strengthen the team and individual's personal development both physically and mentally.

Scouts in the Aquatics II program will enjoy a wide range of activities including water skiing, water tubing, snorkeling, sailing, and boating "out of bounds." Aquatics II is a flexible program; the staff and Scouts will schedule the week to emphasize the options the Scouts in the group find most appealing.

Scouts are encouraged to sign up for AII Sunday evening after the camp tour!!

## **Climbing**

Climbing is a fun and exciting program whose popularity is growing quickly in Scout camps across the nation. Scouts taking the Climbing merit badge will begin the week with a basic introduction to climbing knots, gear, and skills. Participants will then work their way through the Climbing merit badge requirements. Basic skill work will be done on our bouldering wall. More intensive work can be done with our climbing towers once the basics are understood. By the end of the week we'll venture out of camp to some great natural climbing routes in Pawtuckaway State Park. People just looking for something to do will also be able to get some hands on instruction and try out the wall as well.

### ***Opportunities Summary:***

**Merit Badges:** Climbing

**Other:** The Helix, bouldering wall, Climb on Safely

## Camp Wide Events

### Water Carnival

On Tuesday after dinner we will be putting on the water carnival. Please make sure the senior patrol leader of your troop has communicated to the program director how many patrols will be competing in the water carnival. Again, all program areas will be closed as the staff will be helping with and enjoying the water carnival.

### Camp Wide BBQ

The evening program on Thursday will consist of a camp wide BBQ and fair. There will be plenty of BBQ food grilled for the festivities. Each program area will provide some kind of fair activity for all to participate in. During this time as part of the inter troop competition will be a relay race, so make sure to find the fastest runner and swimmer in your patrol. Program areas will be closed as the staff will all be enjoying the BBQ festivities.

# TL Storer Scout Reservation

## Program Areas and Descriptions

### Trailblazer

Trailblazer provides a comprehensive program to all 1st year campers leading to completion of many of the outdoor requirements for Tenderfoot, Second Class and First Class ranks. Scouts who have just crossed over or may be new to Scouting will find this program ideal for giving them confidence in outdoor skills and also allow a strong beginning along the Scouting trail for advancement.

### Trailblazer Weekly Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
8:50 – 11:00	Safe Hiking/ Buddy System/ Weather/ LNT Map & Compass	Totin' Chip	Firem'n Chit Knots & Lashings	Waterfront	First Aid
11:10 – 12:10	Merit Badge	Merit Badge	Merit Badge	Merit Badge	Merit Badge

*Merit Badge Options: Art, Basketry, Painting, & Swimming*

### Requirement Breakdown

Skills Offered in Trailblazer Program	Tenderfoot	Second Class	First Class
	2 a,b,c) Cooking (Optional) 3a) Square Knot 3b) Two Half-Hitches 3c) Taut-line 3d) Proper Care of Woods Tools 4a) First Aid Basics 4b) Poisonous Plants (Optional) 4c) Injury Prevention 5a) Buddy System 5b) "Lost" Procedures 5c) Safe Hiking 7a) Display, Raise, Lower, Fold a Flag 2a) Cooking Fires 2b) Prepare Fuel For a Cooking Fire 2c) Light a Fire 2d) Stoves (Optional) 2f) Sheet Bend 2g) Bowline 3a) Map & Compass 3b) 5-Mile Hike (Optional) 3c) Injury Prevention on a Hike 3d) Finding Direction w/o a Compass 4) Identify 10 Wild Animals 5a) Precautions for Safe Swim 5b) BSA Beginners Test 5c) Reach & Throw Rescues 5d) Swim Rescue Precautions 6a) First Aid Basics 6b) Hurry Cases 6c) Injury Prevention 6d) Emergency Situations 6e) Vehicular Accidents 8a) Participate in a Flag Ceremony 8b) Respecting the Flag 2c) Safe Handling & Storage (Optional) 3a) Using Lashings 3b) Timber & Clove Hitch 3c) Lashings 3d) Useful Camp Gadget 4a) 1-Mile Compass Course (Optional) 5a) Native Plants (Optional) 5c) Indicators of Weather 5d) Extreme Weather Situations 6a) BSA Swimmers Test 6b) Safe Trip Afloat 6c) Parts of a Boat and Paddle 6d) Positioning in a Boat 6e) Line Rescues 7a) Wrapping Injuries 7b) Transports 7c) Heart Attack 7d) Utilities & Hazards 7f) Potable Water	54% of Requirements	59% of Requirements

### Opportunities Summary:

#### Burnt Fork Cookout

Ever wondered why your cooking doesn't quite do it? Come to Trailblazer at lunch on Wednesday and learn all the secrets to cooking over a fire! From meats to veggies and fruit to bacon and the perfect s'more we'll do it all.

#### 1-Mile Compass Course

Come to Trailblazer on Monday at 2pm for a brief Intro to Map & Compass followed by a 1-mile compass course. Don't let your Scouts get stuck at 2nd Class; knock off the compass course at camp. This is also available by appointment.

#### 5-Mile Hike

Join Trailblazer Thursday afternoon for the most in depth hike around camp. Take on the 5-Mile Hike and knock out some requirements while learning about the camp, the local wildlife, and fauna.

## Older Scout Program

Our Older Scout program is designed for Scouts who have been coming to camp for a few years and are looking for new, more advanced and fun activities to do while at camp. This program provides older Scouts the opportunity to expand their outdoor experiences at camp while working on more advance merit badges.

### Activities Included

Scouts in this program will participate in programs throughout camp that are targeted for older boys and Venturers. Activities will include climbing the high course at COPE, learning how to do CPR in the in the middle of the lake, shooting, and even a Mountain Biking overnight trek on Thursday.

## Aquatics

Here at TL Storer we have the great pleasure of having two waterfronts, Adams Pond and Goose Pond. Our entire Aquatics program happens at Adams Waterfront, but Wild Goose Waterfront is still one of the best places in camp to get a look at the New Hampshire night sky.

In order to participate in the Aquatics program, all Scouts and leaders must take a swim test during check-in. To help facilitate the check in process the pool at the Egan Center will be available for swim checks starting in May. Reservations will be required. The schedule will be posted on the Council website, and anyone attending must present a valid BSA Medical form allowing aquatic participation.

**Note:** *First year campers must take their swim test at camp.*

### Polar Bear Swim

Wake up early and come down to Adams Waterfront to go swimming! The polar bear swim is offered Tuesday, Wednesday, and Thursday at 6:30AM – 7AM, but you have to go all three mornings in order to get the Polar Bear Award!

### Mile Swim

The Mile Swim national award is earned by any Scout or Scouter who participates in an incremental training which ends in a swim of a full mile. The pre-qualification training will take place during the 3<sup>rd</sup> afternoon block. After completing the award, the mile swim patch is available for sale in the Trading Post.

### BSA Lifeguard

This is a weeklong course for anyone aged fifteen or older interested in becoming a lifeguard. The BSA Lifeguard certification is equivalent to that received from the YMCA or Red Cross. Current CPR and First Aid Certification are required before arrival at camp. A CPR trainer may not be available for each week of camp so it is strongly recommended that anyone interested in this program come with prior certification. After completion of the program, the BSA Lifeguard patch will be available for purchase at the Trading Post.

### *Opportunities Summary:*

**Merit Badges:** Canoeing, Kayaking, Lifesaving, Motorboating, and Swimming

**Other:** Instructional Swim, Mile Swim, and BSA Guard

### *Afternoon Activities:*

#### Open Swim

Come down as a Troop or a buddy pair to Adams Waterfront in the afternoon and go swimming for an hour or two.



## **Water Polo**

The Soccer of the sea- Patrols or troops take over the beginner's area in this staff favorite as they try to score on the opposing team.

## **Water Trampoline**

Do you love jumping around all day on a trampoline and love swimming? Great then you will love our water trampoline! All participants must be swimmers. *Note: This activity can be by Troop sign up or Open. There is a maximum of 8 people at a time on the trampoline.*

## **K-2**

Back once again this year it's the K-2! Take on the challenge and race to the top. All participants must be swimmers. *Note: This activity can be by Troop sign up or Open.*

## **Watermelon Tussle**

Come and play the tough game of watermelon tussle at Adams waterfront! Two patrols or two Troops will face off and try and slip and slide a watermelon to their side of the water. *Note: This activity can be by Troop sign up or Open. There is a maximum of 20 participants at a time.*

## **Open Boating**

Head over to Adams Waterfront and take out some kayaks, canoes, or rowboats! Troops can also sign up to do canoe or kayak trips with our staff around Adams Pond.

- Canoes - Swimmers may pair-up to take canoes.
- Kayaks- Swimmers can cruise around at their leisure.
- Rowboats - Beginners may use rowboats if accompanied by a swimmer.

## **In and Out Canoe Race (Troop)**

In this wacky relay race, Troops can race against each other or other Troops. Whenever the whistle is blown the Scouts need to get out or back into the canoe depending on their current position.

## **Kayak Soccer (Troop)**

Become the champion of Adam's Pond using kayaks to play soccer out on the pond. Buoy's mark out the goals whilst each side uses there paddles to score on the other team.

## **Trading Post**

This year for the first time Salesmanship Merit Badge will be offered out of the trading post. Scouts will be able to learn all the tips and tricks of sales every morning. Salesmanship will be offered all three blocks and give Scouts a chance to explore financial responsibility. As always the trading post will also house all the sweets, nick-knacks, and supplies needed for a great week at camp.

## **Opportunities Summary:**

**Merit Badges:** Salesmanship

## **C.O.P.E & Climbing**

### **Climbing**

Climbing is a fun and exciting program whose popularity is growing quickly in Scout camps across the nation. The newest climbing element coming to the NeXus this year is the brand new vertical cave. Remember the NeXus is being built on the premise of providing scouts and units program opportunities you won't get at any other scout camp. Coming this summer is a new six story structure will open to provide that level of program. This new, unique, and one of a kind COPE like element



challenges scouts in every way. Patrols climb to the top on the outside of the wall through a classic rock- climbing wall. Once assembled atop the 55 foot structure the patrol is instructed to “enter the cave.” A staff guide will go with them for safety purposes but the participants will need to work together to repel, rope climb, explore caves, find trap doors, avoid dead ends and ultimately work their way down to the ground.

The structure has several sides where the rest of the troop can view their progress from the ground. Like all COPE elements this is a challenge by choice, which means there are several “bail out” locations throughout the cave. The excitement of the challenge and the cave comes from the teamwork, strategy, and the use of their entire scout and climbing knowledge in a real world situation. For additional challenges the cave can be done in reverse, where they can repel down the outside, or done individually.

Scouts taking the Climbing merit badge will begin the week with a basic introduction to climbing knots, gear, and skills. Participants will then work their way through the Climbing merit badge requirements. Basic skill work will be done on our bouldering wall. More intensive work can be done with our climbing towers once the basics are understood. By the end of the week we'll venture out of camp to some great natural climbing routes in Pawtuckaway State Park. People just looking for something to do will also be able to get some hands on instruction and try out the wall as well.

### **Project COPE**

Project C.O.P.E. is an area in camp that is designed for the older boy who has been at camp for a few years. C.O.P.E. stands for Challenging Outdoor Personal Experience. There are seven objectives associated with activities used in the C.O.P.E. program:

<b>Leadership</b>	<b>Trust</b>
<b>Problem Solving</b>	<b>Communication</b>
<b>Decision Making</b>	<b>Teamwork</b>
<b>Self Esteem</b>	

Program activities are comprised of group initiative games and low and high course activities. Some of the activities involve group challenges, while others test the individual's self-confidence.

The program begins with some low level initiative games then moves onto our low course that includes 10 elements. It is then off to our high course featuring the 300-foot zip line.

Activities include scaling the spider's web, challenging the high traverse, and flying down the zip line. Participants climb, swing, jump, balance, rappel and devise solutions to a variety of challenges.

Project C.O.P.E. provides an opportunity for every participant to achieve success both as individuals and as a member of a patrol group. The activities are not designed to be competitive, though participants may race the clock as a group to reach a new best time or beat a world record. Important objectives include building each individual's confidence, developing leadership skills and a sense of cooperation among the patrol and group members.

Project C.O.P.E. is a part time experience and participants will have half of the day to work on badges or other advancement in other areas of camp. C.O.P.E. participants must be 13 years of age and must be approved by his Scoutmaster.

### ***Opportunities Summary:***

**Merit Badges:** Climbing

**Other:** Project COPE

### ***Afternoon Activities:***

#### **Open Climbing**

Come as a unit or come with your buddy. The Climbing Staff will be waiting to get your Scouts to climb as high as they can on our tower.

## **Handicraft**

Located near the center of camp, the Beaver Lodge is the home of all things arts and crafts. Handicraft takes time to encourage Scouts creativity and imagination as they work in many different mediums. Scouts will have the opportunity to work in clay, leather, and the typical paint, pen, and paper. Handicrafts also provide many afternoon opportunities designed to engage and better the Scout.

### ***Opportunities Summary:***

**Merit Badges:** Art, Basketry, Indian Lore, Leatherworking, Painting, Sculpture, and Woodcarving

### ***Afternoon Activities:***

#### **Survival Bracelet Making**

Learn how to make the nifty and useful survival bracelets that will give you up to 10 feet of cord that will be useful in troubling situation! *Note: Units must preregister for this activity*

#### **Ice Cube Candle Making**

Come to Handicraft to make some cool looking candles using ICE CUBES! What's that all about!?!?  
*Note: Units must preregister for this activity*

#### **Leather Slide Making**

Make a memorable neckerchief slide out of leather and stamp and design it anyway you want! So you can finally have a neckerchief slide for when you are looking for one just before a meeting or court of honor! *Note: Units must preregister for this activity.*

#### **Graffiti Wall**

Over in Handicraft we will have a wall of canvas to come paint, sign, and just express your artwork on a big scale! The wall will be open for any Scout in the afternoon some come down to Handicraft and express yourself!

#### **Merit Badge Sewing**

Still have that art merit badge in your pocket instead of on your sash? Still wearing your Second Class patch even though you are a Star Scout now? Come to Handicraft and learn how to sew on those badges!

#### **Patrol Flag Making**

Show your patrol pride and come to handicraft and have your patrol make a flag together! *Note: Units can preregister for this activity, but patrols are welcome to come down in the afternoon in their down time as well*

## **Troop Sign Making**

Show your Troop sign and come to handicraft and make a Troop sign to be hung in the Dining Hall so years from now you can remember your time at Storer! *Note: Units can preregister for this activity, but Troops and Crews are welcome to come down in the afternoon in their down time as well*

## **Troop Tye- Dye**

Don't have enough tye dye in your life? Well you're in luck! At Handicraft we will be offering tye dying for Troops or Crews. *Note: Units must preregister for this activity.*

## **Clown Costume & Make-up**

Ever want to be part of the circus? Well now you can! Join the Handicraft staff for an intro to clown make-up and costume design. Scouts will get the chance to do their own make up and create their own costume using fabric pens. *Note: Units must preregister for this activity.*

## **Horse**

Located across from Adams Field, what was once the base for our Horse Trek has become the new home of our weekly Horse Program Area. That's right – now your Scouts can take Horsemanship or Veterinary Medicine for their merit badge classes and still spend the whole week with the Troop or Crew.

### *Opportunities Summary:*

**Merit Badges:** Horsemanship and Veterinary Medicine

## **Nature**

Storer's Nature Center is the perfect spot for Scouts to begin to venture out into the forests, ponds, and streams of camp in search of the many wonders of nature. The Nature area is located in what was previously the Camp Office in the center of camp and our satellite classrooms are located throughout camp.

### *Opportunities Summary:*

**Merit Badges:** Animal Science, Environmental Science, Fishing, Forestry, Geology, Reptile & Amphibian Study, and Weather

### *Afternoon Activities:*

#### **Swamp Romp**

This is messy muddy fun while still teaching the Scouts about how naturalists survey bodies of water to determine if they are healthy. Rubber boots are highly recommended because otherwise shoes can and will be lost in the swamp! A nature staff member would lead a group of Scouts (its best with no more than 10 Scouts per team per iteration) through the swamp with a fine mesh net attached to doll rods as they skim the water and see what they find while getting pretty dirty. Then they examine their nets and count up what they find. Worksheets will be provided with a way to figure out if the water is healthy or not. Scouts should have enough time budgeted for showers afterwards. *Note: Units must preregister for this activity ahead of time.*

#### **The “bug” hike**

Scouts first take a hike down a short nature trail and observe different things quietly for self-reflection. Then they repeat the same trail only this time Scouts are spaced out more and are told to take the same path they did before but this time they have to crawl on all fours or commando crawl on their belly. The change in height gives Scouts a different perspective on the hike they take and then

as a group are led through a guided discussion on what they saw and how it changed. *Note: Units must preregister for this activity ahead of time.*

### **Nature Games**

You can sign your Troop or Crew up for a Nature Game ahead of time or come down during your downtime.

*Zombie Tag / Blob tag*

*The bat and the bug*

*Camouflage*

### **Flora & Fauna Identification**

Who doesn't want to learn more about the plants and animals around New England! Let our Nature Staff teach your Scouts all about flora and fauna through games and hands-on activities.

### **Conservation Project**

Want to work on your World Conservation Award or give back to the camp? Sign your Troop, Crew or Patrol up for a Conservation project guided by our Nature Staff.

## **Scoutcraft**

Scoutcraft is the perfect place for Scouts to learn and refine their camping and outdoor skills. The staff teaches many of the traditional Scouting skills that teach Scouts to be capable and conscientious in the wilderness. In the afternoon the Scoutcraft staff has set up different activities to test and fine tune your skills in fun and new ways!

### **Primitive Skills Course**

Take wilderness survival to the extreme in this skills based course. Scouts will learn primitive fire building techniques, shelter construction, primitive cooking, and first-aid along with many other skills to help them not just survive, but thrive in the back-country.

### **BSA Paul Bunyan Award**

Come to Scoutcraft for a Totin' Chip session and work to earn your BSA Paul Bunyan Award. This award shows a mastery of woods tools and allows the Scout to cut trees with a diameter of 4 inches or smaller at the discretion of the Camp Ranger.

### ***Opportunities Summary:***

**Merit Badges:** Camping, Cooking, Emergency Preparedness, Fire Safety, First Aid, Geocaching, Pioneering, Safety, Search & Rescue, and Wilderness Survival

**Other:** Primitive Skills Course

### ***Afternoon Activities:***

#### **Bake a Cake or Make Fried Dough**

Come down to Scoutcraft to bake and fry the day away! Come learn some outdoor cooking skills from the Scoutcraft staff and then enjoy a nice treat after you're done. *Note: Units must preregister for this activity ahead of time*

#### **Realistic First Aid**

There will be "victims" that your Troop will need to assess their injuries and then properly treat them before time runs out! *Note: Units must preregister for this activity ahead of time*

### **Extreme Cooking Challenge**

Scout Craft will challenge a unit to create a meal or dessert with the ingredients and utensils they provide. A Troop can have two patrols challenge each other or two different Troops can challenge each other! *Note: Units must preregister for this activity ahead of time*

### **X-treme Orienteering Course**

Put your compass skills to the test with this crazy orienteering challenge! Each location you find will yield clues to the next as they get harder and harder. Troops and individuals can challenge each other to find out who the real Compass Masters are! *Note: Units must preregister for this activity ahead of time*

### **Troop Knot Board**

Come to Scoutcraft and make a Troop knot board with all the crazy and intricate knots you can think of! It will be yours to keep so you can always have a reference board for your Troop! *Note: Units must preregister for this activity ahead of time*

### **Pioneering Projects**

Did you ever want to build a giant tower, Monkey Bridge, catapult, or your own contraption? In pioneering you will learn about different lashings, knots and techniques that will help you build countless rustic structures with just rope and spars. It's one of the oldest Scouting skills and will allow Scouts to connect with generations of Scouts, pioneers, and frontiersmen. *Note: Units must preregister for this activity ahead of time*

## **Shooting Sports**

T. L. Storer's shooting sports area includes a target archery range, rifle range, and shotgun range. Instruction for the Shotgun, Rifle, and Archery merit badges occurs each morning.

### ***Opportunities Summary:***

**Merit Badges:** Archery, Rifle Shooting, and Shotgun Shooting

### ***Afternoon Activities***

#### **Archery Troop Shoot**

Troops will be able to come and practice their archery skills (Troop size up to 32)

#### **Rifle Troop Shoot**

Troops will find out who the real sharp shooter is among them! (Troop size up to 16)

## Afternoon Programs Worksheet

**How to use this worksheet:** Senior Patrol Leaders are encouraged to use this worksheet with their Patrol Leaders Council to select and prioritize the Troops afternoon program. You may notice that some Afternoon Programs offered in the past are no longer listed here. This is because they have been enhanced and modified into Rare Adventures. Please see the Rare Adventures portion of this guide for a full list.

1. Patrol Leaders should review all the program options with their patrols
2. All Scouts should inform their Patrol Leader of the activities they want to participate in.
3. The Patrol Leaders Council prioritizes the Troops activities by ranking their top 8 to 10 activities.
4. Your Senior Patrol Leader then brings this worksheet with them to the Pre-Camp Program Planning Meeting.
5. Don't forget to check out Rare Adventures too!
- 6.

### Aquatics

- Water Trampoline
- K-2
- Watermelon Tussle
- Water Polo
- Troop Canoeing+
- Troop Kayaking+
- Troop Rowing+
- Kayak Soccer+
- In and Out Canoe Race+

### C.O.P.E & Climbing

- Climbing

### Scoutcraft

- Bake a Cake
- Make fried dough
- Extreme Cooking Challenge
- Realistic First Aid
- Pioneering Projects\*
- CRAZY Compass Course
- Troop Knot Board

### Handicraft

- Survival Bracelet Making
- Ice Cube Candle Making
- Leather Slide Making
- Graffiti Wall
- Merit Badge Sewing
- Patrol Flag Making
- Troop Sign Making
- Troop Tye-Dye
- Clown Costume & Make-up

### Nature

- Swamp Romp
- Glacier Ice cream of Doom
- The "bug" hike
- Nature Games
- Conservation Project
- Flora & Fauna Identification

### Shooting Sports

- Archery Troop Shoot+
- Rifle Troop Shoot+

\* These activities will take two to three blocks

+ These activities have limited space available; consult the activity description.

## Blank Afternoon Program Schedule

Use this organizer to help track your units' top afternoon activities and final afternoon schedule. Be sure to leave spaces for Rare Adventures!

Unit: \_\_\_\_\_ Week of Camp: \_\_\_\_\_

	Monday	Tuesday	Wednesday	Thursday	Friday
2:10 - 3:00					
3:10 - 4:00					
4:10 - 5:00					

Our top choices:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_

## **Additional Programs**

### **Magee Cup Relay Race**

Troops and Crews must form teams of six to seven members to compete. The race is comprised of seven legs; five running, one biking and one kayaking. Whichever unit finishes the race first wins the Magee Cup. Directly following the Magee Relay Race we will have a Camp Wide Ice Cream Social outside the Dining Hall. Come celebrate the Magee Race with your Troop and meet new friends.

### **Camp Wide Games**

Thursday Evening, every area in camp will turn into a challenge or team building activity station. During this time each Troop and Crew will be given a Score Sheet and must go around to every program area to participate in each areas game. Units will be judged on speed, skill and spirit. Each activity will correspond with the area it is located in and could involve three Scouts to perform the skill or the entire Troop or Crew to participate. The best overall score for all of the games wins!

### **Scoutmaster Scavenger Hunt**

On Thursday any adult leader that wants to participate in the Scoutmaster Scavenger Hunt will receive a list of clues from their Commissioner. Your job then is to go around camp and try to identify which staff member the clue corresponds with and have them sign off your sheet. The fast and most accurate leader will win! All sheets will be due no later than the beginning of Siesta on Friday.

### **Wooden Golf Club Challenge**

All Scout leaders are encouraged to participate in this friendly competition. During your week stay at Storer, Leaders can spend some of their down time constructing wooden golf clubs and a wooden golf ball. During Thursday's Camp Wide Games, each area will have a separate golf hole set up for leaders to use. This counts towards your Troop or Crew's final score for the Camp Wide Games and can win you a special prize for being the best golfer in camp.

### **Lifeguard Challenge**

This activity is open to all Scouts and leaders that are swimmers. Try your best to complete the Lifeguard Challenge that includes climbing, swimming, running and crawling down at the waterfront.

### **Golden Acorn Challenge**

Scouts that want to participate can get the clues Tuesday after dinner from the Nature staff. Staff member will be given golden acorns in advance to give to Scouts who properly complete the clues. Scouts will have until Friday Siesta to collect as many Golden Acorns as possible.

### **Mountain Man Program**

Every Wednesday night, any Scout over 14 may participate in a chance to be like a real Mountain Man. We will shoot a Native American longbow, use a muzzle loading rifle & shotgun, throw knives & tomahawks, cook your own meal, share stories around a fire and spend the night under the stars.

### **Older Scout Night**

Every Monday night, any Scout over the age of 13 will be invited to the High Adventure Area for a fun filled night of competition and new friendships. Start your night with a staff verse campers field game in the COPE and Climbing area and then finish the night with a bonfire songs, stories and snacks.



## Evening Program

Please remember that Rare Adventures will be offered Monday, Wednesday, and Friday Evenings. In addition to Rare Adventures and camp wide activities on Tuesday and Thursday the below listed programs will be open for Scouts and Leaders.

**Sunday** - Opening Campfire at Adams Fire Circle

### Monday

- Free Swim at Adams Waterfront until 7:30pm.
- Scoutmaster Shoot
- Magic Mondays
- Older Scout Night
- Star Hike

Let the Nature Staff lead your Scouts through an exploration of our galaxy! This guided star hike is a must while your Troop is up at Camp. This hike will meet in the parade field at 8:30pm.

### Tuesday

- Magee Relay Race and Ice Cream Social

### Wednesday

- Mountain Man Program
- Wilderness Survival Overnight
- Scoutmasters Shotgun Shoot
- Lifeguard Challenge
- Open Tower

Come down to COPE and Climbing and get a chance to climb the tower. If a wall isn't your style, try out the cargo net or giant's ladder.

### Thursday

- Camp Wide Games
- OA movie night and ice cream social

**Friday** - Closing Campfire at Adams Fire Circle

# Northern NeXus of Adventure

## Programs and Descriptions

### Order of the Arrow

The Order of the Arrow program at the Northern NEXUS of Adventure will provide a mechanism for Arrowmen to gather with brothers from other units, to learn about upcoming events, and to provide an opportunity to conduct basic lodge business. Every Thursday will be “OA Day”; Arrowmen are encouraged to wear their sashes and Order of the Arrow apparel. After evening program on OA Day, all Arrowmen are invited to attend an ice cream social.

#### \*ANNUAL DUES

It is important that all Arrowmen pay their yearly dues. Dues money enables the Pennacook Lodge, Order of the Arrow to run their year round program. Dues are \$20 per calendar year and can be paid online, with cash, or by check; to pay dues at summer camp, please download the form from [oapennacook.org/resources](http://oapennacook.org/resources) or talk to the camp’s respective Order of the Arrow Camp Coordinator.

### Campfires

There will be two campfires over the course of your week at camp. The opening campfire will be on Sunday at 9 PM. This campfire will include songs, skits, and cheers, all done by the staff. The closing campfire will be on Friday at 9 PM. This campfire will include a closing show featuring pictures of all your scouts from during the week. The songs, skits, and cheers will all be done by the scouts in camp. If your troop or patrol would like to participate, please make sure you talk to the program director during your week in camp so he can get you on the campfire program!

### The NeXus Cup

Each camp will have their own inter troop competition. However, on Friday, the top three teams from each of those competitions will go head to head in order to determine the winners of The NeXus Cup. Each team who wins the NeXus cup each week will get their patrol, troop, and town engraved on a plaque. The Cup with all the winners will be displayed in the Eagan Center from September until June every year.

## Spirit of Adventure Camping Award

This is an award that can be earned on the individual, patrol, and troop level. Below are the requirements to earn each of the awards:

### Scout and Leader Patch:

1. Earn 100 points by participating in Rare Adventure activities
2. Participate in the interfaith service
3. Wear your field uniform to dinner each night
4. Take a selfie with one of your Scoutmasters doing something “cool”
5. Demonstrate scout spirit over the course of the week

### Patrol Award:

1. At least 50% of the members of the patrol earned the Scout or Leader award
2. Have a patrol name, flag, and yell
3. Participated in the campsite duties as assigned by the SPL on Sunday
4. Participate in both camp wide activities during the week
5. Have a social media presence during the week
  - a. At least 1 picture posted
  - b. Use these hashtags, #NorthernNeXus #ScoutingThrives, #SpiritofAdventure

### Troop Award:

1. All Patrols need to have earned the patrol award
2. As a troop participate in at least one Rare Adventure as a unit
3. Maintain an 80 average on your troop’s daily campsite inspection.
4. Participate in a troop conservation project approved by the ecology director
5. Have at least one patrol participate in a camp wide flag ceremony
6. The Unit flag must be present at the retreat ceremony every evening
7. At least one patrol participates in the closing campfire.

# Specialty Weeks

## Browsea II- Week 1

Browsea is a unique approach to teach youth leadership skills with a strong focus on scout skills, including camping, hiking, pioneering, and nature studies. Browsea makes a special effort to impart the patrol method and imparts leadership and skills knowledge through program, leadership exercises, and patrol competition.

*Prerequisites: All Scouts need to be First Class or above and have attended a one week summer camp experience. We are looking for those Scouts that will be the future leaders of your home troops.*

## National Youth Leadership Training (NYLT)- Weeks 2 & 5

NYLT is an exciting, action-packed program designed to provide all 13- to 20-year-old youth members of the Boy Scouts of America, both male and female, with leadership skills and experience they can use in their home units and in other situations demanding leadership of self and others.

*Prerequisites: At least 13 years of age, must be at least First Class and have completed Introduction to Leadership Skills for Troops (ILS-T). Venturers must have completed Crew Officer Orientation and Introduction to Leadership Skills for Crews (ILS-C). All Scouts must also be recommended by their unit leader.*

## Eagle Week- Weeks 3& 4

This program is a unique blend of traditional Summer Camp, Eagle merit badge classes, and group activities. The purpose is to help Scouts advance toward achieving the Eagle Scout rank. Activities in the afternoon and evening are set up for the full Troop and everyone must attend.

*Prerequisites: At least 13 years of age, must be at least a First Class.*

## SCUBA Week- Week 4

Participants age 15+ will earn their PADI Open Water Diver, and those under age 15 will earn their Jr. Open Water Diver, which automatically converts to Open Water Diver when they turn 15. Scouts also have the opportunity to complete SCUBA Diving Merit Badge, Snorkeling BSA and the National Outdoor Aquatics Award.

*Prerequisites: At least 13 years old and have completed Swimming Merit. Scouts, Venturers, and Leaders are all welcome and must be able to pass the BSA Swimmer's Test (Limited to 24 participants.)*

## Horse Week- Week 5

If horsemanship merit badge was not enough, spend the week with our staff learning more advanced riding skills and care for horses. During the week you will be matched with a horse that you will ride and care for all week. Boy Scouts will earn Animal Science and Veterinary Medicine Merit Badge and Venturers can earn the Venture Equestrian Award.

*Prerequisites: At least 12 years old and weigh no more than 195 lbs.*

# Rare Adventures:

## Bringing the High-Adventure Experience to Your Local Council Camps!

This year, by combining the resources of Wah-Tut-Ca and T. L. Storer, scouts will be able to participate in incredible new opportunities the likes of which cannot be found in any other camp. This exciting new program, titled Rare Adventures, will provide Scouts and Units interesting, challenging, and fun daily adventures that go above and beyond the normal scope of camp activities. Varying in subject and size, these programs will serve to supplement the traditional camp experiences everyone has come to cherish.

Spend an hour on an excursion with the Craig Ryder Whale Boat; form a team and take on the all-new vertical caving tower; gather your patrol and spend the night on a survival adventure at Parker Mountain! Everyone who attends a NeXus camp deserves adventure like never before, and it's our mission to bring the High Adventure experience to you!

There are three times individuals or units can register for Rare Adventures.\*\* Using this link (<http://goo.gl/forms/IlglpQaBoK>), registration will be available anytime up until one week prior to a Troop's arrival at camp. A second opportunity for registration will be available at the leader's meetings at the end of May. Finally, troops will have the opportunity to work with the NeXus team upon arrival to camp to finalize their Rare Adventure schedules!

\*\* Please note, while we will do all that is in our power to ensure that every Troop gets the opportunity to experience the adventures they want, Rare Adventures are on a first come, first serve basis. We are more than willing to accommodate whenever possible, and will add slots for various adventures as we gauge interest and demand. However, at a certain point, the programs and staff will be operating at maximum capacity! To avoid the possibility of missing out on any adventures, please be sure to submit your registration as soon as possible!

Below you will find a list of our 2016 Rare Adventures! As summer camp draws nearer and the first day of camp gets closer, more adventures may be added based upon developments, equipment acquisitions, and staff availabilities. For now, take a look below and see which of our Rare Adventures sparks your interest, and in the meantime, keep your eyes and ears peeled for additions to the 2016 Rare Adventures Roster!

The following list are the big Rare Adventures that we are offering this summer, however there will be many more offered throughout the week. Feel free to create your own Rare Adventure and we will do our best to make it happen.

Remember, units can and are encouraged to sign up for Rare Adventures at either camp! Additionally, all Rare Adventures must be registered for prior to attending said adventure!

### **Advanced Search & Rescue (TLS): 2 hours**

In this adventure, scouts will have to track down and rescue a stranded and injured person! Using nothing but the materials provided to them and their years of scouting experience, scouts will have to do everything in their power to save the target before the clock runs out!

### **Over the Dam: Huck Finn Raft Building (TLS): 1-2 hours**

Feeling resourceful? How about buoyant? Gather a team and do your best to assemble a raft as quickly as possible! If successful, units will be permitted to dock their boats alongside the rest of the NeXus fleet at Wah-Tut-Ca and raise their flags on their mast for all to see!

### **Bass Fishing on Northwood Lake (WTC): 2-3 hours**

In this more laid back adventure, scouts can take a boat cruise out on the beautiful and expansive Northwood Lake at Wah-Tut-Ca and try their hand at catching some bass!

### **Caving Tower Challenge (TLS): 1-2 hours**

Scouts will need all of their combined strength and wit to overcome this all-new addition to the NeXus ropes course at T. L. Storer! Rappelling, climbing, ascending, and more, scouts can take on the Caving Tower Challenge and try and navigate the vertical one-of-a-kind tower maze!

### **Catamaran Chaos (WTC): 2-3 hours**

On this adventure you will have the opportunity to try out catamarans as you sail around our waterfronts. There is no place like Northwood Lake to learn all about sailing and then try it out! With the wind blowing you will be a great time navigating the area and working together to sail a Catamaran. Remember, we cannot change the direction of the wind but we can adjust our sails.

### **Survival Overnight Challenge (Parker Mountain): Overnight**

Think you can survive in the wilderness after a plane crash? Do you know what to do if your car breaks down in the middle of the woods? Making use of one of the Boston area council's older camps, Parker Mountain, scouts will be able to travel out to an outpost and try and make it through an overnight simulation as best they can! Opportunities will also be available to meet up with troops from both camps and work together in a co-op survival experience!

### **Discover SCUBA (TLS): Time TBD**

Have a knack for the aquatic? Then come on down to T. L. Storer and try out some SCUBA! Scouts will get the opportunity for an introduction to SCUBA diving and some of the associated skills and techniques.

*Note: This program will likely only be offered one evening of the week; as such, time with the SCUBA gear is limited. While all scouts present will get an opportunity, time underwater will depend on the number of scouts in attendance.*

### **Edible Food Hike (WTC/TLS): 1 hour**

"Is that a piece of chocolate or is there a rabbit hole nearby?" If you're hungry and maybe a little bit TOO adventurous, this Edible Food Hike is just the thing for you. See if you can figure out what you can and can't (or should we say shouldn't) eat!

### **Extreme Shelter Building Competition (TLS): 1-3 hours**

If you think what you've got what it takes to be a survival expert, take on our shelter-building gurus and assemble a shelter as quickly as you can! Extra points awarded for flair and style.

### **Extreme Waterpark (WTC): 1-2 hours**

Come on down to the beautiful NeXus waterfront located at Wah-Tut-Ca and take advantage of all it has to offer! Boating, swimming, challenge park, and more!

### **GeoCache: Storer's Lost Graveyard (TLS): 1-2 hours**

See if you've got what it takes to track down the ancient lost graveyard at T.L. Storer!

### **GeoCache at Northwood Meadows (WTC): 1-2 hours**

Eagerly search for what is over there, in our own backyard! You will join the world's largest treasure hunt, but don't forget to bring some treasure of your own for future NeXus adventurers.

### **Paddleboard Jousting (WTC/TLS): 1 hour**

Ready, set, go, SPLASH! Mount your paddleboard, arm yourself with your staff, and try and knock your opponent into the water. Last man standing wins!

### **Kayak to the Cliffs (WTC) 2-3 hours**

This mini-trek leaves in kayaks from the Wah-tut-ca waterfront, followed by a hike up the side of the cliff to Robinson Lookout. See out across the NeXus and enjoy the satisfaction of a successful trek. This is a quintessential Rare Adventure that will help you discover the amazing things happening at the NeXus.

### **Advanced Sailing: The Craig Ryder (WTC): 1-2 hours**

Northwood Lake is a great setting to work together in a team to sail our 28-foot whale boat. The Craig Ryder gives scouts the opportunity to try advanced sailing as you make your way around the lake. Challenge your group and improve your sailing ability.

### **Local Peak 1: Saddleback Mountain: 3-5 hours**

Gather your friends and summit the beautiful and scenic Saddleback Mountain! Granted, it's no Everest, but it'll sure give any local peak a run for its money! Enjoy a beautiful hike up this mountain and enjoy the spoils of victory once (if?) you reach the top!

### **Local Peak 2: Parker Mountain: 3-5 hours**

Much the same as Saddleback, but with a bit of a different flavor! Can you make it up both peaks in one week? A special prize awaits those who can!

### **Mountain Bike Expedition (TLS): 2-5 hours**

Do you have thighs (and wheels) of steel? Then take on the NeXus mountain bike expedition! Trips vary in length and difficulty, with the easiest only taking a couple hours and the most difficult being a grueling trek through the woods and mountains of southern New Hampshire!

*Note: Due to the nature of the mountain bike trek and the arduous terrain, this adventure is only open to scouts aged 14 and up, with exceptions on a case-by-case basis. Additionally, scouts must bring their own bikes to camp, or arrange to borrow once at camp! Given the restriction on bikes at Wah-Tut-Ca, Wah-Tut-Ca scouts may bring bikes to camp only for use on this trek!*

### **Black Powder Rifle Bonanza (TLS): 1-2 hours**

Come over to the NeXus shooting range at T.L. Storer and unleash the beast that is a black powder rifle! Shoot at the provided targets, or even bring your own paraphernalia to shoot at if you so choose! Got an old handkerchief? Shoot it with a black powder rifle! Have a fruit or vegetable you particularly dislike? Shoot it with a black powder rifle! Get a hideous sweater from a family member for your birthday? You know what to do!

*Note: The Spirit of Adventure takes no responsibility for damaged ugly sweaters, even if they were a birthday present from a family member.*

**Cove Expedition (WTC): 1-2 hours**

Learn about the unique ecosystems of the NeXus and visit one. Where the water meets the land you will find plants, animals and MUD! Be prepared to get messy because you won't be clean until the free swim afterwards. Join the mud fight, discover the wildlife, and enjoy this one of a kind adventure.

**Mysteries of the Black Gum: Wah-Tut-Ca Backwoods 5-Mile Hike (WTC): 3 hours**

Hike through the backwoods of Wah-Tut-Ca and learn about some of North America's oldest indigenous trees, see the vernal pool with the rare Blandings turtle, and even a Native American Standing Stone! This hike will help you to appreciate the history and experience the nature of the NeXus.

**Nocturnal Life: Wildlife Safari Expedition (WTC/TLS): 1-2 hours**

Take an expedition out at nighttime and experience the diverse nightlife of your camp! While you won't find many clubs, restaurants, or concert venues as a part of the nightlife, what you will find is incredible nocturnal ecosystems right outside your tent flaps!

**Intro to Horseback Riding (TLS): <1 hour**

Saddle up, cowboy, and take a ride on one of the NeXus's horses! Tour camp T.L. Storer on horseback and get an introduction to a close competitor for man's best friend. If you enjoy your ride, come back later in the week for a more advanced experience!

**Patrol COPE (TLS): 2 hours**

Perfect for Troops and Patrols who want to be pushed into that next step of teamwork and leadership, or at least Troops and Patrols who want to come down and have *tons of fun*. This program is personalized to best suit the needs and goals of the group. Give the low ropes course a shot and try to conquer the many elements using teamwork, or squabble amongst yourselves and risk losing it all! Troops that complete the Patrol COPE challenge will be able to return later in the week to take on the High Ropes Course at T. L. Storer, navigating an obstacle course 30 feet in the air!

**High Ropes COPE Challenge (TLS): 2-3 hours**

Gather your patrol and use the skills you learned in Patrol COPE to take on the High Ropes Course at T. L. Storer. Climb, swing, balance, and maneuver your way to victory 30 feet in the air!

*Note: This program is only offered to units that have completed the Patrol COPE Rare Adventure.*

**Tomahawk 21 (TLS): 1 hour**

Mind games won't do you any good here.... Scouts will need precision and a good arm to get to 21 in this variation of Blackjack! Line up and challenge your friends to split playing cards from a distance, throwing tomahawks as precisely as you can! How close can YOU get to 21?



Appendix A: Merit Badge Schedule	Period 1	Period 2	Period 3	Partials	Notes	Activity
	(8:50-9:50)	(10:00-11:00)	(11:10-12:10)			Level
<b>AQUATICS</b>						
BSA Guard					Must pass swim test, Need Swimming MB	4
Canoeing					Must pass swim test	2
Instructional Swim	X		X		Not a MB, but can sign up for	1
Kayaking		X	X		Must pass swim test	2
Lifesaving					Must pass swim test, Need Swimming MB	4
Motor Boating			X		Must pass swim test, Need Swimming MB	3
Swimming*	X	X	X		Must pass swim test	1
<b>COPE &amp; CLIMBING</b>						
Climbing	X	X				3
COPE			X		Interpersonal Skills Program	3
<b>HORSE</b>						
Horsemanship	X	X				2
Veterinary Medicine			X			2
<b>HANDICRAFT</b>						
Art			X			1
Basketry		X			Kits provided	1
Indian Lore			X			2
Leatherworking	X	X			Kits provided	1
Painting			X			2
Sculpture	X					2
Woodcarving	X	X			Must have Totin' Chip	2
<b>NATURE</b>						
Animal Science	X					2
Environmental Science 1*					Notebook & pen required	3
Environmental Science 2*					Notebook & pen required	3
Fishing					If you have your own rod bring it	2
Forestry	X					2
Geology		X				2

Reptile & Amphibian Study			X	Requirement 8		2
Weather			X			2
<b>SCOUTCRAFT</b>						
Camping*	X		X	Requirements 8a, 9	MB Book recommended	2
Cooking*				Requirements 6, 7		3
Emergency Preparedness*	X	X		Requirements 2c, 8c	First Aid MB is required	3
Fire Safety				Requirement 6		2
First Aid*					Knowledge of 1st Class Req., bring kit with you (req 2d)	3
Geocaching		X	X	Requirement 7		3
Pioneering					Requirement 2a suggested, but not required	3
<i>Primitive Skills</i>			X		Not a MB, but can sign up for	3
Safety			X	Requirement 4		2
Search & Rescue	X	X				3
Wilderness Survival	X		X		Bring survival kit (Requirement 5)	3
<b>SHOOTING SPORTS</b>						
Archery	X	X				2
Rifle Shooting	X	X	X			2
Shotgun Shooting			X			3
<b>OTHER</b>						
Automotive Maintenance			X			3
Chess			X			2
Salesmanship	X	X	X			1
Trailblazer						1
Older Scout Program						4
<b>KEY</b>			<b>ACTIVITY LEVEL</b>			
Class offered one period	X			First Year Campers	10 to 12	1
Offered as a double block				Second Year Campers	11 to 13	2
Offered as a triple block				Third Year Campers	13 to 14	3
Skills Based Classes	<i>Italics</i>			4 or More Years at Camp	14+	4
Eagle Required	*					

**Note:** Partials column denotes the requirement(s) in which Scouts must complete after camp with a counselor to finish the badge. These badges cannot be completed at camp.

Use this column as a guideline to help you pick the age appropriate activity and badge for your Scout.