

# Cedarlands Scout Reservation

1964 – 2014

50 Years of Adirondack Adventure



## Program Guide

2014

## *Cedarlands - 50 Years of Adirondack Adventure*

---

### **CEDARLANDS SCOUT RESERVATION**

**Dear Leaders,**

Thank you for signing up to go to Cedarlands Scout Reservation. For 50 years now Cedarlands' unique natural setting has provided fun and adventure for thousands of Scouts from across the United States and the world. Our mission is to help build your unit's year-round program by offering a summer program that emphasizes all eight methods of Scouting (Ideals, Patrol Method, Outdoors, Advancement, Adult Association, Uniform, Youth Run Leadership, and Personal Growth). The Scouting program works best when all eight methods are applied equally. Unfortunately, people sometimes feel that a successful summer camp depends on the number of merit badges earned that week. Merit badges are important, and camp is the place to earn many of those hard to get, specialized, outdoor badges. However, as adult leaders we cannot discount the value of a patrol working as a team to prepare a meal, or the feeling of accomplishment as a group of Scouts completes a climb on OA Mountain.

Cedarlands location in the Adirondacks is central to all the areas you may wish to visit. Whether it is hiking in the High Peaks or paddling on the Adirondack Canoe Route, the experiences and memories will last a lifetime.

Please read through this guide carefully. Proper planning will ensure that your unit gets the most out of its Cedarlands experience. Please note that the Merit Badge and Pathfinder Sign-Up forms found at the end of this document should be filled and submitted to the council office by June 1<sup>st</sup>.

If you have any questions you can contact the council office at 315-735-4437. Several experienced leaders have also volunteered to act as mentors for new unit leaders and 1<sup>st</sup> time participants at camp.

Once again, thank you for selecting Cedarlands Scout Reservation for your summer Scouting home.

Yours in Scouting  
The Staff of CSR

## **Table of Contents**

<b>Cedarlands Program</b> .....	<b>1</b>
<b>Sample Programs</b> .....	<b>2</b>
Patrol 1 – Younger Scouts .....	2
Patrol 2 – A Mix of Younger and Older Scouts .....	2
Patrol 3 – Experienced Scouts.....	2
<b>Sample Schedule</b> .....	<b>3</b>
<b>Program Features</b> .....	<b>4</b>
<b>In-Camp Adventures and Activities</b> .....	<b>4</b>
Climbing.....	4
Mountain Biking.....	4
Field Sports .....	4
Barbecues.....	4
Campfires .....	4
Vespers.....	4
Volleyball.....	4
High Adventure Afternoons.....	4
Flag Raising and Retreat.....	5
Order of the Arrow.....	5
Honor Troop/ Patrol Award.....	5
Scoutmasters Challenge.....	5
Outpost Adventures .....	6
In-camp Overnights.....	6
OA Mountain.....	6
Mt. Masters Climb.....	6
Skyline Trail.....	6
Steinhorst Trail.....	6
Windy Beach.....	6
Scout Pond.....	6
<b>Out-Of-Camp Adventures and Activities</b> .....	<b>7</b>
Out of Camp Overnights.....	7
Tirrell Pond.....	7
Newcomb Lake, Santanoni Preserve.....	7
Miller’s Falls.....	8
Buttermilk Falls.....	8
Blueberry Mountain.....	8
<b>Advancement Programs</b> .....	<b>8</b>
Pathfinder (Follow the trail to First Class).....	8
Merit Badges – General Information.....	9
Aquatics .....	9
Climbing.....	10
Cycling.....	10
Ecology/Conservation.....	10
Fishing.....	10
Field Sports .....	10
Health & Safety .....	11
Scoutcraft.....	11
Advancement Prerequisites.....	11
<b>Cedarlands Scout Reservation 2014 Program Schedule</b> .....	<b>13</b>
<b>Merit Badge Sign-Up Forms</b> .....	<b>14</b>

## **Cedarlands Program**

What does a "typical" Cedarlands program look like? Although this question is clear enough it is not easy to answer, since there is no such thing as a "typical" Cedarlands program. To say that a camp has a typical program is to imply that it treats the needs of all units camping there as being the same. This is not the Cedarlands belief. The Cedarlands staff will work closely with your unit long before it arrives at camp to ensure that you are putting together a program suitable to the needs and interests of your unit.

### ***The Cedarlands Program is Boy-Planned...***

It is the Scouts who are attending camp who decide on the troop program, not the adults. When each Scout has a say in what goes on at camp, he will take personal credit for the troop's growth and success. It is also the boy leaders of the troop who make sure that the program they planned is successfully carried out.

### ***The Cedarlands Program is Troop and Patrol or Crew Oriented...***

Troop structure does not dissolve once a unit arrives at Cedarlands. On the contrary, it is expected to become stronger each day. Strong troop leadership and Patrol Method are needed to ensure the success of the troop program. Also, the troop and patrol oriented program is needed to ensure the growth of your troop's youth leadership and its Patrol Method.

### ***The Cedarlands Program is an Outdoor Program...***

Cedarlands' location in the heart of the Adirondacks makes it the perfect place to strengthen outdoor Scouting skills. All troop programs should focus on developing these skills.

### ***The Cedarlands Program is Advancement as a Natural Outcome...***

Advancement is the by-product of a good Cedarlands program. Advancement goals should be considered when troop program is planned. Exciting program activities should be the means through which Scouts advance at camp.

### ***The Cedarlands Program is Challenging...***

There should be something in your unit's program to challenge each and every Scout. Personal growth and development are one of the goals of Scouting. A program that provides a real challenge to Scouts will provide them with the opportunity to achieve these goals.

## **Sample Programs**

Here is a description of the three *hypothetical* patrols used in the sample programs.

### **Patrol 1 – Younger Scouts**

Patrol 1 is a relatively young Scouting unit. It consists of many Scouts who have recently come into the troop and a few older Scouts who have never camped at a patrol cooking camp before. The emphasis of this unit's program is on getting the Scouts proficient in basic skills while exposing them to some new program opportunities. Though the older Scouts may work on a merit badge or two, working on the skills needed for the ranks to achieve First Class will be a priority for the group.

### **Patrol 2 – A Mix of Younger and Older Scouts**

In many ways, the composition of the average patrol is probably the closest to resembling that of patrol 2. Patrol 2 contains a mix of younger and older Scouts. For some of them, camping is "old hat" yet others are trying to master basic skills and need to be brought up to speed. The program of Patrol 2 contains something for everyone; a mix of basic skills, some merit badge opportunities and a mini-trek. It is important that the older Scouts assist the younger ones in patrol 2 so that all of them can enjoy the patrol's program to the maximum.

### **Patrol 3 – Experienced Scouts**

Patrol 3 is a very experienced patrol. They have been to a patrol cooking camp before and have an active year-round camping program. Patrol 3 has chosen to challenge themselves this year with an two-day in-camp trip that features a 7-mile hike that includes the Skyline Trail. Patrol 3 comes to camp having mastered backpacking skills and the Scouts will be prepared for 2 days on the trail employing low-impact camping skills.

### Sample Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
Morning	<p><u>Patrol 1</u> Basic Skills (site work)</p> <p><u>Patrol 2</u> Basic Skills/MB Work</p> <p><u>Patrol 3</u> Trek Leave from Big Brook</p>	<p><u>Patrol 1</u> Basic Skills (orient.) Mb work</p> <p><u>Patrol 2</u> MB work</p> <p><u>Patrol 3</u> Canoe to Axton Landing</p>	<p><u>Patrol 1</u> Basic Skills (pioneering) MB work</p> <p><u>Patrol 2</u> Hike to Mt Masters</p> <p><u>Patrol 3</u> Climb Ampersand</p>	<p><u>Patrol 1</u> Return to camp/ MB work</p> <p><u>Patrol 2</u> MB Work</p> <p><u>Patrol 3</u> Hike to Climbing</p> <p>Canoe to Lower Saranac</p>	<p><u>Patrol 1</u> Finish Advanceme nt work</p> <p><u>Patrol 2</u> Return Finish Advancement</p> <p><u>Patrol 3</u> Advanced R&amp;R</p>
Afternoon	<p><u>Patrol 1</u> Fishing Program</p> <p><u>Patrol 2</u> Canoe skills/basic skills</p> <p><u>Patrol 3</u> Paddle to Raquette Falls</p>	<p><u>Patrol 1</u> Canoe Skills/MB work/ Low impact demo</p> <p><u>Patrol 2</u> Conservation Project/Mountain Biking</p> <p><u>Patrol 3</u> Canoe to Middle Saranac</p>	<p><u>Patrol 1</u> Hike To Climbing Tower</p> <p><u>Patrol 2</u> Finish Skyline Trail/Return for open swim</p> <p><u>Patrol 3</u> Return to M. Saranac</p>	<p><u>Patrol 1</u> Afternoon Canoe Trip To Windy Beach</p> <p><u>Patrol 2</u> Do R&amp;R Troop Swim/ overnighiter, Loon Island</p> <p><u>Patrol 3</u> Pick Up and return to camp</p>	<p><u>Patrol 1 &amp;2</u> Camp Wide Games</p> <p><u>Patrol 3</u> Advanced R&amp;R / Return</p>
Evening				<p><u>Patrol 1</u> Camp out At Windy Beach</p>	

## **Program Features**

These are the opportunities that make great additions to your merit badge program. These are the things that adventures are made of

### **In-Camp Adventures and Activities**

#### **Climbing**

Rock-Climbing and rappelling has been a popular program at Cedarlands for many years. Use the **30 foot tall climbing tower at Cedarlands Scout Reservation**. Climbing MB in the AM and Open climbs in the PM. There are also out of camp rock climbing challenges at the Beer Walls in the High Peaks.

#### **Mountain Biking**

A patrol may spend an afternoon biking on the trails in the camp's backcountry. Also, units may choose to use the bikes to trek to one of the camps' outposts, while the other half of the group hikes or canoes. You can swap methods of transportation on the return trip. An out of camp trip to Long Lake beach or other nearby locations are also available.

#### **Field Sports**

Archery, rifle, shotgun and black powder rifles are all offered here. Safety and respect for firearms is paramount. Scouts can participate in several merit badges during the morning. The Field sports areas will be in Open session in the afternoon. Troop shoots and leader contest are available in the evening.

#### **Barbecues**

You will start your week at camp with a chicken barbecue on Sunday night prepared by the staff. Before you leave, you'll be treated once again on Friday night – this time to hamburgers and hot dogs.

#### **Campfires**

You'll be amused and inspired by the opening campfire put on for you by the staff on Sunday night. Friday night you will get an opportunity to perform for the other troops and the staff at the spectacular closing campfire.

#### **Vespers**

A Scout is Reverent. Take time out from your busy week on Wednesday night to participate in our non-denominational vespers circle.

#### **Volleyball**

Challenge another troop or the staff to an exciting game of volleyball at the sand volleyball court after dinner. Or join in the Volleyball Tournament played on the weeknight evenings.

#### **High Adventure Afternoons**

Afternoons are a time for Troops to participate in high adventure activities. Some of these *in-camp* activities include: canoeing on Lake McRorie and Scout Pond, hiking up OA Mountain, hiking the Steinhorst Trail, Mountain Biking, and camping overnight out of base camp. High adventure activities *off-camp* property include: Seaplane Rides in Long Lake, Visits to the Adirondack Museum in Blue Mtn. Lake and The Wild in Tupper Lake, White water rafting on the

## *Cedarlands - 50 Years of Adirondack Adventure*

---

Hudson River, Bike to the Santanoni Preserve. **Transportation and entrance fees are the responsibility of the unit.**

### **Flag Raising and Retreat**

Troops may volunteer to take part in the raising of the flag before breakfast each morning and the retiring of the colors before dinner each evening.

### **Order of the Arrow**

Ga Hon Ga Lodge #34 invites Arrowmen to wear their sashes to retreat, barbecues, and campfires. If time permits members may wish to help with ongoing camp projects. It is important, as honored campers that members of the Order provide a visible example of the ideals of Scouting in the camp community. Units that have not already had their Election for the year may opt to hold them at Cedarlands. Please note that elections are for Revolutionary Trails Council units only.

### **Honor Troop/ Patrol Award**

Have the following signed off by a member of the staff. There will be no limit to the amount of troops or patrols that win this award. Participation is completely optional.

Complete the following:

1. Have a duty roster displayed in the campsite
2. Have a sign in sheet in the campsite
3. Pass all the Campsite inspections
4. Perform a Campsite improvement project
5. Perform a Camp Service project approved by the commissioner, camp director or program director.
6. Invite a member of the staff to eat at your site
7. Play a volley ball game against another troop
8. Participate in the vespers service
9. Participate in camp wide activities
10. Have a in site campfire with another troop
11. Attend Polar Bear Swim on 2 different days

Complete two of the following:

1. Hike up OA, Walker, or Masters mountain
2. Go on a canoe trip around the lake
3. Go on a bike trek

Upon completion Troops/ Patrols will receive the award to be worn on each of the members uniforms.

### **Scoutmasters Challenge**

Complete the following:

1. Attend all of the leaders meetings
2. Drink coffee with the commissioner every morning
3. Build a camp gadget
4. Attend Polar bear swim 3 different days
5. Climb on or repel down the climbing tower
6. Obtain a score of 35 points at the shooting range



## *Cedarlands - 50 Years of Adirondack Adventure*

---

7. Get the signature of all of the other Scoutmasters in camp
8. Tie a square knot
9. Take out a Canoe during open boating
10. Go on an outpost adventure

### **Outpost Adventures**

In camp overnights, by NYS regulations, require a member to have completed the Red Cross Responding to Emergencies course or its equivalent. An in-camp guide is available if your unit does not have a member with the appropriate credentials. The staff at Cedarlands is committed to making outpost trips a part of your program.

### **In-camp Overnights**

- **Loon Island** – Loon Island is the largest of the islands on Lake McRorie. Its southern end is opposite the central waterfront area. A short canoe or row of a few minutes will land you on the island.

### **OA Mountain**

OA Mt. is a good afternoon trip from base camp. It offers an outstanding view of the camp and the Adirondacks with relatively little effort. The climb is about 2.5 - 3 hrs. round trip from base camp. There is a good campsite near the base of OA. It is also possible to canoe to a trail near the base of the mountain. Trail availability is based upon current weather conditions.

### **Mt. Masters Climb**

Mt. Masters is a somewhat more challenging hike that also offers a great view of the camp. The climb is about a 4 – 5 hr. round trip from base camp. Many good camping spots are available near the base of Masters. It is also possible to make this trip into a hiking/canoeing mini-trek by canoeing to Windy Beach and starting your hike up the mountain from there. Trail availability is based upon current weather conditions.

### **Skyline Trail**

This trip is a great way to see all of the camp from up above. The trail begins at OA, continues up Walker Mountain, and then over to Mount Masters and it has spectacular views of the camp and Long Lake Region. This is a good full day trip so bring your lunch. Trail availability is based upon current weather conditions.

### **Steinhorst Trail**

This trail will take you around the 7.5-mile perimeter of beautiful Lake McRorie. Bring your lunch to make this a day trip, or this trip may be combined with a climb up one of the mountains, making it an overnigher.

### **Windy Beach**

You can canoe, hike or bike over to this campsite on the opposite side of the lake for an overnight excursion. Tough it out by pitching a tent in the open area or spend the night in the lean-to type shelter.

### **Scout Pond**

This trip involves a short carry between Lake McRorie and Scout Pond of about .1 mile. While on the pond visit the island, explore the outlet, and enjoy the spectacular view of the camps three

mountains. Come back the same day or pick a camping spot on Scout Pond and spend an overnight.

### **Out-Of-Camp Adventures and Activities**

#### **Out of Camp Overnights**

Any activity in which a unit will be off camp property between 1 and 3 days (up to 2 nights) is classified as an off-camp trek and is not considered part of the base camp experience at Cedarlands. Off-camp activities may involve backpacking, canoeing or a combination of both to any number of destinations near Cedarlands. Special arrangements need to be made with the camp director.

The Department of Environmental Conservation limits group sizes to 10 maximum. These treks will require units to provide standard "two-deep" adult leadership. One leader per unit must also have current certification in American Red Cross Standard "Responding to Emergencies" or a higher level first aid. For canoeing treks all Scouts and leaders must be classified as swimmers and one unit member (preferably an adult) must have current certification in American Red Cross, YMCA, or BSA Lifeguard.

A Voyageur guide may be available for off-camp treks if needed. Voyageurs are BSA trained individuals who have certification in Advanced First Aid, CPR/FPR and Lifesaving. Voyageur support for off-camp treks must be requested well in advance.

The camp may be able to provide trail equipment (tents, stoves, cook kits, etc.) but requests must be made well in advance.

#### **Tirrell Pond**

Tirrell Pond is a small lake located immediately to the east of Blue Mountain. The Northville-Placid trail runs along the western shore of the lake and there are state lean-tos at both ends of the lake. There is excellent swimming at the beach at the North end of the lake.

Day 1: Early afternoon drop-off at the Northville-Placid trailhead near Lake Durrant on Route 28/30. Hike 3.5 miles along the Northville-Placid trail to Tirrell Pond.

Day 2: Hike the same route out for late morning pick-up at trailhead.

As an option, troops can start or end their Terrill Pond trek from the Northville-Placid trailhead in Long Lake. This adds approximately 3.5 miles to the trek and there is a 1000 ft. elevation gain as one travels to or from Tirrell Pond via Long Lake.

Also, as a side trip, Scouts can opt to bushwhack up nearby Tirrell Mountain (3000 ft.).

#### **Newcomb Lake, Santanoni Preserve**

The Santanoni Preserve was once an Adirondack Great Camp owned by the Pruyn Family. The lodge and support buildings are now abandoned and the land is owned by the state. There are campsites at the East End of Newcomb Lake, before and past the lodge. If you choose to continue on another mile, there are lean-to's at the far end of the lake.

Day 1: Early afternoon drop-off at the trailhead off Route 28N. Arrive at site mid-afternoon and set-up camp. This is approximately 5 miles (6 miles to lean-to's) of moderate hiking.

## *Cedarlands - 50 Years of Adirondack Adventure*

---

Day 2: Follow the same route out for a mid-morning pick-up the next day.

### **Miller's Falls**

Miller's Falls in the Cold River is a great hike destination. It has with many natural pools. It is located along the Northville-Placid Trail between Shattuck Clearing and Rondeau's Hermitage. Rondeau's Hermitage is the suggested end point for this trip since it gives Scouts a chance to see the former home of the Adirondack's most famous hermit. The total distance for the trip is 32 miles (16 each way).

Day 1: Early morning drop-off at the Northville-Placid trailhead in Long Lake. Hike north on the Northville-Placid Trail to Shattuck Clearing and set-up camp (total distance, 10 miles).

Day 2: Hike from Shattuck Clearing to Miller's Falls. Leave gear at campsite and hike to Rondeau's Hermitage. Return to Miller's Falls and make camp (total distance, 8 miles).

Day 3: Hike from Miller's Falls to the Northville-Placid trailhead in Long Lake for late afternoon pick-up and transportation to CSR (total distance, 14 miles).

As an option, troops can make this a combination backpacking/canoeing trek by canoeing from CSR to Plumley's Point, stowing canoes, and hiking from there.

### **Buttermilk Falls**

This relatively short trip (8 miles each way) is a good trip for troops with some canoeing experience looking to improve their skills. The campsite below scenic Buttermilk Falls has two lean-to's and the fishing below the falls is great.

Day 1: Put in mid-morning at Big Brook. Canoe up Long Lake to the campsites below the falls (8 miles).

Day 2: Put in and canoe back to Big Brook. As an option, troops can stop at Long Lake Village for a swim at the public beach.

### **Blueberry Mountain**

Blueberry Mountain is a 2600-foot mountain located on the east shore of Long Lake across from Watch Rock. The view from the top allows one to look into Cedarlands.

Day 1: Put in at Big Brook early afternoon and canoe to Kelly's Point. (3 miles) Store canoes and bushwhack up Blueberry Mountain. (2 miles round trip) Hike down and set up camp at Kelly's Point.

Day 2: Put in and canoe back to Big Brook for late morning pick up.

## **Advancement Programs**

Pathfinder and merit Badges will be offered each morning.

### **Pathfinder (Follow the trail to First Class)**

The Pathfinder program offers opportunities for first year Campers to learn the Scouting skills necessary to camp in the outdoors, while advancing toward Tenderfoot, Second Class, and First

## *Cedarlands - 50 Years of Adirondack Adventure*

---

Class. Instruction in map and compass, knife and ax, knots and lashings, hiking and camping, fire-building and cooking, safety and first aid, and ecology is provided while the ideals of Scouting and the Patrol Method are stressed. Instruction will be designed to meet the needs of each troop. Leaders are encouraged to participate in the instruction of these skills in their site or at the Scoutcraft area. By putting these skills to use, in their troop and patrol sites, Scouts can master these basic skills swiftly. After mastery, troop leaders can review and sign-off these skills and Scouts can rapidly advance toward First Class during their week at camp. Do to the large numbers of participants, it may be necessary to schedule specific skills at certain times.

### **Merit Badges – General Information**

The merit badge program at Cedarlands is in place to provide Scouts with the opportunity to advance in rank and, more importantly, to grow in their knowledge of the world around them. With this in mind it is imperative not to judge a week based upon the number of merit badges earned. This sets up false expectations of what the Scouting Movement is about.

All merit badges have one set time to meet. However if a Scout cannot make it to the scheduled time there may be another way to have them work on the MB. Open Sessions are just that: open! This means it is a time to work on advancement or even just something of interest at that program area.

Advance sign-up for merit badges (see the forms at the end of this guide) is done to:

- Allow the camp to focus its resources as needed for your week at camp. Scouts can change their schedule once they arrive at camp.
- Provide the Scout with time to become familiar with the badge and begin some of the "at home" requirements.

Counselors will provide the Scoutmaster with progress reports at the evening leaders' roundtables. This ongoing communication should eliminate any Friday surprises.

### **NOTE: Scouts are also asked to bring their blue cards with them for the first session.**

Advancement records will be returned to Scoutmasters on Friday evening in time for review and questions. Remember that a partial is not a failure but a sign of knowledge gained while at camp. Partials do not expire and can be completed at home or at camp the following summer.

### **Aquatics**

Aquatic instruction includes instructional swim for learners and beginners, swimming, lifesaving, Mile Swim Award, Snorkeling BSA, and BSA Lifeguard. (Please note Scouts interested in BSA Lifeguard will be involved in weeklong, intensive instruction. Candidates must submit their requests well in advance. Only a few candidates will be accepted per camp week.) Boating instruction includes canoeing, rowing, and sailing. The facilities are also available for open boating, fishing from rowboats, free swims, and waterfront games. All Scouts and adults planning to engage in aquatic activities must also take a swim classification test on Sunday. Units are also required to conduct a safe swim exercise during their week at camp. Sailing Merit Badge will be limited to 18 participants and each participant should be a minimum of 13 years old and have the Swimming Merit Badge.

Merit Badges Offered:

- Canoeing
- Swimming
- Kayaking
- Lifesaving
- Small Boat Sailing

## *Cedarlands - 50 Years of Adirondack Adventure*

---

### **Climbing**

Scouts will learn how to safely ascend and descend the climbing tower using the proper safety equipment and knots. An out of camp trip to an Adirondack rock face will take place later in the week.

Merit Badges Offered:

- Climbing

### **Cycling**

Scouts will learn how to prepare for a bike hike, the proper care for and inspection of mountain bikes. The group will have an opportunity for at least 2 10 mile adventures. Scouts will not be able to complete the entire MB during the one week period.

Merit Badges Offered:

- Cycling

### **Ecology/Conservation**

Scouts will learn about the flora and fauna of Cedarlands and investigate the impact of man on the Adirondack environment. Basic conservation techniques will also be demonstrated and explained. At night, stargazing is an option (if the sky is clear). The nature trail begins from this program area.

Merit Badges Offered:

- Environmental Science
- Fish & Wildlife Mgt.
- Forestry
- Mammal Study

### **Fishing**

The bite of a bass or trout could be the highlight of a Scout's fishing experience. Scouts will learn about fishing equipment and techniques, construction of flies, and cooking and cleaning of fish. Bait will be offered for sale at the camp Trading Post. Lake McRorie and Scout Pond are private and do not require a NYS fishing license. Those who will be fishing on trek or on Long Lake can obtain a license at one of several local stores in Long Lake.

Merit Badges Offered:

- Fly Fishing
- Fishing

### **Field Sports**

Archery, Rifle Shooting and Shotgun Merit Badges will be offered as well as Troop shoots and open shoots. Safety will be stressed at all times. Note that there is a NYS State age requirement that a youth must be at least 12 years old to participate in Rifle Shooting. Trap shooting will be available in the open evening sessions, a nominal fee will be charged for shotgun shells only. Also note that each Scout taking Archery Merit Badge will have the opportunity to build an arrow. Scouts will be charged for any additional arrows that they may want to build.

Merit Badges Offered:

- Rifle Shooting
- Shotgun Shooting
- Archery

## Cedarlands - 50 Years of Adirondack Adventure

---

### Health & Safety

The staff in this area will provide instruction in First Aid skills for Tenderfoot through First Class and offer the following Merit Badges:

- First Aid
- Emergency Preparedness

### Scoutcraft

This program includes instruction in basic outdoor living skills such as cooking, camping, pioneering, and orienteering. Scouts are also instructed in backpacking and hiking techniques, as well as wilderness survival skills. Come to Scoutcraft and find camp gadgets, cooking demonstrations, and much more.

Merit Badges Offered:

- Wilderness Survival
- Orienteering
- Pioneering
- Camping
- Cooking

### Advancement Prerequisites

<b>Merit Badge</b>	<b>Prerequisites</b>
Archery	Ability to draw 25lb.bow
Canoeing	Blue Swimmer; Tough Physical Work Is Required
Climbing	1b, 1c, 2
Cycling	1, (#8 & #9 require 2-10 mi, 2-15mi, 2-25 mi & 1- 50 rides)
Emergency Preparedness	1 <sup>st</sup> Aid Merit Badge; 2c; 6c; 7; 8b, 8c; 9a or b or c
Environmental Science	3e, 4
First Aid	1, 7
Fish/Wildlife Management	5a,b,c, or d; 7a,b,c, or d
Fishing	none
Lifesaving	Age 13 years old; Swimming M.B.
Mammal Study	4a,b,e
Orienteering	1, 9; 10
Pioneering	1, 2a, 2b, 2c
Rifle Shooting	Age: 12 years old; 1d; 1f
Shotgun Shooting	Age: 12 years old;

## Cedarlands - 50 Years of Adirondack Adventure

---

Small Boat Sailing	Swimming M.B., Practice Knots, 13 yrs. Old recommended
Swimming	Blue Swimmer
Wilderness Survival	none

### **Pathfinder**

I.) Activities planned for Scouts working on the **TENDERFOOT** rank:

Instruction will be given for the following requirements: 1, 2, 3, 4a, 4b, 5, 6, 7, 9, 11, 12a, 12b.

II.) *Activities planned for Scouts working on the **SECOND CLASS** rank:*

Instruction will be given for the following requirements: 1a, 2, 3b, 3c, 3d, 3e, 3f, 3g, 6, 7a, 7b, 7c, 8a, 8b, 8c, 9b

III.) Activities planned for scouts working on the **First Class** rank

Instruction will be given for the following requirements: 1, 2, 4a, 4b, 4c, 4d, 4e, 6, 7a, 7b, 8a, 8b, 8c, 8d, 9a, 9b, 9c, .

# **Cedarlands Scout Reservation 2014 Program Schedule**

**[Please Note: The detailed schedule will be provided at a later date.]**



# Merit Badge Sign-Up Forms

Troop # \_\_\_\_\_

## Aquatics MB Sign-up

Canoeing, Small Boat Sailing, Lifesaving, Swimming  
Please list the time the scout would like to take the Swimming MB, either  
9 a.m. or 10 a.m., next to the name of the badge

Scout's Name	Merit Badge

Scout's Name	Merit Badge

Troop # \_\_\_\_\_

# Nature/Ecology MB Sign-up

Environmental Science, Mammal Study, Forestry, Fish & Wildlife Mgt.

Scout's Name	Merit Badge

Scout's Name	Merit Badge

Troop # \_\_\_\_\_

## Fishing MB Sign-up

Fishing, Fly Tying

Scout's Name	Merit Badge

Scout's Name	Merit Badge

Troop # \_\_\_\_\_

# Field Sports MB Sign-up

Rifle Shooting, Archery, Shotgun

Scout's Name	Merit Badge

Scout's Name	Merit Badge

Troop # \_\_\_\_\_

# Health & Safety Related MB Sign-Up

1<sup>st</sup> Aid and Emergency Preparedness

Scout's Name	Merit Badge

Scout's Name	Merit Badge

Troop # \_\_\_\_\_

## Scoutcraft MB Sign-up

Camping, Cooking, Pioneering, Orienteering,  
Wilderness Survival

Scout's Name	Merit Badge

Scout's Name	Merit Badge

Troop # \_\_\_\_\_

# Pathfinder Sign-up

Scout's Name	Skills Needed

Scout's Name	Skills Needed