

WENTE SCOUT RESERVATION'S ADVANCEMENT PROGRAM

SCHEDULING

All of Wente Scout Reservation's merit badges, with a few exceptions, run on a four-day schedule with Friday open for make-ups. This allows Scouts the chance to participate in activities that might cause 'em to miss a merit badge session and still complete the badge.

PARTIALS

There are many badges that have requirements that cannot be completed at camp. Some of these are due to time requirements and others simply cannot be done in a summer camp setting. In those cases when requirements are not completed at camp, a partial indicating the requirements that have been done will be issued and given to the Unit leader. Many of these requirements can be completed before a Scout arrives at camp. There are a number of ways to handle work done prior to camp. A Scout can contact a merit badge counselor for that badge, go over the work he has done, and bring a partial to camp with him. In some cases camp counselors will require a partial from a merit badge counselor, a note from a Unit leader, or a note from a parent or guardian; such cases are indicated later in this guide.

MERIT BADGE SCHEDULING

Later in this guide you will find the Unit's Schedule of Merit Badges Form. This form can be helpful in planning the Merit Badges your Scouts are going to take. To fill out the form, simply write down the name of each Scout in the appropriate column and the merit badge or Eagle Trail session they wish to take at camp in the proper time slot. Note any drop in merit badges that will be taken as well. **For some merit badges pre sign ups are necessary; these badges are indicated on the Merit Badge Information page.**

MERIT BADGE INFORMATION

Merit Badge	DIFF.	Information
Animal Science	3	
Archery	4	2 hour session; may require extensive shooting outside of merit badge session; must be able to pull back a 25 lb bow; \$5 fee covers cost of arrow and bowstring kits
Art	2	2 day merit badge (W, Th); Req 4 not covered at camp*
Astronomy	4	2 day merit badge (M, T); Req. 6 not covered at camp*
Backpacking	5	Req. 9, 10, and 11 not covered at camp*
Basketry	2	2 day merit badge (M, T); \$15 fee is for projects in Req. 3
Bird Study	5	Req. 5 and 6- lists of birds from home will not be accepted unless accompanied by a blue card; Will require observation time outside of merit badge session
Bugling	4	2 day merit badge (W, Th); Req. 6 cannot be done at camp*
Camping	2	Req. 8c and d, not covered at camp*; Req 9a and b- Scoutmaster Note^; Req. 10 will be done on an individual basis only if all requirements are done.
Canoeing	3	Must pass BSA Swimmers test before starting badge
Chemistry	4	Req 7 not covered at camp*; must be 14 or older
Cinematography	5	May require time outside of session; Size limit of 20 per session; Pre Sign~
Citizenship in the Community	5	1 day badge; Req. 1 and 6 covered during session; All other req. not covered at camp*; must be at least 14 years old and a Star or Life
Citizenship in the Nation	5	Req. 2a, b, c- Parent Note# and write up; must be 14 or older and a Star or Life
Citizenship in the World	5	3 day badge; Req. 7 handled individually with counselor; must be 14 or older and a Star or Life
Climbing	4	Must be 14 or older; 2 hour session; Pre Sign~; \$5
Communications	4	Req. 5 not covered at camp; must be 14 or older and a Star or Life
Composite Materials	4	Req. 4 not covered at camp*; Fee covers Req. 5; must be at least 14 years old
Cycling	5	Drop in; Req.6 must be done prior to camp*; Req. 8 and 9 not covered at camp*
Emergency Preparedness	5	Req. 2c, 6c, and 8 not covered at camp; must be 14 or older and a Star or Life
Energy	3	2 day badge; Req. 4- Parent Note#, bring 14 day energy audit.
Environmental Science	4	Will require observation time outside of merit badge session
Family Life	5	1 day badge; Only Req. 1, 6a, and 7 will be covered at camp; others to be discussed
Fingerprinting	1	Only need to attend one session M, T, or Th; class size limited to first 50
Fire Safety	3	Req. 6- Parent Note#, bring drawing of escape plan Req. 11 not covered*
First Aid	3	\$15 fee for first aid kit in Req. 2b
Fish and Wildlife	3	2 day badge; May require observation time outside of merit badge session
Fishin'	3	Bring own fishin' gear to camp; requires fishin' time outside of merit badge session
Fly Fishin'	4	Bring own fly fishin' gear to camp; requires fishin' time outside of badge session
Forestry	4	Req. 5- field trip to a local lumber mill that will require drivers; limit 20; Pre Sign~
Geology	4	Hands may get dirty handling rocks
Hiking	5	2 day badge; Req. 5,6, and 7 not covered at camp*
Horsemanship	4	Session last 3 hours Mon. – Fri.; Pre Sign~
Indian Lore	3	
Insect Study	5	Req. 4- bring camera; Req. 7 not covered at camp*
Leatherwork	1	\$5-\$10 is for projects in Req. 3 and 5c
Lifesaving	4	Req. 1 must be completed before starting badge
Mammal Study	2	2 day badge, M,T or W, Th
Music	3	If you have not done 3c, then do 3a or 3b before camp.
Nature	4	Req. 4e- bring own fishin' gear;
Oceanography	3	
Orienteering	4	May require extensive time outside of merit badge session
Personal Fitness	4	2 day badge; Req. 1b- Parent Note#; Req. 7 and 8 not covered at camp*; must be 14 or older and a Star or Life
Personal Man	5	Req. 1- Parent Note#, bring plan and comparison shopping material; Req. 2- bring budget; Req. 8 not covered at camp*; must be 14 or older and a Star or Life
Photography	3	Bring your own camera; film cameras responsible for own developing.
Pioneering	3	
Plant Science	4	Req 4- Parent Note# for growing of plant
Pottery	4	\$5 fee is for project in Req. 5; Req. 7 will not be covered at camp; Thursday night meeting after firing; session limit 20; Pre Sign~

Pulp and Paper	4	2 day merit badge W, Th; Req. 7 will not be done at camp
Public Speaking	3	Scouts will talk a lot; meets Mon, Tues, and Thurs
Reptile and Amphib	2	Req. 8 not covered at camp*
Rifle Shooting	3	2 hour session; may require extensive shooting outside of merit badge time; must be 2 nd year camper at any Scout camp or 12 or older; Sunday night safety meeting required; \$20 fee covers all materials needed to complete the badge; limit 24 per session; Pre Sign~
Rowing	3	Must pass BSA Swimmers test before starting badge
Sculpture	4	\$5 for projects; Session limit 20; Pre Sign~
Shotgun Shooting	4	2 hour session; may require extensive shooting outside of merit badge time; must be 13 or older and 100 lbs.; Sunday night safety meeting required; \$20 fee covers all materials needed to complete the badge; limit 20 per session; Pre Sign~
Small-boat Sailing	3	Must pass BSA Swimmers test before starting badge; session limits based on operable boats; 100 lbs min. weight; Pre Sign~
Soil and Water	3	2 day merit badge W, Th
Space Exploration	3	Fee is to cover rocket kit, may be limited by fire danger
Swimming	3	Must pass BSA Swimmers test before starting badge; bring shoes, socks, long pants, belt, and long-sleeve shirt that can get wet; limit of 30 per session; Pre Sign~
Weather	3	
Whitewater	4	Must pass BSA Swimmers test before starting badge; must be 14+; Req. 13-availability based on river conditions; session limit based on operable equipment; \$10 fee; Pre Sign~
Wilderness Sur	3	Req. 9 is an overnight outpost.
Woodcarving	3	\$5 is to for projects in Req. 6 and 7

* Initialed blue card from a registered Merit Badge Counselor is required; no other notes will be accepted for completion of requirement.

^ Note from Scoutmaster on camp form is required for completion of requirement; form is located in the index

#Note from parent on camp form is required for completion of required; form is located in the index

~Pre Signs are recommended; pre sign ups are done on a Unite level

- Sign ups can be submitted by emailing them in a spreadsheet to meritbadge@wente.org with your Unit # and dates attending in the subject line. It is preferred that you use the Unit’s MB Schedule excel form located at www.wente.org/forms/unitsMBSchedule.xls .
- The only thing sent to meritbadge@wente.org should be merit badge sign-ups. Anything else should be sent to wente@wente.org .

Badges to pre sign up for:	\$ Badges with fees:
Cinematography	5 Archery
Climbing	7-15 Basketry
Forestry	5 Climbing
Horsemanship	10 Composite Materials
Pottery	15 First Aid
Rifle Shooting	5-10 Leatherwork
Sculpture	5 Pottery
Shotgun	20 Rifle
Small Boat Sailing	5 Sculpture
Swimming	20 Shotgun
Whitewater	? Space Exploration
	10 Whitewater
	5 Woodcarving

CLIMBING

Out past the flagpoles of Gilwell Field sits the mighty rock. There are bigger rocks in the world to climb; however, it is still a thrill to get to the top. You can sign up for the Climbing Merit Badge or just come on down for an open climb in the afternoon or evening.

TROOP CLIMB

The Rock is available for Troop Climbs during open climb times. If you would like to sign up see the Climbing Director. Please be aware that slots may fill up quickly.

MOUNTAINEERING OUTPOST

“Climbing,” called the Scout and, “Climb on,” is the answer. Tired of living on the bottom? Well then, climb to the top on this outpost. Learn climbing and rappelling techniques in this extended program. Cost is \$5 per person.

SCHEDULE

MORNING

9:00	10:00	11:00
Climbing Merit Badge		Open Climb

AFTERNOON AND EVENING

2:00	3:00	4:00	7:00
Climbing Merit Badge		Open Climb	Open Climb

MERIT BADGE INFORMATION

MERIT BADGE	DIFFICULTY	NOTES
CLIMBING	4	Must be 14 or older; 2 hour session; Pre Sign~; \$5

~Pre Signs are recommended; pre sign ups are done on a Troop level



COMMISSIONER’S ROAD TO ADVANCEMENT ACADEMY

Over the years many Scoutmasters have asked for programs for their older boys to keep them interested in Scouting and coming to camp. The Commissioner’s Road to Advancement Academy (CRAA) is a program designed to help get your older Scouts back to camp and kick-started on their Eagle required merit badges. It also will motivate and assist them in the continuation of their badge when they return home from camp.

CRAA offers only merit badges that are required for Eagle. In order to take these badges at Wente Scout Reservation a Scout must be at least 14 years old and at least Star in rank.

There are no exceptions to this rule.

SCHEDULE

MORNING

10:00	11:00
Personal Fitness (M,T)	Cit in the World (M-W)
Personal Mgt (W, Th)	Family Life (Th)

AFTERNOON

2:00	3:00
Cit in the Nation (M-W)	Communications
Cit in the Comm (Th)	Emergency Preparedness

MERIT BADGE INFORMATION

MERIT BADGE	DIFFICULTY	NOTES
CITIZENSHIP IN THE COMMUNITY	5	1 day badge; Req. 1 and 6 covered during session; All other req. not covered at camp*; must be at least 14 years old and a Star or Life
CITIZENSHIP IN THE NATION	5	Req. 2a, b, c- Parent Note# and write up; must be 14 or older and Star or Life
CITIZENSHIP IN THE WORLD	5	3 day badge; Req. 7 handled individually with counselor; must be at least 14 years old and a Star or Life
COMMUNICATIONS	4	Req. 5 not covered at camp; must be 14 or older and a Star or Life
EMERGENCY PREPAREDNESS	5	Req. 2c, 6c, and 8 not covered at camp; must be 14 or older and a Star or Life or Eagle
FAMILY LIFE	5	1 day badge; Only Req. 1, 6a, and 7 will be covered at camp; other req. will be discussed
PERSONAL FITNESS	4	2 day badge; Req. 1b- Parent Note#; Req. 7 and 8 not covered at camp*; must be 14 or older and a Star or Life
PERSONAL MANAGEMENT	5	Req. 1- Parent Note#, bring plan and comparison shopping material; Req. 2- bring budget; Req. 8 not covered at camp*; must be 14 or older and Star/Life

* Initialed blue card from a Merit Badge Counselor is required; no notes will be accepted for these requirements.

Note from parent on camp form is required for completion of required; form is located in the index



FIELD SPORTS

If you crave a bang or a twang, then Field Sports is for you. More than any other area Field Sports tests the discipline and skills of a Scout. All of our shooting ranges emphasize safety and fun. The rules may seem strict, but they assure a safe place for Scouts to hone their shooting skills.

TROOP SHOOTS.

All of our ranges are available for Troop Shoots during open shoot times. If you would like to sign up, see the range master. Be aware that slots do fill up quickly.

SCOUTMASTER SHOOTING COMPETITION

During the week times will be announced for Scoutmaster shooting competitions at each of the ranges. The scores from each range will be tallied to determine the Skunky Shooter of the week.

FIELD SPORTS BADGES FEES:	
Archery	\$5
Rifle Shooting	\$20
Shotgun Shooting	\$20
OPEN SHOOT FEES	
Archery	Free
Rifle	\$0.50 per ticket (Ticket value 1 target. 5 shots per target)
Shotgun	\$0.50 per ticket (Ticket value 1 clay pigeon. 1 shot per pigeon)

FIELD SPORTS SCHEDULE

	Archery Range	Rifle Range	Shotgun Range
9:00	Open Shoot	Open Shoot	Shotgun Shooting MB
10:00	Archery MB	Rifle Shooting MB	
11:00			Open Shoot
12:00	Closed	Closed	Closed
2:00	Archery MB	Rifle Shooting MB	Shotgun Shooting MB
3:00			
4:00	Open Shoot	Open Shoot	
7:00	Open Shoot	Open Shoot	

MERIT BADGE	DIFFICULTY	NOTES
ARCHERY	4	2 hour session; may require extensive shooting outside of merit badge time; must be able to pull back a 25 lb bow; \$5 fee covers cost of arrow and bowstring kits
RIFLE SHOOTING	3	2 hour session; may require extensive shooting outside of merit badge time; must be 2 nd year camper at any Scout camp or 12 or older; Sunday night safety mtg required; \$20 fee covers all materials needed to complete the badge; limit 24 per session; Pre Sign~
SHOTGUN SHOOTING	4	2 hour session; must be 13 or older and 100 lbs.; may require extensive shooting outside of merit badge time; Sunday night safety mtg required; \$20 fee covers all materials needed to complete the badge; limit 20 per session; Pre Sign~

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Camp policy does not allow personal firearms, bows, or ammunition at Boy Scout camp.

HANDICRAFT

The Handicraft Area is Wente Scout Reservation’s center for the fine arts, and the not so fine arts. Here a Scout can fulfill the classic notion of bringing home something he has made himself. The kits needed for many of the Handicraft Badges can be purchased in the Al Robinson Tradin’ Post in the Admin Building or the Elaine Robinson Tradin’ Post Annex in the Handicraft building.

HANDICRAFT SCHEDULE

MORNING

9:00	10:00	11:00
Leatherwork	Music	Cinematography
Sculpture	Indian Lore	Photography
Open Program	Woodcarving	Basketry (M, T)
		Art (W, Th)

AFTERNOON AND EVENING

2:00	3:00	4:00	7:00
Woodcarving	Photography	Cinematography	Fingerprinting (M, T, or Th)
Leatherwork	Basketry (M, T)	Leatherwork	Public Speaking
	Bugling (W, T)	Woodcarving	Open Program
Pottery (M, T) 2 hrs + Th night->			<- Pottery Firing (Th)
Composite Materials (W,Th) 2 hrs			

MERIT BADGE INFORMATION


MERIT BADGE	D I F F I C U L T Y	NOTES
ART	2	2 day merit badge (W, Th); Req 4 not covered at camp*
BASKETRY	1-2	2 day merit badge (M, T); \$15 fee is for projects in Req. 3
BUGLING	4	2 day merit badge (W, Th); Req. 6 cannot be done at camp*
CINEMATOGRAPHY	5	May require time outside of session; Size limit of 20 per session; Pre Sign~
COMPOSITE MATERIALS	4	Req. 4 not covered at camp*; Fee covers Req. 5; must be at least 14 years old
FINGERPRINTING	1	Only need to attend one session M, T, or Th; class size ltd to first 50
INDIAN LORE	3	
LEATHERWORK	1-2	\$5-\$10 is for projects in Req. 3 and 5c
MUSIC	3	If you have not done 3c, then do 3a or 3b before camp.
PHOTOGRAPHY	3	Bring your own camera; film cameras responsible for own developing.
POTTERY	4	\$5 fee is for project in Req. 5; Req. 7 will not be covered at camp; Thursday night meeting after firing; session limit 20; Pre Sign~
PUBLIC SPEAKING	3	Scouts will talk a lot; meets Mon, Tues, and Thurs
SCULPTURE	4	\$5 for projects; Session limit 20; Pre Sign~
WOODCARVING	3	\$5 is to for projects in Req. 6 and 7

* Initialed blue card from a Merit Badge Counselor is required; no notes will be accepted for these requirements.

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HANDICRAFT BADGES FEES:

Basketry	\$15
Composite Mtls	\$? depending on project
Leatherwork	\$5-\$10 depending on kit
Pottery	\$5
Sculpture	\$5
Woodcarving	\$5







MOUNTAIN BIKING

Do you want to see some of camp, but don't like to walk and you can't stand the smell of horses? Well then hop on a mountain bike and go for a ride.

We have a number of Cannondale camp bikes for your use. If you want to bring up your own bike, you are perfectly welcome to do so. We do require that all bikes be collected during check-in and locked up in our mountain bike shed when not in use. Bikes can only be used during trail ride or skill session times. Helmets will be worn at all times when riding a bike, personal or camp owned.

Bring yours if you prefer.

The mountain bike program offers an extensive trail system with nine miles of hand-built, singletrack trails and seven miles of fire road. Trails and roads are rideable for all skill levels. The program area includes a pump-track, dirt jumps, and North Shore obstacles. All forms of our obstacles are designed for safety and to challenge the Scout's skills. Trail building instructional sessions and service projects are available as well, listen for them at camp or ask the biking staff.

Bikes cannot be used for transportation around camp or for the Kali-Ama or King Kali-Ama Trails.

SCHEDULE

9:00	10:00	11:00	2:00	4:00	7:00
Trail Rides		Trail Rides		Trail Rides	
Skill Sessions		Skill Sessions		Skill Sessions	



MERIT BADGE INFORMATION

MERIT BADGE	DIFFICULTY	NOTES
CYCLING	5	Drop in; Req.6 must be done prior to camp; Req. 8 & 9 not covered at camp*

* Initialed blue card from a Merit Badge Counselor is required; no notes will be accepted for these requirements.



NATURE

Nature is not just merit badges. It is 2200 acres of new and old growth Douglas Firs, meadows, natural springs, and hundreds of different plants and animals; as well as living the nature way of life. The Nature program offers many opportunities to get out and enjoy the wonderful out of doors.

MORNING

9:00	10:00	11:00
Bird Study	Environmental Science	Environmental Science
Nature	Geology	Forestry
Space Exploration	Reptile and Amphibian	Fish and Wildlife (M, T)
Chemistry	Fly Fishin'	Soil and Water (W, Th)



AFTERNOON AND EVENING

2:00	3:00	4:00	7:00
Environmental Science	Astronomy (M,T)	Mammal Study (M, T)	Eagle Trail
Oceanography	Fish and Wildlife (M, T)	Insect Study(M,T)	Open Program
Plant Science	Mammal Study (W, Th)	Pulp and Paper (W, Th)	
	Soil and Water (W, Th)	Energy (W, Th)	
	Fishin'	Weather	

MERIT BADGE INFORMATION

MERIT BADGE	DIFFICULTY	NOTES
ASTRONOMY	4	2 day merit badge (M, T); Req. 6 not covered at camp*
BIRD STUDY	5	Req. 5 and 6- lists of birds from home will not be accepted unless accompanied by a blue card; Will require observation time outside of session
CHEMISTRY		
ENERGY	3	2 day badge; Req. 4- Parent Note#, bring 14 day energy audit.
ENVI SCIENCE	4	Will require observation time outside of merit badge session
FISH AND WILDLIFE	3	2 day badge; May require observation time outside of merit badge session
FISHIN'	3	Must bring own gear to camp; requires time outside of merit badge session
FLY FISHIN'	4	Must bring own fly fishin' gear to camp; requires fly fishin' time outside of merit badge session
FORESTRY	4	Req. 5- field trip to local lumber mill will require drivers; limit 20; Pre Sign~
GEOLOGY	4	Hands may get dirty handling rocks
INSECT STUDY	5	Req. 4- bring camera; Req. 7 not covered at camp*
MAMMAL STUDY	2	2 day badge, M,T or W, Th
NATURE	4	Req. 4e- bring own fishin' gear
OCEANOGRAPHY	3	
PLANT SCIENCE	5	Req 4- Parent Note# for growing of plant
PULP AND PAPER	4	2 day merit badge W, Th ; Req. 7 will not be done at camp
REPTILE AND AMPH	2	Req. 8 not covered at camp*
SOIL AND WATER	3	2 day merit badge W, Th
SPACE EXPLORATION	3	Fee is to cover rocket kit, may be limited by fire danger
WEATHER	3	
EAGLE TRAIL	NA	First & Second Class Req. 6 is covered in Nature

* Initialed blue card from a Merit Badge Counselor is required; no notes will be accepted for these requirements.

Note from parent on camp form is required for completion of required; form is located in the index

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THE RISIN' W CORRAL

If you love horses, the Risin' W Corral is the place for you. Our outstanding horse program includes Horsemanship Merit Badge, trail rides, meal rides and an overnight outpost ride. These rides can be purchased in the Al Robinson Tradin' Post for a reasonable fee. What's that reasonable fee? It might be this, but it might change.

Trail Ride: \$15 Breakfast Ride: \$20 Lunch Ride: \$20 Dinner Ride: \$20 Outpost: \$30

SCHEDULE
MORNING

9:00	10:00	11:00
H o r s e m a n s h i p		

AFTERNOON

2:00-3:00
Animal Science



TRAIL RIDES

(TIMES SUBJECT TO CHANGE, PLAN ON ARRIVING 15-20 MINUTES EARLY)

Monday	Tuesday	Wednesday	Thursday	Friday
Trail Ride	Outpost	Dinner Ride	Outpost	Breakfast Ride
Departs 7:00pm	Departs 4:00pm	Departs 4:00pm	Departs 4:00pm	Departs 7:00am
				Lunch Ride
				Departs 11:00am
				Trail Ride
				Departs 3:30pm

MERIT BADGE INFORMATION

MERIT BADGE	D I F F I C U L T Y	NOTES
ANIMAL SCIENCE	3	
HORSEMANSHIP	4	Session last 3 hours Mon. – Fri.; Pre Sign~

~ Pre Signs are recommended; pre sign ups are done on a Troop level



SCOUTCRAFT

The skills learned in Scoutcraft have been called the heart and soul of Scouting by many sage Scouters. Our Scoutcraft area keeps this tradition alive. In addition to merit badges, there are other opportunities to sharpen your Scoutcraft skills.

Totin’ Chip, Firem’n Chit, and the Paul Bunyan Woodsman Award offers Scouts the chance to learn safety with woods tools, fire, and the chance to help others learn these important skills as well. Listen for announcements as to which days they are offered.

EAGLE TRAIL

Scoutcraft is also the home to our Tenderfoot to First Class advancement program, Eagle Trail. Sessions run starting on the hour. We do not sign off any requirements in Eagle Trail; our program is designed for the Scouts to learn the skills, and then return to the Troop to be tested by your leadership. Remember to bring your Scout Handbooks.

9:00-10:00 or 2:00-3:00 Tenderfoot
 10:00-11:00 or 3:00-4:00 Second Class
 11:00-12:00 or 4:00-5:00 First Class



SCHEDULE MORNING

9:00	10:00	11:00
Eagle Trail	Eagle Trail	Eagle Trail
Camping	First Aid	
Orienteering	Camping	Pioneering
Backpacking		

AFTERNOON AND EVENING

2:00	3:00	4:00	7:00
Eagle Trail	Eagle Trail	Eagle Trail	Firem’n Chit
First Aid		Wilderness Survival	Totin’ Chip
Pioneering	Camping	Hiking (M, T)	Paul Bunyan
		Fire Safety (W, Th)	



MERIT BADGE INFORMATION

MERIT BADGE	DIFFICULTY	NOTES
BACKPACKING	5	Req. 9, 10, and 11 not covered at camp*
CAMPING	4	Req. 8c and d, not covered at camp*; Req 9a and b- Scoutmaster Note^; Req. 10 will be done on an individual basis only if all requirements are done.
FIRE SAFETY	3	Req. 6- Parent Note#, bring drawing of escape plan; Req. 11 not covered*
FIRST AID	3	\$15 fee for first aid kit in Req. 2d
HIKING	5	2 day badge; Req. 5,6, and 7 not covered at camp*
ORIENTEERING	4	Extensive time outside of merit badge session
PIONEERING	3	
WILDERNESS SUR	3	Req. 9 is an overnight outpost.
EAGLE TRAIL PROGRAM	TENDERFOOT	Req. covered at camp: 4a, 4b, 4c, 5, 6, 7, 9, 10a, 11, 12a, 12b
	2 ND CLASS	Req. covered at camp: 1a, 1b, 2, 3c, 3d, 3e, 3f, 7a, 7c, 8a, 8b, 8c
	1 ST CLASS	Req. covered at camp: 1, 2, 7a, 7b, 8a, 8b 8c, 8d, 9a 9b, 9c

* Initialed blue card from a Merit Badge Counselor is required; no notes will be accepted for these requirements.

^ Note from Scoutmaster on camp form is required for completion of requirement; form is located in the index.

Note from parent on camp form is required for completion of required; form is located in the index.

WATERFRONT

Our private 80-acre lake is perfect for fishin'. The warm water is good for swimming and boating, yarr! Your Scouts will definitely be sure to have a good time, guaranteed.

MILE SWIM, BSA: Scouts need to be in good physical shape to live up to the rigorous requirements of this activity. Before swimming the mile, all participants must swim the quarter and half mile. Each swimmer must bring a rower and spotter to accompany them.



Patch is available for sale in the Tradin' Post

SWIM INSTRUCTION: Scouts needing extra help with swimming skills can get it from 7:00-8:00 in the evening.

THE WENTE WOOLY WASH: Early in the morning, when the fog rises off the lake the Woolly will, at times, come down to the lake for a dip. Come down for a morning swim and you may even see the elusive beast. Attend every morning Tues. thru Fri. and become a member of the Wente Wooly Club.

SCHEDULE

MORNING

9:00	10:00	11:00
Canoeing	Canoeing	Canoeing
Swimming	Swimming	Swimming
Rowing	Rowing	Small-boat Sailing



AFTERNOON AND EVENING

2:00	3:00	7:00
Lifesaving (1½ hours)	Open Swimming(3:30)	Open Boating
Small-boat sailing	Open Boating	Open Swimming
Whitewater		Swim Instruction
		BSA Snorkeling (T,Th)

MERIT BADGE INFORMATION

MERIT BADGE	D I F F I C U L T Y	NOTES
CANOEING	3	Must pass BSA Swimmers test before starting badge
LIFESAVING	4	Req. 1 must be completed before starting badge
ROWING	3	Must pass BSA Swimmers test before starting badge
SMALL-BOAT SAILING	3	Must pass BSA Swimmers test before starting badge; session limits based on operable boats; 100 # min. weight; Pre Sign~
SWIMMING	3	Must pass BSA Swimmers test before starting badge; bring shoes, socks, swim trunks, long pants, belt, and long-sleeved shirt that can get wet; limit of 30 per session; Pre Sign~
WHITewater	4	Must pass BSA Swimmers test before starting badge; must be 14+; Req. 13-availability based on river conditions; session limit based on operable equipment; Pre Sign~

~ Pre Signs are recommended; pre sign ups are done on a Troop level



SPECIAL PROGRAMS AND ACTIVITIES

Wente Scout Reservation offers loads of pleasurable adventures outside of merit badges.



THE KALI-AMA

The Kali-Ama is a series of posts in our outback. It's a great way to hone orienteering and map reading skills. So pick up a map and hike the trail. Do it!

THE KING KALI-AMA

After conquering the Kali-Ama, why not take the next step and try and tackle the King Kali-Ama? These posts tend to be farther into the backcountry and more difficult to find. So, if

you're up to the challenge, get out there and find the posts.

FISHIN'

There are lots of places to go fishing, but only at Wente Scout Reservation do you go out and enjoy a great day of fishin'. There is nothing like spending a day on the shore of the lake fishin' for that big 'ole largemouth bass.

Our 80-acre lake offers great fishin' for bluegill and the greatest fish of all, the largemouth bass. We recommend that you bring along your own gear. The Al Robinson Tradin' Post stocks some bait, lures, and bamboo rods.



At Lake Winawa we practice catch and release.

COBBLERS

Does a cobbler fresh out of a Dutch oven sound good to you? We offer Units the chance to sign up to make cobblers in their campsite. If you want to make cobblers, just sign up with the Dining Hall Steward.

ORDER OF THE ARROW DAY

On Tuesdays show your OA pride by wearing your sash whenever you are in uniform. That night come to the Dining Hall for fellowship, news, fun, patch trading, and snacks.

THE WENTATHALON AND CAMP WIDE GAMES

The ever-popular relay race that is the Wentathalon returns for another thrilling season. Units will shoot, run, boat, and swim their way to victory. Try for the best time while having a Wonderful Wente time.



Friday afternoon all program areas will shut down for camp wide games. The games give Scouts the chance to have a lot of well-earned fun at the end of the week. Things may get wet and messy, so come prepared.



LUNCH ACROSS THE LAKE

Tired of eating lunch in the dining hall after just a day or two of camp? Well try lunch across the lake for a change of scenery. Adult Leaders will have the chance to use their Safety Afloat training as you venture out in boats for a picnic lunch at Black Oak Point. Just sign up with the Dining Hall Steward at least a day before if you are interested.

CAMPFIRES

Our opening campfire on Sunday night is a great opportunity for Scouts to meet the staff, learn some of Wente Scout Reservation's traditions, and get fired up about the week ahead. It's a great show and is sure to be fun for everybody with a pulse.

Wednesday night is set aside as Troop campfire night. You can get together with other Troops for a large campfire or just settle back in your site with your own Troop. Don't forget to invite your counselors along for the show as well.

The closing campfire on Friday is a time when we present some awards earned throughout the week and is followed by our Finney Valley ceremony.



OUTPOST PROGRAM

Outposts are a wonderful way to experience eXtreme activities outside of regular merit badge programs. Some can be done as a Unit and some on an individual basis.

TROOP OUTPOSTS

All Troop outposts include dinner. Signups are done in the Al Robinson Tradin' Post. If your Troop chooses to, you may remain at the outpost site overnight.

CLIMBING

"Climbing," called the Scout and, "Climb on," is the answer. Tired of living on the bottom? Well then, climb to the top on this outpost. Learn climbing and rappelling techniques in this extended program. \$3 per person.

O'RILEY'S OUTPOST

Before Boy Scouts came to Finney Valley there were mountain men and mighty lumberjacks who lived off the land. One such was Finbar O'Reily.

"You mean we get to throw an axe?!

Boy, we sure didn't learn that in Totin' Chip!" Hike to O'Ryley's Outpost for black powder rifle shootin' and tomahawk throwin'. Your Troop should sign up at the Tradin' Post. Cost is \$3 per person.



INDIVIDUAL OUTPOSTS

WILDERNESS SURVIVAL

Think you can survive a night with just the clothes on your back? If so, this is for you. This outpost is primarily for those taking Wilderness Survival Merit Badge but anybody desiring to participate may do so. Participants will have the chance to spend the night in a shelter they have built themselves. See the Scoutcraft director for details.

THE RISIN' W OVERNIGHT

Once, there was a day when cattle drives were pretty near more common than ticks on a cur dogs' back. Now days we have flea and tick collars and we ain't got cattle here. What we do have is a dandy of an overnight for ya'll at a cost of \$30. You'll start with a two-hour ride and then settle in at your campground for a nice steak meal. You'll also get to try your hand at some activities that our Wranglers have rustled up just for you. Soon it'll be time to settle down in your bedroll under an open sky with crickets there to sing you to sleep.