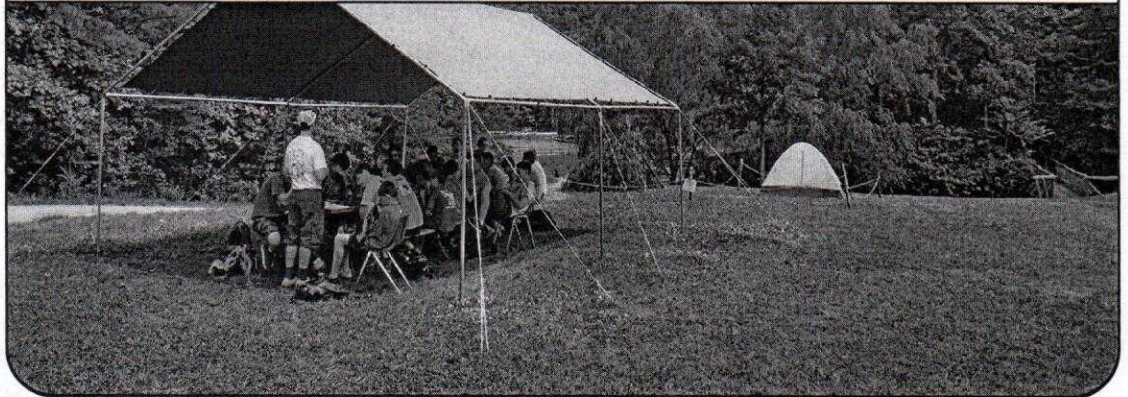


PROGRAM INFORMATION













Merit Badge Program

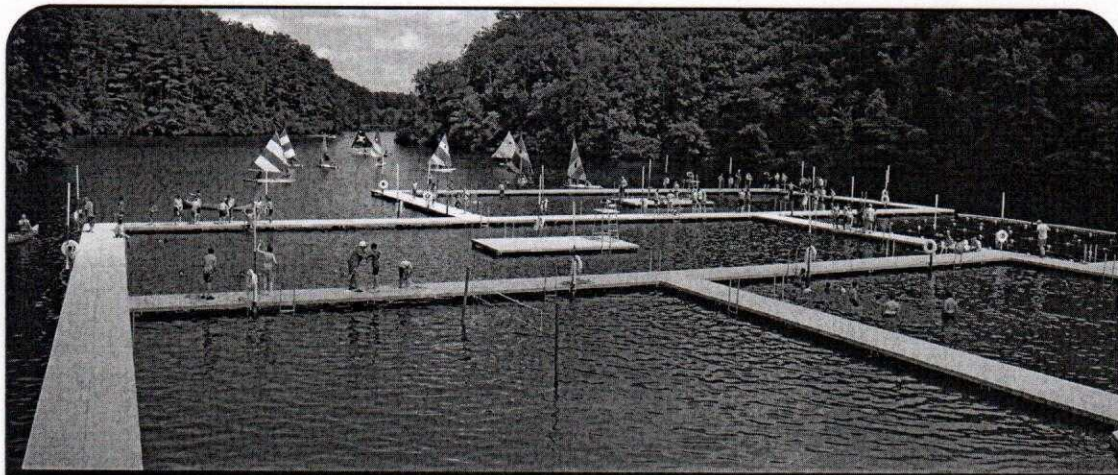
The merit badge program is the cornerstone of the summer camp program and Raven Knob offers a wide selection. Most merit badges can be completed at camp. However, there are a few that need some additional work at home because of time requirements, special projects, or other considerations. In addition, some merit badges require prerequisites or practice to develop proficiency in specific skills. Some requirements must be completed outside camp. Some merit badges have Prerequisites. Prerequisites and Requirements that must be completed at home can be found under the "Program" tab on ravenknob.com for each individual merit badge.

The Scoutmaster will receive an advancement report prior to departure on Saturday, noting completes and partials, including those requirements that remain outstanding. The report is also available online in the Unit Registration portal. If your council requires blue cards, you can print of a blue card report from the Unit Registration portal. It is the unit's responsibility to transfer this information to the corresponding blue card.

Key to Program Icons

The following icons are used in the Program Information section of this guide to help you in easily identifying which sessions are most appropriate for which Scouts. Be sure to read the program description for details about that particular program.

- 1** One hour session
- 2** Two hour session
- 3** Three hour session
- A** All day program
-  Recommended for all Scouts
-  Recommended for younger Scouts
-  Recommended for Scouts 13 years of age or older (unless specified)
-  Merit Badge required for Eagle
-  Written material required
-  Program fee or material cost
-  Indicates requirements that must be completed at home; they can not be completed at camp
-  Indicates requirements that may be completed before coming to camp to allow more time for additional activities.
-  Indicates a prerequisite for this program
-  Indicates a maximum capacity for this session; priority is given on a first-come, first-serve basis



Aquatics Area



BSA / ARC Lifeguard



This is a rigorous program that certifies a Scout or adult leader to be a lifeguard. Participants are required to spend almost all of their time in the Aquatics area, including evening free swims. Scouts must be at least 15 years of age. Physical strength, stamina, strong swimming skills, and a great deal of written work is required.

BSA Lifeguard and American Red Cross (ARC) Basic Lifeguarding certifications are offered. Participants who successfully complete the week's requirements will earn both certifications. There is a \$50 fee for program materials.

Recertification is available for those with current certification or whose certification has expired within the past six months. Recertification of BSA Lifeguard requires attendance on Monday morning and Tuesday afternoon only and is not subject to the \$50 program fee. Candidates for recertification must provide current BSA Lifeguard and CPR certificates.

© Swim continuously for 550 yards in good form using the front crawl or breaststroke or a combination of either, but swimming on the back or side is not allowed. Immediately following the above swim, tread water for two minutes with the legs only and the hands under the armpits.



Canoeing

2

A classic boating merit badge! Canoeing is an important part of many wilderness experiences as well as enjoyable leisure activity that teaches communication, teamwork, and physical fitness. Good physical strength and stamina are required. Bring shoes for boating that can get wet.

© Successful completion of the BSA Swimmer Test



Mile Swim, BSA

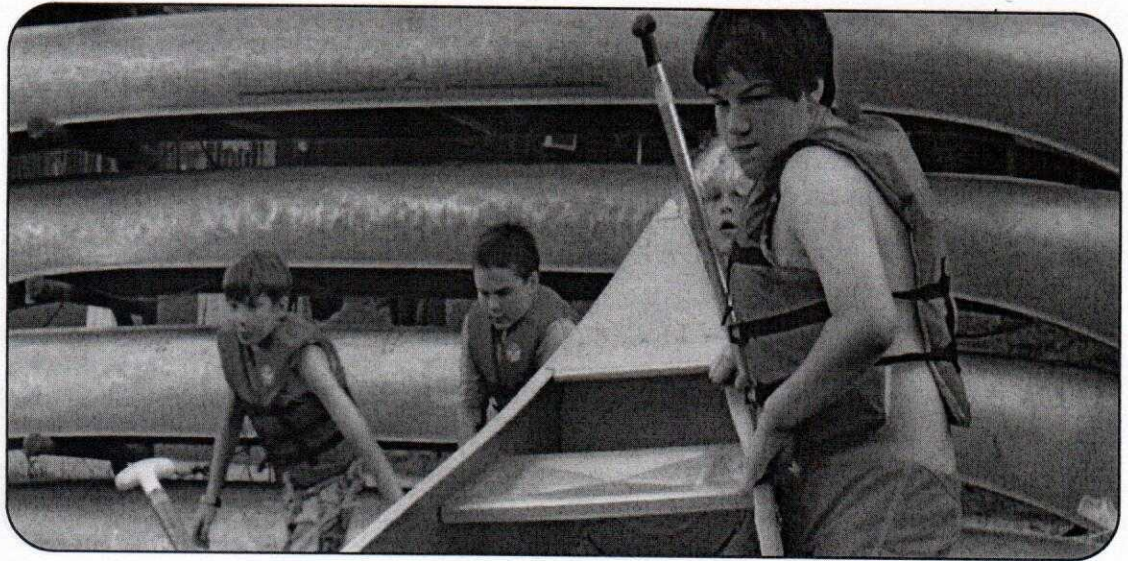
1

This session provides Scouts and adult leaders with an opportunity to exercise through recreational lap swimming. Participants who complete specific training swims on Monday, Tuesday, and Wednesday will be invited to participate in open-water mile swim on Thursday. As per national policy, only participants who complete all required training swims will be allowed in the open-water mile.

© Successful completion of the BSA Swimmer Test



Footware is now required for all boating activities. Water shoes are highly recommended.



Lifesaving

2 **MAX**

This badge is required for Eagle (alternate: Emergency Preparedness). The primary purpose of Lifesaving merit badge is to prepare Scouts to assist those involved in water emergencies. It provides an overview of water rescue methods (Reach, Throw, Row, Go) and is a challenging merit badge that requires physical strength and stamina. Scouts must be able to swim 400 yards in a strong manner in order to participate.

Successful completion of the BSA Swimmer Test and 400-yard swim.



Small-boat Sailing

2 **MAX**

Spend some time at the Camp Raven Knob Yacht Club! Sailing experience is recommended, but not required for this merit badge. Bring shoes for boating that can get wet.

Successful completion of BSA Swimmer Test



Adv. Small-boat Sailing

1 **MAX**

Scouts must have previously earned Small-boat Sailing Merit Badge in order to participate in this session. Instruction in advanced sailing techniques will be coupled with plenty of time to enjoy sailing around the lake. Bring shoes for boating that can get wet.

Successful completion of BSA Swimmer Test



Kayaking

1 **MAX**

This recently-developed merit badge is a great way to introduce boating skills! Bring shoes for boating that can get wet.

Successful completion of the BSA Swimmer Test

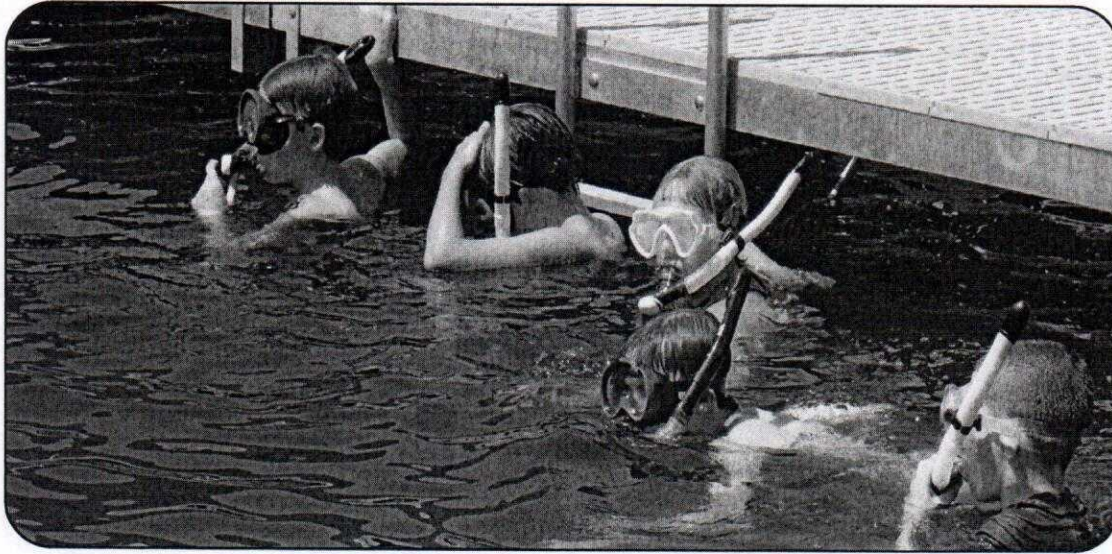


Snorkeling BSA

1 **S**

This session will allow participants to fulfill the requirements for Snorkeling BSA. We recommend this program for older Scouts, as snorkeling requires physical strength, stamina, and agility in the water. Gear will be provided, or Scouts may bring their own.

Successful completion of BSA swimmer test



Paddleboarding BSA

1 MAX

This session provides Scouts with an opportunity to earn the BSA Stand Up Paddleboarding award in a relaxed and fun environment. We recommend this program for older Scouts, as stand up paddleboarding requires physical strength and precise balance and coordination. Bring shoes for boating that can get wet.

Successful completion of BSA swimmer test



Swimming

1 TV

This merit badge is a great introduction into the Aquatics area as it covers basic swimming strokes and water safety skills. This badge is required for Eagle (alternates: Cycling or Hiking). Scouts must be able to complete the BSA Swimmer Test in order to participate. Scouts who do not complete the test will be moved to Non-Swimmer/Beginner Instruction.

Successful completion of BSA swimmer test



Rowing

1

Learn to pilot Raven Knob's historic rowboats! In addition to boat-maneuvering techniques, Scouts will develop skills in boating safety and rescues. Brings shoes for boating that can get wet.

Successful completion of the BSA Swimmer Test



Non-Swimmer/Beginner Instruction

1

This session for Non-Swimmers and Beginners focuses on the development of fundamental swimming skills in a fun group setting. Scouts will work towards completing rank advancement swims (the BSA Swimmer and/or Beginner Test) by the end of the week. Beginner Test is required for Second Class Rank. BSA Swimmer Test is required for First Class Rank.



Free Swim

1

What could be better to end a hot summer day than a dip in the cool waters of Lake Sobotta? Free Swim is open to all ages and skill levels.



Handicrafts Area



Art 1 \$

Scouts in this session should have some drawing or artistic experience. There is a lot of freedom in choosing medium and subjects for artwork.



Basketry 1 \$

Each Scout will weave a square basket, round basket and stool that can be taken home.



Indian Lore 1 \$ ✓

Scouts will learn about the many different cultures, languages, religions, style of dress, and ways of life of American Indians.



Leatherwork 1 \$ ✓

Scouts will explore hand-stitching, lacing, and braiding, and learn how to preserve and protect leather items so they will last a lifetime.



Woodwork 1 \$

Scouts in Woodwork Merit Badge will learn basic carpentry skills through a number of projects. This session is not recommended for Scouts in the Raven Scouts program.



Wood Carving 1 \$

Scouts will learn basic safety and practical skills for carving wood. Wood Carving merit badge is not recommended for first-year Scouts, as all participants must have earned the Totin' Chip award before enrolling in the session. Additionally, some hand strength is necessary to complete the week's projects. Throughout the week, Scouts will complete a round carving and a relief carving. Knives and other materials will be provided.



Advanced Wood Carving

1 1 5

In this session, Scouts who have previously earned Wood Carving merit badge will have an opportunity to learn more about knife selection, wood types, and advanced carving techniques.



Metalwork

1 1 5

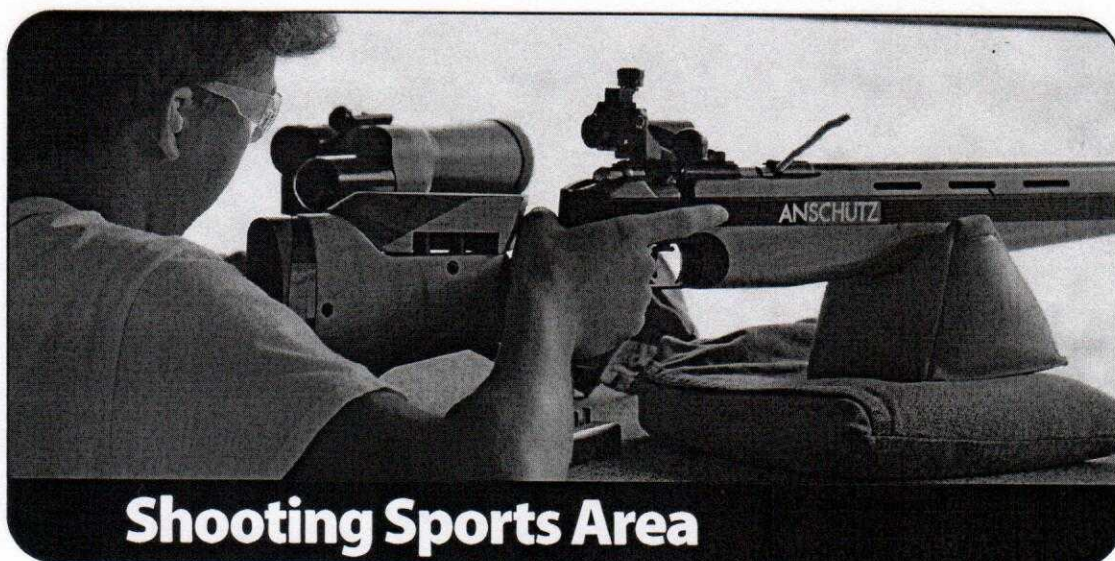
Learn about the properties of metal and basic metal working techniques. Scouts must bring jeans or non-synthetic pants to wear at camp. We recommend that Scouts be at least 13 years of age in order to participate.



Advanced Metalwork

1 1 5

In this session, Scouts who have previously earned Metal Work will have an opportunity to learn more about advanced metal working techniques.



Shooting Sports Area



Shooting Sports Merit Badges are recommended for Scouts 13 years of age or older.



Scouts who have already earned a Shooting Sports Merit Badge are not eligible to sign up for that merit badge again.



Venture Crew Pistol Shooting participants must present verification of being registered in a Venture Crew at the beginning of the first session.



Venture Crew Pistol Shoot



This program is designed to give registered Venturers, age 14 and above, instruction in the basics of handgun safety and shooting. Venture Crew leaders are asked to evaluate the maturity of the participants when registering for this program. Participants must present written verification of being registered in a Venture Crew at the beginning of the first session. For more information about this requirement, please visit ravenknob.com and check under the Venture Crew Pistol Shoot section.



Archery



This badge is a two-hour session. We highly recommend that Scouts be 13 years of age or older with archery shooting experience to take this merit badge. Scouts must be able to successfully draw a 22 lb. bow ten times consecutively. Scouts unable to complete this will be assisted in choosing another merit badge. Completing this badge requires a lot of time to qualify.



Rifle Shooting



This badge is a two-hour session. We highly recommend that Scouts be 13 years of age or older with rifle shooting experience to take this merit badge. Scouts should have adequate strength and size to manage a ten pound target rifle.



Shotgun Shooting



This badge is a two-hour session. We highly recommend that Scouts be 13 years of age or older with shotgun shooting experience to take this merit badge. Scouts should have adequate strength and size to manage a seven and one-half pound shotgun.



Nature Area



Bird Study

1

Scouts will study and identify song birds and predators native to our area. Throughout the week, they will learn to label the anatomy of birds and recognize their unique sounds.



Environmental Science

2

This merit badge is required for Eagle. Each day, participants will go on short hikes, take field notes, and perform experiments. There is a great deal of written material, but some of it can be completed before coming to camp. We recommend that Scouts be at least 13 years of age in order to participate.



Geology

1

Scouts in this session will learn to identify gems and minerals and explore the history of rock formations, volcanoes, and earthquakes. Scouts will also learn about various energy sources, including fossil fuels and geothermal energy.

DUAL MERIT BADGE SESSION 1



Fish & Wildlife Management



Mammal Study

Scouts will explore the science and art of studying and managing wildlife. During the week, Scouts in this session will complete a conservation project around camp. All participants should bring some old shoes that can get wet to wear during creek wading. Additionally, some written work is required.



Insect Study

1

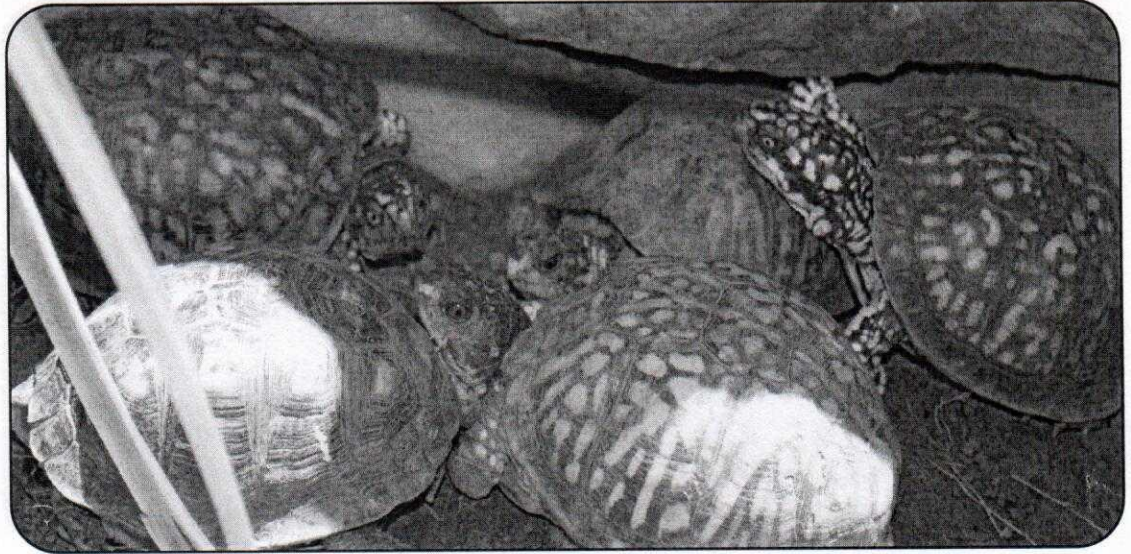
Scouts will explore the strange and fascinating world of insects by learning how they see, hear, taste, smell, and feel the world around them.



Nature

1

Nature merit badge provides an excellent introduction to the Nature area as it surveys the sciences that connect wildlife, habitats, ecosystems, and humans. Activities during the week include hiking, exploring, observations, and discussions. Participants are also encouraged to attend the "frog hunt," a nighttime quest for wildlife observation hosted by the Nature staff at 9:00pm on Tuesday evening.



Reptile & Amphibian Study



Scouts will develop knowledge about reptiles and amphibians in order to lead them to a stronger appreciation for all native wildlife. One requirement will not be completed at camp, as it requires a Scout to keep a reptile or amphibian for at least one month.

Additionally, participants are required to attend the "frog hunt," an evening quest for wildlife observation hosted by the Nature staff at 9:00pm on Tuesday night.

Reptile and Amphibian Study is not recommended for Scouts who are very afraid of snakes, although the week's activities may help lessen any mild fears. The Nature staff is well-trained in the safe capture and handling of venomous and non-venomous snakes.



Weather



Scouts will build a weather instrument and use it to track the weather during their week of camp. An interest or background in weather or meteorology is helpful, as the merit badge requirements are very information-heavy.



Forestry



Scouts will explore the complexity of forest and trees and the resources they provide humans. Scouts will identify many species of trees and plants and the roles they play in a forest life cycle.



Plant Science



Scouts will learn the names and functions of the different parts of plants, gain a basic understanding of photosynthesis, and discover how environmental factors can affect plants. Participants should bring a notebook and adhesive tape to create a leaf collection, or complete it before coming to camp.



Scoutcraft Area



Archaeology

1 ✓

Archaeology is a great session for Scouts of any age! In this hands-on program, Scouts will discover how and why human culture has changed through time. In the same way that Archaeologists investigate past human cultures through material remains, Scouts will participate in an excavation at Raven Knob.



Cooking

2 ✓

Cooking merit badge is required for Eagle. Scouts in this session will be introduced to the principles of cooking that can be used both at home or in the outdoors. Topics covered include food safety, nutritional guidelines, meal planning, and methods of food preparation. We recommend that Scouts be at least 13 years of age in order to participate.



Geocaching

1 ✓

Scouts will learn how a GPS works and how to operate one. Throughout the week, participants will explore several geocaching courses around camp. Experience with Orienteering may be helpful. Scouts may provide their own GPS units or use the ones provided by camp. We recommend that all participants bring a reusable water bottle.



Orienteering

1 ✓

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. In this session, Scouts will set up and complete several orienteering courses throughout the week. A lot of time will be spent walking on the courses around camp, so we recommend that all participants bring a reusable water bottle.



First Aid

2 ✓

First aid—caring for injured or ill persons until they can receive professional medical care—is an important skill for every Scout. This badge is required for Eagle.

Scouts should bring materials for a personal first aid kit to be checked by the Instructor. Scouts must have completed all first aid requirements in the Tenderfoot, Second Class, and First Class ranks in order to participate.

First Aid requirements for Tenderfoot through First Class



Camping

1 ✓

Camping is one of the best-known parts of the Scouting movement and is an essential skill for all Scouts. This merit badge is required for Eagle.




DUAL MERIT BADGE SESSION 1

 **Safety**

 **Fire Safety**


Scouts will learn how to make informed choices in their everyday activities and respond appropriately during emergency situations. Activities include creating a safety checklist for a home, learning about exit plans in different buildings, making an accident prevention plan, and learning how to use fire responsibly in various situations.


 **Pioneering**


2

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. In this session, Scouts will discover the many uses of knots, lashings, and splices and put them into practice by constructing one or more structural projects.


DUAL MERIT BADGE SESSION 2

 **Emergency Preparedness**

 **First Aid merit badge**

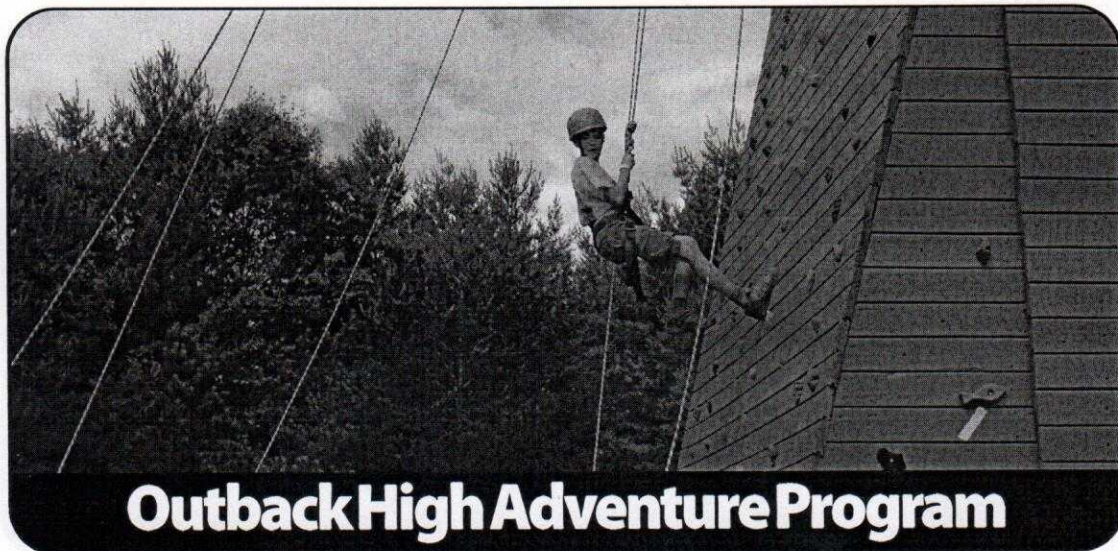
 **Search and Rescue**

Scouts will learn how to be helpful before, during, and after an emergency. Participants will even be able to conduct a mock search-and-rescue mission. Scouts must have previously earned First Aid merit badge in order to participate (this is the first requirement of Emergency Preparedness merit badge).

 **Wilderness Survival**

1

Scouts will learn how to make appropriate plans and manage risks when in the wilderness. Additionally, they will learn how to survive when things go wrong. We recommend that Scouts be at least 13 years of age in order to participate. Building a personal survival kit must be completed before coming to camp and should be sent with the Scout to camp to show to the instructor. A suggested list of what to include can be found at: ravenknob.com/wildernesssurvival.



Outback High Adventure Program

The Outback High Adventure program at Raven Knob provides the opportunity for older Scouts and Venturers to participate in exciting and challenging programs. The programs available appeal to a variety of interests.



Climbing



Scouts will learn the basics of climbing and rappelling and the necessary safety precautions involved. While most of the week will be spent on, in, and around Raven Knob's climbing tower, there will be a field trip later in the week to a local state park where Scouts will have the opportunity to climb on natural rocks, weather permitting. Participants are also required to attend the Open Climbing twilight activity, held Thursday night after Vespers at the climbing tower.

We recommend that Scouts be at least 14 years of age in order to participate. The Climbing Director may allow younger participants based upon his/her judgement.



Mountain Biking / Cycling



Embark on a two-wheel adventure through the back country of Camp Raven Knob and beyond! Cycling merit badge is required for Eagle (alternates: Swimming or Hiking). Scouts who participate all week will complete all requirements for the badge.

Daily activities include learning and practicing the skills needed for a safe mountain biking trip (preparations, riding techniques, and maintenance). The trails and old logging roads of Raven Knob provide excellent terrain to test Scouts of all ability levels. We highly recommend that Scouts be at least 14 years of age to participate.

Scouts are highly encouraged to bring their own bikes and helmets to camp as our resources are limited. Bicycles brought to camp are only to be used during the Mountain Biking program and will be stored with the Mountain Biking gear when not in use. Due to safety concerns we do not allow Scouts to ride bicycles through the camp as they are going from session to session or to their campsites.

Cripple Creek

-The Mountain Man Experience-



The Cripple Creek program at Camp Raven Knob is a week of mountain living experiences like no other! Scouts, Venturers, and leaders who participate will spend all week in the wooded back country of Raven Knob living like the frontiersmen of the mid-1800s, surrounded by towering mountains, pristine streams, and the smell of wood smoke. Challenging adventures await at every turn!



We highly recommend Scouts be at least 14 years of age in order to participate in Outback programs.



Must be at least 14 years of age to participate in Cripple Creek program.

Participants will spend nearly the entire week in the Cripple Creek Primitive Area living like pioneers (without electricity). Activities include knife-making, leatherwork, learning the uses of edible plants, learning how to use wood tools, gem mining, tracking/trapping, cooking with a wood stove and cast iron, learning about our pioneer ancestors, blacksmithing, and black powder rifle shooting. Scouts will complete nearly every requirement for the following merit badges: Cooking, Leatherwork, Metalwork, Rifle Shooting and Woodworking.

Participants and staff will camp in wall tents and prepare their own meals in the Chuckwagon Kitchen. Everyone will also be able to attend the Wednesday night campfire in "downtown Raven Knob."

Scouts and Venturers can come as a group or as individuals. We recommend that an adult leader accompany all groups of five or more Scouts or Venturers. All participants must be at least 14 years of age and have a completed BSA medical form.

More information on Cripple Creek can be found at ravenknob.com/cripplecreek. This page will have recommended gear as well as additional information about who can participate.

ATV Program

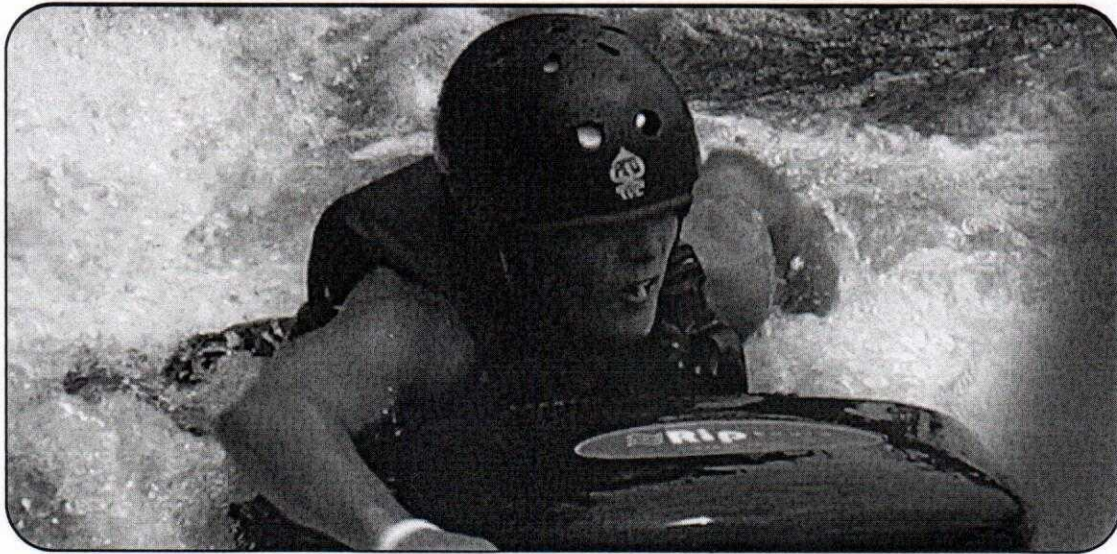


This summer Camp Raven Knob will be offering the All-Terrain Vehicle (ATV) Training Program for Scouts. Join us to learn how to be a safe ATV rider while traversing the hills and hollers of Raven Knob. The training course is an all-week, two-hour session that instructs Scouts the proper way to ride ATVs. During the week Scouts will be learning how to safely control and maintain an ATV while completing the ATV Safety Rider Course.

Scouts must be at least 14 years of age by the time they arrive at camp, without exception.

Participants will need to supply a long-sleeve shirt, work gloves, long pants, and over-the-ankle boots.

Scouts and Scouters can become certified riders through the Polaris ATV Safety Program at BSA Scout camps allowing them to rent and drive off-road vehicles in states that require the training.



RAMPAGE!



Looking for something different? Looking for a program that has a little bit of everything? How about kayaking, canoeing, backpacking, climbing & more? A full week loaded with various high adventure opportunities based at our outpost facility that sits on the New River in Independence, Virginia. Scouts will stay at this outpost facility all week and visit camp for the Wednesday Night Campfire. All food will be provided for the week, with breakfast & dinner being home cooked meals. Scouts will be asked to limit their belongings to one footlocker or backpack.

Backpacking

Ever wanted to hike on the famous Appalachian Trail that goes from Georgia to Maine? During this trek you will enjoy the vast scenery from Grayson Highlands and Mount Rogers, the highest peak in Virginia. On the clear days you can see up to five states, you'll be able to see the stars in the sky like you never had before, and hike with wild horses in the park.

Climbing

Enjoy the heights and adventure from Pilot Mountain State Park. Pilot Mountain offers some of the top climbing in Northwest North Carolina. Scouts will get the oppor-

tunity to take on several different routes on the mountain's endless options and enjoy the scenery from the mountain side.

Kayaking/Canoeing

Right off the edge of the RAMPAGE facility, scouts will have the chance to drop a boat and go down the New River. The New River trek will offer class 2 rapids in either a canoe or kayak for the day. If that doesn't get you going, try hopping on a riverboard and taking on the rapids, like boogie boarding-just on the river.

What to bring

- Rain gear
- Water Bottles
- Sleeping bag
- Backpack
- Backpacking tent w/ ground cloth or hammock with tarp
- Mess kit
- Toiletries
- Sunscreen
- Hat
- First aid kit
- River shoes
- Hiking boots/shoes
- Long sleeve t-shirt or fleece pullover
- Unscented baby wipes
- Insect repellent
- Pocket knife
- Compass



Clothes for each day and activity (water wear, hiking clothes, camp clothes)

Who can participate?

-RAMPAGE! is a co-ed program open to anyone 14 years of age or older. Scouts, Venturers, and adult leaders are all invited to participate.

-All participants should be in general good health and sound physical condition. Participants will be allowed into the program based on the staff's discretion and leader recommendations.



Raven Scouts Program

Each Scout in the Raven Scouts Program learns the basic skills that all Scouts must master to become proficient in camping and outdoor activities. There are two programs available covering those skills that are required for advancement to the ranks of Scout, Tenderfoot, Second Class, and First Class. While designed primarily for Scouts who are new to the Scouting program, and generally those coming to summer camp for the first time, it is not limited to those Scouts.

The Raven Scouts staff will attempt to help Scouts master the basic skills for camping, first aid, ropework, map and compass work, and nature hiking.

Unlike the merit badge program, it is impossible to come to camp and, in a week, complete all of the requirements for First Class. The Raven Scouts staff will do everything in its power to help each Scout become proficient in as many of the Scouting skills as possible. Each Scout will receive credit for those requirements they have completed toward the ranks of Scout, Tenderfoot, Second Class, and First Class. How much each Scout completes is up to them, and it is very possible that two different Scouts will complete different requirements, and that some complete more than others.

Who Should Sign Up?

Unit leaders should consider each Scout individually when deciding whether they should sign up for this program. While a Second Class Scout may gain valuable skills in the program, they may be better served in the merit badge program. Likewise, a 14- or 15-year-old may be in their first summer at camp but may be advanced enough to bypass this program in favor of merit badges.

We encourage Scouts to enroll in only one of the Raven Scouts sessions, not both, as participating in sessions and activities in other areas of camp provides for a more well-rounded camp experience. Additionally, we recommend that Scouts in either one of the Raven Scouts sessions avoid enrolling in Trail to Eagle sessions and other advanced advanced merit badges, as they are generally designed for Scouts who are not in their first year.

Leader Assistance

Leaders are encouraged to work with Raven Scouts participants in the Troop's campsite. A review there can put into practice the skills the Scouts have learned during the week. Additionally, adult leaders are always needed to assist in the Raven Scouts area. Arrangements should be made through the area director.



Scouts enrolled in the Raven Scouts Program are encouraged to not to sign up for Trail to Eagle merit badges or other advanced programs. Scouts who are too young may not be able to successfully complete requirements and/or be removed from the session.



Scouts should only be enrolled in one of the Raven Scouts sessions.

Raven Scouts Program



The Raven Scouts morning session lasts three hours and focuses on the requirements for Scout, Tenderfoot, and Second Class. This popular session is an excellent introductory program for Scouts new to the troop and attending summer camp for the first time. Participants should bring a daypack, reusable water bottle, rain gear, compass, pencil and paper, pocket knife, and Scout Handbook.

Senior Raven Scouts Program



The Senior Raven Scouts Program is a two-hour session that focuses on the requirements for First Class. This program is good for Scouts who may be attending camp for the first time but have been in the troop for a while. Participants should bring a daypack, reusable water bottle, rain gear, compass, pencil and paper, and Scout Handbook.

What to Bring

In addition to regular items to bring to camp, Scouts in the Raven Scouts Program should bring the following items:

- * Daypack
- * Canteen
- * Poncho
- * Compass
- * Pencil and Paper
- * Pocket Knife
- * Scout Handbook

* *These items are available for purchase in the Trading Post.*



Trail to Eagle Area

The Trail to Eagle area offers primarily classroom-based Eagle-required merit badges designed for Scouts in the higher ranks of Scouting. We highly recommend that Scouts under the age of 13 and/or enrolled in either of the Raven Scouts program sessions refrain from enrolling in Trail to Eagle sessions.

Most merit badges sessions in the Trail to Eagle area have Pre-Requisite requirements that must be completed before or after attending camp. Because of the extensive written work required for most Trail to Eagle merit badges, we advise that Scouts enroll in no more than two of these sessions per week. All participants should bring a notebook and writing utensils to each session.



Personal Management



In this session, Scouts will learn about setting short-range and long-range goals, and then investigate different ways to reach those goals. Personal Management is a challenging and time-intensive merit badge and consists of a great deal of written work.



Citizenship in the Nation



This session focuses on the organization and operation of the United States government.



Citizenship in the World



Scouts learn about the meaning of citizenship and the relationship between nations and world organizations.



Communication



This badge requires several written and oral activities strengthening a Scout's communication skills. Scouts that prepare some material before camp will find it easier to complete this badge.



Personal Fitness



The goal of this merit badge session is to foster physical fitness, self-esteem, and confidence within Scouts. Scouts participating in this session should have some degree of physical strength and be prepared to exercise vigorously each day.



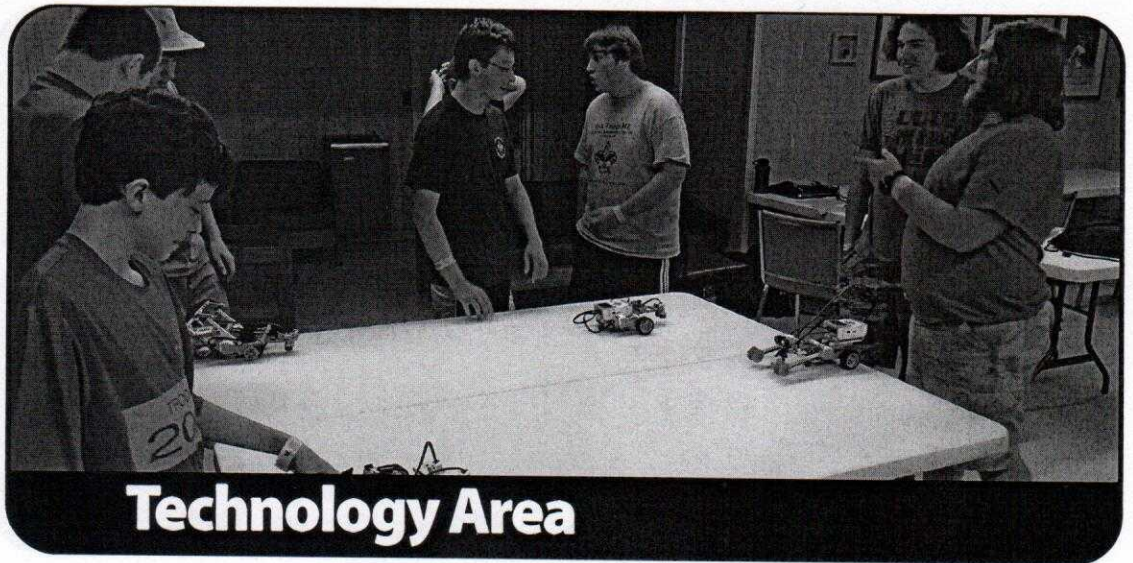
Salesmanship



Scouts participating will learn the basics of retail operations. Scouts will work with the Raven Knob Trading Post to learn how we "run" the business. Although offered by the Trail to Eagle program area, Salesmanship merit badge is not required for Eagle.



Salesmanship is NOT an Eagle required Merit Badge.



Technology Area

The Technology area offers many merit badge sessions and other activities pertaining to the fields of Science, Technology, Engineering and Mathematics (S.T.E.M.). The purpose of the Technology area is to present new challenges to Scouts and offer them an insight into possible vocational opportunities and career paths.



Chess

1

Learn about the game of Chess. This session has something to offer for people of all types. From beginners to experts, learn strategies and skills that will help you improve your Chess skills.



Game Design

1

This session is about what it takes to design games. Scout will learn about game elements, gameplay, and game analysis. Scouts will also design a game and make a prototype.



Nuclear Science

1

Scouts in Nuclear Science Merit Badge will explore a modern technology and power source while evaluating the dangers and safety measures of this type of science.



Digital Technology

1 **5**

Scouts will learn about various technologies of the digital age. Participants will identify the four major parts of computer systems and gain an overall knowledge of how computers work.



Space Exploration

1 **5**

Scouts will explore the mysteries of outer space through discussions and several creative activities. One of the highlights of the week is to construct a model rocket and launch it into the sky.



Astronomy

1

Scouts will learn how activities in space affect our own planet and will bear witness to the wonders of the night sky: the moon, planets, galaxies, meteor showers, and a dazzling array of stars.



Chemistry

1

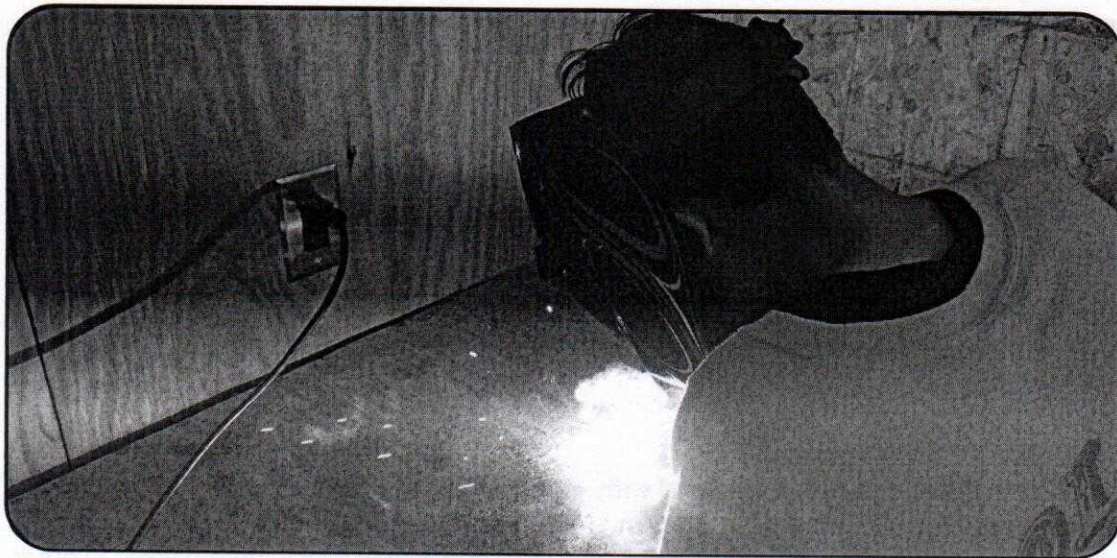
Explore how substances react with each other, how certain forces connect molecules, and how molecules are made are all parts of chemistry.



Animation

1

Learn how to create animations, the way in which animation is used and experienced not only in cartoons and movies but also in everyday life and about fun and exciting career opportunities.



Aviation

1 \$

Spend some time at the Raven Knob Flight School! In this session, Scouts will learn the fundamentals of aviation and put their knowledge into practice by flying radio-controlled airplanes and drones.



Engineering

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Scouts will learn how engineers use both science and technology to turn ideas into reality. Highlights of the week include team-based structural building competitions with various building toys.



Welding

1 1

Scouts will learn how to use several different types of welds to create metal structures. Participants should bring a long sleeve shirt and long pants; all other safety equipment will be provided. We recommend that Scouts be at least 14 years of age in order to participate.

DUAL MERIT BADGE SESSION 2 \$ 1



Movie Making



Photography

Scouts will learn about general and digital photography, film, and video production. Activities include taking photos and shooting/editing short films.

DUAL MERIT BADGE SESSION 2 \$ 1



Robotics



Electronics

Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. In this dual merit badge session, Scouts will explore the functions of electronics by building robots!

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming). Throughout the week, participants will build robots both individually and as a team using a variety of materials.

DUAL MERIT BADGE SESSION 1



Energy



Electricity

Scouts will explore the unique features of numerous energy sources, including hydro-electric, wind, solar, and fossil fuels. In addition, scouts will learn the basics of Electricity.

Special Events & Activities

Camp Raven Knob offers many events and activities throughout the week in addition to our daily program schedule. Highlights are described on this page. Visit ravenknob.com/twilight for a complete listing, tentative schedule and more!

Whitewater Rafting

Camp Raven Knob has partnered with one of West Virginia's premier rafting companies to provide units or individuals the opportunity to raft down the New River. This activity will have Scouts and Leaders leaving early on Tuesday of camp. Scouts will miss Tuesday sessions and can work during the week to make up missed requirements. Visit ravenknob.com/whitewater for more information.

Knob Hike

The Knob Hike is a great way to see beyond the developed parts of camp. Units or individuals who do their own hike to the Knob should sign out at the bridge crossing at the start of the trail. The buddy system should be followed by all Scouts. We ask that hiking to the knob be done before dark. A round trip usually takes around 90 minutes.

Free Swimming and Free Boating

Get a different view of the camp by exploring the waters of Lake John Sobotta! The Aquatics area offers free swimming and boating for any interested Scouts and leaders.

Totin' Chip and Firem'n Chit Instruction

Scouts will have the opportunity to earn these awards during their week at camp by exploring the safety precautions of woods tools and firebuilding.

Open Climbing

On Thursday evening after Vespers, the Climbing staff hosts an open climbing session at the climbing tower. Scouts of all ages and ability levels are invited to climb, weather permitting. Participants in the Climbing merit badge session and Climbing Instructor training program are required to attend.

Frog Hunt

Tuesday evening at 9:00pm, the Nature staff hosts a "frog hunt," a nighttime quest for wildlife observation. While participation is required for Scouts in Reptile and Amphibian Study merit badge, all other Scouts are also invited and encouraged to attend.

Troop Shoots

Troops are invited to sign up at the Sunday evening Leaders' Meeting for troop shooting events to be held Monday and Tuesday evenings after supper. Troop Shoots are available on all three ranges: archery (no fee), rifle (\$1 per participant), and shotgun (\$5 per participant).

Open Handicrafts

Scouts are invited to braid paracord survival bracelets or even bring their own t-shirts for silk screen printing and/or tie-dyeing. Handicrafts staff members are also available during these times to assist Scouts with finishing up any required craft projects for their merit badge sessions.

Open Nature

The Nature area is open to Scouts, leaders and visitors on Wednesday evening prior to campfire. Stop by and see the snakes, turtles, and other creatures! And of course, no visit to the Nature area would be complete without observing the Weather Rock.

Chess Tournament

On Thursday evening after Vespers, the Technology staff hosts a chess tournament for any interested Scouts. All skill levels welcome!