

# CAMP WINTON BSA

## 2023 MERIT BADGE CLASS SCHEDULE

All Program and Merit Badge Fees Are Included in Price

\*1 = Easy, 5 = Difficult

Waterfront Main Dock	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	Additional Information	Difficulty (1-5)*	Min. Age	Sug. Age
Canoeing	X	X	X			Must pass BSA Swimmer Test	4		
Kayaking	X			X	X	Must pass BSA Swimmer Test	3		
Lifesaving		X			X	Physically demanding - must have Swimming MB prior to camp	5		
Snorkeling / Paddleboarding BSA Award		X	X	X		Must pass BSA Swimmer Test. These are awards, NOT merit badges.	1		
Swimming	X	X	X	X	X	Must pass BSA Swimmer Test	2		
Swimming Clinic			X			For Scouts who need some help swimming, NOT a merit badge	1		

Motor Sports	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	Additional Information	Difficulty (1-5)*	Min. Age	Sug. Age
Motorboating				X		Highly encouraged for scouts to get their CA Boating License Online	4	14	14+
Water Sports		X					5	14	14+

Sailing	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	Additional Information	Difficulty (1-5)*	Min. Age	Sug. Age
Small Boat Sailing			X	X		Must pass BSA Swimmer Test	3	13	14+
Winton Advanced Sailing Program				X		Must have Small Boat Sailing MB. This is an award, NOT a merit badge.	4	14	14+

HandiKraft	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	Additional Information	Difficulty (1-5)*	Min. Age	Sug. Age
Art		X					1		
Chess	X	X				No previous chess knowledge required	3		
Leatherwork				X	X	Requires patience and hand-eye coordination, time to complete projects	5		13
Music			X			Bring your own instrument if you have one	2		
Painting			X			Requires maturity and self-motivation	1		
Wood Carving	X			X	X	Requires toin chip, patience and hand-eye coordination, time to complete projects	5		13

Life Skills	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	Additional Information	Difficulty (1-5)*	Min. Age	Sug. Age
Citizenship in the World	X		X				2		
Communications	X		X		X	Requirements 5 & 7 will not be completed at camp	4		
Emergency Preparedness		X		X		Requirements 2C & 8 will not be completed at camp. Can concurrently take First Aid MB to satisfy requirement 1	4		
First Aid		X	X	X		Must have completed Second Class and First Class First Aid requirements. Must bring prepared first aid kit to satisfy requirement 2D	5		
Public Speaking					X		2		

Nature Lodge	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	Additional Information	Difficulty (1-5)*	Min. Age	Sug. Age
Astronomy			X	X		Must attend one astronomy night, either Wed. or Fri. night	4		
Environmental Science			X	X	X	Has homework outside of class	4		
Forestry					X		3		
Fish and Wildlife Management & Mammal Study	X					Will earn both the Fish and Wildlife Management and Mammal Study merit badges	3		
Fishing		X				Highly recommended to supply own fishing pole and fishing gear	3		
Geology & Soil and Water Conservation		X				Will earn both the Geology and Soil and Water Conservation merit badges	2		

Scoutcraft	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	Additional Information	Difficulty (1-5)*	Min. Age	Sug. Age
Eagles' Nest Instructional Period		X			X	Please bring individual history report and Boy Scout Handbook	0		
Winton Lumberjack Program					X	For older scouts to test their skills and challenge themselves. NOT a merit badge	3		15+
Camping	X		X			Requirements 5e, 7b, 8d & 9 will not be completed at camp	1		
Orienteering				X		Please bring a compass	3		
Wilderness Survival	X		X		X	Requires Wednesday night overnight to earn merit badge	4		

Shooting Sports	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	Additional Information	Difficulty (1-5)*	Min. Age	Sug. Age
Archery		X			X	Permission Slip Required	2		12+
Rifle		X			X	Permission Slip Required	2		12+

Winton Institute of Technology	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	Additional Information	Difficulty (1-5)*	Min. Age	Sug. Age
Chemistry			X		X		4		
Digital Technology	X	X				Cyber Chip is a prerequisite, staff will turn away scouts without it	3		
Electricity	X		X						
Electronics	X						4		13+
Engineering		X		X			3		
Programming			X	X		Cyber Chip is a prerequisite, staff will turn away scouts without it			
Robotics					X		3		13+
Signs, Signals, and Codes					X				
Space Exploration		X		X			2		

Winton Workshop	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	Additional Information	Difficulty (1-5)*	Min. Age	Sug. Age
Metalwork		X				Difficult tools to work with, requires maturity	4	14	
Welding	X					Difficult tools to work with, requires maturity	3	14	
Home Repairs			X			Difficult tools to work with, requires maturity	4	14	

Eagles' Nest Drop-Ins	Mon	Tue	Wed	Thur	Fri	Additional Information	Difficulty (1-5)*	Min. Age	Sug. Age
Open Time (3:30 PM - 4:30 PM)	X	X	X	X		Drop in - Please bring individual history report and Scouts BSA Handbook	1		
Totin' Chip (7:15 PM - 7:45 PM)	X			X		Drop in - Will also receive credit for Tenderfoot requirement 3d	1		
Firem'n Chit (7:15 PM - 7:45 PM)		X		X		Drop in - Will also receive credit for Second Class requirement 2abc	1		
5 Mile Hike (9 AM - 12 PM)					X	Drop in - Please bring good hiking shoes and a water bottle	1		

## CAMP WINTON BSA

### FUN OPEN TIME EVENTS FOR SCOUTS AND ADULT LEADERS DAILY 3:30 - 4:30 PM

Open Time 3:30 - 4:30 PM	Mon	Tue	Wed	Thur	Additional Information
Aquatics - Open Swim and Boats	X	X	X	X	Open to all swimming ability levels; canoes, kayaks, and paddleboards available, all supervised by trained lifeguards
Sailing - Open Sail	X	X	X	X	Must pass BSA Swimmer Test, must be experienced in sailing
Handikraft - Chess Club	X		X		Whether beginner or experienced in chess, come play some games!
WIT - WIT Game Pit		X	X		Come and make or play some games of any type with fellow scouts or staff!
Scoutcraft - Tomahawk Toss	X	X		X	Test your accuracy with a tomahawk toss into log rounds!
Rifle and Archery - Open Shoot	X	X	X	X	No additional fees required. Priority will be given in the order of: 1. Scouts qualifying, 2. Scouts wanting to shoot, 3. Adults wanting to shoot

### SPECIALIZED PROGRAMS AND TRAININGS FOR ADULT LEADERS

Main Lodge	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	Additional Information
Adult Leaders' Meeting		X				Meeting occurs inside the lodge. Please have at least 1 leader present to stay updated with camp events and policies

Sailing	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	Additional Information
Adult Leader Morning Sail			X			Drop in class - For <b>Adult Leaders</b> new or experienced in sailing. Staff members are happy to instruct and assist!

Waterfront Main Dock	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	Additional Information
Adult Aquatic Safety Trainings					X	Drop in class - This is a training course for Unit Leaders. Course includes Safe Swim Defense and Safety Afloat

Scoutmaster Merit Badge	Merit badges are not only for the scouts! Complete the requirements and turn into a commissioner to earn the Baden Powell Scoutmaster Merit Badge award!
Scoutmaster Wood Carving Competition	Looking for a way to whittle away at your time? Put your carving skills to the test. All submissions must be turned into the Handikraft Director by dinnertime on Friday.
Scoutmaster Chili Cook Off Competition	Put your cooking skills to the test! Must bring own ingredients and cooler, camp provides ice. Cook chili in your own campsites and bring to the lodge porch by 3:30 PM.
Scoutmaster Special Training	Join us Thursday night in Handicraft for a very special Scoutmaster training session and Dinner. A chance to give feedback on the week thus far and ideas for next year!
Pick Up Merit Badge Reports, Patches, Medical Forms	On Saturday morning starting at 7 AM, Scoutmasters can start picking up all merit badge reports and patches from the lodge, and medical forms from the medical lodge.

### CAMPFIRES AND THE TRAIL OF WINTON

Event	Day / Time	Where to Meet	Required Items to Bring	Description
Opening Campfire	Sun 8:30 - 9:30 PM	In Front of Lodge	Water Bottle, Full Field Uniform Recommended, Adults may Bring Chairs	The staff puts on a campfire to kick off the week!
First-Year Camper Cracker Barrel	Sun 9:30 - 10 PM	Inside the Lodge	Water Bottle, Full Field Uniform Recommended	First-year scouts, adults: Meet staff and eat snacks
Troop Campfire	Wed 8:30 - 9:30 PM	In Front of Lodge	Water Bottle, Full Field Uniform Recommended, Adults may Bring Chairs	Troops get to put on their own songs and skits!

Trail of Winton	Thu 8:15 - 9:30 PM	In Front of Lodge	First Year Members Meet at 8:30, Second or More Year Members Meet at 8:15. Bring a Water Bottle, Full Field Uniform and Bead Awards Recommended, Adults may Bring Chairs	A deeper look into the true meaning of scouting
Closing Campfire	Fri 8:30 - 10 PM	In Front of Lodge	Water Bottle, Full Field Uniform Recommended, Seating is on Benches	The staff puts on a final campfire to say goodbye

### ADVENTURE TEAM EVENTS (MUST ATTEND 3 EVENTS TO EARN THE PATCH)

Adventure Team Event	Day / Time	Where to Meet	Rank / Required Items to Bring	Description
Supply Run to the Winton Outpost	Mon 8:30 - 10 PM	In Front of Lodge	1st Class or above, bring long pants, flash light, water bottle	Take a hike to see a natural cave and hear a story!
Nighttime Capture the Flag	Tue 7:30 - 10 PM	In Front of Lodge	1st Class or above, bring long pants, flash light, water bottle	A chance to run and play a game under the stars!
Gaga Ball	Wed 4:45 - 5:15	In Scoutcraft	1st Class or above, bring water bottle	Test your agility in fun game against fellow scouts!
Tomahawk-athon	Thur 4:45 - 5:15	In Scoutcraft	1st Class or above, bring water bottle	Compete to be the best tomahawk tosser in camp!
Staff Hunt	Fri 4 - 5 PM	In Front of Lodge	Open to all scouts! Bring water bottle	Compete as a troop to find the staff hiding in camp!

### SPECIALIZED PROGRAMS ON THE WATERFRONT

Event	Day / Time	Where to Meet	Requirements / Required Items to Bring	Description / Other Info
Polar Bear Swim	M-Th 6:30 - 7 AM	Main Waterfront	Water bottle, towel, inhaler/epipen, open-toed shoes to wear on WF (optional)	Must attend 2 sessions to earn the patch
Mile Swim Practice	M-Th 6:15-7:45 PM	Main Waterfront	Water bottle, towel, inhaler/epipen, open-toed shoes to wear on WF (optional)	Must attend 3 training sessions to swim mile
CPR Training for First Aid + Lifesaving	Tue and Wed 7:15-7:45 PM	In Front of Lodge	This does NOT fulfill full CPR certification, just MB requirements. Bring water bottle	Must attend 1 of 2 sessions to fulfill requirement
Sailing Race	Thur 3:30 - 4 PM	Sailing	Must be a swimmer with previous sailing experience. Bring your buddy tag, water bottle, towel, inhaler/epipen	Compete against other experienced sailors in an exhilarating sailing
Mile Swim	Fri 6 - 7:15 AM	Main Waterfront	Each mile swimmer must bring 2 spotters who are 'swimmers' (can be staff). Bring water bottle, towel, inhaler/epipen, open-toed shoes to wear on WF (optional)	Qualifies individual to earn mile swim BSA patch
Boat Departure for Gear Transport	Sat 8:30 AM	Boating	Ensure all gear you'd like take across the lake is in front of the boating dock	All gear must be clearly labelled with troop number

### OTHER IMPORTANT EVENTS AROUND CAMP

Event	Day / Time	Where to Meet	Required Items to Bring	Description / Other Info
Merit Badge Informational Session	Sun 7:15 - 7:30 PM	In Front of Lodge	N/A	Get questions/concerns about badges answered!
SPL Meeting	M - F 12:30 - 12:45	Parker's Place	Pick up and bring lunch, notebook and writing utensil to take notes, water bottle	Goes over daily camp events and troop signups
Interfaith Worship Service	Mon 7:15 - 7:45 PM	Parker's Place	Water Bottle	A scout is reverent, join for brief worship session
Order of the Arrow Dinner	Tue 6 - 6:30 PM	Parker's Place	Pick up and bring dinner, wear OA sash if you have it	A time for OA members to have fun and fellowship
Stew Dinner Ingredients Pickup	Wed 4 - 5 PM	Inside of Lodge	Scouts to carry all food / equipment back to campsite	Feel free to invite other troops or staff members!
Wilderness Survival Overnight	Wed 5 PM to Thur 5:30 AM	Scoutcraft	All clothing you can wear, water bottle, medications	Required for Wilderness Survival Merit Badge
Astronomy Stargazing Night 1	Wed after campfire	Nature	Notebook and writing utensil for drawings, water bottle, comfy chair	Required for Astronomy MB
Merit Badge Makeup Time	Fri 9 AM - 12 PM	All Program Area	Documentation of work to earn any missing MB requirements	Last chance to earn requirements for the MBs
Staff / CIT Informational Meeting	Fri 7:15 - 8 PM	Parker's Place	Notebook and writing Utensil to take notes, water bottle	Come learn what it takes to be a CIT or on staff!
Astronomy Stargazing Night 2	Fri after campfire	Nature	Notebook and writing utensil for drawings, water bottle, comfy chair	Only required if missed Astronomy Night 1
Check Out and Depart Camp	Sat 8:30 AM	N/A	Ensure personal and troop belongings are taken (check lost and found!)	Don't forget all MB reports, patches, med forms