

## Camp Babcock Hovey Merit Badge Sign-up Sheet 2009

Troop # \_\_\_\_\_ Patrol Name \_\_\_\_\_ Footsteps of Hiawatha Yes or No (circle one)

Last Name \_\_\_\_\_ First Name \_\_\_\_\_ Birthdate \_\_\_\_\_ Rank \_\_\_\_\_

Select two choices for each session and mark each 1 or 2. Please note: you must be 12 years old to shoot Rifles or Shotguns; you must achieve Swimmer level at camp to take a Pool or Lakefront Merit Badge.

### Session 1 \_\_\_\_\_ 9:15-10:05 \_\_\_\_\_

<b>Nature</b> Environmental Science ___ Soil and Water Conservation ___ Plant Science ___	<b>Native American Culture</b> Basketry ___ Indian Lore ___ Art /Sculpture ___	<b>Scoutcraft</b> Wilderness Survival ___ Pioneering (2 sessions) ___ Backpacking ___	<b>Weeks 2&amp;3 only Sci/Tech Center</b> Aviation ___ Electricity ___
<b>Lakefront</b> Motor Boating/Rowing ___ Canoeing ___	<b>Pool</b> Swimming ___ Lifesaving (2 sessions) ___	<b>Shooting Sports</b> Shotgun ___ Archery ___ Rifle ___	<b>Physical Fitness</b> Athletics ___ Personal Fitness ___
<b>Footsteps Area</b> First Aid ___ Woodcarving ___			

### Session 2 \_\_\_\_\_ 10:15-11:05 \_\_\_\_\_

<b>Nature</b> Bird Study ___ Fish & Wildlife Management ___ Geology ___	<b>Native American Culture</b> Basketry ___ Space Exploration ___ Leatherwork ___	<b>Scoutcraft</b> Camping ___ Cooking ___ Pioneering (cont.) ___ Wilderness Survival ___	<b>Weeks 2&amp;3 only Sci/Tech Center</b> Energy ___ Computers ___
<b>Lakefront</b> Canoeing ___ Small Boat Sailing (2 sessions) ___	<b>Pool</b> Swimming ___ Lifesaving (cont.) ___	<b>Shooting Sports</b> Shotgun ___ Archery ___ Rifle ___	<b>Physical Fitness</b> Climbing (2 sessions) ___ Personal Fitness ___
<b>Footsteps Area</b> First Aid ___ Woodcarving ___			

### Session 3 \_\_\_\_\_ 11:15 to 12:05 \_\_\_\_\_

<b>Nature</b> Forestry ___ Reptile Study ___ Oceanography ___	<b>Native American Culture</b> American Heritage ___ Space Exploration ___ Indian Lore ___	<b>Scoutcraft</b> Wilderness Survival ___ Cooking ___ Orienteering ___ Camping ___	<b>Weeks 2&amp;3 only Sci/Tech Center</b> Computers ___ Electricity ___
<b>Lakefront</b> Canoeing ___ Small Boat Sailing (cont.) ___	<b>Pool</b> Swimming ___ Swim Lessons ___	<b>Shooting Sports</b> Shotgun ___ Archery ___ Rifle ___	<b>Physical Fitness</b> Climbing (cont.) ___ Cycling ___
<b>Footsteps Area</b> First Aid ___			

Fishing, Fire Safety, Astronomy, Salesmanship, Weather, Sports, Fingerprinting, Mammal Study, and Nature are offered during Evening Program. Sign-ups for these Merit Badges will be done at camp Monday morning.

# What to Bring to Camp

So you decided you want to come to camp,  
but don't know what to bring? We can help with that!

- |   |   |
|---|---|
| <input type="checkbox"/> Properly completed & Signed          | <input type="checkbox"/> Bible or Prayer Book             |
| <input type="checkbox"/> BSA Class 3 Medical Form             | <input type="checkbox"/> Flashlight & extra batteries     |
| <input type="checkbox"/> Scout Field Uniform (Class A)        | <input type="checkbox"/> Water bottle or Canteen          |
| <input type="checkbox"/> Scout T-shirts (Activity or Class B) | <input type="checkbox"/> Scout Handbook in zip-lock bag   |
| <input type="checkbox"/> Scout Knife                          | <input type="checkbox"/> Underwear (6 pairs of more)      |
| <input type="checkbox"/> Compass                              | <input type="checkbox"/> Socks                            |
| <input type="checkbox"/> Comfortable, sturdy hiking boots     | <input type="checkbox"/> Jacket                           |
| <input type="checkbox"/> Rainy Day Footwear                   | <input type="checkbox"/> Shorts                           |
| <input type="checkbox"/> Poncho or Raincoat                   | <input type="checkbox"/> Pajamas or Sweat Suit            |
| <input type="checkbox"/> Bathing Suit & Towel                 | <input type="checkbox"/> Jeans or other sturdy long pants |
| <input type="checkbox"/> Matches in Waterproof Case           | <input type="checkbox"/> Long Sleeve button shirt         |
| <input type="checkbox"/> Bandana and/or Handkerchief          | <input type="checkbox"/> Toiletries Kit                   |
| <input type="checkbox"/> Old Sneakers for use in Lake         | <input type="checkbox"/> Watch                            |
| <input type="checkbox"/> Sleeping Bag or Blankets             | <input type="checkbox"/> Camera & Film                    |
| <input type="checkbox"/> Fishing Gear (if desired)            | <input type="checkbox"/> Merit Badge & Other              |
| <input type="checkbox"/> Twin Bed Sheets                      | <input type="checkbox"/> Required books                   |
| <input type="checkbox"/> Pen/Pencil in zip-lock bag           | <input type="checkbox"/> Skit props & Song Books          |

- WHAT TO LEAVE HOME!**
- Firearms of Any Kind
  - Slingshots
  - Sheath-type Hunting Knives
  - Switchblade Knives
  - Liquid fuel lantern or stoves
  - Large Stereo Radios
  - Military Clothing
  - Items of significance or monetary value
  - Cell Phones/Ipods**
  - Archery Equipment
  - Fireworks
  - Water Guns
  - ANY Aerosol Sprays

## Possible Additional Expenditures

*Extra money to spend at the Trading Post & Merit Badge Books*

## PERMISSION TO SHOOT

New York State Law requires that in order for campers to participate in the BB gun, Rifle, or Shotgun areas, they must be at least 10 years old to fire a BB gun, and at least 12 years old to fire a rifle or shotgun. In addition, if a camper is not yet 16 years old, they must have permission to shoot granted by their parent or guardian. The form below **MUST** be filled out in order for your son to participate.

I \_\_\_\_\_, the parent/guarding (circle one) of  
**Print Parent/Guardian Name**

\_\_\_\_\_ whose date of birth is \_\_\_\_\_  
**Print Scout's Name** **MM/DD/YYYY**

and whose age at camp will be \_\_\_\_\_, hereby **give/do not give** (circle one) permission for him to handle a BB gun, rifle, shotgun, or firearm for the purpose of loading, firing, and earning awards under the immediate supervision, guidance, and instruction of the shooting sports staff of Finger Lakes Council, BSA at Camp Babcock Hovey, Ovid NY.

\_\_\_\_\_  
**Signature of Parent/Guardian** **Date**

<b>Merit Badge</b>	<b>Difficulty</b>	<b>Prerequisites</b>	<b>Comments</b>
American Heritage	Moderate	Req. 5a,b,or c	Extra time required
Archery	Moderate	None	Practice
Art	Basic	None	None
Astronomy	Moderate	Req. 6	Mon. & Tue. Evening
Athletics	Moderate	Req. 4	Statement from Coach
Aviation	Advanced	None	<b>Weeks 2 &amp; 3 only</b>
Backpacking	Advanced	Req. 6b,10&11	Extra time required
Basketry	Basic	None	None
Bird Study	Moderate	Req. 5	Extra time required
<b>Camping</b>	Moderate	Req. 4b, 5e, 9a&9b	Extra time required
Canoeing	Moderate	None	Must be a swimmer
Climbing	Advanced	COPE Requirements	2 sessions
Collections	Moderate	Req. 5b	Mon. & Tue. Evening
Computers	Moderate	None	<b>Weeks 2 &amp; 3 only</b>
Cooking	Moderate	Req. 7d	Extra time required
Cycling	Advanced	Req. 8&9	Extra time required
Electricity	Advanced	Req. 2,8,&9	<b>Weeks 2 &amp; 3 only</b>
Energy	Advanced	Req. 4&4a	<b>Weeks 2 &amp; 3 only</b>
<b>Environmental Science</b>	Advanced	Req. 3d 1, 2 or 3	Extra time required
Fire Safety	Basic	Req. 6a	Mon. & Tue. Evening
<b>First Aid</b>	Moderate	Req. 1&2b	Bring 1 <sup>st</sup> aid kit to camp
Fishing	Basic	Req. 9	Mon. & Tue. Evening
Fish & Wildlife	Moderate	Req. 5,7,&8	Extra time required
Forestry	Moderate	Req. 1&7	Extra time required
Geology	Moderate	Req. 2	Extra time required
Indian Lore	Basic	None	None
Leatherwork	Basic	None	None
<b>Lifesaving</b>	Advanced	Req. 1a	Must be a swimmer 2 sessions
Mammal Study	Basic	None	Mon. & Tue. Evening
Motor Boating	Advanced	Req. 4a	Must be a swimmer & 14yr
Nature	Basic	Req. 4	Mon. & Tue. Evening
Oceanography	Moderate	None	Extra time required
Orienteering	Advanced	Req. 7,8a,8b,&9	Bring a Compass
<b>Personal Fitness</b>	Moderate	Req. 1,6,7,&8	12 week fitness program
Pioneering	Moderate	Req. 2a	Practice Knots
Plant Science	Moderate	Req. 3	Extra time required
Reptile & Amphib.	Moderate	Req. 8	Extra time required
Rifle Shooting	Advanced	Age12w/perms to shoot	Practice
Rowing	Moderate	None	Must be a swimmer
Salesmanship	Moderate	Req. 6a&6b	Mon. & Tue. Evening
Sculpture	Moderate	None	None
Shotgun Shooting	Advanced	Age12w/perms to shoot	Practice
Small Boat Sailing	Moderate	None	Must be a swimmer 2 sessions
Soil & Water Con.	Moderate	Req. 7	Extra time required
Space Exploration	Moderate	None	None
Sports	Moderate	Req. 3&4	Mon. & Tue. Evening
<b>Swimming</b>	Moderate	Req. 2&3	Must be a swimmer
Weather	Moderate	Req. 8a	Mon. & Tue. Evening
Wilderness Survival	Moderate	Req. 5	Extra time required
Woodcarving	Moderate	Totin Chit	None