

PROGRAM GUIDE

SCOUTS BSA SUMMER CAMP

20



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UPDATE LOG

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CAMP-WIDE PROGRAMS & ACTIVITIES

Camp Tuckahoe offers diverse and numerous reasons for attendance, as varied as our campers. However, one thing is certain: the best memories are often those shared with friends! Camp Tuckahoe provides various program opportunities for troops to enjoy together.

FLAG CEREMONIES – Daily, 7:45 AM and 5:45 PM

Demonstrate your patriotism by attending daily flag ceremonies or volunteer to assist the color guard with their duties. Our daily assemblies offer chances for communication and recognition, so make sure to arrive on time at Parade Field!

THEME DAYS

We like to have fun at camp and dive into our theme and various activities. Have fun with it: dress to impress!

- Aloha Tuesday: Wear your favorite aloha shirt and get ready for the exciting cardboard canoe race.
- Order of the Arrow Day (Thursday): Proudly wear a lodge shirt or OA shirt and sash all day long.
- Freedom Friday: Celebrate America 250 by dressing in red, white, and blue for our patriotic day of fun.

TRAIL RUN – Monday and Friday, 7:00 AM

What better way to start your day than with a little exercise? Members of our staff will lead participants on a run around camp to prove our commitment to remain physically strong. The Trail Run complements our Paddleboard Yoga program, and many Scouts choose to participate in both during the week. Meet outside of the Trading Post! Run ranges from 1-3 miles, all paces welcome.

PADDLEBOARD YOGA – Monday and Friday, 7:00 AM

There is no better way to start a day at camp than by watching the sun rise at Memory Lake. Scouts and adults are welcome to join us in a directed yoga session to stretch out and start the day feeling great. Be careful, though, depending on how strong your balance is, you might start your day with a splash. Limited spots are available each day and sign-ups will be available at camp.

POLAR PLUNGE – Wednesday, 7:00 AM

Early risers will relish this activity. Gather at the lake before breakfast for a quick dip in the “frigid” water. There’s no better way to wake up and start your day! Those who do participate will be able to buy a special patch commemorating their accomplishment.

TUCKAHOE LUAU – Tuesday, 7:30 PM

There’s no better way to relax and refresh your spirits on a hot summer night than by participating in the Camp Tuckahoe Water Carnival! The night is filled with cardboard canoe races, water sports, free swim for all swimming levels, and our ever-popular Leader’s Belly Flop!

Cardboard Canoe Race rules:

- Each troop may enter one cardboard canoe per troop or every seven (7) Scouts.
- Must be able to safely fit and float two (2) Scouts wearing life jackets that are a swimmer.
- The canoe may only be made of cardboard and duct tape. No other material can be used.
- The cardboard canoes may be made at home and brought to camp.
- The canoe must be human-powered, and cardboard and duct tape paddles may be used.



INTERFAITH CHAPEL SERVICE – Wednesday, 7:15 PM

A Scout is reverent, and all are welcome to join in the fellowship of interfaith worship. This short service provides a perfect opportunity to focus our thought on the high ideals of Scouting. The service will be held at the beautiful Outdoor Chapel, located beside the pavilion.

DISCOVER SCUBA- Wednesday, 7:00 PM

Camp Tuckahoe has partnered with West Shore Scuba to offer this fantastic program. Participants will take the PADI Scuba class at our pool that will complete many, but not all, of the requirements for the Scuba BSA Award. Every participant must complete an additional release form. **Any participant marking “yes” to any of the medical conditions listed on the release form must receive a physician's prior written approval to participate.** This program costs \$40 per person, which will cover additional instruction and equipment rental.

ESCAPE ROOM - Wednesday, 7:30 PM

Like solving puzzles or overcoming challenges? The Tuckahoe Escape Room might be the event for you. Two escape rooms will be set-up for Scouts to test their skills and see if they can solve the puzzles to make it out in time.

THE GREAT GAGA THROWDOWN - Wednesday, 7:30 PM

Put your agility, strategy, and reflexes to the test in our Great Gaga Throwdown. Whether you're a seasoned Gaga pro or new to the pit, this action-packed event promises fun and excitement for all. Jump into the pit, dodge, strike, and see if you have what it takes to be crowned the ultimate Gaga champion at Camp Tuckahoe!

GAME NIGHT - Wednesday, 7:30 PM

Get ready for an evening of fun and friendly competition!

- Magic: The Gathering Tournament: Bring your best MTG deck and face off against other Scouts in an epic battle of strategy and skill. Don't have a deck? Come along to cheer on your fellow Scouts and enjoy the excitement.
- Chess Tournament: Test your strategic thinking in one of the oldest and most respected games of all time. Compete head-to-head in either our Scout or adult division and see if you can claim the title of Chess Champion.
- Mario Kart Tournament: Rev your engines and race to the finish line in this fast-paced, action-packed competition! Dodge shells, speed past your opponents, and aim for glory as the ultimate Mario Kart champion.

Whether you're a gamer, strategist, or just here for the fun, Game Night has something for everyone!

ORDER OF THE ARROW DAY – Thursday, All Day

The Order of the Arrow has been providing service to Scouting since its beginning in 1915, and Camp Tuckahoe honors that legacy by holding an “OA Day” each Thursday in our camping season. Members of the Order, regardless of their lodge or council affiliation, are invited to wear their sashes with their uniforms on this day. Other OA events that may be scheduled during the week may include a Call-Out Ceremony. While we welcome all candidates from other lodges in our Call-Out Ceremony, only units that provide us with written permission from their home lodge can have newly elected Scouts called out for OA membership.

TIE-DYE LAB - Thursday, 7:30 PM

Have a shirt you would like to tie-dye? Or, did you just purchase a new Camp Tuckahoe shirt and want to make it unique? Stop by Handicraft to tie-dye your shirt, or other articles, with our staff who will be there to assist you in creating the best design.



GLOW NIGHT - Thursday, 8:00 PM

Get ready for an evening of fun and friendly competition!

- Glow Climb: Glow Climb combines the fun of climbing and the beauty of the sunset. Head to the climbing tower to get your glow sticks and climb to the top of the tower.
- Glow Capture the Flag: In our Cub World, Scouts will engage in a head-to-head competition to determine which team can successfully capture the opposing team's flag.
- Glow Ultimate Frisbee: Ultimate Frisbee is already quite the sport, but it takes on an even more extraordinary experience at night, especially when the frisbee emits a mesmerizing glow.
- Glow Golf: Do you believe you have the skill to make a hole-in-one on our camp course, or will you be yelling "fore"?

MILE SWIM – Daily, Open Program

Any youth or adult wishing to test their endurance should strive to join the exclusive company of Mile Swimmers. Participants will have the opportunity to swim for distance each afternoon, building up to the final session in which everyone attempts to swim one mile. You must attend at least three (3) of the four (4) training days leading up to the full mile on Friday.

UNIT CHALLENGES

Does your troop have what it takes to prove its dominance in basketball, volleyball, soccer, or ultimate frisbee? The Senior Patrol Leaders' Council will coordinate inter-troop matches, but a truly confident troop may even challenge the ultimate sporting opponent – Camp Staff!

CONSERVATION PROJECT – Daily, By Appointment

A Scout is helpful! Anyone interested in performing a project for the betterment of camp can coordinate the project with our Camp Ranger. No special skills are needed!



MERIT BADGE INFORMATION

Supporting Scouting's advancement philosophy, opportunities offered at camp are geared toward rank advancement. Advancement is not the principal objective of the camp program. There needs to be time for fun and to bring a positive, successful, outdoor camping experience to all Scouts and leaders. If a Scout comes to camp and does nothing but work toward advancement, the program is incomplete.

A Scout attending summer camp must make many important decisions. Of these, selecting merit badge classes may be one of the most important. Ambitious Scouts may make the mistake of trying to cram too many classes into a single week, while their less motivated counterparts may avoid challenging themselves. As Leaders, you may be called upon to advise Scouts in both of these situations. On the following pages, you will find a table that summarizes some information you will find helpful when framing your advice.

MERIT BADGES (OR SPECIAL PROGRAM)

Camp Tuckahoe will offer 50+ merit badges and several special recognition awards this summer. Leaders register all Scouts for merit badge classes in the Tentaroo system. During the week, leaders can track advancement progress through Tentaroo. Leaders can also download final advancement reports and print blue cards any time after camp.

PROGRAM AREAS

We offer merit badges throughout each department. Individual merit badge classes may meet in alternate areas, but advanced notice of any change will be provided in class or at camp assemblies. The distance between program areas should be one of the critical considerations in preparing your Scout's schedule. The travel time between classes is limited, so encourage your Scouts to plan accordingly.

DIFFICULTY

The counselors at Camp Tuckahoe believe that any Scout should be able to earn any badge we offer, though some will prove more challenging than others. To help you guide your Scouts to set realistic goals, we have carefully evaluated all of our merit badges based on three criteria:

1. Does the badge require a Scout to acquire complicated skills or uncommon knowledge?
2. How much time would the average Scout need to study or practice outside of class?
3. Are there time-consuming requirements to be completed outside of camp?

Based on our analysis, we have assigned each merit badge a difficulty rating from 1 (easier) to 3 (harder). We must stress that we offer these ratings purely for planning purposes. No Scout should ever be discouraged from attempting to earn a "difficult" badge if it interests them, nor should any Scout regard a "partial completion" as equivalent to a "failure."

PREREQUISITES

The listed requirements should be completed prior to arriving at camp, although failure to do so will not prevent a Scout from taking the class. In some cases, the Scout will be quizzed to ensure that they have acquired the requisite skill. In other cases, direct evidence of the finished work should be brought to camp. Appropriate evidence will vary depending on the requirement in question, but completed projects, papers, photographs, and journals are examples. In a few cases, the counselor may accept a note from a parent or Scoutmaster as evidence.





ART

Times Offered:	10:00 AM
Location:	STEAM
Prerequisites:	None
Materials Needed:	None
Difficulty:	1



ARCHERY

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



BASKETRY

Times Offered:	3:00 PM
Location:	STEAM
Prerequisites:	None
Materials Needed:	Basket Kits and Stool Kit
Difficulty:	1



CAMPING


Times Offered:	11:00 AM and 3:00 PM
Location:	Scoutcraft
Prerequisites:	#4b, #5e, #7a, #7b, #8c, #8d, #9a, and #9b
Materials Needed:	None
Difficulty:	2





CANOEING


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




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

	CHESS	
	Times Offered:	2:00 PM
	Location:	Scout Pavilion
	Prerequisites:	None
	Materials Needed:	None
Difficulty:	2	

	CITIZENSHIP IN THE NATION	
	Times Offered:	3:00 PM
	Location:	Eagle's Nest
	Prerequisites:	#5, #7, #8
	Materials Needed:	None
Difficulty:	2	

	CITIZENSHIP IN THE WORLD	
	Times Offered:	9:00 AM
	Location:	Eagle's Nest
	Prerequisites:	#7
	Materials Needed:	None
Difficulty:	2	

	CLIMBING	
	Times Offered:	9:00 AM and 2:00 PM
	Location:	Climbing Tower
	Prerequisites:	None
	Materials Needed:	None
Difficulty:	3	





COMMUNICATION

Times Offered:	10:00 AM and 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:	STEAM
Prerequisites:	None
Materials Needed:	Electronics Kit
Difficulty:	3



EMERGENCY PREPAREDNESS

Times Offered:	9:00 AM and 11:00 AM
Location:	Eagle's Nest
Prerequisites:	#1, #3a, #3b, and #3c
Materials Needed:	None
Difficulty:	2



ENGINEERING

Times Offered:	10:00 AM
Location:	STEAM
Prerequisites:	#1
Materials Needed:	None
Difficulty:	3



ENVIRONMENTAL SCIENCE

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



**FIRE SAFETY**

Times Offered:	3:30 PM
Location:	Scoutcraft
Prerequisites:	#5g
Materials Needed:	None
Difficulty:	1

**FIRST AID**

Times Offered:	11:00 AM and 3:00 PM
Location:	Eagle's Nest
Prerequisites:	#2b
Materials Needed:	None
Difficulty:	2

**FISHING**

Times Offered:	9:00 AM
Location:	Nature
Prerequisites:	#7
Materials Needed:	None
Difficulty:	2

**FISH & WILDLIFE MANAGEMENT**

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

**FLY FISHING**

Times Offered:	9:00 AM
Location:	Nature
Prerequisites:	#8
Materials Needed:	None
Difficulty:	2



**INSECT SUTDY**

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

**KAYAKING**

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

**LANDSCAPE ARCHITECTURE**

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

**LEATHERWORK**

Times Offered:	3:00 PM
Location:	STEAM
Prerequisites:	None
Materials Needed:	Leather Kit
Difficulty:	1

**LIFESAVING**

Times Offered:	9:00 AM and 10:30 AM
Location:	Pool
Prerequisites:	#2a
Materials Needed:	None
Difficulty:	3

**METALWORK**

Times Offered:	11:00 AM and 2:00 PM
Location:	STEAM
Prerequisites:	None
Materials Needed:	Metalwork Kit
Difficulty:	2

**MOVIEMAKING**

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

**NATURE**

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

**ORIENTEERING**

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

**PHOTOGRAPHY**

Times Offered:	11:00 AM
Location:	STEAM
Prerequisites:	#1a
Materials Needed:	Camera (can be your phone)
Difficulty:	1



**PIONEERING**

Times Offered:	9:00 AM
Location:	Scoutcraft
Prerequisites:	#2a
Materials Needed:	None
Difficulty:	2

**RIFLE SHOOTING**

Times Offered:	9:00 AM, 10:30 AM, and 2:00 PM
Location:	Rifle Range
Prerequisites:	None
Materials Needed:	Rifle Ticket
Difficulty:	2

**ROBOTICS**

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

**ROWING**

Times Offered:	10:00 AM and 3:00 PM
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:	9:00 AM, 10:30 AM, and 2:00 PM
Location:	Shotgun Range
Prerequisites:	None
Materials Needed:	Shotgun Ticket
Difficulty:	3



SPACE EXPLORATION

Times Offered:	9:00 AM
Location:	STEAM
Prerequisites:	None
Materials Needed:	Rocket Kit
Difficulty:	2



SWIMMING

Times Offered:	9:00 AM, 11:00 AM, and 2:00 PM
Location:	Pool
Prerequisites:	#2
Materials Needed:	None
Difficulty:	2



WILDERNESS SURVIVAL


Times Offered:	10:30 AM and 2:00 PM
Location:	Scoutcraft
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



WEATHER

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



	WOOD CARVING	
	Times Offered:	2:00 PM
	Location:	STEAM
	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 thriftier 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	Electronic kit for class project
Leatherwork	\$11	Knife sheath kit and gimp
Metalwork	\$12	Supplies to complete required 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
Wood Carving	\$6	Wood slide kit



SPECIAL PROGRAMS

	ADVANCED CAMPER EXPERIENCE	
	Times Offered:	10:30 AM
	Location:	Climbing Tower
	Prerequisites:	None
	Materials Needed:	None
Difficulty:	2	

	BSA STAND UP PADDLEBOARDING	
	Times Offered:	11:00 AM and 3:00 PM
	Location:	Waterfront
	Prerequisites:	#2
	Materials Needed:	None
Difficulty:	2	

	SNORKELING BSA	
	Times Offered:	10:00 AM, 10:30 AM, and 3:00 PM
	Location:	Pool
	Prerequisites:	#1
	Materials Needed:	None
Difficulty:	1	



AQUATICS

Whether you're perfecting your backstroke or just floating in our refreshing pool, there's no better place to beat the heat and make unforgettable memories. Come cool off, enjoy the sun, and discover why the Camp Tuckahoe Pool is the ultimate destination for summer fun!

DISCOVER SCUBA

Camp Tuckahoe has partnered with West Shore Scuba to offer this fantastic program. Participants will take the PADI Scuba class at our pool that will complete many, but not all, of the requirements for the Scuba BSA Award. Every participant must complete an additional release form. **Any participant marking "yes" to any of the medical conditions listed on the release form must receive a physician's prior written approval to participate.** This program costs \$40 per person, which will cover additional instruction and equipment rental.

INSTRUCTIONAL SWIM

Scouts interested in honing their swimming skills or preparing for the Swimmer Test can enroll in this class.

LIFESAVING

No Scout will disregard a plea for help. However, the desire to help is of little use unless one possesses the knowledge of providing the appropriate assistance. The primary objective of the Lifesaving merit badge is to equip Scouts with the skills and knowledge necessary to assist individuals involved in water accidents. This includes teaching them fundamental rescue techniques, the practical skills to execute them, and the judgment to determine when and how to act effectively, thereby preparing them for potential emergencies.

SNORKELING BSA

This experience is designed to introduce Scouts to the essential skills, equipment, and safety measures necessary for snorkeling. By engaging in this activity, Scouts will be encouraged to enhance their aquatic abilities, promoting both fitness and recreation. Additionally, this program lays a strong foundation of skills and knowledge for those of you who wish to pursue more advanced underwater activities in the future.

SWIMMING

Swimming, a versatile activity that can be enjoyed as a leisure pursuit, a competitive sport, or even a fundamental survival skill, is the subject of this badge. Scouts who earn this badge will gain valuable knowledge about swimming and diving safety, explore the positive impact of swimming on overall fitness and health, and acquire some fundamental competitive swimming techniques.





BUFFALO BRAVES

We've thoroughly revamped our Buffalo Braves Experience for 2025 to offer Scouts the opportunity to work on over 50 rank requirements, giving them even more chances to advance their ranks and immerse themselves in the full range of camp activities.

Attending their first summer camp is a pivotal experience for young Scouts, often bringing a mix of curiosity, enthusiasm, and occasional anxiety. For many, this marks their initial experience of sleeping in a tent or spending an extended period away from home. At Camp Tuckahoe, we are committed to ensuring that this foundational experience is both positive and rewarding so that it sets the stage for ongoing participation in Scouting.

Recognizing that many Scouts arrive with limited outdoor experience, we have designed a program that prioritizes the mastery of essential skills over merit badge classes. Just as one must learn to walk before they can run, new Scouts benefit from focusing on basic camping skills before advancing to more complex challenges, thus avoiding unnecessary frustration.

The Buffalo Braves Experience offers a tailored experience for novice campers, providing a supportive and welcoming introduction to summer camp life. Beginning on Monday morning, participants are assigned to patrols, where they will progress through the week's curriculum as a team. Each patrol, guided by our dedicated Buffalo Braves staff, is encouraged to develop its own identity, complete with a unique name and cheer.

The core of the Buffalo Braves Experience takes place through tailored sessions during the first half of the day. These sessions cover essential skills necessary for achieving the Tenderfoot, Second Class, and First Class ranks. Troop leaders are responsible for testing Scouts before signing off on requirement completion, and their involvement in each class is encouraged to monitor progress closely.

In addition to the core curriculum, Scouts can choose to take up to two merit badges in the afternoon. We've designed our merit badge schedule to offer a variety of beginner-friendly merit badges in the afternoon. Considering the often hot days at camp, we highly recommend the Swimming merit badge. Scouts who aren't strong swimmers are encouraged to sign up for the instructional swim to help them pass their swimmer test.

Scouts in the Buffalo Braves Experience will have dedicated time to explore key attractions at camp. They can participate in a Braves Shoot at our archery and rifle range and a Braves Climb at our climbing tower. A highlight of the week is our mid-week Outpost, where Scouts will hike to a different campsite for the night. They'll learn how to build a fire, cook their own dinner, and perform camp skits and songs.



BUFFALO BRAVES OUTPOST

Mid-week, Scouts will have an exciting outpost experience. This evening, they'll meet before evening flags to hike to a different part of camp for the night. During their stay, they'll engage in various activities to advance their skills, including fire building, cooking their own dinner, and performing camp songs and skits. To ensure a comfortable night, Scouts should come prepared with a tent, sleeping pad, and sleeping bag. It's recommended that they practice setting up their tents before arriving at camp. Additionally, every troop that has Scouts spending the night at Outpost must provide at least one adult leader to assist during the evening. If a troop is unable to send an adult due to having enough leaders back with the rest of the troop, they can make arrangements with the Buffalo Braves Director.

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 but 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 over 50 requirements Scouts will learn during their experience.

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





CLIMBING & ADVENTURE

Climbing and Adventure brings the spirit of exploration to Camp Tuckahoe, offering a variety of adventurous activities to challenge, inspire, and entertain participants. Set against the beautiful camp backdrop, participants can dive into high-adrenaline adventures, encounter new challenges, and create lasting memories. Whether scaling the climbing wall, flying on the zipline, or engaging in team-based challenges, this unforgettable adventure awaits at Camp Tuckahoe.

ADVANCED CAMPER EXPERIENCE

Last summer, we've introduced a unique opportunity for experienced Scouts who may not want to pursue as many merit badges at summer camp. This program is designed for Scouts aged 14 and above who seek a fresh and exciting experience. On the first day, Scouts will engage in initiative games that foster teamwork and camaraderie. The rest of the week, they'll have the freedom to choose from various activities to build their adventure.

CLIMBING

Climbing, contrary to popular belief, doesn't necessitate immense muscular strength. Instead, it demands mental fortitude and the dedication to rigorous practice to acquire a set of skills. Moreover, the exhilarating experience of climbing our 38-foot climbing tower offers a fresh perspective on enjoying the great outdoors.

ZIPLINE

If you're daring enough, our zipline stretches an impressive 700 feet long, traversing the lake in both directions. As you soar through the air, wave at the Scouts below, engaged in boating and fishing activities.

Superman Harness: Experience the thrill of flight like Superman! Head over to the zipline and witness the breathtaking view of camp from new heights.

Seated Harness: For a unique and enjoyable experience, Scouts can also opt for our seated harnesses, allowing them to savor the beauty of nature while swinging across the zipline.





EAGLE'S NEST

Every Scout dreams of attaining the highest rank in Scouting, Eagle Scout. Naturally, these classes are among our most popular and rewarding. Scouts taking merit badges at Eagle's Nest will have the chance to earn numerous merit badges along the way to achieving their Eagle Scout rank.

CITIZENSHIP IN THE NATION

Scouts embark on a journey of self-discovery and civic engagement while working towards earning this merit badge. Through hands-on experiences and educational activities, they gain a deep understanding of the importance of active citizenship. They appreciate and are grateful for their nation's liberties and rights, recognize the significance of participating in the democratic process, and actively protect their freedom.

CITIZENSHIP IN THE WORLD

Scouts who earn the Citizenship in the World merit badge will realize that they are already citizens of the world. The quality of our world hinges on everyone's willingness to comprehend and appreciate the values, traditions, and concerns of people from different countries.

COMMUNICATION

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

EMERGENCY PREPAREDNESS

Scouts are frequently called upon to assist in emergencies due to their knowledge of first aid and the discipline and planning required to respond effectively. Earning this merit badge equips Scouts with essential skills and knowledge, enabling them to prepare for emergencies by learning practical actions that can be beneficial, necessary, and effective before, during, and after such situations.

FIRST AID

First aid, the art of caring for injured or ill individuals until professional medical assistance arrives, is a crucial skill for every Scout. By possessing basic first aid knowledge, a Scout can promptly provide immediate care and support to those in need, potentially preventing infections and severe blood loss. In some cases, first aid can even save lives or limbs.





NATURE

Camp Tuckahoe, amidst breathtaking natural beauty and teeming wildlife, offers Scouts an unparalleled outdoor experience. Hundreds of wooded acres, a mountain stream, and a creek await exploration, fostering a deep understanding and appreciation for nature, instilling a sense of responsibility to preserve it.

ENVIRONMENTAL SCIENCE

Scouts will gain a glimpse into the world of environmental science while earning the Environmental Science merit badge. They'll make observations and conduct experiments to explore the natural world.

FISHING/FLY FISHING

Scouts can work on either Fishing or Fly Fishing merit badges in this new combined program. They'll learn from an experienced angler the basics of fishing, success guarantees, and angling intricacies. With an hour and a half to complete the badges, Scouts have more time to go fishing during a successful catch time and build their skills.

FISH & WILDLIFE MANAGEMENT

The Fish and Wildlife Management Merit Badge teaches Scouts how to conserve and protect the habitats of animals and fish. They learn about species identification, habitat management, and the balance needed to support healthy ecosystems. Scouts also explore ways humans can responsibly interact with and preserve wildlife populations.

INSECT STUDY

The Insect Study merit badge introduces Scouts to the fascinating world of insects, teaching them how to identify, observe, and understand the roles insects play in nature and the environment.

NATURE

There's a profound connection between the soil, plants, and all animal life, including humans. Understanding this connection and the impact we have on it is crucial for preserving the wilderness and our own well-being as part of the web of nature.

WEATHER

The Weather merit badge teaches Scouts about the science of weather, including how to observe, understand, and predict weather patterns, as well as the impact weather has on our daily lives and safety.





RANGE & TARGET ACTIVITIES

Few programs at Camp Tuckahoe prove as popular as our range programs. While we encourage this interest, we also ask every Scout to weigh their choices carefully and to plan accordingly. Our shooting ranges have been situated in the more remote regions of camp for obvious safety reasons, so attending these classes will require Scouts to build extra travel time into their schedules. Younger, smaller Scouts may find shotgun shooting especially daunting. Each merit badge will require a commitment to practice outside of class, particularly if the shooter is inexperienced, and each has an associated cost.

Note: Scouts may not bring their own firearm for the merit badge. Those will be provided by the camp. Scouts must have prior permission from the Camp Director to bring their own bow. If a bow is approved, then it must be kept at the archery range for the duration of the week.

ARCHERY

Archery, a fun and engaging activity for Scouts, not only exercises their bodies but also sharpens their minds. It fosters a steady hand, a keen eye, and a disciplined mindset. This merit badge serves as an excellent introduction to archery for those unfamiliar with the bow and arrow. Even experienced archers can benefit from earning this badge, as it enhances their understanding and appreciation of the sport.

RIFLE SHOOTING

The Rifle Shooting merit badge delves into the intricacies of rifle operation, emphasizing safe handling and meticulous care. While the act of squeezing the trigger is a crucial aspect, it's merely one component of the broader skill set. Once you've grasped the fundamental principles of rifle shooting, you can confidently apply them to a diverse range of range activities.

SHOTGUN SHOOTING

Learning to shoot is akin to mastering any other skill—it demands dedication and consistent practice. The Shotgun Shooting merit badge serves as an introduction to safely employing fundamental skills to achieve a successful shot. Once you have grasped the basics, you can confidently apply them to a diverse range of shotgun activities.





SCOUTCRAFT

We draw a significant portion of our Scouting legacy from the courageous and resourceful pioneers who shaped this nation from the untamed wilderness. To this day, we diligently practice contemporary versions of their skills, encompassing a wide range of activities such as knot tying and land navigation.

CAMPING

Camping, championed by Robert Baden-Powell when he founded the Scouting movement in the early 1900s, fosters self-reliance and confidence in young people by teaching them self-sufficiency in the wilderness.

FIRE SAFETY

The ability to use fire safely is crucial for human survival. Scouts will learn essential skills like preventing home fires and handling fire safely, as well as burn prevention and camping safety, by earning this merit badge.

LANDSCAPE ARCHITECTURE

Earn the Landscape Architecture merit badge to learn how to design functional, beautiful outdoor spaces. Scouts explore planning, creativity, and environmental stewardship for parks and gardens.

ORIENTEERING

Orienteering, a centuries-old skill using maps and compasses for navigation, has been essential for humans. It's not just practical but also an Olympic sport, attracting participants to local clubs and competitions.

PIONEERING

Pioneering, one of Scouting's oldest skills, teaches rope knowledge, knots, splices, and building rustic structures. Practicing rope use and completing lashing projects enhances practical skills and connects Scouts to past generations who used these skills while sailing and living in America's wilderness.

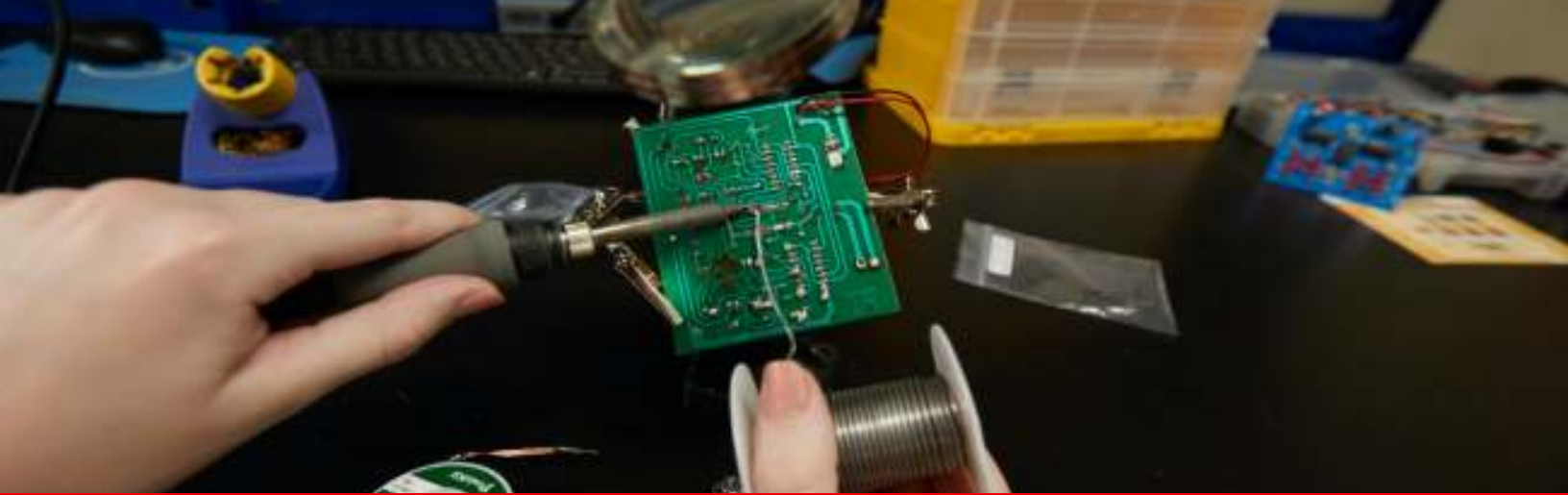
SEARCH AND RESCUE

A search involves trained searchers locating a missing person, while a rescue operation involves removing a person from danger at a known location. The Search and Rescue merit badge equips you with these skills.

WILDERNESS SURVIVAL

Scouts learn valuable outdoor skills like bringing necessary gear, making well-thought plans, and managing risks. When unexpected events arise, wilderness survival skills help restore order and fix things. Scouts should be prepared to spend a night in a self-built (built during class) survival shelter.





S.T.E.A.M.

In 2024, we introduced STEAM, a dynamic program that integrates Science, Technology, Engineering, Arts, and Mathematics. By combining STEM with Handicraft, we created a unique opportunity for Scouts to explore and expand their interests in both technical and artistic disciplines. Through STEAM, we aim to inspire curiosity, innovation, and a lifelong passion for discovery.

ANIMATION

In the Animation merit badge, you'll learn how to create animations, discover the various applications of animation, and explore the exciting career prospects in the animation industry. You'll also gain hands-on experience in bringing your ideas to life, from storyboarding to final animated sequences, helping you develop both technical skills and creative storytelling abilities.

ART

The Art merit badge introduces Scouts to the fundamentals of visual creativity. You'll explore different art techniques, experiment with various mediums, and learn how to express ideas through your artwork. This badge also encourages you to appreciate and analyze art in your surroundings.

SPACE EXPLORATION

Scouts will engage in hands-on activities such as building and launching rockets, stargazing, and learning about the daily life of astronauts. This program offers an exciting opportunity to dive deep into space exploration, build a rocket, and experience the wonders of the cosmos.

BASKETRY

Basketry is a useful skill for a Scout. A sturdy basket can serve as a reliable companion during campouts, securely storing clothes and efficiently holding potatoes and corn for roasting over a campfire. Additionally, baskets and basket-weaving projects make thoughtful gifts for family and friends.

CHEMISTRY

Chemistry delves into the fascinating realm of substance interactions, transformations, and the intricate connections between molecules. It encompasses the creation of molecules, all of which are part of this captivating field. Imagine molecules that remain invisible yet have been proven to exist—this is the essence of chemistry, and it's what makes you a chemist.



ELECTRONICS

The Electronics Merit Badge is a fun, STEM-based merit badge that will inspire Scouts to pursue a possible career in Electronics. Scouts will learn about capacitors, transistors, and resistors while grasping the basic principles of digital techniques and demonstrating how to build a control device circuit. Understand the behaviors of electrons and learn safety precautions when using, building, altering, or repairing electronic devices with the Electronics Merit Badge.

ENGINEERING

Engineers, through the fusion of science and technology, transform concepts into tangible realities, crafting a diverse array of inventions, from the diminutive and economical battery powering our cell phones to the colossal dam spanning the expansive Yangtze River in China.

LEATHERWORK

Scouts who complete the requirements to earn the Leatherwork merit badge will embark on a journey through leather's rich history and discover its endless applications. They will acquire the skills to create a practical leather item using the same materials our ancestors utilized. Additionally, they will be challenged to master techniques such as hand-stitching, lacing, and braiding. Furthermore, they will learn the art of preserving and protecting leather items, ensuring their longevity and enduring value.

METALWORK

Scouts will commence their journey with this merit badge by delving into the fascinating world of metals. They'll learn about their unique properties and explore the art of simple metalworking. This hands-on approach will involve practicing using basic metalworking tools and techniques, gradually building their skills. As they progress, they'll shift their focus to the more intricate aspects of one of four distinct metalworking options.

MOVIEMAKING

Moviemaking is a visual storytelling art form that combines the art and science of motion picture photography. Scouts will also have the opportunity to plan, film, and edit our **NEW** weekly recap video.

PHOTOGRAPHY

Photography captures cherished family memories and offers a creative outlet. Many photographers use it to express their artistic vision, skillfully manipulating lighting, composition, depth, color, and content to transform snapshots into profound works. Captivating photographs convey information about individuals, events, products, locations, science, endangered species, or historical moments.

ROBOTICS

Build your own working robot with the Robotics Merit Badge. Explore the robotics industry, discover various fields, and learn about career options. Design, build, program, and test your own robot.

WOOD CARVING

As with any art form, wood carving entails learning the fundamental principles of design, as well as material selection, tools, and techniques, and ensuring safety while working with wood. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby that can potentially develop into a lifelong passion.





WATERFRONT

Memory Lake is a great place to spend an afternoon boating, kayaking, or canoeing. It is a great way to cool off at the end of a day as the cool winds blow across the water.

BSA STAND UP PADDLEBOARDING

The BSA Stand Up Paddleboarding award introduces Scouts to the fundamentals of standup Paddleboarding (SUP) on calm waters. It covers essential skills, equipment, self-rescue techniques, and safety precautions. Additionally, the award fosters the development of paddling skills that enhance fitness and promote safe aquatic recreation.

CANOEOING

For centuries, the canoe served as the primary mode of transportation for explorers and settlers. Even today, it continues to hold significance as an integral part of the wilderness experience, offering an enjoyable leisure activity that not only fosters communication, teamwork, and physical fitness but also provides a unique connection with nature.

KAYAKING

Kayaking, a rapidly growing paddlesport in the US, has an estimated nine million enthusiasts. Recreational kayaking is the most popular style, followed by touring/sea and whitewater kayaking. This merit badge introduces you to recreational kayaking and equips you with skills for advanced paddlesports like tour/sea and whitewater kayaking.

KAYAKING BSA

This award, distinct from the Kayaking merit badge, is offered simultaneously with the Kayaking class. Scouts have the option to pursue either or both.

ROWING

Rowing, a sport that has evolved from a basic mode of transportation to a competitive and enjoyable form of exercise, utilizes oars to propel boats.





LEADER OPPORTUNITIES

Camp Tuckahoe welcomes every leader as an integral part of our summer success. As leaders, your primary role will be to support your scouts in their achievements. By mentoring, motivating, advising, inspiring, coaching, counseling, teaching, and more, you will have a tremendous influence over the Scouts that you supervise. While it may be true that a Scoutmaster's job is never done, summer camp also offers opportunities for you to relax, learn, and have fun.

HILLCOURT LEADERS CHALLENGE

Join the Hillcourt Leaders Challenge, where adult leaders can prove their skills through exciting requirements to earn the prestigious award. Aim to be among the best in camp with activities like taking a nap and tying knots.

COFFEE DRINKING MERIT BADGE – Daily, 10:00 AM

Join our exclusive Coffee Drinking Merit Badge program designed for adults. Enjoy a hand-brewed cup of coffee while networking with camp and council leaders, and attend four out of five sessions to earn your badge.

SERVING SCOUTS WITH SPECIAL NEEDS TRAINING – Monday, 2:00 PM

Join our empowering training session for leaders to enhance their skills in serving Scouts with special needs. Learn practical strategies to create an inclusive environment for all Scouts.

LEAVE NO TRACE BASICS TRAINING – Tuesday, 2:00 PM

Discover outdoor ethics with our Leave No Trace Basics Training. Learn practical skills for responsible outdoor activities and minimize your impact on nature in the Scout setting.

SCOUTMASTER COOK-OFF – Wednesday, 3:00 PM

Join us for the Scoutmaster Cook-Off, where scout leaders showcase their culinary skills by preparing their best camp meal. Impress the judges with your creativity and flavor to win the title of top camp chef!

CPR & BASIC FIRST AID TRAINING – Thursday, 2:00 PM

Empower yourself with essential skills in our CPR & Basic First Aid training designed specifically for adult leaders. Gain the confidence and knowledge to respond effectively in emergency situations.

SHARPSHOOTER COMPETITION – Thursday, 7:30 PM

Test your aim and compete for the best shot at our Rifle Range and Archery Range. Leaders will participate in challenges during camp. Begin practicing now to increase your chances of success.





SPECIAL AWARDS

There is something to admire in everyone, but we all recognize that specific individuals and groups manage to outperform others. We hold them up as examples, cite them as role-models, or praise them as heroes. By publicly recognizing their accomplishments, we offer a small reward for what they've done. But more importantly, we may inspire the confidence in others to attempt the same feats.

Camp Tuckahoe offers special awards in three categories. The first, the Tuckahoe Honor Scout, is for youth. The second, the Hillcourt Award, is for adults. The third, the Baden-Powell Honor Unit, for units. Requirements for each of these awards can be found at the end of this guide.

TUCKAHOE HONOR SCOUT AWARD

The BSA offers many recognition programs for Scouts. Ranks, merit badges, and other awards detail the record of a young Scout's accomplishments. The Tuckahoe Honor Scout is a designation in the same spirit. We ask for your assistance in identifying those Scouts who truly go above and beyond normal expectations to become role-models for their fellow Scouts during camp. We accept nominations from all leaders, and from these nominations, our staff leadership will designate one (or, rarely, a few) campers to be recognized as the "Honor Scouts" of the day.

BADEN-POWELL HONOR TROOP AWARD

Camp Tuckahoe proudly bestows its Honor Troop Award on those units which exceed ordinary expectations for troop activities in camp. Every unit should qualify for this distinction, but not without significant effort. Striving to meet the standards set forth will ensure that your unit makes the most of its program opportunities and should leave your unit organization stronger than before.



MERIT BADGE AND PROGRAM SCHEDULE

	9:00 – 9:50	10:00 – 10:50	11:00 – 11:50	2:00 – 2:50	3:00 – 3:50	4:00 – 4:50		
AQUATICS	Swimming	Snorkeling BSA	Snorkeling BSA	Swimming	Swimming	Snorkeling BSA OPEN Aquatics		
	Lifesaving		Lifesaving		Instructional Swim			
CLIMBING	Climbing		Advanced Camper Experience	Climbing		OPEN Zipline/Climbing		
EAGLE'S NEST	Citizenship in the World	Communication		First Aid	Communication	Citizenship in the Nation	OPEN Eagle's Nest	
	Emergency Preparedness		Emergency Preparedness		First Aid			
FIRST YEAR CAMPER	Buffalo Braves			Chess*	Artificial Intelligence**			
STEAM	Space Exploration	Art		Metalwork	Metalwork	Leatherwork	OPEN STEAM	
	Animation	Moviemaking		Photography	Wood Carving	Basketry		
	Electronics	Engineering		Robotics	Robotics	Chemistry		
NATURE	Fishing/Fly Fishing			Environmental Science	Nature	Environmental Science	OPEN Nature	
				Fish and Wildlife Management	Weather	Insect Study		
SCOUTCRAFT	Search and Rescue	Landscape Architecture		Camping	Orienteering	Camping	OPEN Scoutcraft	
	Pioneering		Wilderness Survival		Wilderness Survival			Fire Safety
SHOOTING SPORTS	Archery	Archery		Archery	Archery		OPEN Archery	
	Shotgun Shooting		Shotgun Shooting		Shotgun Shooting			Open Shotgun
	Rifle Shooting		Rifle Shooting		Rifle Shooting			OPEN Rifle
WATERFRONT	Kayaking	Kayaking		Kayaking	Kayaking	BSA Stand-Up Paddleboarding	OPEN Waterfront	
	Canoeing	Rowing		BSA Stand-Up Paddleboarding	Canoeing	Rowing		

* Chess will be held at the Scout Pavilion

** Artificial Intelligence will be held at the Dining Hall