

ARCHERY

Times Offered:	9:00 AM, 10:00 AM, and 11:00 AM
Location:	Archery Range
Prerequisites:	None
Materials Needed:	Archery Kit (materials to make an arrow and bowstring)
Difficulty:	2



ASTRONOMY

Times Offered:	10:00 AM and 3:00 PM
Location:	S.T.E.M.
Prerequisites:	#6b
Materials Needed:	None
Difficulty:	2



BASKETRY

Times Offered:	11:00 AM and 2:00 PM
Location:	Handicraft
Prerequisites:	None
Materials Needed:	Basket Kits and Stool Kit
Difficulty:	1



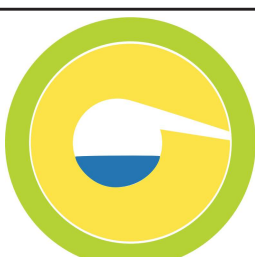
CAMPING

Times Offered:	9:00 AM and 2:00 PM
Location:	Scoutcraft
Prerequisites:	#4b, #5e, #7b, #8d, #9a, and 9b
Materials Needed:	None
Difficulty:	3



CANOEING

Times Offered:	9:00 AM and 2:00 PM
Location:	Waterfront
Prerequisites:	#2
Materials Needed:	None
Difficulty:	2



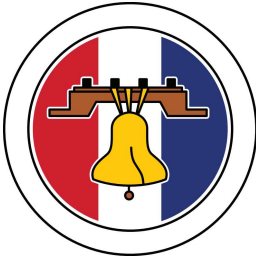
CHEMISTRY

Times Offered:	9:00 AM
Location:	S.T.E.M.
Prerequisites:	#7
Materials Needed:	None
Difficulty:	2



CHESS

Times Offered:	10:00 AM
Location:	S.T.E.M.
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



CITIZENSHIP IN THE NATION

Times Offered:	11:00 AM and 2:00 PM
Location:	Eagle's Nest
Prerequisites:	#5 and #8
Materials Needed:	None
Difficulty:	2



CITIZENSHIP IN THE WORLD

Times Offered:	9:00 AM and 10:00 AM
Location:	Eagle's Nest
Prerequisites:	#4b and #7
Materials Needed:	None
Difficulty:	2



CLIMBING

Times Offered:	9:00 AM and 10:30 AM
Location:	Climbing Tower
Prerequisites:	None
Materials Needed:	None
Difficulty:	3



COMMUNICATION

Times Offered:	2:00 PM
Location:	Eagle's Nest
Prerequisites:	#4, #5, #7, and #8
Materials Needed:	None
Difficulty:	3



ELECTRONICS

Times Offered:	9:00 AM
Location:	S.T.E.M.
Prerequisites:	None
Materials Needed:	Electronics Kit
Difficulty:	2



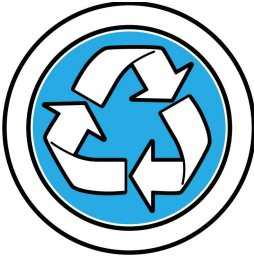
EMERGENCY PREPAREDNESS

Times Offered:	10:00 AM and 3:00 PM
Location:	Eagle's Nest
Prerequisites:	#1, #2c, #6c, and #8b
Materials Needed:	None
Difficulty:	2



ENGINEERING

Times Offered:	2:00 PM
Location:	S.T.E.M.
Prerequisites:	#1
Materials Needed:	None
Difficulty:	3



ENVIRONMENTAL SCIENCE

Times Offered:	9:00 AM and 10:00 AM
Location:	Nature
Prerequisites:	#3b and #3f
Materials Needed:	None
Difficulty:	3



FIRST AID

Times Offered:	11:00 AM and 3:00 PM
Location:	Eagle's Nest
Prerequisites:	#1 and #5a
Materials Needed:	None
Difficulty:	3



FISH AND WILDLIFE MANAGEMENT

Times Offered:	11:00 AM
Location:	Nature
Prerequisites:	#5
Materials Needed:	None
Difficulty:	2



FISHING

Times Offered:	3:00 PM
Location:	Nature
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



FLY FISHING

Times Offered:	2:00 PM
Location:	Nature
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



GEOCACHING

Times Offered:	11:00 AM
Location:	Scoutcraft
Prerequisites:	#7, #8, and #9
Materials Needed:	None
Difficulty:	3



INDIAN LORE

Times Offered:	9:00 AM
Location:	Handicraft
Prerequisites:	#2
Materials Needed:	None
Difficulty:	1



INSECT STUDY

Times Offered:	9:00 AM
Location:	Nature
Prerequisites:	#9
Materials Needed:	None
Difficulty:	1



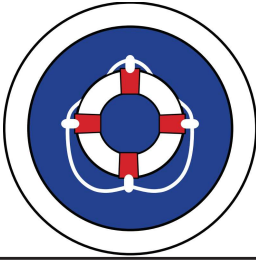
KAYAKING

Times Offered:	9:00 AM, 10:00 AM, 11:00 AM, 2:00 PM, and 3:00 PM
Location:	Waterfront
Prerequisites:	#2
Materials Needed:	None
Difficulty:	1



LEATHERWORK

Times Offered:	11:00 AM
Location:	Handicraft
Prerequisites:	None
Materials Needed:	Leather Kit
Difficulty:	1



LIFESAVING

Times Offered:	9:00 AM and 2:00 PM
Location:	Pool
Prerequisites:	#2a
Materials Needed:	None
Difficulty:	3



METALWORK

Times Offered:	9:00 AM and 2:00 PM
Location:	Handicraft
Prerequisites:	None
Materials Needed:	Metalwork Kit
Difficulty:	2



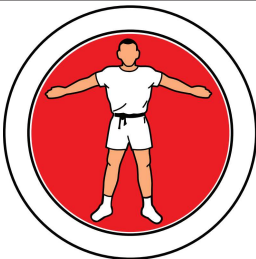
NATURE

Times Offered:	11:00 AM
Location:	Nature
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



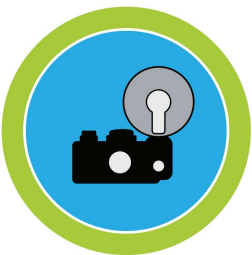
ORIENTEERING

Times Offered:	2:00 PM
Location:	Scoutcraft
Prerequisites:	#7, #8, #9, and #10
Materials Needed:	None
Difficulty:	3



PERSONAL FITNESS

Times Offered:	9:00 AM
Location:	Eagle's Nest
Prerequisites:	#1, #6, #7, and #8
Materials Needed:	None
Difficulty:	3



PHOTOGRAPHY

Times Offered:	10:00 AM
Location:	Handicraft
Prerequisites:	#1b
Materials Needed:	Camera (can be your phone)
Difficulty:	1



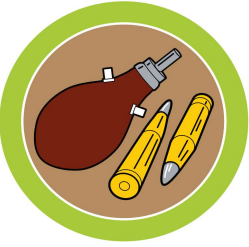
PIONEERING

Times Offered:	11:00 AM and 3:00 PM
Location:	Scoutcraft
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



REPTILE AND AMPHIBIAN STUDY

Times Offered:	2:00 PM
Location:	Nature
Prerequisites:	#8
Materials Needed:	None
Difficulty:	1



RIFLE SHOOTING

Times Offered:	9:00 AM and 10:00 AM
Location:	Rifle Range
Prerequisites:	None
Materials Needed:	Rifle Ticket (covers the cost of the rounds)
Difficulty:	2



ROBOTICS

Times Offered:	11:00 AM and 2:00 PM
Location:	S.T.E.M.
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



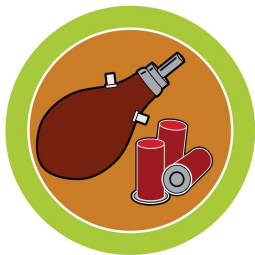
ROWING

Times Offered:	10:00 AM
Location:	Waterfront
Prerequisites:	#2
Materials Needed:	None
Difficulty:	2



SEARCH AND RESCUE

Times Offered:	9:00 AM
Location:	Scoutcraft
Prerequisites:	#6a
Materials Needed:	None
Difficulty:	3



SHOTGUN SHOOTING

Times Offered:	2:00 PM and 3:00 PM
Location:	Shotgun Range
Prerequisites:	None
Materials Needed:	Shotgun Ticket (covers the cost of rounds and clays)
Difficulty:	3



SIGNS, SIGNALS, AND CODES

Times Offered:	10:00 AM
Location:	Scoutcraft
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



SOIL AND WATER CONSERVATION

Times Offered:	3:00 PM
Location:	Nature
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



SPACE EXPLORATION

Times Offered:	11:00 AM and 3:00 PM
Location:	S.T.E.M.
Prerequisites:	#5b
Materials Needed:	Rocket Kit
Difficulty:	2




SWIMMING


Times Offered:	9:00 AM, 10:00 AM, and 2:00 PM
Location:	Pool
Prerequisites:	#2
Materials Needed:	None
Difficulty:	2



TEXTILE

Times Offered:	3:00 PM
Location:	Handicraft
Prerequisites:	None
Materials Needed:	None
Difficulty:	1

	WEATHER	
	Times Offered:	10:00 AM
	Location:	Nature
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	2

	WILDERNESS SURVIVAL	
	Times Offered:	10:00 AM and 3:00 PM
	Location:	Scoutcraft
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	2

	WOOD CARVING	
	Times Offered:	10:00 AM and 3:00 PM
	Location:	Handicraft
	Prerequisites:	#2a
	Materials Needed:	Slide Kit
	Difficulty:	2

ADDITIONAL CHARGES

A few merit badges impose additional costs to cover class materials. Charging these specific fees allows us to keep our overall camping fees lower than they otherwise would be. Scouts also learn to be thrifter and more responsible for items they individually purchase. We strive to keep these costs as low as possible.

MERIT BADGE COSTS		
Archery	\$6	Arrow and bowstring kit
Basketry	\$22	Kits for two baskets and a stool
Electronics	\$15	Supplies for electronics kit
Leatherwork	\$11	Knife sheath kit and gimp
Metalwork	\$12	Supplies to make metalworking projects
Rifle Shooting	\$20	Covers the cost of rounds
Shotgun Shooting	\$25	Covers the cost of rounds and clays
Space Exploration	\$12	Model rocket kit



Buffalo Braves

A young Scout's first summer camp elicits many different emotions. Most approach their week away from home with curiosity and enthusiasm, but you shouldn't be surprised if they experience some anxiety. For some, this will be their first time sleeping in a tent. For others, this will be their first extended trip away from home. For these Scouts, this summer will prove to be the critical test of our entire program. At Camp Tuckahoe, our duty is to ensure that these Scouts have a positive experience, or else this "first camp" could be their last.

Scouts may attend camp this summer without much prior outdoor experience. For these Scouts, acquiring basic skills will prove a better path to rank advancement than merit badge classes. Just as everyone had to learn to walk before they could run, it is a good idea for new Scouts to ease into our program by mastering the camping fundamentals before trying more advanced skills. To do otherwise would indeed cause frustration.

Camp Tuckahoe has designed a unique program to cater to the needs of these novice campers. We call this program Buffalo Braves, and your Scouts will find it provides a welcoming, supportive introduction to summer camp. Participants are assigned to one of several patrols on Monday morning and progress through the week's classes in the company of these new friends. Each patrol, operating under guidance from our Buffalo Braves Staff member, is encouraged to develop its own identity (name, cheer, etc.) for the week.

The heart of the Buffalo Braves program consists of four core classes. The core program, described in the following pages, meets every day from 9-10:45 AM and 2-3:30 PM. These classes will cover most of the Scoutcraft skills required for the Tenderfoot, Second Class, and First Class ranks. Each patrol will focus on a different core skill each day of the program. Our staff provides the instruction and opportunities for practice, but troop leaders retain the responsibility to test their Scouts before giving them credit for completing any requirements. For this reason, we encourage troop leaders to accompany their Scouts to each of our classes to better monitor their progress.

In addition to our core program, Buffalo Braves participants will attend several additional sessions. Some of these sessions focus on advancement, while others concentrate on skill reinforcement.

Generally, we expect anyone who registers for Buffalo Braves to participate in all of the program's core classes. This helps to reinforce the integrity of the patrol method. Should one of your Scouts wish to receive personal instruction for a single requirement without participating in the rest of the program, please see the Buffalo Braves Director to schedule a meeting during the open program period (4-5:00 PM).

BUFFALO BRAVES AND MERIT BADGES

While many Buffalo Braves participants choose not to work on merit badges while at camp, we strive to accommodate those who do. This works best if the Scout elects not to attend the optional Swimming merit badge class or Instructional Swim class at 11:00 AM and instead registers for one of the available merit badge classes. A Scout who has already passed the BSA Swimmer Test may wish to register for Swimming. Buffalo Braves Scouts may register for other merit badges during different instructional periods, but we strongly encourage them to coordinate with the Buffalo Braves staff to make up missed material.

BUFFALO BRAVES ADVANCEMENT

Buffalo Braves strives for quality, not quantity, on the requirements which we are teaching to your Scouts. Due to time constraints, class sizes, and wording of requirements, some of the requirements may not be fully completed by the skills will still be taught. We believe troop leaders should retain the responsibility to test their Scouts before giving credit and signing off requirements. Listed are the requirements and a brief description of what Scouts will earn in the program.

#	SCOUT RANK
1e	Repeat from memory the Outdoor Code. In your own words, explain what the Outdoor Code means to you.
4a	Show how to tie a square knot, two half-hitches, and a taut-line hitch. Explain how each knot is used.
5	Demonstrate your knowledge of pocketknife safety.
#	TENDERFOOT RANK
1b	Spend at least one night on a patrol or troop campout. Sleep in a tent you have helped pitch.
3a	Demonstrate a practical use of the square knot.
3b	Demonstrate a practical use of the two half-hitches.
3c	Demonstrate a practical use of the taut-line hitch.
3d	Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used.
4a	Show first aid for the following: <ul style="list-style-type: none"> - Simple cuts and scrapes - Blisters on the hand and foot - Minor burns or scalds - Bites or stings of insects and ticks - Venomous snakebite - Nosebleed - Frostbite and sunburn - Choking
4b	Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat them for exposure.
4c	Tell what you can do while on a campout or other outdoor activity to prevent or reduce the occurrence of injuries or exposure listed in Tenderfoot requirements 4a and 4b.
5a	Explain the importance of the buddy system. Use the buddy system on a troop or patrol outing.
5b	Describe what to do if you become lost on a hike or campout.
5c	Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night.
8	Describe the steps in Scouting's Teaching EDGE method. Use the Teaching EDGE method to teach another person how to tie a square knot.