



MEDICINE MOUNTAIN
SCOUT RANCH & ADVENTURE BASE

2016 PROGRAM SECTION

SUPPORT & HELP

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2016 PROGRAM SECTION

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2016 PROGRAM SECTION

PROGRAM: WHERE THE FUN IS AT

Let's be real...

Program is where it is at. A camp without program is just another empty field or a quiet wooded area. Program is what breathes life into a camp and is what causes Scouts and Scouters to drive hours on end. Since 1976 we have been delivering exceptional opportunities to the youth and adults that have come through our gates.

Medicine Mountain is chock full of exciting program elements and opportunities that both Scouts and Scouters can take part in. From the exciting programs that our High Adventure base offers to our ATV program and our outstanding merit badge offerings; Medicine Mountain's program is wide ranging and is sure to deliver excitement to the youth and those adults young at heart.

For our 2016 season, Medicine Mountain is now offering the following programs:

1. An ATV program for Scouts where they will learn how to safely operate and have fun on an ATV.
2. Hybrid programming; have the best of both worlds. Scouts can participate in merit badge programs for half of their week and high adventure in the other half. Alternatively, Scouts can participate in two different high adventure programs or in merit badges all week.
3. Expedition: Black Hills. A specialty program where our Medicine Mountain team will design a custom itinerary for your unit to see the sights and sounds of the Black Hills.

With 6 different high adventure programs, over 50 merit badges, adult training opportunities, evening program, & our Expedition: Black Hills, Medicine Mountain is ready to deliver an exciting program to your unit this summer in one of the most famous areas of our nation. The hills are alive with adventure; adventure that is just waiting for your unit to grab it.

We'll see you and your unit soon at the Medicine Mountain Scout Ranch & Adventure Base.

In Scouting,

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2016 PROGRAM SECTION

CAMP PROGRAM SCHEDULE

CAMP PROGRAM SCHEDULE

Medicine Mountain utilizes a block schedule for all of its merit badge, high adventure, adult training, and specialty programs. Programs will either be assigned (1) one or multiple blocks.

For example; if a Scout chooses to take the canoeing merit badge in block A, he will attend his class Monday & Tuesday 9:00AM to 11:00AM for a total instruction time of 4 hours. He will earn his merit badge, provided all the pre-requisites are completed, in this time frame.

High Adventure programs will span across two blocks; either blocks A&B or blocks C&D. Our Paha Sapa high adventure program (backpacking) will depart camp Monday after flags and will return Tuesday evening.

PROGRAM BLOCKS

BLOCK	DAY	TIME SLOT
A	Monday & Tuesday	9:00AM-11:00AM
B	Monday & Tuesday	2:00PM-4:00PM
C	Thursday & Friday	9:00AM-11:00AM
D	Thursday & Friday	2:00PM-4:00PM
E	Monday	7:00PM-9:00PM
F	Tuesday	7:00PM-9:00PM
G	Thursday	7:00PM-9:00PM



2016 PROGRAM SECTION

PROGRAM SELECTIONS

BLOCK A PROGRAM SELECTIONS

MERIT BADGES

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Aquatics	Canoeing	BSA Swimmer
	Lifesaving Covers blocks A, B, C, & D	BSA Swimmer
	Rowing	BSA Swimmer
	Swimming	BSA Swimmer
Ecology Conservation	Environmental Science	4b & 5
	Bird Study	5 & 8
	Archaeology	4 & 5
	Plant Science	5
Handicraft	Game Design	
	Wood Carving	Totin Chip
	Pulp & Paper	
Apex	First Aid	2d
	American Heritage	2 & 3c
Outdoor Skills	Backpacking	10 & 11
	Geocaching	7, 8, & 9
	Pioneering	2a
	Indian Lore	
Shooting Sports	Rifle	
	Shotgun Covers blocks A & B	Must be 14 or older
STEM	Space Exploration	5
	Energy	4, 5, & 6
	Weather	
	Nuclear Science	4

SPECIALTY PROGRAMS

PROGRAM NAME	SPECIAL NOTES/REQUIREMENTS
HAWK Program	First Year Camper Program. Covers blocks A&C.

HIGH ADVENTURE PROGRAMS (14 AND OLDER) OPEN TO ADULTS

Paha Sapa	Covers blocks A, B & E. Overnight on Monday. Limited to 18. \$50.00 fee.
Wheels & Gears	Covers blocks A&B. Limited to 16. \$50.00 fee.
New Heights	Covers blocks A, B & E. Overnight on Monday. Limited to 12. \$50.00 fee.
Subterranean	Covers blocks A&B. Limited to 24. Must fit through 8"x20" opening. \$50.00 fee
COPE	Covers blocks A&B. Limited to 10. \$50.00 fee.
ATV Program	Monday & Tuesday 9:00AM to 12:45PM. Limited to 8. \$50.00 fee Youth only. Must sign release form. Sack lunch is provided.



2016 PROGRAM SECTION

PROGRAM SELECTIONS

BLOCK B PROGRAM SELECTIONS

MERIT BADGES

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Aquatics	Canoeing	BSA Swimmer
	Lifesaving Covers blocks A, B, C, & D	BSA Swimmer
	Small Boat Sailing	BSA Swimmer
	Swimming	BSA Swimmer
Ecology Conservation	Fishing	
	Fish & Wildlife Management	5 & 7
	Geology	
	Forestry	
Handicraft	Art	
	Leatherwork	
	Textile	
Apex	Emergency Preparedness	Must have First Aid MB, 1, 2b, 2c, 6c, 8b, 8c, & 9a.
	Citizenship in the Nation	3
Outdoor Skills	Wilderness Survival	5
	Camping	3, 4b, 5e, 7b, 9a, & 9c
	Orienteering	
	Hiking	5, 6, & 7
Shooting Sports	Archery	
	Shotgun Covers blocks A & B	Must be 14 or older
STEM	Robotics	6
	Engineering	4
	Electricity	2, 8, & 9
	Plumbing	2

SPECIALTY PROGRAMS

PROGRAM NAME	SPECIAL NOTES/REQUIREMENTS
HAWK Program	First Year Camper Program. Covers blocks B&D.

HIGH ADVENTURE PROGRAMS (14 AND OLDER) OPEN TO ADULTS

Paha Sapa	Covers blocks A, B & E. Overnight on Monday. Limited to 18. \$50.00 fee.
Wheels & Gears	Covers blocks A&B. Limited to 16. \$50.00 fee.
New Heights	Covers blocks A, B & E. Overnight on Monday. Limited to 12. \$50.00 fee.
Subterranean	Covers blocks A&B. Limited to 24. Must fit through 8"x20" opening. \$50.00 fee
COPE	Covers blocks A&B. Limited to 10. \$50.00 fee.
ATV Program	Monday & Tuesday 1:00PM to 4:45PM. Limited to 8. \$50.00 fee Youth only. Must sign release form.



2016 PROGRAM SECTION

PROGRAM SELECTIONS

BLOCK C PROGRAM SELECTIONS

MERIT BADGES

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Aquatics	Canoeing	BSA Swimmer
	Lifesaving Covers blocks A, B, C, & D	BSA Swimmer
	Small Boat Sailing	BSA Swimmer
	Swimming	BSA Swimmer
Ecology Conservation	Insect Study	7
	Fishing	
	Geology	
	Forestry	
Handicraft	Art	
	Leatherwork	
	Textile	
Apex	Emergency Preparedness	Must have First Aid MB, 1, 2b, 2c, 6c, 8b, 8c, & 9a.
	Communication	4, 5, & 7
Outdoor Skills	Wilderness Survival	5
	Camping	3, 4b, 5e, 7b, 9a, & 9c
	Orienteering	7
	Hiking	5, 6, & 7
Shooting Sports	Archery	
	Shotgun Covers blocks C & D	Must be 14 or older
STEM	Robotics	6
	Engineering	4
	Electricity	2, 8, & 9
	Plumbing	2

SPECIALTY PROGRAMS

PROGRAM NAME	SPECIAL NOTES/REQUIREMENTS
HAWK Program	First Year Camper Program. Covers blocks A&C.

HIGH ADVENTURE PROGRAMS (14 AND OLDER) OPEN TO ADULTS

Paha Sapa	Covers blocks C, D, & G. Overnight on Monday. Limited to 18. \$50.00 fee.
Wheels & Gears	Covers blocks C & D. Limited to 16. \$50.00 fee.
New Heights	Covers blocks C, D, & G. Overnight on Monday. Limited to 12. \$50.00 fee.
Subterranean	Covers blocks C & D. Limited to 24. Must fit through 8"x20" opening. \$50.00 fee
COPE	Covers blocks C & D. Limited to 10. \$50.00 fee.
ATV Program	Thursday & Friday 9:00AM to 12:45PM. Limited to 8. \$50.00 fee Youth only. Must sign release form. Sack lunch is provided.



2016 PROGRAM SECTION

PROGRAM SELECTIONS

BLOCK D PROGRAM SELECTIONS

MERIT BADGES

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Aquatics	Canoeing	BSA Swimmer
	Lifesaving Covers blocks A, B, C, & D	BSA Swimmer
	Rowing	BSA Swimmer
	Swimming	BSA Swimmer
Ecology Conservation	Environmental Science	4b & 5
	Mammal Study	
	Soil & Water Conservation	
	Plant Science	5
Handicraft	Game Design	
	Wood Carving	Totin Chip
	Pulp & Paper	
Apex	First Aid	2d
	American Heritage	2 & 3c
Outdoor Skills	Indian Lore	
	Geocaching	7, 8, & 9
	Pioneering	
	Backpacking	10 & 11
Shooting Sports	Rifle	
	Shotgun Covers block C & D	Must be 14 or older
STEM	Space Exploration	5
	Energy	4, 5, & 6
	Weather	
	Nuclear Science	4

SPECIALTY PROGRAMS

PROGRAM NAME	SPECIAL NOTES/REQUIREMENTS
HAWK Program	First Year Camper Program. Covers blocks A&C.

HIGH ADVENTURE PROGRAMS (14 AND OLDER) OPEN TO ADULTS

Paha Sapa	Covers blocks C, D, & G. Overnight on Monday. Limited to 18. \$50.00 fee.
Wheels & Gears	Covers blocks C & D. Limited to 16. \$50.00 fee.
New Heights	Covers blocks C, D, & G. Overnight on Monday. Limited to 12. \$50.00 fee.
Subterranean	Covers blocks C & D. Limited to 24. Must fit through 8"x20" opening. \$50.00 fee
COPE	Covers blocks C & D. Limited to 10. \$50.00 fee.
ATV Program	Thursday & Friday 1:00PM to 4:45PM. Limited to 8. \$50.00 fee Youth only. Must sign release form.



2016 PROGRAM SECTION

PROGRAM SELECTIONS

BLOCK E PROGRAM SELECTIONS

MERIT BADGES

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Ecology Conservation	Nature <i>Covers blocks E, F, & G</i>	
	Astronomy <i>Covers blocks E, F, & G</i>	5b
Handicraft	Fingerprinting	
	Basketry	

OPEN PROGRAMS

PROGRAM AREA	ACTIVITY	NOTES
Aquatics	Open Swim	
	Open Boating	
Shooting Sports	Open Shooting	Scouts in shooting sports merit badges are prioritized.
Ecology	Open Fishing	
Outdoor Skills	Dutch Oven Cooking	

SPECIALTY PROGRAMS

PROGRAM NAME	SPECIAL NOTES/REQUIREMENTS
Cyber Chip Grades 6-8	Education program to help protect youth online. Age specific.
Duct Tape Merit Badge	Have fun earning this spooof merit badge. Basic duct tape is provided. Fun colors and pattern duct tape is sold in the Trading Post.
Firem'n Chit	Open to all Scouts.
Totin' Chip	Open to all Scouts.
Leave No Trace Achievement Award	<i>Covers blocks E & G.</i> Pre-Requisites 2 & 3. See description in Specialty Programs Detail on page #
Paul Bunyon Woodsmen	Open to all Scouts.
UFO Sighting Merit Badge	Have fun earning this spooof merit badge. Did you see those lights in the sky?



2016 PROGRAM SECTION

PROGRAM SELECTIONS

BLOCK F PROGRAM SELECTIONS

MERIT BADGES

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Ecology Conservation	Nature <i>Covers blocks E, F, & G</i>	
	Astronomy <i>Covers blocks E, F, & G</i>	5b
Handicraft	Fingerprinting	
	Basketry	

HIGH ADVENTURE

PROGRAM AREA	REQUIREMENTS	COST
ATV Trail Ride	Participants must have been or are currently enrolled in our ATV program for Blocks A or B or have been through the ASI ATV course at another camp and have certificate of training.	\$20

OPEN PROGRAMS

PROGRAM AREA	ACTIVITY	NOTES
Aquatics	Open Swim	
	Open Boating	
Shooting Sports	Open Shooting	Scouts in shooting sports merit badges are prioritized.
Ecology	Open Fishing	
Outdoor Skills	Dutch Oven Cooking	
	Nerdlng	

SPECIALTY PROGRAMS

PROGRAM NAME	SPECIAL NOTES/REQUIREMENTS
Cyber Chip Grades 6-8	Education program to help protect youth online. Age specific.
Duct Tape Merit Badge	Have fun earning this spooof merit badge. Basic duct tape is provided. Fun colors and pattern duct tape is sold in the Trading Post.
Firem'n Chit	Open to all Scouts.
Totin' Chip	Open to all Scouts.
Paul Bunyon Woodsmen	Open to all Scouts.
Leave No Trace Achievement Award	<i>Covers blocks E & G.</i> Pre-Requisites 2 & 3. See description in Specialty Programs Detail on page #
UFO Sighting Merit Badge	Have fun earning this spooof merit badge. Did you see those lights in the sky?
Medicine Mountain Hike	This 3 hour roundtrip to the top of Medicine Mountain is one for all Scouts and Scouters. Lace up your boots and pack a water bottle for the adventurous hike up Medicine Mountain.



2016 PROGRAM SECTION

PROGRAM SELECTIONS

BLOCK G PROGRAM SELECTIONS

MERIT BADGES

PROGRAM AREA	MERIT BADGE	PRE-REQUISITES
Ecology Conservation	Nature <i>Covers blocks E, F, & G</i>	
	Astronomy <i>Covers blocks E, F, & G</i>	5b
Handicraft	Fingerprinting	
	Basketry	

HIGH ADVENTURE

PROGRAM AREA	REQUIREMENTS	COST
ATV Trail Ride	Participants must have been or are currently enrolled in our ATV program for Blocks A, B, C, or D or have been through the ASI ATV course at another camp and have certificate of training.	\$20

OPEN PROGRAMS

PROGRAM AREA	ACTIVITY	NOTES
Aquatics	Open Swim	
	Open Boating	
Shooting Sports	Open Shooting	Scouts in shooting sports merit badges are prioritized.
Ecology	Open Fishing	
Outdoor Skills	Dutch Oven Cooking	
	Nerdlng	

SPECIALTY PROGRAMS

PROGRAM NAME	SPECIAL NOTES/REQUIREMENTS
Cyber Chip Grades 9-12	Education program to help protect youth online. Age specific.
Duct Tape Merit Badge	Have fun earning this spoof merit badge. Basic duct tape is provided. Fun colors and pattern duct tape is sold in the Trading Post.
Firem'n Chit	Open to all Scouts.
Totin' Chip	Open to all Scouts.
Paul Bunyon Woodsmen	Open to all Scouts.
UFO Sighting Merit Badge	Have fun earning this spoof merit badge. Did you see those lights in the sky?
Vista Overnight 5 Mile Hike	This hike contains a 1,000 foot vertical change in elevation which goes toward requirement 9b i in the camping merit badge.



2016 PROGRAM SECTION

PROGRAM INFO

MERIT BADGE DESCRIPTIONS & INFO

Listed in this part of the guide are description of all the merit badges. Full merit badge requirements can be viewed by visiting <http://www.scouting.org/meritbadges.aspx> and scrolling down and clicking on the merit badge that you want to view requirements on. **Medicine Mountain Scout Ranch does not endorse the use of merit badge worksheets** found on third-party websites. These worksheets are not updated regularly and can cause issues at camp.

AMERICAN HERITAGE

Every Scout swears to an oath that includes duty to his country. A better understanding of American heritage, the ways in which the past has lead to our present nation, is key to truly knowing what it means to be an American.

Prerequisites: Requirements 2 & 3c

Offered During: A & D

ARCHAEOLOGY

Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.

Prerequisites: Requirements 4 & 5

Offered During: A

ARCHERY

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow - but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.

Offered During: B & C

ART

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.

Offered During: B & C



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PROGRAM INFO

ASTRONOMY

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

Prerequisites: Requirement 5b

Offered During: E, F, & G (Scouts must attend all 3 blocks)

BACKPACKING

Earning the Backpacking merit badge will be demanding but rewarding. Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. In addition, Scouts will discover how to protect the environment by traveling and camping without leaving a trace. By mastering the basics of backpacking, Scouts will develop an even deeper respect for the outdoors.

Prerequisites: Requirements 10 & 11

Offered During: A & D

BASKETRY

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

Offered During: E, F, & G

BIRD STUDY

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

Prerequisites: Requirements 5 (bring field observation journal to camp) & 8

Offered During: A



2016 PROGRAM SECTION

PROGRAM INFO

CAMPING

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

Prerequisites: Requirements 3, 4b, 5e, 7b, 9a, & 9c.

Offered During: B & C

CANOEING

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

Prerequisites: BSA Swimmer Required. Swim tests are required to be taken in our lake due to the cold temperatures. Our lake averages 50-55 degrees. No outside swim tests will be honored.

Offered During: A, B, C, & D

CITIZENSHIP IN THE NATION

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.

Prerequisites: Requirement 3

Offered During: B

COMMUNICATIONS

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

Prerequisites: Requirements 4, 5, & 7

Offered During: C



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ELECTRICITY

Electricity is a powerful and fascinating force of nature. As early as 600 b.c., observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

Prerequisites: Requirements 2, 8, & 9

Offered During: B & C

EMERGENCY PREPAREDNESS

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

Prerequisites: Must have already earned First Aid merit badge. Requirements 1, 2b, 2c, 6c, 8b, 8c, & 9a. Scouts must bring paperwork from prerequisites for instructor to sign off.

Offered During: B & C

ENERGY

Saving, producing, and using energy wisely will be critical to America's future. If we are to leave future generations with a world in which they can live as well or better than we have, Scouts and other potential leaders of tomorrow must begin the hard work of understanding energy and the vital role it will play in the future.

Prerequisites: Requirement 4, 5, & 6

Offered During: A & D

ENGINEERING

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

Prerequisites: Requirement 4

Offered During: B & C



2016 PROGRAM SECTION

PROGRAM INFO

ENVIRONMENTAL SCIENCE

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

Prerequisites: Requirements 4b & 5

Offered During: A & D

FINGERPRINTING

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.

Offered During: E, F, & G

FIRST AID

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

Prerequisites: Requirement 2d

Offered During: A & D

FISH AND WILDLIFE MANAGEMENT

Wildlife management is the science and art of managing the wildlife - both animals and fish - with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.

Prerequisites: Requirements 5 & 7

Offered During: B



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FISHING

In Scouting for Boys, Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."

Offered During: B & C

FORESTRY

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

Offered During: B & C

GAME DESIGN

Games also come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.

Offered During: A & D

GEOCACHING

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

Prerequisites: Requirements 7, 8, & 9 *Requirement 8 can be started at camp during your unit's day off on Wednesday.

Offered During: A & D



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GEOLOGY

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

Offered During: B & C

HIKING

Hiking is a terrific way to keep your body and mind in top shape, both now and for a lifetime. Walking packs power into your legs and makes your heart and lungs healthy and strong. Exploring the outdoors challenges you with discoveries and new ideas. Your senses will improve as you use your eyes and ears to gather information along the way.

Prerequisites: Requirements 5, 6, & 7

Offered During: B & C

INDIAN LORE

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

Offered During: A & D

INSECT STUDY

In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.

Offered During: C



2016 PROGRAM SECTION

PROGRAM INFO

LEATHERWORK

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like handstitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

Offered During: B & C

LIFESAVING

No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

Prerequisites: BSA Swimmer Required. Swim tests are required to be taken in our lake due to the cold temperatures. Our lake averages 50-55 degrees. No outside swim tests will be honored.

Must have completed first class requirements 9a-9c.

Offered During: A, B, C, & D (Scouts must attend all blocks)

MAMMAL STUDY

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.

Offered During: D

NATURE

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

Offered During: E



2016 PROGRAM SECTION

PROGRAM INFO

NUCLEAR SCIENCE

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.

Prerequisites: Requirement 4

Offered During: A & D

ORIENTEERING

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

Prerequisites: Requirement 7

Offered During: B & C

PIONEERING

Pioneering—the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars—is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

Prerequisites: Requirement 2a

Offered During: A & D

PLANT SCIENCE

Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.

Prerequisites: Requirement 5

Offered During: A & D



2016 PROGRAM SECTION

PROGRAM INFO

PLUMBING

Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes.

Prerequisites: Requirement 2

Offered During: B & C

PULP AND PAPER

Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.

Offered During: A & D

RIFLE SHOOTING

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

Offered During: A & D

ROBOTICS

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career.

Prerequisites: Requirement 6

Offered During: B & C



2016 PROGRAM SECTION

PROGRAM INFO

ROWING

Rowing is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.

Prerequisites: BSA Swimmer Required. Swim tests are required to be taken in our lake due to the cold temperatures. Our lake averages 50-55 degrees. No outside swim tests will be honored.

Offered During: A & D

SHOTGUN SHOOTING

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

Prerequisites: Must be 14 or older to participate

Offered During: A & B and C & D (This merit badge covers 2 blocks – either A & B or C & D)

SMALL BOAT SAILING

Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.

Prerequisites: BSA Swimmer Required. Swim tests are required to be taken in our lake due to the cold temperatures. Our lake averages 50-55 degrees. No outside swim tests will be honored.

Offered During: B & C

SOIL AND WATER CONSERVATION

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

Offered During: D



2016 PROGRAM SECTION

PROGRAM INFO

SPACE EXPLORATION

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.

Prerequisites: Requirement 5

Offered During: A & D

SWIMMING

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.

Prerequisites: BSA Swimmer Required. Swim tests are required to be taken in our lake due to the cold temperatures. Our lake averages 50-55 degrees. No outside swim tests will be honored.

Offered During: A, B, C, & D

TEXTILE

People use countless fibers and fabrics in their everyday lives: clothes, carpets, curtains, towels, sheets, upholstered furniture. Add to that list boat sails, book bindings, bandages, flags, sleeping bags, mailbags, airbags, seat belts, backpacks, parachutes, umbrellas, basketball nets, and more.

Offered During: B & C

WEATHER

Weather Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

Offered During: A & D



2016 PROGRAM SECTION

PROGRAM INFO

WILDERNESS SURVIVAL

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

Prerequisites: Requirement 5

Offered During: B & C

WOOD CARVING

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

Prerequisites: Must have totin chip and present it to the instructor.

Offered During: A & D

HAWK PROGRAM INFORMATION

In our HAWK Program, Scouts will have the chance to work on basic Scout skills and requirements for the first three ranks of Scouting. Scouts can choose either the A.M. session (Blocks A & C) or the P.M. session (Blocks B & D) and will attend each day at that time. We suggest they look over the merit badge schedule to decide which session will allow them the most opportunities. HAWK participants will have opportunities to earn merit badges during the opposite session.

HAWK meets in a location near our Outdoor Skills area. A top notch staff and plentiful training equipment will excite your Scouts. Please note that because of National BSA policy, our staff cannot sign-off requirements in handbooks. Rather, Scouts will learn the skills under the supervision of our staff and then can demonstrate the skill to an approved person from their troop who can sign them off. Your troop will also be provided with a tracking sheet for your records at the end of the week. Our HAWK Program is ready to facilitate the advancement needs of your troop.

HAWK – WHAT’S COMPLETED

TENDERFOOT	SECOND CLASS	FIRST CLASS
4a, 4b, 4c, 5, 6, 7, 9, 11, 12a, 12b	1a, 2, 3c, 3f, 6, 7a, 7c, 8a, 8c, 9b	6, 7a, 7b, 8a, 8c, 8d, 9a



2016 PROGRAM SECTION

PROGRAM INFO

SPECIALTY PROGRAMS INFORMATION

For our 2016 season, Medicine Mountain is offering a variety of specialty programs during the evening on Monday, Tuesday, and Thursday. Please see the descriptions of each specialty program below.

CYBER CHIP GRADES 6-8 & 9-12

Today's youth are spending more time than ever using digital media for education, research, socializing, and fun. To help families and volunteers keep youth safe while online, the Boy Scouts of America introduces the Cyber Chip. In developing this exciting new tool, the BSA teamed up with content expert NetSmartz, part of the National Center for Missing and Exploited Children and training expert for many law enforcement agencies.

Offered During:

- Grades 6-8 – Blocks E & G
- Grades 9-12 – Block F

DUCT TAPE MERIT BADGE

While this may not be a “real” merit badge, Scouts will have a blast learning about the exciting things they can do with a roll of duct tape. Scouts who sign up will receive enough duct tape to build a project. Different color duct tape and duct tape with patterns will be sold in the Trading Post. Alternatively, Scouts can bring their own roll of duct tape.

Offered During: E, F, & G

UFO SIGHTING MERIT BADGE

With Devil's Tower so close, Medicine Mountain is no stranger to unexpected occurrences that are out of this world. With the assistance of our staff team, Scouts will learn all about the skill of UFO Sighting when taking this spoof merit badge. Get your foil hats out and bring a good set of eyes.

Offered During: E, F, & G

FIREM'N CHIT

This certification grants a Scout the right to carry matches and build campfires. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility.

Offered During: E, F, & G



2016 PROGRAM SECTION

PROGRAM INFO

LEAVE NO TRACE ACHIEVEMENT AWARD – YOUTH ONLY

Instilling values in young people and preparing them to make moral and ethical choices throughout their lifetime is the mission of the Boy Scouts of America. Leave No Trace helps reinforce that mission, and reminds us to respect the rights of other users of the outdoors as well as future generations. Appreciation for our natural environment and a knowledge of the interrelationships of nature bolster our respect and reverence toward the environment and nature.

Leave No Trace is an awareness and an attitude rather than a set of rules. It applies in your backyard or local park as much as in the backcountry. We should all practice Leave No Trace in our thinking and actions-wherever we go. Linked Requirements: Leave No Trace Achievement Award.

The full listing of requirements can be viewed at <http://www.scouting.org/filestore/pdf/21-105.pdf>.

Prerequisites: Requirements 2 & 3

Offered During: E & G (Scouts must attend both blocks)

PAUL BUNYAN WOODSMAN

Scouts have an amazing opportunity to take their skills beyond the totin' chip. Scouts will learn how to split logs and how to trim a downed tree properly and safely using hand tools.

Prerequisites: Must have totin' chip

Offered During: E, F, & G

TOTIN' CHIP

This certification grants a Scout the right to carry and use woods tools. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility.

Offered During: E, F, & G

MEDICINE MOUNTAIN HIKE

This 3 hour roundtrip to the top of Medicine Mountain is one for all Scouts and Scouters. Lace up your boots and pack a water bottle for the adventurous hike up Medicine Mountain.

Offered During: F



2016 PROGRAM SECTION

PROGRAM INFO

VISTA OVERNIGHT HIKE

This hike contains a 1,000 foot vertical change in elevation which goes toward requirement 9b i in the camping merit badge. Scouts will spend the night near the second highest point in the Black Hills. Scouts and Scouters should be fit as they will need to backpack their equipment to their overnight location.

Offered During: G

EXPEDITION: BLACK HILLS

In 2015, the Medicine Mountain Scout Ranch & Adventure Base piloted our first Expedition: Black Hills program with Troop 110 from Kentucky and it was a great success and provided their unit with a once and a lifetime experience in the Black Hills. Our local team of experts will plan out a week long (Monday – Friday) adventure for your unit where you visit the sights and sounds on the Black Hills. This program is entirely customized to your unit. Our pilot group visited the following sights:

Mammoth Site	Wind Cave	Evan’s Plunge
Crazy Horse Memorial & Light Show	Mount Rushmore	Evening Lighting of Mount Rushmore
Minuteman Missile Silo Historical Site	South Dakota Air & Space Museum	Devil’s Tower
Harney Peak Hill City, SD	Sylvan Lake Keystone, SD	Custer State Park 1880’s Train

Since this program is customized, our team will produce a free custom itinerary based upon what your unit is interested in with a quote. The quote will include:

- 17 Meals
- 6 Nights at Medicine Mountain
- Transportation for the week
- A Personal Tour Guide
- Admission to all Attractions & Locations
- Insurance
- Trip Planning Support
- Camp Patch

If your unit is interested in the Black Hills Expedition program, please let us know ASAP as we expect this program to be popular and will have limited tour guides.

Please note that the Expedition: Black Hills program must be booked through our reservation team and cannot be book solely through the online registration system. Give our team a call at 605-342-2824 or send an email to reservations@blackhillsbsa.org.



2016 PROGRAM SECTION

PROGRAM INFO

ADULT TRAINING

Camp is just not for the kids; adults are going to have plenty of opportunity to have fun in the Black Hills as well. From participating in our high adventure programs to some of our evening activities, there are a plethora of options out there to take advantage of during their stay at camp. However, many adults participate in our training program. We hire a dedicated Training Director to help train the adult leaders attending camp. We want your unit to leave camp stronger and more prepared than when they arrived.

Adults will utilize the online registration system to enroll in training sessions. Below is a list of trainings offered at camp. Please note that we may add additional trainings throughout the year if resources become available.

- Youth Protection Training
- Weather Hazards
- Scoutmaster / Asst. Scoutmaster Specifics
- Safe Swim Defense
- Safety Afloat
- Bullying Prevention
- Climb on Safety
- Trek Safely
- Leave No Trace
- Troop Committee Challenge

LIFE TO EAGLE SEMINAR

New for the 2016 season is our Life to Eagle Seminar on Friday after Mountain Fest. This seminar will walk Scouts through the process of planning their Eagle Scout project. From planning all the way through the Eagle Court of Honor. It's guaranteed to help your life Scouts get off on the right foot and for them to plan for success.

MOUNTAIN FEST

On Friday night, troops will select a premium meal to prepare in their campsite. Premium meal options can be viewed in our Food Services section. After eating a hearty meal, there will be numerous activities for Scouts and Scouters to participate in. This includes; a variety of field games, branding station, a trading post deck party, and potentially some live music. Program areas will also give out their awards during Mountain Fest.



2016 PROGRAM SECTION

PROGRAM SIGNUP

SIGNING UP FOR PROGRAM

Scouts and Scouters can sign up for programs (merit badges, specialty programs, HAWK, etc.) as soon as they are paid in full for camp. Soon as payment is made in full for the Scout, go to the “attendees” tab of your unit’s online registration and click on the individual that has paid in full. A schedule will drop down where you can schedule the scout’s program for the week.

Please be aware that only the registration contact for your unit will be able to access the online registration system. However, if parent portal is enabled, a parent of a Scout would be able to log in and sign up their Scout for program.

Merit badge and program signup are locked after May 15, 2016.

PROGRAM CAPACITIES

Each merit badge and program has a capacity per class. Slots will be reserved on a first come, first serve basis. Capacities are determined based on equipment, staff, and program demands and limitations. Under no circumstance will Medicine Mountain authorize the expansion of capacities. If capacities are expanded, it will negatively affect the program quality for other Scouts. Please “be prepared” and plan ahead to ensure your unit does not end up in a “last minute” situation.

SWITCHING MERIT BADGES

Before May 15, 2016, Scouts can switch merit badges, space permitting, as much as they want.

After arriving at camp, Scoutmasters may come to the Camp Office to switch merit badges for their Scouts after the opening campfire on Sunday night. Typically we see this from Scouts that were originally signed up for aquatic related merit badges due to our cold water temperature. Please be aware that merit badge availability is limited due to capacities, staffing requirements, supplies, and other variables. It is for this reason, that Scouts will have a limited choice on what merit badges they may switch to.



2016 PROGRAM SECTION

BLUE CARDS

BLUE CARDS

Medicine Mountain is a 100% electronic blue card camp. This means that there is no reason to bring blue cards to camp. Our staff will keep track of requirements completed at camp and they will be uploaded nightly to our registration system. Leaders then can log onto the registration system the next morning and view completed requirements throughout the week. Leaders can keep track of their Scouts and ask questions if they have any.

After the unit's week of adventure at Medicine Mountain, the registration contact can go to their online registration and print off the blue cards from the "reports" tab.