

OPEN SCHEDULING

Wolfefboro uses an open system for merit badge instruction at camp. A schedule of sessions is developed based on the needs and desires of individuals in camp. **While experienced Scouts appreciate the freedom to set their own schedule, we advise leaders to help younger Scouts plan their individual schedules, especially work on merit badges. If you know that a Scout is more successful in a structured environment, please help him in planning his week.** All listed merit badges are available. Individuals will need to arrange time to work on merit badge requirements with the counselors at camp. This is usually conducted at the "advancement carnival" on Sunday evening, however individuals are encouraged to contact counselors at anytime to arrange for instruction or help. We will offer pre-registration for merit badges so Scouts can reserve space in badges before they reach Wolfefboro. While the open system is designed to offer maximum flexibility to all involved parties, it does not mean a youth can "drop-in" anytime and expect to earn a merit badge. Unit leadership may need to closely monitor some Scouts' progress. For a generic merit badge schedule please refer to page 28.

PARTIALS

Individuals planning to complete a badge that they have already started must present a properly completed merit badge application showing the requirements that have been completed. Camp counselors cannot sign-off for requirements that are not completed at camp (like attending a certain number of patrol or troop outings)



Any Scout who does not complete a merit badge at camp will be issued a "partial" for the work completed at camp. Their blue card will reflect what they have completed.

WHAT TO BRING TO CAMP

VERY IMPORTANT

- _____ Troop brings copy of Tour Plan to camp
- _____ Signed Annual Health and Medical Record Form 680-001 2012 Printing, Parts A, B, and C at <http://www.scouting.org/filestore/HealthSafety/pdf/whole.pdf>
- _____ Signed permission slips (especially firearms)
- _____ Blue Cards for Merit Badges

SUGGESTED PERSONAL GEAR

- | | |
|----------------------------|------------------------------|
| _____ Pack | _____ Sleeping bag |
| _____ Jacket | _____ Raincoat/poncho |
| _____ Foam pad | _____ Full Uniform |
| _____ T-shirts, several | _____ Sweater |
| _____ Pants | _____ Hiking shorts |
| _____ Undershorts | _____ Several pairs socks |
| _____ Pajamas | _____ Hiking boots |
| _____ Light shoes | _____ Hat |
| _____ Gloves | _____ Swimsuit or cutoffs |
| _____ Large towel | _____ Chapstick |
| _____ Water bottle | _____ Scout Handbook |
| _____ Knife, fork, & spoon | _____ Plate, cup, & bowl |
| _____ Pocket knife | _____ Flashlight |
| _____ Matches | _____ Personal first aid kit |
| _____ Washcloth | _____ Toothbrush |
| _____ Toothpaste | _____ Soap |
| _____ Pencils | _____ Note pad |
| _____ Envelopes & stamps | _____ Day pack |
| _____ Watch | _____ Tent |

OPTIONAL

- | | |
|---------------------------|----------------------------|
| _____ Compass | _____ Laundry bag |
| _____ Rubber boots | _____ Pillow |
| _____ Sunglasses | _____ Insect repellent |
| _____ Sewing kit | _____ Fishing gear |
| _____ Camera & film | _____ Sharpening stone |
| _____ Harmonica or Guitar | _____ Clothespins |
| _____ Twine or light rope | _____ Spending money |
| _____ OA sash | _____ Money for activities |

ITEMS TO LEAVE AT HOME

- | | |
|----------------------------|--------------------|
| <i>Pets</i> | <i>iPod/MP3</i> |
| <i>Electronic games</i> | <i>Radios</i> |
| <i>Sheath knives</i> | <i>Fireworks</i> |
| <i>Firearms</i> | <i>Tobacco</i> |
| <i>Hatchets</i> | <i>Ammunition</i> |
| <i>Alcohol & drugs</i> | <i>Cell phones</i> |