

Camp Boddie Program Guide

*Ahoy, young adventurers! Welcome to **The Pirate's Return** summer camp, where the spirit of the high seas comes alive! Get ready to embark on a thrilling journey filled with treasure hunts, daring quests, and swashbuckling fun. Whether you're a fearless captain or a clever deckhand, this summer promises excitement, teamwork, and unforgettable memories. Prepare your maps and sharpen your wits – the pirate adventure of a lifetime is about to begin!*

One of the best reasons to attend Camp Boddie is the wide variety of program opportunities for both younger and advanced Scouts. We make every effort to offer several programs that meet the needs of your Scouts. Here are some things to take into consideration when planning your camp program:

- Summer camp is a great time to work on both merit badges, and rank advancement opportunities. We encourage enrolling in merit badge classes, when registering, and taking advantage of additional Twilight opportunities.
- There are a few merit badges that are more difficult to complete. When registering, please remember to take into consideration this fact. It is not recommended to overload on complex badges, as this can potentially take away from the intended FUN of summer camp.
- Some merit badges cannot be completed during summer camp, and as such, they will have Prerequisite Requirements. It is up to the Scout to complete the necessary prerequisite work, and have it with them when they arrive to camp. If the Prerequisite work is not completed, the Scout will be moved to another class.
- Scouts are encouraged to try something new at camp. Take a merit badge in Handicraft, Nature, or Aquatics. Go on a hike to experience nature. Take a chance and step out of your comfort zone a little. Camp is a place to experience new things.
- Come to camp prepared. Have patrols already organized and elect patrol leaders before camp. Give the patrols their own tasks to complete and have the patrol leaders represent the group at camp.
- Setup camping areas for each patrol. Your campsite is your home for the week, so work at making it comfortable by bringing banners and flags to dress it up.
- Build Troop Gateways!! Starting this year, we will be judging Troop gateways. The Troop with the best gateway will be recognized at campfire on Friday night.
- Don't forget to schedule rest. That's right. Too often, you don't take the time to sit and enjoy the beauty at camp around you. Don't keep at such a pace that you miss the trees, the nature, and the clean fresh air.
- Be spirited. The troop that comes to camp with ideas and spirit makes the rest of camp come alive. Bring your troop cheer to camp and show everyone that you're number one.
- Be flexible! Our courteous staff will do their best to help you, but sometimes things happen that are beyond anyone's control.
- Communicate. If you have a special need or want to do something, tell us so that we can help you make the most of your week at camp.

Levels of Difficulty

Listed in parentheses after each merit badge/activity is a letter that indicates its difficulty.

- (A) – Easy merit badge/activity, appropriate for all scouts.
- (B) – Appropriate for advancing Scouts with two or more years in Scouting
- (C) – Difficult merit badge/activity, for older Scouts with three or more years in Scouting.

Completing Requirements After Camp

Sometimes it is not possible to complete all the merit badge requirements at camp due to time requirements, approvals and/or proper instruction. As a result, Scouts will receive a partial at camp and are encouraged to find an approved Position-Specific Trained Merit Badge Counselor. For in-council units attending Camp Boddie, camp leadership will work with unit leaders to help find a Registered Merit Badge Counselor for any incomplete badges.

Aquatics

MB/Activity	Difficulty	Location	Req's Taught	Req's NOT Taught	Items to Bring	Notes
Canoeing	B	Waterfront	Complete	None	Swimsuit, towel, watershoes	Must pass swim test
Kayaking	B	Waterfront	Complete	None	Swimsuit, towel, watershoes	Must pass swim test
Motorboating	B	Waterfront	Complete	None	Swimsuit, towel, watershoes	Must pass swim test
Small Boat Sailing	B	Waterfront	Complete	None	Swimsuit, towel, watershoes	Must pass swim test
Lifesaving	C	Pool	Complete	None	Long pants, long sleeve button down shirt, belt, watershoes, swimsuit, towel	Prerequisite - Complete Swimming MB
Swimming	B	Pool	Complete	None	Swimsuit, towel	Must pass swim test
Instructional Swim	A	Pool	N/A	None	Swimsuit, towel	Designed to help Scouts pass the swim test
Mile Swim	C	Pool	Complete	Stamina	Swimsuit, towel	Must pass swim test, requires supervision
Paddle Craft Safety	C	Waterfront	Complete	Paddle Craft Safety does not include training for CPR and First Aid. For PCS to be valid, a current CPR and First Aid certification must accompany it.	Swimsuit, watershoes, towel	Must pass swim test. Adults and scouts at least 16 years old. Earn canoeing and kayaking MBs. Adults have the knowledge

						and skills.
Swimming and Water Rescue		Waterfront				
SUP	C	Waterfront	Complete	None	Swimsuit, watershoes, towel	Must pass swim test.
Snorkeling		Pool				
ARC Lifeguard						

Range and Target Activities

Archery	C	Range	May complete depending on ability	None	N/A	Physical strength and stamina required to be able to draw back the bow.
Rifle	C	Range	May complete depending on ability	None	N/A	Shooting experience recommended. Recommended age 11 years old. Must attend safety briefing Sunday evening. The 3:30 session of the Rifle class will be the muzzleloader option
Shotgun	C	Range	May complete depending on ability.	None	N/A	Physical strength and stamina required to hold shotgun. Shooting experience recommended. Recommended age 12 years old. Must attend safety briefing Sunday evening.

Rifle Merit Badge

- Class size is limited to 8 per session.
- Scouts should be at least 11 years old to participate in this merit badge.
- Each participant must wear both eye and hearing protection. Both are provided by Camp staff.
- On Sunday, there will be a safety briefing for all Scouts taking this merit badge. Participation in the briefing is mandatory. If a Scout does not attend the briefing, they will be dropped from the class, and given the option to select another badge in its place.
- The 3:30 session of the Rifle Merit Badge will be the muzzleloader option (Requirement 2 Option C) of the class. Please pay attention to this when registering.

Shotgun Merit Badge

- Class size is limited to 8 per session.
- Scouts should be 12 years old to participate.
- Each participant must wear eye and hearing protection, provided by Camp staff.
- On Sunday, there will be a safety briefing for all Scouts taking this merit badge. Participation in the briefing is mandatory. If a Scout does not attend the briefing, they will be dropped from the class, and given the option to select another badge in its place.

Davy Crockett Award

This recognition is available for Scouts that complete all three shooting sports merit badges during their week stay at camp. Merit Badges earned prior to camp do not qualify people for this award. Leaders should schedule Scouts for classes accordingly.

Handicraft

Basketry	A	Handicraft	Complete	None	N/A	N/A
Game Design	B	Handicraft	Complete	None	Notebook, pen or pencil	N/A
Pottery	B	Handicraft	Complete	None	N/A	N/A
Wood Carving	B	Handicraft	Complete	None	Scouts need to bring their Tot'n Chip to class	Must have Tot'n Chip
Model Design & Bldg	B	Handicraft	Complete	None	Please bring a small model kit for class	N/A
Moviemakin g	B	Handicraft	Complete	None	Cell phone or digital camera	

Ecology/STEM

Astronomy/S pace Exploration		Rawls	Complete depending on weather		Scouts need a field notebook	N/A
Bird Study		Eco	1, 2, 3, 4, 6 ,8, 10, 11, 12 Incomplete	We will start 5 and 7 during camp,may not finish	Scouts need a field notebook	N/A
Environment al Science		Eco	Complete	N/A	Field notebook	N/A
Forestry		Eco	Complete	N/A	Field Notebook	N/A
Geology		Eco	Complete	N/A	Field Notebook	N/A
Insect Study		Eco	1a, 1b, 2a, 2b, 2c, 2d, 3a, 4a, 4b, 4c, 4d, 5a, 5b1, 6a, 6b, 7a, 7b, 8a, 8b, 9 Incomplete	4b	Field Notebook	N/A
Mammal Study and Nature		Eco	Complete	N/A	Field Notebook	N/A
Reptile/Amp hibian Studies		Eco	1, 2, 3a, 3b, 3c, 3d, 4, 5, 6, 7, 9b, 9c, 10 Incomplete	8a	Field Notebook	N/A
Weather		Eco	Complete	N/A	N/A	N/A
Digital Technology		Rawls	Complete	N/A	N/A	N/A
Engineering		Rawls	Complete	N/A	N/A	N/A
Mining in Society		Eco	Complete	N/A	N/A	N/A
Electronics		Rawls	Complete	N/A	N/A	N/A

Animal Science

Animal Science	B	Tee-Pee	Complete	None	N/A	N/A
Horsemanship	C	Tee-Pee	Complete	None	Jeans, and boots with a heel are required.	Scouts must attend Sunday briefing. Minimum age is 12.
Veterinary Medicine	B	Tee-Pee	Complete	None	N/A	N/A

Please note, registration for Horsemanship will open at a later date. A message will be sent out to all units who have already registered as to when it will be made available ahead of time

Scoutcraft

Camping	B	Scoutcraft	Incomplete	4b, 5e, 7b, 8d, 9a, 9b, 9c		Preliminary work in 8C, esp planning the camp menu, recipes and ingredients list can and should be done prior to camp.
Cooking		Scoutcraft	Incomplete	2c, 4a, 4b, 4c, 4d, 4e, 4f, 5d, 5e, 5f, 5g, 5h, 6c, 6d, 6e, 6f	Paper and pencil	Scouts will be prepared to complete req 4 at home. Scouts will be prepared to complete reqs 5d, 5e, 5f, 5g, 5h. 6d, 6e. 6f on a unit backpacking trip. Prelim work on 5a, 5b, 5c, 6a, 6b, 6c should be

						done prior.
Geocaching		Scoutcraft	Incomplete	Scouts will be prepared to execute Rq 7 and 9 upon returning home.	Paper and pencil	N/A
Orienteering		Scoutcraft	Complete			
Pioneering		Scoutcraft	Complete			
Search and Rescue		Scoutcraft	Complete			
Fishing		Eco	Complete		Scouts can bring their own fishing gear	Scouts need eye protection and a wide brimmed hat

Leadership Development

Citizenship in the Nation		Hodges	Complete			
Citizenship in the World		Hodges	Complete			
Communication		Hodges	Complete			
First Aid		Hodges	Complete			
Emergency Preparedness		Hodges	Complete			
Public Speaking		Hodges	Complete			
Journalism		Hodges	Complete			
American Cultures		Hodges	Complete			

Trade Skills

Metalwork	C	Metalwork Shed	Complete			
Welding	C	Maintenance	Complete			

Other Badges

Cycling	C	Activity Field	Incomplete			

Trailblazers Program (First Year Camper)

Get your new Scouts started in the right direction while enjoying their first camp experience!

The FYC / Trailblazer program is for young Scouts who may be attending summer camp for the very first time or need help in working on Tenderfoot, Second Class, or First Class Advancement.

There are five basic goals for the FYC/Trailblazer Scouts program:

- 1) To provide a well-organized program based upon the patrol method and led by a qualified instructor.
- 2) To teach participants basic skills necessary to succeed in Scouting and to enjoy outdoor programs.
- 3) To instill in the youth a respect for Scouting's methods and ideals.
- 4) To maintain a ratio that is comparable to an average patrol: 8-10 scouts for every patrol guide.
- 5) To provide an exciting and memorable summer camp experience that motivates youth to be active in troops and continue Scouting.

Youth will be split into patrols of 8-10 Scouts, focusing on the same rank: Tenderfoot, Second Class, or First Class. While in the FYC program, Scouts will cover a vast majority of the basic rank requirements.

It is expected that any Scout participating in the FYC program will be Scout rank. Any Scout not at the rank of Scout upon arrival to Camp will have the opportunity to complete the necessary requirements during open programming.

Tenderfoot	1a,1b,1c, 2a, 2b, 2c, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b, 7a, 7b, 8, 9	
Second Class	1b, 1c, 2a, 2b, 2c, 2d, 2e, 2f, 2g, 3a, 3b, 3c, 3d, 4, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6d, 6e, 8a, 8b, 9a, 9b	
First Class	1b, 2a, 2b, 2c, 2d, 2e, 3a, 3b, 3c, 3d, 5a, 5b, 5d, 6a, 6b, 6c, 6d, 6e, 7a, 7b, 7c, 7d, 7e, 7f	

On Thursday night Scouts will depart for an overnight off-site campout to complete the camping requirements for Tenderfoot requirements 1, 2, and 3- and Second-Class requirement 3b.

What to Bring: All Scouts should bring a current edition Scout Handbook, rain gear, water bottle (two would be best), flashlight, backpack suitable for hiking with gear, sleeping bag, sleeping pad, ground cloth, 2-man tent (if available from troop), spoon, drinking cup, small unbreakable bowl/plate, and items to create a first aid kit.

*****New for 2026*****

There will be a \$45 program fee associated with the First Year Camper Program. This fee includes a FYC/Trailblazer hat, folding pocket knife for those Scouts who earn the Tot'n Chip, and a unique FYC/Trailblazer patch.

The FYC program will run during the morning. After lunch, Scouts participating in the FYC program will be able to take merit badge classes. There will be sessions in the afternoon that are suitable for young Scouts.

Just for Adults

Adult Leader Merit Badge

Why should the Scouts be the only ones getting all the cool patches? Throughout the course of the week, all adult leaders will be able to work towards completing their own merit badge requirements. The merit badge will require them to visit and complete tasks across camp, along with pitching in and giving a helping hand during the week.

To earn the Adult Leader Merit Badge, leaders must complete the following:

- 1) Spend two hours working with the Camp Ranger on a conservation project.
- 2) Work alongside kitchen staff for one meal during the week.
- 3) Spend at least two hours helping out on the waterfront or at the pool.
- 4) Help in two separate program areas during the week.

The Camp Commissioner will have the forms available for Adults wanting to complete the Adult Leader Merit Badge. The requirements must be completed prior to Friday, so the Camp Commissioner has time to verify and ensure awards are ready for the Campfire Friday night.

Adult Leader Training

This section is in development, and will be updated once training offerings have been confirmed.

Corn Hole Tournament

The ever popular game will be available for drop-in games all week, allowing leaders the ability to practice and refine their skills. However, each week, on Tuesday, we will be hosting a Corn Hole Tournament for the Adults on camp. Feel competitive? Come to the Trading Post to sign up for the tournament!

The Scoutmaster Lounge

Looking for a place to cool off during the heat filled days of an Eastern NC summer? We offer a comfortable Scoutmaster Lounge, with ice cold AC, comfy couches, and wi-fi. The Lounge will be available from 9am-8pm daily.

Top Chef

While the youth are off earning their Cooking Merit Badge, the adults have a chance to earn a Top Chef title, with a trophy. Every Thursday during camp, we will be hosting a Top Chef cooking competition. Participants can utilize dutch ovens and foil pouches, over open fire or camp stoves to create their dishes. The competition will take place in Mickie's Corner, located near the aquatics area. In order to participate in the completion, you must sign up by Tuesday evening with the Camp Commissioner. Rules for the competition will be posted in the Appendix of the Resource Guide.

Just for Fun

Open Programs

Throughout the week, Scouts may participate in open program activities in the various program areas. Scouts may use the swimming pool, the waterfront, and many other open areas during these times. The schedule of open program activities will be posted weekly.

Tubing

Get pulled behind a motorboat while you sit in a rubberized donut. This activity is limited, fills up fast, and is a blast for all involved.

Scoutmaster & SPL Shoot

All leaders and SPLs are invited to participate in the Camp Boddie Turkey Shoot. You have 5 shots on the rifle range, 5 on the shotgun range, and 5 on archery. May the odds ever be in your favor!!

Range and Target Open Shoot

The ranges at Camp will be open during open program times for Scouts to come down and shoot “just for fun”. Some of the ranges will have a small fee just to help cover the cost of ammunition. Open shoots are just for fun and are NOT merit badge programs.

Tomahawk Throwing

During the week, the tomahawk range will be set up for Scouts and adults to come and try their hand at throwing tomahawks.

Cowboy Action Shoot

Every Tuesday evening, there will be a Cowboy Action Shoot set up at the range. Get your ticket from the Trading Post, and try your hand at some old world shooting!

Black Powder Shoot

On Thursday evenings, take a few shots at the targets with muzzle loader rifles. First 8 to get their tickets from the Trading Post get to participate.

The Hotstepper

Something new this year (2026), THE HOTSTEPPER award. For the youth and the adult with the most steps walked during the week, they will be recognized during the Campfire on Friday evening. For the most accurate tracking, use of a smartwatch is needed.

Program Fees

The Salty Scout Outpost

Our newest Program offering for 2026, The Salty Scout Outpost, a Wilderness Navigator and Survival Program. This program is being offered with limited slots, and is designed for scouts 13 and up.

This program covers the week of camp, and will take place in an outpost located on camp property.

The “Salty Scout Outpost” survival program will transform participating Scouts into modern-day survivalists, honing their skills to navigate, survive and thrive in the wilds found across the globe. Drawing inspiration from historical explorers, trappers and pioneers who braved the elements, this program will emphasize hands-on learning and practical application of essential wilderness skills.

Each day will focus on a different aspect of wilderness living, culminating in a practical application or challenge. Activities will be designed to be engaging, educational and physically challenging within a safe, supervised environment.

Arrival to ECSR on Sunday

- Check in at Hodges Building with Troop
- Camp tour with Troop Guides.
- Swim check at the pool.
- Opening flag ceremony
- Supper
- Opening Campfire
- Salty Scout Outpost participants will be taken to the Outpost to begin their week.

Day 1: Navigating the Uncharted Waters (Orientation & Land Navigation)

- Introduction to the Wilderness Program and "Salty Scout" ethos.
- Compass and Map Skills: Advanced orienteering techniques, declination, triangulation.
- Pace counting and estimating distances.
- Introduction to GPS (basic understanding and limitations in true backwoods scenarios).
- *Practical:* Advanced orienteering course with multiple checkpoints.
- Scouts will utilize metalworking skills and leatherworking skills to craft a fixed blade knife from a railroad spike, and a leather sheath and belt.

Day 2: Shipwrecked & Resourceful (Shelter & Water)

- Primitive Shelter Building: Lean-tos, debris huts, natural shelters. Emphasis on insulation and protection from elements.
- Water Procurement & Purification: Solar stills, filtration methods, boiling, natural indicators.
- *Practical:* Scouts construct personal primitive shelters and demonstrate water purification techniques.

Day 3: Foraging the High Seas & Shores (Fire & Food)

- Advanced Fire Starting: Bow drill, hand drill, flint and steel. Safe fire lays for various purposes.
- Camp Cooking Techniques: Open fire cooking, reflector ovens, Dutch oven basics.

- Edible & Medicinal Plants (Ethical Foraging): Introduction to common local plants (identification, preparation, cautionary tales). *Strict supervision and emphasis on "look but don't touch" for unknown plants.*
- *Practical:* Scouts demonstrate fire starting and cook a simple meal over their own fires.

Day 4: Rope, Knots, & Pioneers (Pioneering & Wilderness Tools)

- Advanced Knots & Lashings: Square, round, diagonal, shear lashings for practical structures.
- Basic Axe & Saw Safety & Use: Proper techniques for processing firewood and small pioneering projects.
- Introduction to Primitive Tools: Discussion on historical tools and their modern equivalents.
- *Practical:* Scouts work in patrols to construct a small pioneering project (e.g., a signal tower, a sturdy camp gate).

Day 5: The Final Voyage (Survival Scenario & Emergency Preparedness)

- Wilderness First Aid Review: Focus on common backcountry injuries and improvised treatment.
- Signaling for Help: Ground-to-air signals, whistle signals, mirror signaling.
- Developing a "Survival Mindset": Mental preparedness, decision-making under stress.
- *Practical:* Simulated survival scenario requiring the application of learned skills (e.g., "lost" in a designated area, requiring navigation and signaling to be "rescued").
- Day 5 activities will wrap up by 3pm. The Scouts will be taken back to Camp Boddie to their Troops campsite, and be given time to shower.
- Evening flags with their Troop.
- Supper
- Closing campfire

IV. Merit Badge Opportunities:

This program will provide direct instruction and opportunities to complete requirements for the following Merit Badges:

- **Wilderness Survival (Primary Focus)**
- **Orienteering (Significant Overlap)**
- **Pioneering (Significant Overlap)**
- **Camping (Selected Requirements, e.g., cooking, shelter)**
- **First Aid (Selected Requirements, wilderness context)**
- **Environmental Science (Selected Requirements, ethical foraging/Leave No Trace)**

(Note: Some requirements may need to be completed outside of the core program time or through individual follow-up with counselors.)

