## **JUST FOR SCOUTMASTERS**



## <u> Training Schedule</u>

These courses are official training sessions of The Boy Scouts of America (BSA) and can and will be offered each week.

- Leave No Trace Awareness Monday 3:00-5:00 pm
- Weather Hazards Tuesday 1:00-2:00 pm
- Climb On Safely- Wednesday 4:00 5:00 pm (the climbing wall will be shut down 60 min. early)
- Trek Safely- Thursday 1:00-2:00 pm
- Safe Swim Defense and Safety Afloat- Friday 10:00-11:00 am
- Leader Specific Training is only available when a Council trainer is in camp. We will try to have one at camp every week.

Weather Hazards can also be taught at camp, but is only taught by request and if we have a trainer with a open schedule

Activities for Scoutmasters

- 1. Dutch oven cooking
- 2. Iron Chef competition \*\*
- 3. Belly flop contest
- 4. Frisbee Golf
- 5. Scoutmaster Shoot- 22's, shotgun, archery
- 6. Dodge ball vs. Staff
- 7. Scoutmaster Merit Badge
- 8. Scoutmaster Lunch with the GYC Scout Executive on Thursdays.
- \*\* The first 6 teams to sign up are eligible to participate. A chef and 2 sous chefs compete against each other with a one-hour time limit. A secret ingredient will be announced at the start, which must be the highlight of a meal prepared by the team and judged by a staff committee of judges. All ingredients provided from the pantry of our Camp Cook Staff. Unit/campsite determines the team members, does not have to include an adult, your choice.

## Camp John Mensinger Camp Leaders' Merit Badge Application

Leader Name

\_\_\_\_\_ Unit# \_\_\_\_\_ Date\_\_\_\_\_

The CJM Scoutmaster Merit Badge is an award that may be earned by adult leaders in camp. The purpose of the merit badge is to encourage leaders to get more involved in camp programs and have a more interactive experience at CJM. In order to earn the CJM Scoutmaster Merit Badge, leaders must complete ten of fifteen requirements including the five mandatory requirements. Applications must be turned in by 5:00 PM on Friday to the Camp Office.

*1. Visit all program/support areas:		Day	Staff	Initials
Waterfront Area			_/	
Swimming Pool			_/	
Woodsman			_/	
ScoutCraft			_/	
Handicraft			/	
Nature			/	
Archery Range			/	
Rifle Range			/	
Shotgun Range			/	
Climbing Wall			/	
Health Lodge			/	
Trading Post			/	
*2. Participate in two of the following training opportunities:				
Safety Leadership (includes Safe Swim				
Defense and Safety Afloat)		<u> </u>	_/	
Climb on Safely			_/	
Trek Safely			_/	
Other Training			_/	
*3. Assist with Woodsman or Merit Badge Instruction			/	
*4. Participate in camp improvement project		<u> </u>		
*5. Complete Camp Survey Form				
6. In your campsite, teach skills to Scouts enrolled in Woodsma	in	<u> </u>		
7. Attend Scoutmaster's Lunch w/Scout Exec		<u> </u>		
8. Attend Order of the Arrow Fellowship		<u> </u>		
9. Assist in supervising a free swim or free boating		<u> </u>		
10. Conduct a troop swim, canoe, hike or bike trip at camp		<u> </u>		
11. Participate in Scoutmaster's Shoot				
12. Prepare a troop meal in campsite				
13. Attend Scoutmaster Meeting(s) S M	т	10/	-'	F
14. Invite someone to visit your campsite (non-staff)	· '	_		_ '
15. Take a Nap		<u> </u>		
15. Take a Nap		<u> </u>	_/	
Please mark what year this is for you earning the SM MB				
1. (The Main SM Patch) 2. (William D. Boyce) 3. ("Gre	een Ba	ar Bill"	Hillcou	urt)
4. (James E. West) 5. or more (Baden Powell)				

\*Mandatory Requirement

(page left blank intentionally)