2023 Camp Strake Merit Badge Selection Form

Summer Camp:

☐ No special did☐ Diet requires	ion, visit shac.org/summe et Gluten free V that I bring my own f describe and provide pare	egetarian 🗖 Dairy Fi ood, If yes, provide par	ree 🖵 Halal 🖵 No pork rent email:			
Accommodations needed: No Yes: describe: We will do our best to coordinate your schedule with other Scouts listed: Indicate 1st, 2nd, and 3rd choice for each time slot below.						
_Archery (1.5 periods) _Astronomy _Bird Study _Canoeing _Climbing (age 13+; 1.5 periods) _Cycling (age 13+; 2 periods) _Electronics _Environmental Sci (age14+; 2 per) _Pathfinder / FYC* _(first-year camper; 3 periods) _Fish & Wildlife Management _Fishing _Hiking (3 periods) _Kayaking _Lifesaving (age 12+, 2 periods) _Photography _Pioneering (2 periods) _Rifle Shooting (2 periods) _Robotics _Shotgun (age 13+, 2 periods) _Swimming _Wilderness Survival (2 periods) _Wood Carving	Archery (1.5 periods)AstronomyCanoeingChessClimbing (age 13+; 1.5 periods)First AidFishingLeatherworkNatureOceanographyPhotographyPotteryRifle Shooting (2 periods)RowingShotgun (age 13+, 2 periods)Space ExplorationWood Carving	ArtBasketryCanoeingChemistryChessFirst AidFishingGeocachingGeologyInsect StudyInstructional SwimMammal StudyNaturePhotographyRadioSwimming	Animal ScienceArchery (1.5 periods)ArtBasketryCamping (2 periods)Cooking (2 periods)Environmental Sci (age14+; 2 per)First AidFly Fishing (2 periods) ForestryGame DesignInstructional SwimKayakingLeatherworkLifesaving (age 12+, 2 periods)Orienteering (2 periods)Pioneering (2 periods)Rifle Shooting (2 periods)RoboticsShotgun (age 13+, 2 periods)Small Boat Sailing (age 13+)Space ExplorationSwimming	ArtBasketryChemistryFirst AidGame DesignIndian LoreKayakingLeatherworkNaturePlant ScienceRoboticsSmall Boat Sailing (age 13+)Space ExplorationSwimming		
Dider Youth Program* BSA Lifeguard* (all day; age 14+) COPE/Zipline# (age 14+) ATV^ (1.5 period age 14+) ACE~ (half-day; age 14+) ee bottom of page 2	COPE/Zipline# (age 14+) ATV^ (1.5 period ; age 14+)		Wood Carving ATV^ (1.5 period; age 14+)ACE~ (age 14+)			
Mile Swim (6:30am daily),Totn' Chit (Mon night) ,Firem'n Chit (Tues night),TX Hunter Safety (\$15, Fr.) ,TX Bowhunter Safety (\$15, Fr.) ,Ultimate Anger Learn more about summer camp at shac.org/summer-camp/#family-guide. Questions: contact Submit form by to						

Merit Badge/Class (click on class to view requirements)	Ages	Tentative Prerequisites and Notes (subject to change) See specific details at shac.org/summer-camp/#program
Animal Science		5, 1, 1
Archery		(1.5 periods)
Art		#6 is not completed at camp
Astronomy		Includes an evening observation session
Basketry		
Bird Study		
Camping		(2 periods) #3, 4b, 5e, 7b, 8d, 9a, 9b is not completed at camp
Canoeing		must be able to pass a BSA swim test; be physically fit
Chemistry		
Chess		#6 is not completed at camp
Climbing	13+	(1.5 periods) Must be physically able to climb.
Cooking		Prepare for #8; #4-7 not covered
Cycling	12+	(2 periods) physically demanding, #6d not covered, includes 2 evening rides
Electronics		
Environmental Science	14+	(2 periods), must bring #1, 2, 3e1 or 2, 3g1 or 2
First Aid		complete #5b prior to camp, must have completed all first aid requirements for Tenderfoot through First Class rank (#1), Bring #5a (first aid kit)
Fishing		Req. #9 is not covered at camp
Fish and Wildlife Mgt		
Fly Fishing		(2 periods)
Forestry		
Game Design		
Geocaching		#7 is not covered at camp
Geology		·
Hiking		(3 periods) #4 is not covered at camp
Indian Lore		
Insect Study		
Instructional Swim		For Scouts who need swimming instruction to pass the Swim Test. Not a merit badge.
Kayaking	14+	must be able to pass a BSA swim test; be physically fit
Leatherwork		
Lifesaving	12+	(2 periods) bring long pants, long- sleeved button-down shirt, shoes; must be able to pass a BSA swim test
Mammal Study		
Nature		
Oceanography		
Orienteering		(2 periods)
Pioneering		(2 periods)
Plant Science		
Pottery		
Radio		
Rifle Shooting		(1.5 periods)
Robotics		
Rowing		must be able to pass a BSA swim test.
Shotgun Shooting	13+	(1.5 periods), must be physically able to handle the recoil of the gun.
Small-Boat Sailing	13+	must be able to pass a BSA swim test.
Space Exploration		
Swimming		
Wilderness Survival	12+	bring Req. #5 (survival kit) to camp
Wood Carving		

- *Pathfinder / FYC Program, a program for first-year Scouts that focuses on teaching the Scouts the skills necessary to complete many of the Tenderfoot, Second Class or First Class skills. The FYC instructors will not sign off on any skills; Scouts will then need to demonstrate the skills learned to their leader. After demonstrating proficiency in each skill the Scoutmaster or designee will then sign off the requirements in the Scoutmaster or designee will then sign off the requirements in the Scoutmaster or designee will then sign off the requirements in the Scoutmaster or designee will then sign off the requirements in the Scoutmaster or designee will then sign off the requirements in the Scoutmaster Handbook and Scoutbook. shac.org/summer-camp#FYC
- ^ATV Program (1.5 periods) is designed for older Scouts (ages 14+). Scouts will safely learn to ride all-terrain vehicles (ATV) Scouts must take a 1.5-hour online course before camp. Find the link at shac.org/summer-camp#ATV.
- **~ACE Program** (half-day program) is an Advanced Camper Experience designed for older Scouts (ages 14+). Scouts will plan their own activities such as shooting sports, high-ropes, climbing, zipline and more. shac.org.org/summer-camp#ACE
- ****COPE/Zipline** is an opportunity for older Scouts (ages 14+) to participate in high adventure activities such as the low-rope course, high ropes course and ziplines. shac.org/summer-camp#COPE
- *BSA Lifeguard is a 27-hour long course for Scouts (ages 15+) and Scouters. Participants need to be strong swimmers. To be trained as a BSA Lifeguard, participants must successfully complete the course as outlined in the BSA Lifeguard Instructor Manual and demonstrate the ability to perform specific requirements. Participants will also take American Red Cross CPR for Professional Rescuer (cost ~\$75).

Camp Strake Adult Form: Summer Camp

Adult:	Email:				
Diet: (for more information, visit shac.org/summer-cand No special diet ☐ Gluten free ☐ Vegetarian ☐ Dairy Free ☐ H☐ Diet requires that I bring my own food. ☐ Other. If yes, describe	lalal 🗖 No pork				
Accommodations needed: ☐ No ☐ Yes: describ	oe:				
Wednesday Meal Request. The Order ☐ Steak: ☐ Medium rare, ☐ Medium, ☐ Med ☐ Chicken ☐ Vegetarian ☐ No thank you	of the Arrow is providing a special meal for leaders on Wednesday night. dium well, 🗖 Well done				
adult support to help run a successful camp. □ Support Pathfinder. Every troop that has Scouts □ Help teach the Totin' Chip on Monday even □ Help teach the Firem'n Chit on Tuesday eve □ Assist on the shooting sports ranges. If yes, li □ Support ACE (Advanced Camper Experience □ Photographer/videographer □ Help commissioner team □ Help in dining hall □ Other: □ Assist teaching a merit badge class: □ Teach a merit badge class not currently offer	ning (and set up and clean up) st any certifications:) ered. If yes, for each merit badge you are willing to teach, list name of gth per day (e.g., 1 hour, 2 hours), prerequisites or requirements not				
Learn more about summer camp at shac.org/su Questions: contact	ımmer-camp/#leader-guide.				
Submit form by to					