


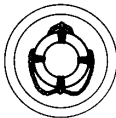






Camp Program

Merit Badges



A small cost for materials is required for many merit badges to cover the cost of kits for projects. These kits are available from the trading post. Prices listed below are subject to change without notice and do not include 7% sales tax. If the Scout prefers, he may buy supplies from a distributor before coming to camp or use personal items that fulfill the skill requirement. These are the requirements given by national as of January 19, 2011.

Program Listings by area (includes all programs and online registration numbers)





Aquatics Area

	<p>Canoeing 10:00-11:50 – 106</p>	<p>Two-hour session. Physical strength and stamina required. Highly recommended that CPR instruction be completed prior to camp. Prerequisite: swimming merit badge and completion of the swimmer's test. This class is limited to 18 Scouts.</p>
	<p>Lifesaving 9:00- 10:50 – 102 2:00- 3:50 - 110</p>	<p>Required for Eagle (alternate). Two-hour session. Challenging merit badge that requires physical strength and stamina. Bring long pants, long sleeve button-down shirt, and shoes that can get wet. Highly recommended that CPR instruction be completed prior to camp. Prerequisite: Swimming merit badge and completion of swimmer's test.</p>
	<p>Rowing 10:00-11:50 – 106</p>	<p>Two-hour session. Physical strength and stamina required. Prerequisite: swimming merit badge and completion of swimmer's test. Highly recommended that CPR instruction be completed prior to camp.</p>
	<p>Small-Boat Sailing 2:00- 4:50 - 113</p>	<p>Scouts must be 13 years old. Highly recommended that CPR instruction be completed prior to camp. Requirement 10 may be completed prior to camp. Due to the number of sailboats available, this class is limited to 8 Scouts. Prerequisite: swimming merit badge and completion of swimmer's test.</p>
	<p>Swimming 9:00-10:50 – 101 2:00-3:50 – 109 3:00- 4:50 - 115</p>	<p>Required for Eagle (alternate). Prerequisite for all other aquatics merit badges. Requires that participants have a strong swimming ability and endurance. Bring long pants, long sleeve button-down shirt that can get wet. Highly recommended that CPR instruction be completed prior to camp. Prerequisite: Complete requirements 7a through 7c for Second Class rank and requirements 9a – 9d for First Class (or have earned Catfish Aquatics Patch), and completion of swimmer's test.</p>
	<p>Kayaking BSA 9:00-9:50 -104 11:00-11:50 – 108 2:00-2:50 – 112 4:00-4:50-117</p>	<p>Kayaking Aquatic Activity patch (This is not a merit badge) Kayaking is the fastest growing aquatics activity in the country. Kayaking BSA introduces Scouts to the safety procedures and kayaking skills necessary to safely handle the craft and have a good time. Due to the number of boats on hand, this class is limited to 16 Scouts.</p>
	<p>Catfish 9:00-10:50 – 103 12:00-3:50 – 111 3:00-4:50- 116</p>	<p>Catfish Aquatic Activity patch (This is not a merit badge) - Cherokee catfish program is designed for beginners and weak swimmers who need endurance and stamina prior to working on swimming merit badge. The program is based on the aquatic requirements for 2nd and 1st class rank and is the perfect compliment to the FROGS program. Upon completion young men will be prepared to take swimming merit badge. This is probably a very good class for younger/smaller scouts (FROGS). This program is a two hour session and is open to all Scouts that need to improve their basic swimming skills and /or stamina.</p>
	<p>Mile Swim BSA Twilight activity</p>	<p>Mile Swim (This is not a merit badge) Mile Swim prepares a swimmer and escort for a distance swimming over open water. Requires four hours of training and preparation for distance swimming. Participants must have already earned the swimming merit badge and they must swim all the preliminary 'build up' swims prior to attempting the Mile Swim over an approved measured course. The build up swims should be scheduled with the Aquatics staff.</p>



	Snorkeling BSA 11:00-11:50 - 107	Snorkeling BSA (<i>This is not a merit badge</i>) Snorkeling BSA introduces Scouts and Scouters to special skills, equipment, and safety precautions associated with snorkeling; encourages the development of aquatic skills which promote fitness and recreation; and lay a solid skill and knowledge foundation for those who will later participate in more advanced underwater activities.
	BSA Lifeguard 9:00-11:50 & 2:00-4:50 - 118	BSA Lifeguard BSA lifeguard certification classes are designed as a “professional” lifeguarding certification. This class is intended for young men who think they may eventually want to work on camp staff. Prior approval from the Aquatics Director is required for participation. Please see a more detailed description on page 25 of the 2011 leaders guide.
	BSA Aquatics Supervision Swimming and Water Rescue 2:00-4:50- 114	BSA Aquatics Supervision Swimming and Water Rescue Swimming and Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands on the awareness instruction provided by Safe Swim Defense training to include basic water rescue skills. Please see detailed description on page 25 of the 2011 leaders guide.
	BSA Aquatics Supervision Paddlecraft Safety 9:00-11:50 - 105	BSA Aquatics Supervision Paddlecraft Safety Paddle Craft Safety expands on Safety Afloat training to include the basic skills and knowledge needed for a unit leader to confidently assess his or her ability to supervise float trips using canoes or kayaks. Please see detailed description on page 26 of the 2011 leaders guide.

Communication Area

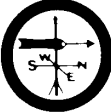
	Photography 2:00-3:50 -903	Scouts will learn the basic parts and operation of a film and digital camera, elements and terms of a quality picture, along with advantages and disadvantages of using a digital camera verses a film camera. Prerequisite: complete requirements 4 a, b, or c and research for requirement 5. Scouts must bring a digital camera.
	Cinematography 9:00- 11:50- 902	Scouts will learn the basic parts and operation of a video camera and the proper filming techniques used when producing a quality film. Scouts will create a short film to be shown at campfire on Friday night.
	Communications 9:00- 10:50 - 901 2:00-3:50 -903	Scouts will learn basic and in depth communications skills. They will also learn ways to better their public speaking and different types of speaking. Requirement 5 will need to be completed before arriving at camp. Scouts will need to bring paper and writing utensils to class.
	Citizenship in the Nation 2:00- 4:50 - 905	Scout will have the opportunity to learn in depth about the many things that make our country great. Through our multimedia capabilities scout will be able to complete all of these requirements while at camp.







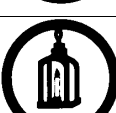




Ecology and Conservation Area

	Archeology 10:00- 10:50 – 204 3:00-3:50 - 215	Scouts will learn about the past through the study of artifacts and historical research. Class includes a mock dig at camp. Requirement 11 should be completed before coming to camp.
	Astronomy and Space Exploration 11:00-11:50 - 208	Astronomy meets everyday of the week. It also has an evening workshop that meets Monday – Wednesday. The concepts covered are age appropriate for an eighth-grader. Scouts must be a second year camper to take this badge. Requires drawings. Exposes scouts to all the contributing factors of exploring space. Scouts will construct, launch and recover a model rocket. Scouts will need to purchase a model rocket kit (\$9.00). Scouts must be 13 years old to enroll in this session.
	Environmental Science 9:00-10:50 – 201 10:11:50- 207 2:00-3:50 -211 3:00-4:50 – 217	Required for Eagle. Two-hour session. Requires daily nature observations and written work. Due to the amount of material covered, this class covers a great deal of complex material relatively quickly. THIS CLASS IS NOT RECOMMENDED FOR FIRST OR SECOND YEAR CAMPERS.
	Fish & Wildlife Management 2:00-2:50 - 212	This is a good badge for younger scouts. Some written work. Requires a conservation project. Scouts should bring old shoes to wear while working on project.
	Forestry 11:00-11:50 - 209	Requires a leaf collection. Scouts should bring a notebook in which to mount the leaves. Scouts will also take several hikes during class to different areas of the camp for observations. Scouts should complete requirement 5 prior to coming to camp.
	Gardening 9:00-9:50 203	During the gardening merit badge scouts will have the opportunity to grow vegetables and other plants at camp. They will be shown how to complete requirement 6 at camp but they must do this requirement after camp because of the 90 days maintenance requirement.
	Geology 10:00-10:50 – 202	This class covers a great deal of complex material and required researching many resources. This class is not recommended for first or second year campers.
	Mammal Study 9:00-9:50 – 202	Good merit badge for younger scouts. Requires some written work, a report, and a conservation project.
	Nature 10:00-10:50 – 206 3:00-3:50 – 216	Excellent introductory merit badge to the Ecology and Conservation Area. Requires some hiking.
	Oceanography 2:00-2:50 – 213	Requirements cover the main fields of oceanography, growth of the ocean floor, and the formation of waves. Topics range from chemical and physical characteristics of the sea to the landscape of the ocean floor. Scouts will need to do requirement 8 prior to camp. Scouts will also need to purchase 5 lbs. Clay (\$5.00).
	Plant Science 2:00-2:50 – 214	Scouts will learn about the plant crops of the United States. They will investigate the planting process and protection of crops from pest and disease.
	Reptile & Amphibian Study 11:00-11:50 – 210 4:00-4:50- 219	Requires drawings. Requirement 8 must be done before camp. Not recommended for scouts, who are afraid of snakes, although instruction may lessen fear.









	Weather 4:00-4:50 – 604	Covers a lot of material. An interest or background in weather would be helpful. Requirement 8 should be completed prior to camp.
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Handicraft Area



	Art 9:00-9:50- 302	Drawing or artistic experience recommended. Scouts will learn how to express their ideas and tell a story using pictures. Chances to paint, draw, and sketch. (\$4.00 for supplies)
	Basketry 10:00-10:50 – 304 3:00-3:50- 313	Excellent merit badge for young scouts. Scouts will use weaving skills to make a basket and a stool. Requires dexterity (\$11.50 for stool kit and \$5.00/\$6.00 for basket kit).
	Indian Lore 11:00-11:50 – 306 2:00-2:50 – 310	Recommended for all scouts. Gives you a chance to learn about American history from a different perspective. Scouts will learn about Native American life, games, and crafts. (Cost of kit is \$15.00).
	Leatherwork 9:00-9:50- 303 10:00-10:50 -305 3:00-3:50 – 312 4:00-4:50 -314	Good for young scouts. Scouts will learn about leather and its uses. They will make a useful knife pouch (\$7.00 for leather kits).
	Metalwork 9:00-11:50 – 317 2:00-4:50 -318	Three hour course. Scouts must be 13 years old to participate in this merit badge. Long trousers mandatory and boots desired. See page 23 for a detailed description. (Cost is \$12.00)
	Model Design & Building 11:00-11:50- 307 4:00-4:50 -315	Scouts will learn how to take measurements of an object, and then use those measurements to make a scaled model of the object (\$5.00 for supplies).
 	Pottery and Sculpture 9:00-10:50 -301 2:00-3:50 -309	Scouts will learn about the contents of clay and the techniques used in making items out of clay. They will then apply those skills to make 3 types of pottery (\$5.00 for 5 lbs. Clay). <i>Prerequisite:</i> Complete requirement 7 prior to camp. Scouts will also learn how to do 3 types of sculpting. These include working clay, carving, and making a mold (\$5.00 for 5 lbs. Clay).
	Woodcarving 11:00-11:50 – 308 4:00-4:50 -316	Not recommended for first year scouts. Personal knives should be sharp if used. Scouts need to have earned their Tot 'n' Chip card in order to use a knife (\$5.00 for neckerchief slide block).







Health and Fitness

	Athletics 2:00-2:50 - 411	Physical strength and stamina required. Scouts learn how to train for sports. They also learn the duties of the officials. Scouts must qualify in the 50 yard dash, standing long jump, and other track and field events based on their weight. Requirement 1 should be completed prior to camp.
	Emergency Preparedness 10:00-10:50 – 404 2:00-2:50 – 409 4:00-4:50 - 414	Required for Eagle (alternate). Much written material and skills to master. Familiarity with knots extremely important. Recommended for older scouts. Requirement 8 may be done prior to camp. <i>Prerequisite:</i> first aid merit badge NOTE: Scouts may not work on First aid and Emergency Preparedness simultaneously.
	Fire Safety 9:00-9:50 - 403	Recommended for older Scouts. Scouts will learn how to safely use fuels, the components of fire, and how to safely react to fire emergencies. Chemical and physical properties will be discussed, so Scouts should have a strong science background. Scouts will also visit the local fire department. Requirement 11 may be done before camp.
	First Aid 9:00-9:50- 401 11:00-11:50 -407 2:00-2:50 – 410 4:00-4:50 – 415	Required for Eagle. Covers a great deal of material and skills. Requirement 2b may be completed prior to camp. Highly recommended that CPR instruction (requirement 3c) be completed prior to camp. <i>Prerequisite:</i> Complete the first aid requirements for Tenderfoot, Second Class, and First Class. NOTE: Scouts may not work on First aid and Emergency Preparedness simultaneously.
	Personal Fitness 9:00-9:50 - 402 10:00-10:50 – 405 11:00-11:50 – 408	Required for Eagle. Scouts are exposed to the process of keeping oneself fit such as behavior modification. Scouts develop a personal fitness plan and partake in flexibility, aerobic and muscular strength tests. Physical strength and stamina required. NOTE: Requirements for personal fitness have been updated. Prior to camp Scouts will need a physical that is dated 2011 (they should make a copy to bring to the class) and a note from their dentist describing the Scout's most recent 2011 visit complete requirement 1. Scouts will work on 6 and 7 in camp, but will need to complete requirement 8 after camp. Requirement 8 is the completion of a 12 week personal fitness plan that is developed in requirements 6 and 7.
	Sports 10:00-10:50 – 406 3:00-3:50 – 413	Physical strength and stamina required. Scouts learn how to train for sports. They also learn the duties of the officials. Scouts must qualify in the 50 yard dash, standing long jump, and other track and field events based on their weight. Requirement 1 should be completed prior to camp.
	Red Cross First Aid	Red Cross Standard First Aid (this is not a merit badge) Certification classes will be offered during camp. Scouts must already have completed First Aid Merit Badge. Adult leaders may also take this class but attendance is required all week.

Scoutcraft Area

	Camping 9:00-10:50 – 703 10:00-11:50 -704 3:00-4:50 – 708	Required for Eagle. Requires an overnight camping trip. Scouts should bring appropriate camping equipment (backpack, tent, sleeping bag, flashlight, water bottle, and mess kit). Requirements 7, 9 should be completed prior to camp.
	Cooking 9:00-11:50 – 701 2:00-4:50 – 705	(Three hour session) Scouts will plan and prepare 6 meals during camp. Scouts will spend time after class in the Scoutcraft area to provide enough time for meal preparation and proper clean up. Scouts will visit the local grocery store to develop a price list. Scouts will not be able to complete requirement 7 and 8 at camp; it should be done after completing all the other requirements at camp. Cooking merit badge is recommended for second year campers. First year scouts should not take cooking merit badge.






 	<p>Orienteering/ Geocaching 9:00-10:50 – 702</p>	<p>Two-hour session. Requires setting up and completing orienteering courses. Map and compass background helpful. Some physical stamina required. Scouts should bring a compass. Requirement 10 may be completed prior to camp.</p>
	<p>Wilderness Survival 2:00-2:50 - 706</p>	<p>Two-hour session. Requires an overnight camping trip. Scouts should bring appropriate equipment (backpack, sleeping bag, ground cloth, and survival kit). Requirement 5 may be completed prior to camp. Pre-requisite: must have completed Camping merit badge prior to starting.</p>
	<p>Pioneering 2:00-3:50 – 707</p>	<p>Two-hour session. Requires a pioneering project. Familiarity with knots, lashings, and splices important.</p>

Shooting Sports

	<p>Archery 9:00-10:20 – 803 10:30- 11:50- 807 2:00- 3:20 - 810</p>	<p>Must be a 3rd year camper. Physical strength and stamina required in order to be able to draw back the bow. A \$5 program ticket, purchased from the Trading Post, is required for the class. Class time has been increased to 80min to enhance the learning experience & allow greater range qualification time. Class size limited.</p>
	<p>Rifle Shooting 9:00-10:20 – 801 10:30- 11:50- 805 2:00- 3:20 – 808 3:30- 4:50 -812</p>	<p>Must be 12 years of age. Challenging & time consuming, requiring physical strength & stamina. Shooting experience highly recommended. A \$5 program ticket, purchased from the Trading Post, is required for the class. Class time has been increased to 80min to enhance the learning experience & allow greater range qualification time. Class size limited.</p>
	<p>Shotgun Shooting 9:00-10:20 – 802 10:30- 11:50- 806 2:00- 3:20 - 809</p>	<p>Must be 13 years of age. Challenging & time consuming. Physical strength & stamina required to hold shotgun for extended shooting times. Shooting experience highly recommended. A \$40 (?) program ticket, purchased from the Trading Post, is required for the class. Class time has been increased to 80min to enhance the learning experience & allow greater range qualification time. Class size limited.</p>
	<p>Muzzleloading Rifle Trail Shoot 3:30- 4:50 -813 (Monday-Thursday)</p>	<p>Introduced in 2010 & expanded for 2011, this older camper program requires that scouts be working on or already have earned either Rifle or Shotgun Shooting Merit Badge. Scouts learn about Muzzleloading rifles, their history, safe shooting & compete using percussion long-rifles, shooting bags & powder horns on our unique trail range. They load & shoot at interactive silhouette targets, in a hunting type scenario. The program will be conducted Mon- Thurs. A \$15 program ticket, purchased from the Trading Post, is required for the class.</p>
	<p>Sporting Clays Shoot 4:30 – 6:00 (Friday)</p>	<p>Scouts who have completed the Shotgun shooting merit badge & Adults may participate in a 25 bird, 6 station, Sporting Clays shoot on Friday aftn from 4:30 – 6:00. \$10 Sporting Clays tickets may be purchased from the Trading Post, prior to noon on Friday. The shoot is held across Boy Scout Camp road @ the George Waldrep Sporting Clays course.</p>



Other Great Programs

	<p>Climbing 9:00-11:50 – 502</p>	<p>Climbing Merit Badge Scouts will need to wear soft-soled tennis shoes. Scouts must be at least 13-years-old before January 1, 2011, and have a physical exam within the last 12 months to take the merit badge.</p>
	<p>Auto Mechanics 2:00-4:50 - 601</p>	<p>Auto mechanics merit badge will be a three hour session. Scouts must be at least 13 years old before camp. Scouts will be exposed to the internal workings of combustion engines. Participants will also learn how to change their oil, check fluid levels, replace fuses, and change car batteries. Topics covered also include washing, waxing, and interior maintenance. Scouts will learn to check tire pressure, engage a jack, and change a tire. Scouts will learn the importance of tire maintenance and rotating tires. Exposure to engine lubrication, cooling systems, fuel systems, transmission drives, electrical systems, passenger restraints and braking will also be covered during the week. Expect to get your hands greasy. Scouts should come to camp with old clothes including long pants and long-sleeved shirts. These items will get dirty.</p>
	<p>Metalwork 9:00-11:50 -317 2:00-4:50 - 318</p>	<p>Metalwork Merit Badge will be a three hour session. Scouts will need to be very safety conscience as they will be working with gas forges and very hot metals. Scouts will need to be physically fit and capable of bending and working metals, including iron, copper, and tin. They will learn about several different metalworking fields, and will make a candle stick holder by week's end. There will be a program fee of approximately \$12.00. There will be class size limit of 10 Scouts.</p> <p>Long trousers are required and boots are desired. Scouts must be 13 years of age or older. Pre-requisite: Do ONE of the following:</p> <ol style="list-style-type: none"> 1. Visit an experienced sheet metal mechanic, tinsmith, coppersmith, silversmith, jeweler, founder, or a blacksmith at his or her workshop. You may select a skilled hobbyist or a professional. Ask permission to see the tools used and to examine examples of the work made at the shop. Inquire about the level of education required to become an apprentice craftsman. 2. If you have (or your counselor has) access to the Internet, explore metalworking occupations by conducting a Web search. With your counselor's help and guidance, find at least five metalworking-related Web sites. Print a copy of the Web pages and discuss them with your counselor.
	<p>COPE 2:00-4:50 – 503</p>	<p>Project C.O.P.E. is a ropes course program that teaches leadership and teamwork. This class is restricted in class size and has age requirements. Please see detailed description on page 27 of the 2011 leaders guide.</p>

Be sure to check out our camp website at
www.bsaonsc.org/csr
 Once a course is full you **MUST** register for
 a new course.



F.R.O.G.S.

Fundamental Requirements of Good Scouting

The F.R.O.G.S. program is designed for Scouts who have just joined a troop and need to work on their rank requirements for Tenderfoot, Second Class, and First Class ranks. It is a half-day program, with either one session in the morning or one session in the afternoon. Scouts will be able to sign up for only one session. This will give Scouts the opportunity to work on merit badges either in the morning or afternoon, depending on when he signs up for the F.R.O.G.S. program.

This is a transitional program to help the boys understand the patrol method and learn basic Scout skills, but it will concentrate on the requirements for Tenderfoot and Second Class. Emphasis will be placed on the following Scoutcraft activities as they relate to the Tenderfoot and Second Class requirements: first aid, knots and lashings, Totin' chip, fire building, and map and compass. Scouts that participate in the program will be ready, at the completion of the program, to pass off several of the Tenderfoot and Second Class requirements. But just as important, the Scouts that participate in the program should return to your troop with some newly developed Scouting and campcraft skills.

You ask... who should participate in the program? We will leave that up to the Scoutmaster and the camp leaders. But we suggest that you keep in mind that the majority of the Scouts in this program will be 10 ½ and 11 years old and will be geared towards Scouts that are new to Scouting or have just bridged into Boy Scouting in the last couple of months. Older boys that have just joined the Scouting program or boys that have been in the program for more than 4 or 5 months, most likely would be better off to enroll in merit badges. If a young man has completed his Second Class, he should not take the F.R.O.G.S. program. Our staff will question the boys as they sign-up as to which rank they are working on. If a boy says he is working on First Class, he will be asked to participate in the Merit Badge program.

What to bring

Daypack	Compass
Boy Scout Handbook	Pocket Knife
Paper and pencil	Bandana
Poncho or raincoat	Personal First aid kit

Other programs available to Scouts participating in AFTERNOON F.R.O.G.S.:

Session 1	Swimming or Catfish	Mammal Study	Leatherwork
Session 2		Nature	Basketry
Session 3		Reptile and Amphibian Study	Indian Lore

Other programs available to Scouts participating in MORNING F.R.O.G.S.:

Session 4	Swimming or Catfish		Oceanography	Indian Lore
Session 5		Swimming or Catfish	Nature	Basketry
Session 6			Reptile and Amphibian Study	Leatherwork



NEW PROGRAMS FOR 2011

This year we have really stepped back and looked at what you the leaders and scouts have said that you would love to see at Cherokee Scout Reservation. Here are the things that we have added and expanded upon to make 2011 the best summer Cherokee has ever seen!

Mountain Boarding- Mountain Boarding is a new thrill seeking sport that applies snowboarding to the ground. During this new twilight activity scouts will pilot a board similar to a skateboard with special wheels and places to hold your feet. This activity promises to be a great experience for all



Disc Golf- We have installed a 9 hole disc golf course that will be open to all scouts and scout leaders to play during their week at camp as well as the weeks in the off season.

Corn Hole- This summer at Cherokee Scout Reservation we will have corn hole boards available for check out from the Quartermaster as well as a Scoutmaster tournament during the week.

Geocaching Merit badge- We are taking a step into the 21st century this year and offering a new merit badge, geocaching. This badge will be offered along with orienteering merit badge to allow scouts not only the opportunity to hone their skills on our orienteering courses using compasses but also learn how to effectively use a gps on a course.

NYLT- During the final week of summer camp this year we are offering an amazing opportunity for the older boys in your troop to gain a wealth of leadership skills through taking our NYLT program. This is a great program for your SPL or the up and coming or any other scouts that would benefit from learning these skills. Call the scout office and sign up quickly there are a limited number of slots available.



Advanced Shooting Sports Programs

Camp Cherokee continues to enhance its Shooting Sports program to provide older Scouts & leaders an exceptional & diverse shooting experience. Our Shooting Sports classes start with SAFE handling and focus on the fun, challenges & rewards of shooting bows, 22 cal rifles, shotguns and percussion Muzzle loading rifles. Following recommendations from the BSA/NRA National Shooting Sports Task Force **class times have been expanded to enhance the learning experience & provide more time shooting**. Program opportunities include:

Rifle Merit Badge: Class size is limited to 16 to assure adequate range time & the age requirement has been reduced to 12 yr olds. The revised schedule for Rifle & Shotgun classes begins with safety & gun specific fundamentals on Sunday evening (7:20-9:00.) Classes on Monday-Friday have been expanded to 80 mins. This will allow more shooting time & improve the opportunities for successfully completing the requirements. Scouts, who complete the MB shooting qualification early, will begin qualification shooting in the NRA Marksman Qualification Program during the remaining class time. Based upon their expertise they may earn the corresponding recognition awards.

Shotgun Merit Badge: Class size is limited to 16 to assure adequate range time & the age requirement is 13 yr old. The revised schedule for Rifle & Shotgun classes begins with safety & gun specific fundamentals on Sunday evening (7:20-9:00.) Classes on Monday-Friday have been expanded to 80 mins. This will allow more shooting time & improve the opportunities for successfully completing the requirements.

NRA Marksman Qualification Program: This program is a shooting skills development program **open to older scouts & leaders**. Qualification shooting is a year-round shooting activity that provides incentive awards for developing and improving marksmanship skills. Progression is self-paced and scores are challenging but attainable. Performance is measured against established par scores and any shooter who meets or exceeds those scores is entitled to the corresponding recognition awards for that rating. The courses of fire in the qualification program are designed to take shooters from beginning skill levels (Pro-Marksman and Marksman) through intermediate levels (Marksman 1st Class, Sharpshooter, and Expert) up to the nationally recognized skill level – Distinguished Expert. We will offer NRA Qualification shooting in Light Rifle (22 cal) at the rifle range on Thurs & Fri during our Rifle shooting MB classes (space permitting.)

Cost: Shooting tickets may be purchased at the Trading Post. Rifle- \$1 per 20 rounds & Shotgun- \$10 per 25 rounds. The number of rounds required depends upon proficiency, course of fire requirements & number of skill levels attempted during the week. Upon attaining a skill rating, participants may purchase the appropriate NRA Qualification Medal from the Trading Post. (Awards- \$6.00, Shooter Bar - \$3.50)

Shooter pre-qualifications: Scouts: Need to have earned or be working on the Rifle Merit Badge. Leaders: Need to attend the Sunday evening Shooting Safety class (7:20-9:00) prior to beginning the NRA Qualification Program.

This is not a class, but rather open shooting utilizing available space in the rifle MB periods; allowing shooters to practice or qualify for the awards. Number of shooters is limited to range/inst maximums. To sign-up, see the Program Director for availability prior to Wednesday.



NRA/BSA Camp Postal Matches: Participate in a nationwide shooting competition! Each Monday & Tuesday night, a camp wide 22 rifle shooting match will be held for interested **scouts**. Matches will be held each week & Top scoring targets will be submitted nationally for competition against other participating scout camps. Each Scout will shoot one target, which will be entered into the competition.

Monday evening, 1st year campers will compete & on Tuesday evening all other campers may compete.

Awards:

National Awards: A plaque will be awarded by the NRA to the top three scorers in each category.

Camp Awards: A Camp Rifle Champion belt buckle will be awarded to the top scoring individual in each category at the conclusion of the camping season.

Weekly Awards: NRA/BSA Camp Rifle Champion pins & certificates will be awarded weekly to the top scorers.

Cost: There is no charge for this match.

Scouts must have approval of their Scoutmaster & their parents to participate.

Adult leaders & Scouts who have earned the Shotgun Shooting Merit Badge are invited to participate in a six station, 25 bird, Sporting Clays shoot on Friday afternoon from 4:30-6:00. Sporting clays offer the shooter a wide variety of shots simulating those found in hunting upland birds, waterfowl, and rabbits. It is an advanced shotgun skills game. Our course was professionally designed to present a mix of close, midrange, and distant shots traveling at different speeds. Each of the stations has two traps throwing clay pigeons, to provide an exciting & challenging shot gunning experience. Both single & double targets are presented. The clays course is located across Boy Scout Camp Road, at the Camp entrance. Tickets for these shoots may be purchased at the Trading Post for \$10.00 (Number of Shooters is limited. Guns, ammo & clays provided.) The Waldrep Sporting Clays course is open to Units during the off-season, under the supervision on the Cherokee Range Masters. Details & dates will be shared during a Summer camp Leader's meeting.

