

# Camp Bowman Program Schedule 2006

Time	Aquatics	Scoutcraft	Shooting Sports	Handicraft	Nature
9:00 – 9:50 AM	*Canoeing A *Rowing A *Swimming A <i>-(FYC has priority)</i> *BSA Lifeguard <i>(All Day)</i>	*Pioneering A-Tower Experience(2 hrs)  *Wilderness Survival A	*Shotgun A  *Archery & Rifle Merit Badge Shoot  *Action Archery	*Basketry Demo	*Envi Sci A  * Soil & Water Cons.
9:00 – 10:30 AM	*Lifesaving A				
10:00 – 10:50 AM	*Canoeing B *Rowing B *Swimming B	*Camping A *Orienteering A *Personal Fitness	*Rifle A *Shotgun & Archery Merit Badge Shoot *Action Archery	*Leatherwork Demo	*Mammals. B  *Astronomy
10:30 – 12:00	*Lifesaving B				
11:00 – 11:50 PM	*Canoeing C *Swimming C *Lifesaving B	*Camping B *Cooking A *First Aid A	*Archery A *Rifle & Shotgun Merit Badge Shoot	*Woodcarving Demo	*Envi Sci B  *Reptiles & Amphibians
1:00 – 1:50 PM	Siesta	Siesta *Cooking Demos <i>(TBA)</i>	Siesta	Siesta	Siesta *Theater Movie <i>(Day TBA)</i> *Nature Hike <i>(Tues. Only)</i>
2:00 – 2:50 PM	*Instructional Swim *Sailing (2 hrs)	*Pioneering B- Land Building (2 hrs) *Wilderness Survival B	*Shotgun B * Rifle Open shoot * Archery Merit Badge Shoot *Action Archery	*Basketry Demo	*Mammals B <i>-(FYC has priority)</i> *Weather
3:00 – 3:50 PM	*Open Boating *Free Swim	*Wilderness Survival C *Camping C	*Rifle B *Shotgun & Archery Merit Badge Shoot *Action Archery	*Leatherwork Demo	*Envi Sci C  *Fishing
4:00 – 4:50 PM	*Free Swim *Open Boating	*Orienteering B *Cooking B *First Aid B	*Archery B *Rifle Merit Badge Shoot *Shotgun Open Shoot	*Woodcarving Demo	*Mammals C  *Geology
7:00 – 8:15 PM (good time for Open Program MB)	*Mile Swim *Open Boating *Safe Swim Dfns. <i>(Sun. &amp; Mon. only)</i>	*Cooking <i>(Sunday Only)</i> *Wilderness Surv. Overnight <i>(Wed. Only)</i>	*Archery, Shotgun, Rifle Open Shoot <i>(FYC ONLY Wed. Night)</i> *Action Archery	*Art	*Theater
Badges Offered Through Open Program	No Open Program	Athletics Hiking Sports	No Open Program	Leatherwork Basketry Woodcarving	Insect Study, Bird Study, Nature, Forestry, Fish & Wildlife Mgt

**-Program may change to ensure continued Total Quality Improvement.**

**-Those in bold will be taught by Camp Marriott**

**+minimum age 13**

**++minimum age 14; Scuba requires the forms brought to Camp that are on the Marriot web-site**

**+++Minimum age 14**

In areas where Open Program is available, scouts will be supervised on a first come first serve basis. Evening Program is the ideal time for working on Open Program Merit Badges due to the absence of classes at that time.

# Camp Bowman Program Schedule 2006

## Saturday Schedule – Camp Bowman, 2006

Time	Event	Location
2:00 PM	Check In	Admin
2:30 PM to 5:30 PM	Medical Re-checks & Camp Tour	Handicraft Shelter & Camp Trails
5:50 PM to 7:30 PM	Dinner	Commissary
7:00 PM to 8:30 PM	Leaders Introductory Roundtable	Handicraft Shelter
8:30 PM	Retreat Ceremony (bring your troop flag)	Flagpole
10:30 PM	Quiet Time in Camp	All Scouts in Sites

## Sunday Schedule – Camp Bowman, 2006

Time	Event	Location
7:00 AM to 7:30 AM	Food & Staples Pick-up for Patrol Cooking	Commissary
7:30 AM to 8:00 AM	Food & Staples Pick-up for Heater Stack	Commissary
TBA	Church Services	Chapel.
9:00 AM to 12:00 PM	Merit Badge Sign-ups & Swim Checks	Handicraft Shelter & Waterfront
2:00 PM	Merit Badge work begins (see enclosed schedule)	Program Areas
7:00 PM	Safe Swim Defense & Safety Afloat for Leaders. * No need to bring a swimsuit	Waterfront
8:30 PM	Retreat	Flagpoles
9:00 PM	Opening Campfire	Campfire Hill
10:30 PM	Quiet Time in Camp	All Scouts in Sites

In areas where Open Program is available, scouts will be supervised on a first come first serve basis. Evening Program is the ideal time for working on Open Program Merit Badges due to the absence of classes at that time.

# CAMP BOWMAN MERIT BADGE PREREQUISITE LIST 2006

Please have your Scouts bring documentation or partial Blue Cards for requirements completed prior to Camp

Merit Badge	Comment	Complete Before Camp (Requirements in this column cannot be completed at Camp)
Archery	Much time needed for obtaining Required scores- need to attend Archery Merit Badge Shoot Not recommended for First Year Scouts	
Astronomy	Weather permitting, time consuming	5b,6,9(any one)
Backpacking	Good for Older Scouts	8c, 8d, 9b, 9d, 9e, 10, 11
Basketry	Cost of materials about \$25	
Bird study		7, possibly 6and 8
Camping	Good for Older Scouts	4b,5e,7b,8c,9a,9b,9c,9d,9e,10,11
Canoeing	Physical strength needed, pass Swimmer test on first day	
Environmental Science	Not recommended for First Year Scouts	
First Aid		1, 2b
Fish and Wildlife Management	Time consuming	
Fishing	Fishing Rod Required	
Forestry		3b,5(any one),7
Geology	Difficult to complete at Camp	5B(5),5D(5)
Hiking	Difficult to complete at Camp	5, 6, 7
Insect study		3, 7,
Leatherwork	Good for First Year Scouts, cost of Materials about \$8	
Lifesaving:	2 hours daily, For Older Scouts with strong Swimming skills, long-sleeved buttoned down Shirt, long pants, belt, shoes, and socks	

**\*More requirements may be available at camp as recourses are acquired. \***

## CAMP BOWMAN MERIT BADGE PREREQUISITE LIST 2006

Mammal study		
Nature	Difficult to obtain at Camp	4a(2), 4d(2),4f(1,2)
Orienteering	1-2 hours daily, not for First Year Scouts, Bring orienteering compass	7
Pioneering	1-2 hours daily, not for First Year Scouts, Practice on knots, splices, and lashings	2(a)
Reptile and Amphibian Study	Average difficulty	8
Rifle Shooting	Much time needed for required scores, need to attend Merit Badge Shoot, Previous experience helpful	
Rowing	Physical strength needed, good for Older Scouts, pass Swimmer test on first day, Review knots	
Shotgun Shooting	Much time needed for required scores, need to attend Merit Badge shoot, previous experience helpful, Cost- \$25-30	
Small Boat Sailing	Older Scout at least 13 years, limited class size, Pass Swimmer test on first day, review knots, Previous experience helpful	
Soil and Water Conservation	Time consuming, good for Older Scouts	
Swimming	Good for First Year Scouts, pass Swimmer test On first day, long sleeved buttoned down shirt And long pants required	
Weather		
Wilderness Survival	Overnight trip, good for Older Scouts	
Wood Carving	Good for Older Scouts, cost about \$5	2a

**\*More requirements may be available at camp as recourses are acquired. \***