

## II. MERIT BADGE PROGRAM

The purpose of the Emerald Bay merit badge program is to offer programming that is not readily available at home and utilizes the outdoor experience. Each Merit Badge is assigned an Area in camp that is responsible for its instruction. All in-camp questions about specific Merit Badges should be brought to the attention of the Area Director.

The day is divided into morning and afternoon sessions. Most merit badges are offered during the first three sessions of the day, with many troop or individual activities being offered during the afternoon and evening sessions.

Some merit badges can only be completed if certain requirements are done **prior to camp**. If a Scout has not completed these requirements the merit badge will have to be completed at home.

**Merit Badge Sign-up:** The form available online is provided to help Scouts plan their merit badge week. Once completed, Scouts give the forms to the adult leader responsible for registration who enters the information online. Details on how to register Scouts for merit badges will be available at the Spring Leaders' Meeting. **Please make sure registration is done prior to arrival at camp.**

**Impacted Badges:** Several merit badges have limited space and we ask that you make sure that Scouts meet the requirements listed in the Spring Leader's Packet prior to arrival. These merit badges are Sailing, Rifle, Shotgun, Archery, Motorboating, and Oceanography.

The next few pages will offer a brief overview of Merit Badges and Activities at Camp Emerald Bay. For more information please visit [www.campemeraldbay.org](http://www.campemeraldbay.org). A Merit Badge Appendix will also be emailed to each Troop in January and subsequently posted online.

# III. SUMMARY OF PROGAMS & ACTIVITIES

<u>MERIT BADGES</u>	<u>ACTIVITIES</u>	<u>CAMP AWARDS</u>
<p><u>Aquatics</u>            Canoeing*            Lifesaving*            Motor Boating*            Rowing*            Small Boat Sailing*            Swimming            &gt;Scuba**  <u>Field Sports</u>            &gt;Archery            &gt;Rifle            &gt;Shotgun  <u>Handicraft</u>            Art            Basketry            Leatherwork            Woodcarving            Pottery  <u>Nature</u>            Astronomy            Environmental Science            Geology            Mammal Study            Nature            Soil &amp; Water Conservation            Energy            Fish and Wildlife Conservation  <u>Scoutcraft</u>            &gt;Camping            Orienteering            Pioneering            Wilderness Survival  <u>Marine Science</u>            &gt;Oceanography</p>	<p><u>Aquatics</u>            Canoeing*            Kayaking            Rowing            Small Boat Sailing            Snorkeling            Swimming            Scuba Diving            Mountain Biking  <u>Field Sports</u>            Open Range Time (Archery, Shot-gun, Rifle)  <u>Handicraft</u>            Basketry            Leatherwork            Woodcarving            Pottery            Art  <u>Nature</u>            Conservation Projects            Hiking Programs            Nature Trail            Island Ecology            Star Hikes            BSA Naturalist*  <u>Scoutcraft</u>            Knot Tying            Orienteering            Totin' Chip            Firem'n Chit            Trail to First Class  <u>Marine Science</u>            BSA Oceanographer*            BSA Aquarist</p>	<p><u>CAMP AWARDS</u>            Buffalo Run            Emerald Patrol            War Canoe (camp overnight)            Pirate Program            Sea Lion Swim            Silver Peak Hike</p> <p><u>BSA PROGRAMS</u>            &gt;BSA Lifeguard*            Snorkeling BSA            Mile Swim BSA</p> <p><u>CAMP PROGRAMS</u>            Rugged Explorers            Rugged Canoe            Rugged Oceanographer            Campfires &amp; Cookouts            Order of the Arrow            Parson's Beach/ War Canoe            Scouts Own            Unit-Get-Togethers            Troop Colors</p> <p>*Need prerequisite Merit Badges            &gt;Some pre-camp work required            **Scuba Merit Badge can only be earned as part of the Rugged Scuba Program or if the Scout already has a Scuba certification.</p>

# IV. UNIT ACTIVITIES

The Emerald Bay program is structured to give all participants the opportunity to enjoy the beautiful location and countless opportunities for adventure at Camp Emerald Bay. Please discuss with your troop the possible activities and prepare your SPL. Most activities take place during sessions A (early morning), Four (before dinner), or Five (after dinner).

**Campfire:** Opening and closing campfires are run by the Camp Staff. The mid-week campfire will be the responsibility of the troops themselves. Plan to participate with a skit, song, or chant!

**Conservation or Service Project:** The purpose of a troop project is to teach Scouts the value of working and contributing within a community. Please speak with your troop Ranger about Conservation and Service Project opportunities ranging from fennel eradication to helping with camp clean up.

**Hikes:** There are many thrilling and breathtaking hikes for you and your troop to experience. Talk to your Ranger about seeing Arrow Point, Silver Peak, or Sandy Beach. See the High Adventure Staff if your troop is looking for a real challenge.

**Scout's Own:** The Scout's Own is a non-denominational service that allows scouts to practice the 12th point of the Scout law "A Scout is Reverent." It will be on Thursday at 1:15PM in the Camp Chapel.

**Star Hikes:** On Monday and Thursday nights a staff guide will lead a tour of the night skies above Emerald Bay. You will see the star-filled views and unbelievable skies above Catalina Island.

**Troop Colors:** Colors are held for the entire camp daily before breakfast and dinner on the parade ground. Each troop is encouraged to conduct camp colors at least once during the week and will have optional training from an Emerald Bay staff member.

**Unit Get Together:** An opportunity for your unit to have a cook-out at camp with a menu planned by you and your Scouts.

**Free Time:** Your troop's chance to relax: cards, Ultimate Frisbee, or a nap!

## VI. OTHER PROGRAMS

**Order of the Arrow Service Project:** OA members can participate in camp improvements on Thursday evening. The projects last an hour and help to improve the physical facility. We encourage all members to wear their sashes during the evening meal on Thursday.

**Pirate Program:** Individual-based program with a variety of challenges depending on the number of years a Scout has attended a summer camp. Upon completion of the challenges the participants join an elite group and earn the right to wear the Emerald Bay Pirate Patch.

**Emerald Patrol:** Through this week-long program Scouts can help develop teamwork by learning more about and using the Patrol Method in Camp. It will require them to visit most of the program areas to engage in many challenging activities.

**War Canoe:** This is the Camp Overnight and will take place on Tuesday, Wednesday, or Thursday night. Any Scout who is a swimmer will depart from the Emerald Bay beach in one of our own canoes and make the one hour paddle to Parson's Landing, a remote and rustic beach where the troop will spend the night. An entire program at Parson's will keep you busy, and the troop will make their own Dutch Oven stew after a long and tiring day. All of the Emerald Bay merit badge classes are designed with this trip in mind (so you won't miss a beat!). Every troop is automatically scheduled a War Canoe day. Your troop Ranger (troop guide) will inform you of your War Canoe day upon arrival to the camp.

**SPL Training:** Mentioned before, this is the opportunity for your troop's SPL and one buddy to come to camp on Thursday before your troop arrives to participate in a comprehensive training program focusing on key elements of Leadership, the Patrol Method, and Camp Emerald Bay. Scouts will take the 12:30 PM Catalina Express boat with an Emerald Bay staff member on Thursday to participate.

**First Year Rank Advancement:** Scouts who earn their First Class rank within the first year of Scouting are far more likely to stay in scouting and become Eagle Scouts. Newer Scouts can participate in our First Year Rank Advancement program with the goal of completing many of the requirements needed for First Class. Taught by a combination of our Scoutcraft staff and Rangers, this program offers high quality instruction and engaging activities. Scouts who need only a few requirements completed can come later in the day for a shorter, more customized lesson.

# OTHER PROGRAMS (continued)

**Sea Lion Swim:** Each morning, Tuesday through Saturday, participants have the opportunity to hop in the Pacific for the Emerald Bay Sea Lion Swim. Four lengths of the swim area must be completed on three different days in order to attain this award.

**Buffalo Run:** On Tuesday morning everyone has the opportunity to take part in a two mile run up and over the hill to and from Parson's Landing. There's no time limit, we only ask that you complete the task.

**Mile Swim:** Much like the Sea Lion Swim this is a program that runs each morning Tuesday through Saturday. A Scout must complete progressively longer swims working up to the final swim of one mile.

# VII. RUGGED ADVENTURERS

Camp Emerald Bay offers many challenging High Adventure programs for older Scouts who may be growing past the normal summer Scout camp experience. The Rugged Adventurers programs have been designed for Scouts ages 12+ (14+ for Rugged Explorers and Rugged Canoe) as a provisional Scout program (troops are also encouraged to participate) that serves as a combination High Adventure and Leadership Training week. Scouts participating in the various Rugged programs will find themselves tasked with various challenges both physical and mental throughout the week. A separate registration is required for all Rugged Adventurers programming. Visit [www.campemeraldbay.org](http://www.campemeraldbay.org) for more information.

**Rugged Explorers:** Experience all that Catalina Island has to offer in this trademark High Adventure program at Emerald Bay. Bike, hike, kayak and canoe all over beautiful, rustic Catalina while learning about leadership fundamentals and teamwork from our trained staff.

**Rugged Canoe:** One of our most grueling and rewarding experiences. Participants will canoe the entire circumference of Catalina Island (approximately 60 miles) during their week of camp, stopping to hike and camp out on many of the island's remote beach locations.

**Rugged Scuba (Scuba Merit Badge):** This week-long Scuba certification program is for Scouts ages 12 and up who are interested in becoming a life-time certified diver through PADI. Participants will spend their week learning to dive in the beautiful waters surrounding Emerald Bay and learn to face challenges unlike any others!

**Rugged Oceanographer:** For certified PADI Open Water Divers only, this program builds on the diver's comfort and qualifications. Deep dives, Night Dives, and Underwater Search and Rescue are just some of the skills a diver will learn from a week with the Rugged Oceanographers. All who complete the course receive PADI Advanced Open Water certification.

**Rugged Rescue:** A special program offered only one week during the summer. Scouts and Adult Leaders who are already PADI Open Water certified can spend their week learning to become a Rescue Diver. This program has very limited availability, so please contact [camping@bsa-la.org](mailto:camping@bsa-la.org) for more information.

# VIII. ADDITIONAL SCUBA PROGRAMS

**Scuba BSA:** A half-day experience for non-certified divers to experience their first breaths underwater. This popular program gives Scouts and Scouters a chance to experience a dive without committing to a full certification program. Our Scuba staff will walk you through the safety requirements and take you on a tour of our own Doctor's Cove. Bathing suit and towel required, all other gear provided.

**PADI Discover Local Diving (DLD) - Certified Divers Only:** DLD's allow certified divers to enjoy the underwater beauty of Emerald Bay under the guidance of an Instructor or Divemaster from the Dive Staff. Dives are scheduled throughout the week and rental equipment will be provided. An in-water skill review is required for all divers prior to the first dive. Divers who have not been in the water for 5+ years may want to participate in the Scuba BSA program before a DLD.

**Divemaster Internship:** Offered by Malibu Divers, the Divemaster Internships allow participants to work at Emerald Bay as part of our dive team instructing groups throughout the year. The position is not paid, but participants will receive Divemaster certification during their time at Emerald Bay.

## Important information regarding all Scuba Programs

- All additional Scuba programs are scheduled around the requirements of the Open Water Scuba Programs.
- Participants must be aged 12 or older (This is a National BSA policy, **NO EXCEPTIONS**)
- Scuba information and sign-up instructions will be included in the Spring Leader's Packet
- Reservations are made separately from normal camp registration. Contact [camping@bsa-la.org](mailto:camping@bsa-la.org) or visit [www.campeemeralbay.org](http://www.campeemeralbay.org) for more information.
- Some medical conditions, including but not limited to asthma and diabetes, can disqualify someone from Scuba Diving at Emerald Bay. Please contact Malibu Divers for details and to see if you will need physician clearance to dive.
- **PLEASE DO NOT BRING YOUR OWN SCUBA TANKS OR WEIGHTS.**