

CAMP MARRIOTT

GOSHEN SCOUT RESERVATION

2015 LDS Week Program Catalog

Weeks 1 and 3

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Introduction



Welcome to the Camp Marriott 2015 Camping Season! We are excited to bring you this year's summer program. Our goal is to provide a high quality program for every participant by creating meaningful experiences to form a basis for personal growth, and for the Troop to grow and develop as a team through active involvement in the Patrol Method. We believe that the success of a participant at camp is not dependent on whether they complete badges, but rather on what they can learn from their time at camp as a whole experience. We strive to facilitate a wide variety of program opportunities, and we hope you enjoy your stay!

This packet contains basic information on logistics, schedules, procedures, and programming offered at camp. For more info, be sure to check out our website at www.ncacbsa.org/marriott. If you have any questions about camp operations or our summer program, please contact us at campmarriott@gmail.com.

New In 2015

We offer new programs and opportunities each year. Check out what's new in our summer 2015 program!

- The Marriott Adventure Program – Introducing our Older Scout Program
- Welding Merit Badge
- Pottery Merit Badge
- Plant Science Merit Badge
- Chemistry Merit Badge
- Public Speaking Merit Badge
- Personal Management Merit Badge
- New and improved Cooking Merit Badge program
- Nightly activities provided by our program areas
- More time for shooting
- Facilities improvements all around Camp
- And much more!

Daily Schedules

Monday

| Time | Event | Location | Notes |
|------------------|--------------------------------------|---------------------|--|
| 7:30am – 10:30am | Check-in | Admin Building | |
| 7:30am – 11:00 | Medical Checks, Swim Checks, Move-In | | |
| 12:00pm | Staff Introductions | Parade Field | Followed by lunch, and an Aquatics Demonstration. Troops will be split up after introductions |
| 12:30pm | Scoutmaster Introductory Roundtable | Handicraft Pavilion | |
| 2:00pm to 5:00pm | Afternoon Merit Badges | Program Areas | |
| 2:00pm to 5:00pm | Afternoon COPE & Climbing begin | Camp Post | |
| 7:00pm – 8:15pm | Fireside | Campfire Circle | |
| 8:45pm | Retreat | Parade Field | |
| 10:30pm | Quiet Time in Camp | Everywhere | |

Tuesday

| Time | Event | Location | Notes |
|-------------------|--|-------------------|--|
| 9:00am to 12:00pm | Morning Merit Badges | Program Areas | |
| 1:15pm | SPL Meeting | OJ Corral | |
| 2:00pm to 5:00pm | Afternoon Merit Badges | Program Areas | |
| 6:45pm | Wilderness Survival Overnighter (Option 1) | Meet in OJ Corral | For Wilderness Survival Merit Badge |
| 7:00pm – 8:15pm | Evening Program | Program Areas | See Evening Program Schedule for Information |
| 8:45pm | Retreat | Parade Field | |
| 9:00pm | Troop Leadership Cracker Barrel | OJ Corral | For Adult Leaders, SPLs, ASPLs, and PLs! |
| 10:30pm | Quiet Time in Camp | Everywhere | |

Wednesday

| Time | Event | Location | Notes |
|-------------------|--|-------------------------|--|
| 9:00am to 12:00pm | Morning Merit Badges | Program Areas | |
| 9:15am | Scoutmaster Roundtable | Administration Building | |
| 1:15pm | Staff Interest Meeting | OJ Corral | For anyone interested in becoming staff next year! |
| 2:00pm to 5:00pm | Afternoon Merit Badges | Program Areas | |
| 6:45pm | Wilderness Survival Overnighter (Option 2) | Meet in OJ Corral | For Wilderness Survival Merit Badge |
| 6:45pm | Mile Swim | Aquatics | See Mile Swim Training in Registration Packet |
| 7:00pm – 8:15pm | Evening Program | Program Areas | See Evening Program Schedule for Information |
| 8:45pm | Retreat | Parade Field | |
| 9:00pm | Merit Badge Checkups | Administration Building | Area Directors will be available to answer questions about participant's progress in programs. |
| 10:30pm | Quiet Time in Camp | Everywhere | |

Thursday

| Time | Event | Location | Notes |
|-------------------|------------------------|---------------|--|
| 9:00am to 12:00pm | Morning Merit Badges | Program Areas | |
| 1:15pm | SPL Meeting | OJ Corral | |
| 2:00pm to 5:00pm | Afternoon Merit Badges | Program Areas | Last day of Afternoon Program, except for COPE and Climbing. |
| 7:00pm – 8:15pm | Evening Program | Program Areas | See Evening Program Schedule for Information |
| 8:45pm | Retreat | Parade Field | Bring your Troop Flag |
| 10:30pm | Quiet Time in Camp | Everywhere | |

Friday

| Time | Event | Location | Notes |
|--------------------|---------------------------|-------------------------|--|
| 9:00am to 12:00pm | Morning Merit Badges | Program Areas | |
| 9:15am | Leaders' Roundtable | Administration Building | |
| 11:00am to 12:00pm | Marriott Art Competition | Handicraft | Participants can take part in a fun competition designing a Marriott Logo |
| 1:00pm to 1:50pm | Scoutmaster/SPL Shoot | Shooting Sports | Shooting Competition between Troops |
| 2:00pm to 5:00pm | Afternoon COPE & Climbing | Camp Post | Last session. |
| 2:00pm to 2:50pm | Scoutcraft Events | Scoutcraft | Troops compete in games of outdoor skill! |
| 3:00pm to 4:50pm | Water Carnival | Aquatics | Troops compete in waterfront events designed for all! |
| 5:00pm | Advancement Packet Pickup | Administration Building | Leaders may pick up all Blue Cards, Patches, and Ribbons. |
| 6:00pm | Dinner | Sites | Site Guides will eat with the Troops to help the Troop prepare for checkout. |
| 6:30pm to 8:15pm | Area Director Walk Around | Sites | Area directors will walk around to the sites to answer any advancement questions! Please review your Troop's paperwork before this time. |
| 8:30pm | Retreat and Awards | Parade Field | |
| 9:00pm | Closing Campfire | Campfire Circle | Closing campfire! Sign up to do a skit or song in the QM. |
| After Campfire | Final Merit Badge Checkup | Administration Building | Area Directors will be in the Admin Building directly after the campfire. |
| 10:30pm | Quiet Time | Everywhere | |

Saturday

| Time | Event | Location | Notes |
|------------------|-----------------------|-------------------------|---|
| 5:15am | Wake Up | Sites | Site Guides will be coming to wake up Scoutmasters and SPLs |
| 5:30am | Continental Breakfast | Commissary | Grab a quick bite before you hit the road |
| 5:30am | Troop Check Out | Administration Building | Troops need to pick up medical forms and check out |
| 6:45am to 7:00am | Buses Depart | Parking Lot | Troops should be ready to get on the bus by 6:45am |
| 7:00am | Departure | Camp Marriott | All Troops should plan to leave camp by 7:00am |

Program Schedule

| Area | 9:00am | 10:00am | 11:00am | 2:00pm | 3:00pm | 4:00pm | | | | | | |
|------------------|------------------------------------|--------------|----------------------------|--------------|------------------------------------|-----------------------|---|-----------------------|----------------------------|-----------------------|-----------------------------------|--|
| Aquatics | Canoeing A | Canoeing B | Canoeing C | Rowing B | Free Swim | Free Swim | | | | | | |
| | Inst. Swim A | Inst. Swim B | Inst. Swim C | Inst. Swim D | | | | | | | | |
| | Kayaking A | Kayaking B | Kayaking C | | | | | | | | | |
| | Lifesaving A | | Lifesaving B | | Water Sports A | | Water Sports B | | | | | |
| | Rowing A | | Swimming A | | Swimming B | | Swimming C | | Open Boating | | Open Boating | |
| | -- | | Small Boat Sailing | | | | -- | | | | | |
| COPE & Climbing | COPE A | | | | COPE B | | | | | | | |
| | Climbing A | | Climbing B | | Climbing C | | | | Climbing D | | | |
| Eagle's Eyrie | Cooking A | | Cooking B | | Public Speaking | | | | Cooking C | | | |
| | Citizenship in the Nation A | | Citizenship in the World A | | Citizenship in the Nation B | | Communication B | | Citizenship in the World C | | Citizenship in the Nation C | |
| | Personal Management A | | Communication A | | Citizenship in the World B | | -- | | Personal Management B | | Personal Management C | |
| Ecology | Bird Study | | Reptiles & Amphibians | | Forestry | | Archaeology | | Pulp & Paper | | Astronomy | |
| | Space Exploration | | Mammal Study AND Weather | | Soil & Water Conservation | | Chemistry | | Plant Science | | Fishing AND Fish & Wildlife Mgmt. | |
| | Environmental Science A | | Environmental Science B | | Insect Study | | Geology | | Oceanography | | | |
| Handicraft | Open Program | | | | Open Program | | | | | | | |
| | Wood Carving A | | Wood Carving B | | Wood Carving C | | Wood Carving D | | Wood Carving E | | Wood Carving F | |
| | Pottery A | | Pottery B | | Pottery C | | Indian Lore A | | Photography | | Indian Lore B | |
| | Leatherwork A | | Leatherwork B | | Leatherwork C | | Leatherwork D | | Leatherwork E | | Leatherwork F | |
| Scoutcraft | Camping A | | Pioneering | | Camping B | | Fire Safety | | Geocaching B | | | |
| | First Aid A | | Geocaching A | | Orienteering | | First Aid C | | Search and Rescue | | | |
| | Emergency Preparedness | | | First Aid B | | Wilderness Survival A | | Wilderness Survival B | | Wilderness Survival C | | |
| Shooting Sports | Archery A | | Archery B | | Archery C | | Archery D | | Archery Open Shoot | | Archery Open Shoot | |
| | Archery MB Shoot | | Archery MB Shoot | | Archery MB Shoot | | Archery MB Shoot | | Rifle Open Shoot | | Rifle Open Shoot | |
| | Rifle A | | Rifle B | | Rifle C | | Rifle Open Shoot | | Shotgun Open Shoot | | Shotgun Open Shoot | |
| | Rifle MB Shoot | | Rifle MB Shoot | | Rifle MB Shoot | | Shotgun Open Shoot | | -- | | -- | |
| | Shotgun A | | Shotgun B | | -- | | | | | | | |
| Special Programs | -- | | Welding A | | Welding B | | ATV Program (At Camp Post; runs until 8:00pm) | | | | | |
| NSQ | See NSQ Schedule (All Day Program) | | | | See NSQ Schedule (All Day Program) | | | | | | | |
| MAP | Adventure Activities | | | | -- | | | | | | | |

*For Climbing Merit Badge, allow transport time, as Climbing is taught at Camp Post.

Evening Program Schedule

Evening Program is between 7:00am and 8:15pm, unless otherwise stated.

| Area | Monday | Tuesday | Wednesday | Thursday | Friday |
|-------------------------------|--------------------------------|--|--|-----------------------------|--|
| Aquatics | Opening Campfire / Fireside | First Aid/CPR Demo* | Mile Swim | Merit Badge Make-ups | No Evening Program. Closing Campfire After Flag Retreat |
| Eagle's Eyrie | | Safety Afloat, Safe Swim Defense Training | (Be ready to swim at 6:45) | Make-up FA/CPR Demo | |
| Ecology | | Trivia Night | Cooking Competition | Merit Badge Make-ups | |
| Handicraft | | Ecology Demo at Zoo | Rocket Launch (for Space Exploration Merit Badge) | Merit Badge Make-ups | |
| New Scout Quest | | Open Program | Open Program | Merit Badge Make-ups | |
| Marriott Adventure Program | | NSQ Shoot (at Shooting Sports) | NSQ Overnighter Meet at NSQ at 6:45pm | Program Make-ups | |
| Scoutcraft | | TBA | TBA | TBA | |
| | | Canoe Overnighter (Leaves at 5:30pm from Aquatics) | Wilderness Survival Overnighter (Leaves at 6:45 from OJ Coral) | Merit Badge Make-ups | |
| | | Wilderness Survival Overnighter (Leaves at 6:45 from OJ Coral) | Open Program | LNT/Trek Safely Training | |
| | | Open Program | Orienteering Event | Open Program | |
| | | Orienteering Event | | Orienteering Event | |
| Shooting Sports | | Open Shoot | Open Shoot | Merit Badge Make-ups | |

*Required for most aquatics Merit Badges. Your instructor will let you know if you need to attend.

Merit Badge Sign-Ups

Most Badges require online sign-up. To guarantee a spot in a course, sign up online through the registration system at register.gotogoshen.org. Troop leaders can use the system to register Scouts, pay for each attending Scout, and register for programs.



What You Can't Sign Up For Online

A few very limited badges are signed up for at camp. This is to ensure that everyone has a fair chance to enroll. The following badges must be signed up for on the first day of camp:

- Water Sports
- Small Boat Sailing
- Welding

A sign-up sheet will be posted on the Administration building on Saturday. Selections will be posted on the Admin building by Sunday at 9:00AM. Selection is based on Age, Rank, and years at Camp.

Also, all open program activities do not require any pre-registration. All are welcome. These include:

- Open Program Sections
- Free Swim
- Open Boating
- Instructional Swim

Last Minute Changes

We understand that in some cases, participants will need to make last-minute changes to their schedule. Most of our classes are flexible within reason, except for those with limited equipment, such as the boating courses. Scouts who need to change their schedule should go to the course they wish to switch into and just let the instructor know they are switching in. As long as there is space, this should be fine.

Special Activities

Adult Leader/SPL Activities

| Monday | Tuesday | Wednesday | Thursday | Friday |
|--|---|---|--------------------------------------|--|
| Adult Leader Roundtable – 9:15am at the Admin Building | SPL Meeting – 1:15pm in the OJ Coral ---- Leadership Cracker Barrel – after flags in the OJ Coral | Adult Leader Roundtable – 9:15am at the Admin Building ---- Camp Staff Interest meeting – 1:15pm in the OJ Coral ---- Merit Badge Checkups – after flags in the Admin | SPL Meeting – 1:15pm in the OJ Coral | Adult Leader Roundtable – 9:15am at the Admin Building ---- Final Merit Badge Checkups – see below |

- Adult Leader's Roundtable – Monday, Wednesday, and Friday at 9:15am in the Admin Building. Come and have the opportunity to discuss camp program and operations with members the Camp Staff leadership team and have your questions addressed.
- Senior Patrol Leader Meeting – Tuesday, and Wednesday at 1:15pm at the OJ Coral in front of the Admin Building. SPLs and ASPLs welcome. Have a chance to meet with Camp Leadership and get to meet up with other Senior Patrol Leaders.
- Leadership Cracker Barrel – Tuesday at 9:00pm in the OJ Coral. An opportunity for food and fellowship with fellow troop leadership and Camp Staff leadership. Adult Leaders, SPLs, ASPLs, and Patrol Leaders welcome!
- Camp Staff Interest Meeting – Wednesday at 1:15pm in the OJ Coral. Any Campers who are interested in learning more about becoming a member of the Camp Marriott staff are invited to attend. Applicants must be 14 by next summer to be a CIT and 15 to be a paid staff member.
- Merit Badge Checkups – Wednesday at 9:00pm in the Admin Building. Area Directors will be available for you to check in with about the progress of participants in their Merit Badge classes.
- Final Merit Badge Checkups – Area Directors will walk around to sites to resolve any issues with merit badges on Friday at 6:30pm. If they do not get to your camp site, or you have additional issues to address, they will be available at the Administration Building after the campfire.

Training for Adult Leaders

Get your BSA training done while you are already at camp! We offer a number of training workshops presented by our program staff and in coordination with the Council Training Committee. A full schedule will be made available at the beginning of the week, but these include:

- Safe Swim Defense
- Safety Afloat
- Trek Safely
- Leave No Trace Awareness
- Paddlecraft Safety
- Swimming and Water Rescue
- Training TBA from the council training committee
- Boat Driver Training! Help out camp and have a great time by volunteering to drive the pontoon boat to Camp Post! Training will be Sunday at 2:00. Stop by the Admin Building for details.

Troop Activities

We encourage Troops to plan and participate in activities as a Troop. We offer the Pirate's Breakfast (take out boats at sunrise and eat breakfast on the water) and the Polar Bear Swim (go for a swim at sunrise) and are also willing to actively facilitate the planning of Troop hikes and outings. Stop by the Administration building to check out requirements for activities and to see maps and find out about opportunities around the area. Possibilities for Troop excursions include visiting a Lehhok'sin High Adventure Outpost, hiking to Viewing Rock or Jump Rock, and visiting Camp Post and the swimming hole.

General Information

Camp Check In

When your Troop arrives at beautiful Camp Marriott, one adult will need to check-in at the Administration building. At this time, you will be introduced to your site guide and you will receive a packet of information plus a time for your Troop's swim check and medical check. Your site guide will take the Troop to the site. The Troop needs to drop off gear and then report to medical checks at your designated time. Then follow the rest of the check-in schedule.

If an adult is coming to camp mid-week they need to report to the Administration building. There they will check in and receive an adult wrist band.

Medical Forms

Everyone in camp MUST have at least Part A & B of the BSA Medical Form filled out and on file in the office. The only exceptions are for guests that are at camp ONLY during Official Check-In, during Official Check-Out (Saturday 5:30am – 7:00am), or for Immediate Pick-up or Drop-off during the week.

Part C of the BSA Medical Form must be filled out by a medical professional. This part is REQUIRED for anyone who is in camp for more than 72 consecutive hours and for anyone who plans to participate in camp activities.

Participants with Special Needs

We will do our best to make any necessary accommodations in order to provide a welcoming and positive program for all participants. Please contact the camp at least 1-2 weeks in advance of your arrival so we can work with you to develop a plan to provide the best possible programming.

Blue Cards

Please be sure to bring blue cards for each participant for each Merit Badge class they are signed up for (and a few extras). Scouts should bring blue cards filled out with name, Merit Badge, and unit number filled out in all applicable spots. If you need extra blue cards, we sell them in the Trading Post.

What to Bring To Camp

- ✓ **PHYSICAL FORMS PROPERLY FILLED OUT BY PARENTS & MEDICATION IN ORIGINAL CONTAINER**
- ✓ Backpack or bag you can carry your equipment in for at least ¼ mile.
- ✓ Uniform (shorts, vest without pins) for flag ceremonies, etc.
- ✓ Sturdy hiking shoes
- ✓ Water activity shoes (closed toe; optional)
- ✓ General clothing for around camp (5 or 6 sets)
- ✓ Extra underwear and socks (1 pair per day or more)
- ✓ Raincoat and rain pants
- ✓ Sweater and/or Jacket
- ✓ Hat/sunglasses (optional)
- ✓ Sleeping bag or bedding
- ✓ Pillow
- ✓ Swimsuit
- ✓ Plate, cup, bowl, knife, fork, and spoon
- ✓ Toothbrush and toothpaste
- ✓ Towel
- ✓ Shampoo
- ✓ Washcloth
- ✓ Comb or hair brush
- ✓ Soap in container
- ✓ Feminine hygiene products (if applicable)
- ✓ Glasses or extra contact lenses (if needed)
- ✓ Water Bottles
- ✓ Flashlight with extra batteries
- ✓ Compass (optional, but may be useful for some activities)
- ✓ Pencil, pen, pad/notebook (required for most classes)
- ✓ Spending money
- ✓ Disposable or water-resistant camera
- ✓ Insect repellent (non-aerosol preferred)
- ✓ Sun screen (SPF-30 or higher recommended)
- ✓ BSA Handbook
- ✓ Any prerequisites for camp activities (see program information packet)

We recommend that campers do not bring electronics, including handheld games, cell phones, music players, etc. There is too much of a chance of these items getting lost, broken, rained on, and so on while out in the woods.

Camp Rules

To ensure that all participants get the fullest value out of our program, we ask that all youth and adults agree to abide by the following rules:

- Conduct yourself in a manner consistent with the Scout Oath and Law.
- Troops must follow all BSA standards
- Every Person staying in camp must have a BSA Medical Form
- All visitors or adults coming late must check-in at Admin Building.
- All adults over the age of 18 must wear their adult wrist band at all times.
- Wear seatbelts if in a vehicle. No passengers in the back of open vehicles (pick-up trucks, trailers, etc).
- All boaters must wear a lifejacket.
- Keep your fires attended at all times.
- Use wood which is on the ground. Do not cut down standing trees.
- Speed Limit – 5mph in camp/ 20mph on reservation beltway
- Park in the parking lot. Vehicles are only allowed in sites for loading and unloading, unless approved by the Camp Director.
- Troop will be charged for intentional damage to camp property
- Swim only at the waterfront and only when a lifeguard is on duty.
- No fishing within 100 yards of Aquatics (off limits area is posted).
- Wear close-toed shoes in camp (except at the waterfront or in the shower).
- Respect wildlife in camp.
- Please do not run in Beautiful Camp Marriott!

Buddy System

We require that youth participants follow the buddy system at all times while at camp. Please help participants plan so that they can travel to and from program with a buddy, and make sure that participants have a buddy when traveling around camp.

Site Guides

One or more staff members will be assigned to be your site guide for the week. Their duties include being a liaison between the troop and the camp staff in addition to assisting and guiding your troop throughout the week. If you have any questions or needs while at camp, your site guide(s) are there to be a resource for you Troop and leaders.

Emergency Procedures

In the case of an emergency at camp your Troop needs to be prepared for our emergency procedures. If an emergency should occur you will hear one of two things: a bell or an air horn.

- **If you hear the bell (Fire Bell):**

This emergency procedure is used for a lost participant, fires, evacuation, and disseminating important information.

Go to your campsite. Once all participants are accounted for, send two messengers to briskly walk to the Administration Building to report in and collect any important information.

- **If you hear an air horn (Lost Bather's Drill):**

This emergency procedure is used to activate the Emergency Action Plan at the waterfront for a potential lost swimmer.

Quickly move to the closest program area, staffed facility, or camp site and remain there until the all clear is signaled by a single, loud air-horn blast. Remain alert for camp or emergency vehicles while on camp roads.

- **Weather Emergencies:**

In the case of extreme weather hearing a signal would be difficult. On the side of each latrine is a copy of our Emergency Action Plan for weather emergencies. This will tell you where the emergency shelter is located for your campsite. We will send out staff members and use the text message alert system in the event of severe weather, but if conditions change quickly, use judgment and proceed to shelters if threatening conditions exist.

Your site guide will go over all emergency procedures with your troop upon your arrival at camp.

Text Message Notifications

We use a text message notification system to rapidly get information to unit leaders. This system will supplement other methods of communication and notification at camp. Notifications may include emergency alerts, severe weather warnings, program changes, and other important information. Sign up during the initial leader meeting, or at the Administration Building. Standard carrier rates apply and currently only Sprint (with roaming) and Verizon (standard) get service at Goshen.

First Aid

The First Aid station is located in the front office of the Administration Building, and is staffed by trained first aiders, Wilderness First Responders, and EMTs. The first aid room is open 24/7. In the case of an emergency at night, wake up the on-duty staff members in the main room of the Administration Building.

Leaving Camp

If you are an adult leader or youth participant you need to check in and out of camp. There is a sign-in/sign-out log in the administration building. You need to sign this if you are heading into town, to another camp, COPE/ Climbing, or any destination out of camp by yourself or with a small group. In the case of an emergency, we will use this to help find out who is in and who is out of camp. If your whole Troop is going out of camp, you need to fill out an Out of Camp form, located in the Administration Building.

Food Pick Up

Breakfast

Patrol Cooking Troops 7:00am

Heater Stack Troops 7:30am

Lunch

Patrol Cooking Troops 12:00pm

Heater Stack Troops 12:00pm

Dinner

Patrol Cooking Troops 5:00pm

Heater Stack Troops 5:30pm – (* 5:00pm on Tuesday)

Proper food handling is important for keeping participants healthy at camp. We recommend correct procedures for the washing and rising of cooking materials. Be organized. Clean up soon after the prepping and cooking of food. Throw away trash.

DO NOT STORE FOOD IN THE CHUCK BOX.

The chuck box is not mouse proof. If any type of food stored it will attract mice. If your Troop has brought food please store properly in sealed containers.

Two participants from each Patrol that are designated to pick up the food for the meal need to know there Troop number and Patrol name for food pick up.

Heater Stack

The plastic food-warmers and pans need to be returned directly after each meal for use on the next meal. Make sure that all food containers and pans are emptied upon return to the commissary.

* On Tuesday night the Heater Stack Troops will be cooking foil dinners. The participants will need to pick up their food at 5:00pm to have time to cook there food. Be Prepared.

Contact Information

Cell Phones:

In general, cell phones which operate off of Verizon's towers work at camp. Other carriers have little or no coverage in the area. We recommend that youth participants leave cell phones at home.

Office Phone Number:

(540) 997-1366

(Subject to change. Check www.ncacbsa.org/marriott if this number is not active)

Mailing Address:

Participant Name, Unit Number
Camp Marriott
Goshen Scout Reservation
340 Millard Burke Mem. Hwy.
Goshen, VA 24439

Email:

campmarriott@gmail.com

Parking

Parking space is limited at Camp, so please try to carpool as much as possible (or better yet, take the bus). For those taking the bus, this year, we will have a Water Taxi to take anyone who needs to go across the lake to Camp Post. See below for details.

Water Taxi

We will again be offering Pontoon Boat rides across the lake for those in COPE and Climbing, and anyone else who needs a ride. We need drivers for the boat! We will train any adult leaders interested in operating the pontoon boat on Sunday afternoon and come up with a driver schedule. Driving across the lake is a lot of fun, and gives you something to do while the Scouts are in classes. Stop by the Admin Building for details. No boating experience required (but it's extra good if you do have some).

Camp Amenities

Leader's Lounge

The Administration Building contains the Staff and Leader's Lounge in addition to the First Aid Room and Camp Administrative Offices. The Administration Building is located at the center of camp near the parking lot. Leader's Lounge hours will be posted on the door, but are generally all day during normal program hours except during staff meals. The leader's lounge is equipped with wireless Internet (see next section for details).

Internet Access for Leaders

We recognize that many adult leaders will need access to the Internet for work while at camp. Free wireless Internet access will be available at the administration building. Ask at the office for the password. Due to the remote nature of camp, our Internet will be provided via 3G/4G data cards. These cards support a limited number of devices and are metered, so we ask that you use the Internet accordingly. For high-bandwidth needs, such as video downloads, streaming media, or large file downloads, there is free broadband Internet at the Public Library in the town of Goshen a few miles down the road. Stop by the Administration building for directions.

Quartermaster

The quartermaster is located between the Trading Post and the Commissary. The quartermaster is equipped to assist your troop with projects your troop wishes to complete while at camp, in addition to stocking basic supplies.

The Q.M. has for your Troop...

- Toilet paper, paper towels, trash bags, soap/sanitizer
- Dutch ovens, Propane stoves, Propane tanks, extra cooking supplies
- Bow saws, spades, rope, axes, hatchets, hammers, nails, supplies for service projects

Quartermaster hours will be posted on the door. If you need something outside of open hours, or the Quartermaster is temporarily out working on a project, stop by the Admin Building and we will be happy to help.

Games Area (The OJ Corral)

The O.J. Corral is located in front of the Administration Building. If you are looking for a fun activity to do, when you have some free time, stop on by and hang out! There is a horse shoe pit with bleachers! We have an in-ground chess/checker board! We have a beanbag toss game! We have the ever popular Foosball table! We have picnic tables to sit in a shady area. (Horse shoes, beanbags, and Foosballs are located in the Administration Building)

Trading Post

The Trading Post is Marriott's Camp Store. We carry camping and outdoor gear, supplies for Merit Badges, snacks and refreshments, and apparel and souvenirs to remind you of your experience at Beautiful Camp Marriott. Stop by and have a look around!

Times will be posted on the door.

We carry...

- Camp Shirts, Hats, Socks, Patches, Toiletries, Sun Block
- Kits for Handicraft Merit Badges, Rocket Kits for Space Exploration, Extra Blue Cards
- Flashlights, Rope, Pocket Knives, Batteries
- Candy, Trail Mix, Popcorn, Bottled Water, Sodas, Juice Drinks
- and much more!

Hours:

Saturday (start of week):

2:00pm—4:30pm

Sunday – Friday:

8:30am –11:30am, 1:30pm–5:30pm, 7:00pm—8:00pm* ("drive through" window only)

*Closed Tuesday Night

Saturday (end of week):

5:30am—6:45am

Pocket Knives will only be sold to youth with an adult with proof of their Totin' Chip and permission of their Scoutmaster

Shower House

The shower house is located up the trail from the Commissary towards site 8 and 14. The shower house contains individual hot showers.

Hours

The shower house is open for Scouts between 7:00am and 10:00pm except when closed daily for cleaning between 1:00pm and 2:00pm. Scouts must go to the shower house as a group with an accompanying adult leader for supervision.

Program Descriptions

Key

- Good for younger Scouts
- Recommended for older Scouts
- ▲ Eagle Required
- \$ Requires Materials

Prerequisites

Some Merit Badges have requirements which cannot (or should not) be completed at camp. These requirements may be completed before or after camp, but in order to complete the badge at camp, we will need evidence of completion of the prerequisites. We require:

If it says to do something (such as cook a meal, meet with your family, etc.):

Bring a note from an adult who was there and can verify completion (I.E. family member, scoutmaster, etc). Pictures are not required, but are awesome!

If it says to make something (such as prepare a survival kit, make an exercise plan, etc.):

Bring in what you made to show your counselor! This includes written products such as personal fitness plans and documents.

*Prerequisites may change if Merit Badge requirements are updated. Check on ncacbsa.org/marriott for any updates.

Aquatics

Canoeing Merit Badge

Learn the skills necessary to canoe with confidence and style.

Prerequisites: None

Kayaking Merit Badge

Now a Merit Badge of its own! Flat water kayaking with instruction dedicated to other types you may experience. A good sense of balance helps a lot!

Prerequisites: None

Instructional Swim ●

Not a Merit Badge. Perfect for those who are learning to swim or are becoming accustomed to swimming in a lake. Focuses on basic swimming skills instruction with completing the BSA swimmer's test in mind.

Prerequisites: None

Lifesaving Merit Badge ■ ▲

A good challenge for older boys with powerful swimming skills, teaching basic water rescue skills and knowledge. Long sleeve button-down shirt, pants, belt, shoes, and socks need to be brought to camp.

Prerequisites: 1a

Paddlecraft Safety Certification ■

Must be 16 years or older. A good class for Adult Leaders who want to learn how to keep their troop safe and secure on canoe and kayaking trips. Useful skills and instruction for those wanting to lead their own water-based trip. Concludes with a written test.

Prerequisites: None

Open Boating

Check out a boat and enjoy the serenity of the lake. Bring a buddy! Must be a swimmer to use a canoe or kayak or pilot a rowboat. If a beginner, can be a passenger in a rowboat with an adult who is a swimmer and a buddy

Free Swim

Come cool off in the afternoon! Be sure to bring a buddy. All levels of swimming ability welcome.

Rowing Merit Badge

Instruction on how to pilot a rowboat and other rowing craft effectively. Good workout for those inclined to strengthen their arms.

Prerequisites: None

Small Boat Sailing Merit Badge ■

Recommended for 13 years or older. An especially fun badge that teaches sailing on single and multi-hulled vessels shorter than 25 feet in length.

Requires a good observer with coordination to do well. Limited class size due to limited boat space!

Prerequisites: None

Swimming Merit Badge ● ▲

Intermediate swimming instruction on the finer points of in-water locomotion and safety. In addition to being Eagle-required, Swimming satisfies a number of Second and First Class requirements.

Prerequisites: None

Swimming & Water Rescue Certification ■

Must be 16 years or older. A good class for Adult Leaders who want to learn basic water rescue skills and knowledge for troop swimming outings. Must have strong swimming skills to do well. Concludes with a written test.

Prerequisites: None

Eagle's Eyrie

Citizenship in the Nation Merit Badge ■ ▲

Scouts will learn about what it takes to be a good citizen in the USA. Be prepared to participate as well as write multiple days.

Prerequisites: 2, 3

Citizenship in the World Merit Badge ■ ▲

Scouts will learn about being good world citizens by learning about their responsibilities as such and the responsibilities of other people all around the world. Be prepared to participate in class.

Prerequisites: None

Communication Merit Badge ■ ▲

Scouts will learn about the importance of good communication and how vital communication is to our everyday lives. Be prepared to write a 5 minute speech, an advertisement, and have discussions. Pencil and paper must be brought every day.

Prerequisites: 8

Mile Swim ■

An advanced challenge for strong swimmers! Make sure you come down and spend time training at the waterfront (or prior to camp). To earn the BSA Mile Swim Patch, you must complete 4 hours of training on 4 days prior to completing the Mile Swim.

Prerequisites: None

Cooking Merit Badge ▲

Scouts will learn the skills to safely handle and prepare food, and then develop the basic skills required to make a meal.

Prerequisites: 5, 7

Personal Management Merit Badge ■ ▲

Learn the basic life skills of managing personal finance, making budgets, and managing your time.

Prerequisites: 1a, 1b, 2, 8

Public Speaking Merit Badge

Develop your confidence speaking in front of a group. This course will include multiple opportunities write and deliver speeches and talks in front of a group.

Prerequisites: None

Ecology

Archeology Merit Badge ■

Recommended for 13 years and older. Before written history, we only have one way to discover our past.

Prerequisites: None

Astronomy Merit Badge

Address the allure of reaching beyond our own world. Scouts must be available for several nights to participate in a star party on a clear night.

Prerequisites: 5b

Bird Study Merit Badge

Learn about the diversity and impact of birds in the environment. Time consuming.

Prerequisites: At least half of 5

Chemistry Merit Badge

Explore and experiment with the behaviors and interactions of chemicals we use in our everyday lives and see how chemistry is used in the world.

Prerequisites: None

Environmental Science Merit Badge ■ ▲

Recommended for 13 years or older. Learn about the relevance of the scientific view of Nature. Time consuming.

Prerequisites: 3e.1 or 3e.2

Fishing MB & Fish and Wildlife Management MB

Learn about the sport of fishing and how various fish and animal populations are managed. Merit Badges are combined into one hour block. Will require some time spent fishing out of class. *To complete Fishing Merit Badge, you must bring a fishing rod.*

Prerequisites: 5 of Fish & Wildlife Man.

Forestry Merit Badge

Learn about the importance of forests to humans and wildlife and how they are managed.

Prerequisites: None

Geology Merit Badge ●

Even the rocks have a story to tell.

Prerequisites: None

Insect Study Merit Badge

Learn about a group of organisms which are very, very different from us. Time consuming.

Prerequisites: at least half of 4

Mammal Study MB & Weather MB ●

Good for young Scouts. Find out how mammals play into the ecosystem, and learn the basics of predicting and tracking weather patterns. These Merit Badges are combined into one block since both can be completed in about half of the week and are both good for younger scouts..

Prerequisites: 9 of Weather

Oceanography Merit Badge ■

An opportunity to study the greater part of the Earth. Strongly not recommended for first year Scouts.

Prerequisites: None

Plant Science Merit Badge

Discover how plants live, breathe, and breed. Learn about plant biology and how they interact with the ecosystem.

Prerequisites: 5

Pulp and Paper Merit Badge ●

A giant industry that is often taken for granted. Learn about and try out the art of paper making. Good for any Scout.

Prerequisites: None

Reptiles and Amphibians Merit Badge

Learn about the biology and habitat of reptiles and amphibians.

Prerequisites: 8

Soil & Water Conservation Merit Badge

Learn about the underlying reason for our survival.

Prerequisites: None

Space Exploration Merit Badge ● \$

How are we getting into space and what do we do once we're there? In addition to learning all about space, Scouts will build a model rocket and launch it Wednesday night as part of this Merit Badge. Cost of materials is about \$15.

Prerequisites: none

Handicraft

Open Program: Art Merit Badge ●

Get creative! A good Merit Badge that is good for any Scout and allows them to produce creative work.

Prerequisites: 6

Open Program: Basketry Merit Badge ● \$

Learn about baskets and make woven souvenirs to take home! Projects include a round basket, a square basket, and a small stool. To avoid confusion, please wait and buy materials at camp. This badge can call for the Scout to put in extra work. Cost of materials \$15 to \$25.

Prerequisites: None

Open Program: Fingerprinting Merit Badge ●

Learn about fingerprints and how we have come to use them today!

Prerequisites: None

Indian Lore Merit Badge \$

Good for any Scout with an interest in Native American history. Bring money to first class. Cost of materials \$7 to \$15.

Prerequisites: None

Leatherwork Merit Badge ● \$

Learn about leather and make souvenirs to take home! Projects include a leather knife pouch and a segment of woven gimp. Cost of materials \$7 to \$15.

Prerequisites: None

Photography Merit Badge

Good for Scouts who like technology and wish to learn the basics of photography. Scouts are encouraged to bring their own digital camera. Bring a flash drive for photo storage.

Prerequisites: None

Pottery Merit Badge

Learn about the art of pottery and ceramics. Use a pottery wheel, kiln, and sculpting tools to make art!

Prerequisites: None

Wood Carving Merit Badge ● \$

Learn about the hobby of carving and make carved souvenirs to take home! Scouts will earn their Totin' Chip as part of the NSQ program in time to participate in this badge. Projects include a relief carving and a neckerchief slide. Cost of materials \$5 to \$10.

Prerequisites: 2a

Scoutcraft

Camping Merit Badge ▲

Offers an introduction to many basic outdoor skills including trip planning, packing, Leave No Trace, basic land navigation, and gear familiarization. Difficult to complete at camp. 9b can be completed on the optional canoeing overnigher.

Prerequisites: 4b, 5e, 7, 8c, 8d, 9a, 9b

Emergency Preparedness Merit Badge ■ ▲

Introduces Scouts to various aspects of emergency planning and response, including advanced first aid, search and rescue, backcountry emergency response, and emergency prevention and recovery. 2 hours daily. Good for older Scouts. Need to have First Aid Merit Badge, certification, or skills prior to camp. Need to bring a personal emergency kit to camp.

Prerequisites: 1, 2b, 2c, 8c

Fire Safety Merit Badge ●

Teaches both skills in safe fire building in a camping environment and basic fire science and fire prevention. Good for any Scout.

Prerequisites: 6a, 11

First Aid Merit Badge ▲

Teaches basic first aid for common injuries and medical emergencies that Scouts may face. Not recommended for first year Scouts.

Prerequisites: 2d

Geocaching Merit Badge ●

Geocaching is kind of like treasure hunting with a GPS! Find and place geocaches while learning about geocaching culture and practices. It's a good idea to bring trinkets (like toy soldiers) so you can trade!

Prerequisites: None

Hiking Merit Badge ▲

Offered during evening Open Program for Scouts who have already completed the prerequisite requirements and need to work with a counselor to finish the badge. Must bring prerequisite documents.

Prerequisites: 5, 6, 7

Leave No Trace Awareness Training

For Adult Leaders who want to learn or review the basic Leave No Trace guidelines and learn new techniques for putting these guidelines into action on Troop campouts and events.

Prerequisites: None

Orienteering Merit Badge

Teaches the sport of orienteering and the principles of land navigation. Requires 2 nights of evening program to complete orienteering courses. Compass recommended.

Prerequisites: None

Personal Fitness Merit Badge ▲

Offered during evening Open Program for Scouts who have already completed the prerequisite requirements and need to work with a counselor to finish the badge. Must bring prerequisite documents.

Prerequisites: 6, 7, 8

Pioneering Merit Badge ■

Teaches Scouts knot tying, lashings, rope care, and advanced rope techniques so that by the end of the week, they can design and construct a large scale pioneering project. 2 hours daily. Good for older Scouts.

Prerequisites: None

Search and Rescue Merit Badge ■

Recommended for 13 years and older. Teaches the theory and practice of search and rescue.

Prerequisites: None

Trek Safely Certification

This BSA certification training for Adult Leaders goes over basic protocols and usable techniques for minimizing risk on extended outings, especially those in a backcountry setting.

Prerequisites: None

Shooting Sports

Archery Merit Badge

Learn the fundamentals and safety involved with archery. Class time will primarily be spent on non-shooting requirements. Remember to include time in your schedule for Merit Badge Shoot or Open Shoot. Usually not recommended for first year Scouts.

Prerequisites: None

Merit Badge Shoot

A shooting session reserved for those taking Rifle, Archery, or Shotgun Merit Badges who need to qualify. Scouts in the Merit Badge are highly encouraged to leave time in their schedule to participate to earn the badge.

Open Shoot ●

A shooting session for anyone who wants to shoot. Adults please feel free to come and shoot! Rifle and Archery Open Shoots are free. Shotgun open shoot requires the purchase of shotgun tickets at the Trading Post.

Wilderness Survival Merit Badge ■

Teaches survival mentality, firecraft, improvised shelter, survival techniques for different environments, and signaling and rescue readiness. On Tuesday OR Wednesday night, Scouts will hike up the mountain and spend a night in a shelter they must construct. Recommended for older Scouts.

Prerequisites: 5

Rifle Shooting Merit Badge

Learn the fundamentals and safety involved with rifle shooting and handling. Class time will primarily be spent on non-shooting requirements. Remember to include time in your schedule for Merit Badge Shoot or Open Shoot. Not recommended for first year Scouts.

Prerequisites: None

Shotgun Shooting Merit Badge ■ \$

Recommended 13 years or older, though largely size dependent. Learn the fundamentals and safety involved with shotgun shooting and handling. Class time will primarily be spent on non-shooting requirements. Remember to include time in your schedule for Merit Badge Shoot or Open Shoot. Good for older Scouts. Requires an additional fee when registering.

Prerequisites: None

Specialty Programs

Welding Merit Badge ■

Learn the fundamentals and techniques of welding, along with how to safely work with welding equipment. Recommended for older Scouts.

Prerequisites: None

ATV Rider Program \$

Explore Goshen Scout Reservation while learning how to safely operate an All Terrain Vehicle. This program runs from 2:00pm to 8:00pm at Camp Post. Dinner is provided at Camp Post. Participants must bring a long sleeve shirt and long pants.

Prerequisites: None

New Scout Quest

New Scout Quest is our program for those Scouts just joining Boy Scouts. It is a sampler plate of Scouting and Boy Scout Camp for those who want to experience all the basics or who are not sure what they want to do yet.

As part of this program, Scouts will have the opportunity to earn their Totin' Chip, Firem'n Chit, up to three Merit Badges, and work on their skills and rank advancement requirements in the areas of first aid, knots and lashings, map & compass, and ecology. The program includes a 5 mile hike, an overnighter, and a 1 mile orienteering course.

The Merit Badges offered will be a selection from almost every area in camp. Scouts will be introduced to the different areas of camp and then invited to sign up for their daily Merit Badge class or skill session.

Registration Information

To sign up for NSQ, just pick New Scout Quest from the all day option on register.gotogoshen.org. Merit Badges and Skill Sessions will be signed up for at camp.

Tentative Daily Schedule

| | Mon | Tues | Wed | Thurs | Fri |
|----------|--------------|--------------------------------|----------------------------|--|----------------|
| 9:00 AM | | Activity I | Activity I | Activity I | Activity I |
| 10:00 AM | | Activity II | Activity II | Activity II | Activity II |
| 11:00 AM | | Advancement (Knots) | Advancement (First Aid) | Advancement (Map & Compass) | Closing Events |
| 2:00 PM | Introduction | Activity III | Activity III | 5 Mile Hike (Meet at 1pm in OJ Corral) | |
| 3:00 PM | | Advancement (Totin' Chip) | Advancement (Firem'n Chit) | | |
| 4:00 PM | Open | Open | | | |
| 7:00 PM | | NSQ Shoot (at Shooting Sports) | NSQ Overnighter (6:45pm) | MB Make-ups | |

Tentative Requirements Covered

T=Tenderfoot

SC = Second Class

FC = First Class

| Advancement Session | Requirements Covered | Advancement Session | Requirements Covered |
|---------------------|-----------------------------------|---------------------|-------------------------------|
| Introduction | T7, 8, 9 | Firem'n Chit | SC2, SC3e, SC3f, Firem'n Chit |
| Knots | Scout 6, T4bc, FC8a | Overnighter | T2, SC3b |
| Totin' Chip | SC3cd, Totin' Chip | Map & Compass | SC1a |
| First Aid | Swimming Req 1b, T12b, SC7c, FC8d | 5 Mile Hike | T5, SC1b, SC7b (optional) |

Tentative Activity Schedule

| | | | | | |
|-----------------------------------|------------------------------------|---------------------------------------|--------------------------------------|---|-------------------------------------|
| Activity I (9:00 AM) | Swimming MB A (Aquatics) | Instructional Swim A (Aquatics) | Space Exploration MB (Ecology) | Wood Carving MB A (Handicraft) | Leatherwork MB A (Handicraft) |
| Activity II (10:00 AM) | Instructional Swim B (Aquatics) | | Geocaching MB (Scoutcraft) | Wood Carving MB B (Handicraft) | Leatherwork MB B (Handicraft) |
| Activity III (2:00 PM) | Cooking Skills (Eagle's Eyrie) | Mammal Study MB (Ecology) | Pioneering Skills (Scoutcraft) | Handicraft Open Program (Art MB, Fingerprinting MB, and/or Basketry MB) | |

Activity Descriptions**Cooking Skills**

Not a Merit Badge. Instead, this skills session will focus on Cooking themed advancement requirements and some of the basic skills involved in outdoor cooking. And yes, you do get to eat what you cook during this activity!

Pioneering Skills

Not a Merit Badge. Can't get enough knots? Want to learn how to build awesome things like catapults, towers, Ewok platforms, or anything you can think of? This is the place for you! This session will help Scouts work on rope related requirements like Tenderfoot 4a (whipping and fusing) and First Class 7ab (lashings).

Alternate Advancement Opportunities

Our program is challenge by choice. While we enjoy seeing all our participants during all of our program sessions, we realize that some Troops have covered certain topics already. If there are other requirements that Scouts would like to pursue instead during one of the advancement times, come talk to us. We have several independent alternate activities set up for Scouts to complete with an adult leader or older Scout, including a Tenderfoot Fitness course (Tenderfoot 10a or b), an Animal Evidence Scavenger Hunt (Second Class 6), and a Tree Hike (First Class 6), among others.

If you have Scouts that want to work on other requirements or have Scouts that are not in NSQ, but have requirements they want to work on while at camp, come talk to us or have your Scouts come talk to us! We travel around camp, so if you ever can't find us, check at the front office and they'll be able to help us meet up.

Marriott Adventure Program

New in 2015! The Marriott Adventure Program (MAP) is Camp Marriott's older Scout program. The program is all morning long and will take participants on a variety of adventures including (depending on participant interest) activities such as:

- Visiting Lenhok'sin High Adventure outposts
- Stand up paddleboarding and mountainboarding
- Mountain biking
- Participating in a campwide adventure race
- Advanced orienteering and land navigation
- Hiking to the top of Little North Mountain

Camp Map

