

## PROGRAM AREAS

### CLIMBING

Out past the flagpoles of Gilwell Field sits the mighty Rock. You can sign up for the Climbing Merit Badge or just come on down for an open climb in the afternoon or evening.



#### Troop Climb

The Rock is available for Troop Climbs during open climbing times. If you would like to sign-up, see the Climbing Director. Please be aware that slots may fill up very quickly during the week.

#### Night Climbing

"Climbing," called the Scout and, "Climb on," is the answer. Tired of living on the bottom? Well then, climb to the top on this outpost! Learn climbing and rappelling techniques in this extended evening program. \$5 per person, snacks included.

#### Merit Badge Information



Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Climbing	4		12	14+	2-hour session



## EAGLE TRAIL ADVANCED

Over the years, many Scoutmasters have asked for programs for their older boys, to keep them coming to Camp and interested in Scouting. The Eagle Trail Advanced is a program designed to help get older Scouts back to Camp and kick-started on their Eagle-required Merit Badges. It also will motivate and assist them in the continuation of their badges when they return home from Camp.

In order to take these badges at Wentz Scout Reservation, a Scout must be at least 14 years old and Star rank. **This policy has been set by the SFBAC Advancement Committee.**

### Merit Badge Information

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
American Labor	4			14+	
Chemistry	4		15	14+	Req. 7 not covered at Camp*
Citizenship in the Community	5			14+	1 day badge; Req. 1 and 6 covered during session; All other req. not covered at Camp*; must be at least 14 years old and Star or Life rank.
Citizenship in the Nation	5			14+	Req. 2a, b, c- not covered at Camp
Citizenship in the World	5			14+	3 day badge; Req. 7 handled individually with counselor; must be 14 or older and Star or Life rank
Communications	4			14+	Req. 5 not covered at Camp; must be 14 or older and Star or Life rank
Electricity	4		15	14+	Req. 2 and 9A are not covered at Camp.
Emergency Preparedness	5			14+	Req. 2c, 6c, and 8 not covered at Camp; must be 14 or older and Star or Life rank
Family Life	5			14+	1 day badge; Only Req. 1, 6a, and 7 will be covered at Camp; others to be discussed
Personal Management	5			14+	Req. 1, 2, 8 – not covered at Camp; must be 14 or older and Star or Life rank
Public Speaking	4			14+	Scouts will talk a lot



## FIELD SPORTS

All of our shooting sports ranges emphasize safety and fun. The rules may seem strict, but they are designed to ensure a safe place for Scouts to hone their shooting skills.

Please do not bring personal firearms, bows, or ammunition Boy Scout Camp, there will not be any opportunities for personal equipment to be used on Camp property.

### Archery

The entrance to the Archery Range is located near the top of the hill on the road that leads to the corral. Look for the flagpole with the red flag at the top.

### Rifle

Follow the road past Scoutcraft, then look to the left for the sign and red flag which marks the trail leading down to the Rifle range.

### Shotgun

The Shotgun range is located across the other side of the lake from the Admin. Building.

### O'Riley's Outpost – Black Powder Troop Shoots

Outpost, where Scouts can experience what it was like to be a mountain man by shooting black-powder rifles, throwing knives, and enjoying a bag lunch or a dinner cooked over an open fire. O'Riley's is located near the Shotgun range, on the opposite side of the lake from the Admin Building. Spaces for O'Riley's Outpost are in high demand, so Troops should sign up at the Trading Post as early as possible.

### Troop Shoots

All of our ranges are available for Troop Shoots during open shoot times. If you would like to sign up, see the range master. Be aware that slots do fill up quickly.



### Open Shoot Fees

- Field Sports Tickets are .50¢ each
- Archery: Free
- Rifle: 1 Ticket = 1 target, 5 shots per target.
- Shotgun: 1 Ticket = 1 clay pigeon. 1 shot per pigeon)
- Black powder: 2 Tickets = 1 ball.

### Merit Badge Information



Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Archery	4	\$15	16		May require extensive practice shooting outside of Merit Badge class; must be able to pull back a 25 lb. bow; \$10 fee covers cost of arrow and bowstring kits
Rifle Shooting	3	\$35	24	12+	May require extensive practice shooting outside of Merit Badge class, \$30 fee covers materials needed
Shotgun Shooting	4	\$35	20	13+	2 hour session; may require extensive practice shooting outside of Merit Badge class; must be 100 lbs.; \$30 fee covers all materials needed

## HANDICRAFT

The Handicraft Area is the center for the fine arts, and the not-so-fine arts. Here a Scout can fulfill the classic notion of bringing home something crafty he has made himself. If not pre-purchased, the kits needed for many of the Handicraft Badges can be bought in the Al Robinson Trading Post at the Admin Building or the Trading Post Annex at the Handicraft building.



### Merit Badge Information

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Art	2	\$15			
Basketry	2	\$20			Fee is for projects in Req. 3
Chess	3		40		
Composite Materials	4	\$15			Fee covers projects for Req 5
Fingerprinting	1		50		Only need to attend one session during the week
Indian Lore	3	\$20			
Leatherwork	1	\$20			Fee covers projects in Req. 3 and 5c
Moviemaking	3	\$15			May require time outside of class; Size limit of 20 per session;
Music	2				
Photography	3				Film cameras responsible for own developing.
Pottery	3	\$20	20		
Salesmanship	3				
Sculpture	3	\$20	20		
Woodcarving	3	\$20			Fee covers projects in Req. 6 and 7



## MOUNTAIN BIKING

Challenge yourself riding some of the best trails in Northern California. Mountain biking at Wente Scout Reservation is a unique and safe program for people to explore, push their limits and have fun! Wente Scout Reservation offers an inspiring trail system with over 13 miles of purpose-built single-track trails and high quality mountain bikes for people to use. The Mountain Biking program is open to all skill levels and encourages both Scouts and adult leaders to participate.

### How can I participate?

Simply show up to the Mountain Biking program area, check in where you will be issued equipment and sent on a trail ride. The Mountain Biking program is a drop-in activity where anyone can participate during the open hours.



### What do I need to bring?

We ask that you bring three things:  
 Buddy to go on a ride with,  
 Water container such as a water bottle or camel back,  
 Close toed shoes worn on your feet.  
 Only after you have all three (3) things will you be able to participate.

### Do I need to bring my own bike?

You do not have to bring your own bike to go on a trail ride. Wente has a fleet of high quality mountain bikes of all sizes which are checked out to individuals for trail rides. Helmets are also provided. See the Mountain Biking Staff for more details.

### May I bring my own bike?

Yes you may bring your own bike. We encourage that you ride the bike you feel most comfortable with. However, you are required to check your personal bike into the secure Mountain Biking program building so it is locked up until you begin your trail ride. All bikes must be used **only** for recreation riding of designated trails.

### Pump Track

The Pump Track is a fun bike course with rollers and berms designed to teach individuals bike-handling skills. While challenging at first, the pump track is quickly mastered and is loads of fun! Pump track skills translate directly to more effective and safer trail riding ability.

### Merit Badge Information



Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Cycling	5		12	14+	Req.6 must be done prior to Camp*; Req. 8 and 9 not covered at Camp*

## NATURE

Nature is not just Merit Badges. It is 2,200 acres of new and old growth Douglas Firs, meadows, natural springs, hundreds of different plants and animals, and learning how to be a good stewards of nature. The Nature program offers many opportunities to get out and enjoy the wonderful outdoors.



### Merit Badge Information

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Astronomy	4				Requires observation time outside of class
Bird Study	5				
Energy	4				
Environmental Science	4				Requires observation time outside of Merit Badge class
Fish & Wildlife Management	2				
Fishing	3				Bring own fishing gear to Camp; requires fishing time outside of Merit Badge class
Fly Fishing	4				Requires fishing time outside of class
Forestry	3		15		Req. 5- field trip to a local lumber mill that will require drivers;
Geology	4				Hands may get dirty handling rocks
Mammal Study	1				
Nature	2				Req. 4e – Bring your own fishing gear
Oceanography	3				Does not require a trip to the ocean
Plant Science	5				
Pulp & Paper	4				
Reptile and Amphibian Study	2				Req. 8 not covered at Camp*
Soil & Water Conservation	3				
Space Exploration	3				Due to rocket kit, may be limited by fire danger.
Weather	3				Requires outside work



## RISIN' W CORRAL

If you love horses, the Risin' W Corral is the place for you! Our outstanding horse program includes Horsemanship Merit Badge, trail rides, meal rides and an overnight outpost ride. These rides can be purchased in the Al Robinson Trading Post at the Admin. Building. Long pants and closed toes shoes are required for all Scouts and adults to ride horses.

- Trail Ride: \$20
  - Monday 4 p.m.- 5 p.m.
  - Monday 7 p.m.- 8:30 p.m.
  - Wednesday 2 p.m. - 3 p.m.
  - Friday 7 p.m. - 8 p.m.
- Breakfast Ride: \$25
  - Thursday 6:30 a.m. - 8:45 a.m.
- Lunch Ride: \$25
  - Friday 11:30 a.m. - 1 p.m.
- Dinner Ride: \$25
  - Thursday 4:30 p.m. - 8 p.m.
- Outpost: \$35
  - Tuesday 4:30 p.m. - 7 a.m.



### Trail Rides

Times subject to change, plan on arriving 15-20 minutes early. See Corral Staff for changes and more details. All rides can change last minute due to horse and weather limitations.

### The Risin' W Outpost Overnight

The Risin' W Overnight starts with a long horse ride into the back country which meanders up to a Campsite where you will settle down for a nice steak meal. You'll also get to try your hand at some activities that our Wranglers have rustled up just for you. And soon it'll be time to settle down in your bedroll under an open sky with crickets singing you to sleep. Participants should pack a flashlight, sleeping bag, and warm clothes and place them into the trailer located in main Camp area near dining hall before lunch on day of the overnight. Nothing brought to the corral will be taken to overnight. Tickets for the Overnight Ride are for sale at the Trading Post for \$35. Sign up early in the week because these rides fill up fast.



### Merit Badge Information



Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Animal Science	3				Covers horse option of MB.
Horsemanship	4	\$20	15	14	Session last 3 hours. Mon-Fri. Must wear long pants and closed toed shoes every day.

## SCOUTCRAFT

The skills learned in Scoutcraft have been called the heart and soul of Scouting over the years by many Leaders. Our Scoutcraft area keeps this tradition alive. In addition to Merit Badges, there are other opportunities to sharpen your Scoutcraft skills.

Totin' Chip, Firem'n Chit, and the Paul Bunyan Woodsman Award offers Scouts the chance to learn safety with tools, fire, and the chance to help others learn these important outdoor skills as well. Listen for announcements on which days they are offered.

### Eagle Trail

Scoutcraft is also the home to Eagle Trail, our Tenderfoot-to-First Class advancement program. Sessions run starting on the hour. We do not sign off any requirements in Eagle Trail; our program is designed for the Scouts to learn the skills, and then return to the Troop to be tested by your leadership. Remember to bring your Scout Handbooks.

### Wilderness Survival

Do you want to learn how to survive a night with just the clothes on your back? If so, this outpost is for you. The Wilderness Survival Outpost is primarily for those taking Wilderness Survival Merit Badge but anybody desiring to participate may do so. Participants will have the chance to spend the night in a shelter they have built themselves. See the Scoutcraft director for details.

### Merit Badge Information

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Backpacking	4				
Camping	2				Req. 8d - not covered at Camp
Fire Safety	5				
First Aid	3				2 hour session. Bring a first aid kit from home to fulfill req. 2d
Geocaching	3				Req. 7 & 9 not covered at Camp. Bring a GPS if you have one.
Hiking	5				Req. 5,6, and 7 not covered at Camp*
Orienteering	4				May require extensive time outside of Merit Badge session
Pioneering	3				2 hour session
Scouting Heritage	3				Req. 4 & 5 not covered at Camp
Wilderness Survival	3		35		Req. 9 is an overnight outpost.





## WATERFRONT

Our private 80-acre lake is perfect for fishing. The warm water is good for swimming and boating. Your Scouts are guaranteed to have a good time!



### Mile Swim, BSA:

Scouts need to be in good physical shape to complete the rigorous requirements of this activity. Before swimming the mile, all participants must swim the quarter and half mile. Each swimmer must bring a rower and spotter to accompany him. Visit the waterfront Staff for more information on the mile swim at 6:00am. Times are subject to change; always listen for announcements from the Waterfront Staff.

### Swim Instruction:

Scouts needing extra help with swimming skills can get it from the Trained Waterfront Staff. Just talk to the Director to find a time that works!

### The Wente Wooly Wash:

Early in the morning when the fog rises off the lake, the Wooly will, at times, come down for a dip. Come down for a morning swim and you may even see this elusive beast! Attend every morning Tuesday through Friday at 6:00am and become a member of the Wente Wooly Club. Wente Wooly Wash patches are available for purchase in the Trading Post.



### Merit Badge Information

(Must pass BSA Swimmers test to participate in all waterfront merit badges)

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Canoeing	3		24		Must pass BSA Swimmers test before starting class
Kayaking	3		24		
Lifesaving	4		30		Req. 1 must be completed before starting class
Rowing	3		16		Must pass BSA Swimmers test before starting class
Small-boat Sailing	4		16		Must pass BSA Swimmers test before starting class; limits based on operable boats; 100 lbs. min. weight;
Swimming	3		30		Must pass BSA Swimmers test before starting class; bring shoes, socks, long pants, belt, and long-sleeve shirt that can get wet

