

2022 Scouts BSA Program Guidebook

2022 Camp Fees

- **Super Saver** **\$275**
 - Payment Received by May 6, 2022
 - Unit has average popcorn sale of \$375/youth during 2021 Sales (Based on registered youth as of 7-31-2021)
 - Free T-Shirt and patch
 - Only Twin Valley Council Units qualify for this level.
- **Early Bird** **\$300**
 - Payment Received by May 6, 2022
 - Scouts receive a free patch.
 - Scouts and Leaders can pre-order t-shirt for only \$10.00
 - New Arrow of Lights Crossing over in Winter/Spring 2022 will qualify for this rate.
- **Regular** **\$330**
 - Payment Received after May 6, 2022
 - Scouts and Leaders will receive a patch (if available).
 - Scouts and Leaders can purchase a t-shirt from the trading post while supplies last (Retail Price \$20)
- **2nd Week of Camp** **\$175**
 - Does NOT apply to Specialty Weeks
 - Must be registered and paid by May 6, 2022 to qualify.
- **Leaders \$130 all week or \$35/Day***
 - *Additional \$10 fee if part-time leaders participate in Steak Fry on Thursday.
- **Specialty Week Rates**
 - Special programs see pages 25-29 for pricing.
- **Campsite Fee** **\$100**
- **Refund Policy**
 - No refunds after May 6, 2022 except under certain circumstances such as illness with doctor's note (75%), death of immediate family member (75%) or summer school (50%). We will announce refund policy concerning COVID-19 prior to May 6.

Earn a FREE Week at Camp!

- Any Scouts BSA that recruits two (2) youth that are not currently registered in Scouting BSA or Cub Scouting (excludes current 5th Grade AOL's) and those two new Scouts BSA attend Camp Cuyuna the recruiter goes to camp free!
- Any Scouts BSA that recruits one (1) Scouts BSA that is not currently registered in Scouting BSA or Cub Scouting (excludes current 5th Grade AOL's) the recruiter gets a punch card for 5 free Slurpees from the Camp Cuyuna Trading Post.
- Any new Scouts BSA youth recruited and registered from August 1, 2021, and June 1, 2022, counts for this promotion

“Build Your Adventure” Wednesdays

Wednesday's will be days designed for units to “Build Your Adventure” with flexible opportunities both in camp or out of camp.

“In Camp” Opportunities: Open boating, Open Swimming, Climbing/Rappelling Tower, Low COPE Course, Conservation projects, frisbee golf, fishing, fly fishing, Inter-troop Arcade Tournaments, Open Shooting, etc.

“Out of Camp” Opportunities: Crosslake and the Brainerd Lakes area offer a host of high adventure and unit-based activities your troop may want to participate in (all at an additional cost). Some activities include the [Brainerd Zip Line Tour](#), mountain biking at the [Cuyuna Recreation Area Bike Trails](#), river tubing, horseback riding at [Outback Ranch](#), go carting at [Northland Kart Kountry](#), the [Paul Bunyan Land](#) amusement park, the [Safari North Wildlife Park](#), or the [Northland Arboretum](#).

Mountain Biking

- Staff led off site program offered during Build Your Adventure Wednesday.
- Program led by Wes Taylor, past board member and Scout Leader of the Twin Valley Council and Mountain Biking enthusiast.
- Enjoy mountain biking at the Cuyuna Recreation Area near Crosby, MN (About 30 minutes from camp Cuyuna).
- Bring your own bike or rent one from a store in Crosby (Prices range from \$20 to \$70 depending on size and type of bike).
- Bicycle helmet required.
- Will leave Camp Cuyuna after breakfast, have lunch on the trail, and return to camp prior to dinner.
- Additional charge of \$25 (does not include bike rental).
- Limited to 6 people per week. RSVP in advance of camp through the reservation system for this program. Must have a minimum of 2 youth each week to offer program.

“Build Your Adventure” On-site Resources

- **Aquatics**: Sailing, canoeing, or kayaking outpost on Lake Goodrich in the morning or open swimming and boating on command in the afternoon.
- **COPE/Climbing**: Open tower in the morning and open low course in the afternoon.
- **Industrial Arts**: Do a conservation project in the morning or frisbee golf tournament in the afternoon.
- **Nature**: Fishing outpost in the morning or fly-fishing outpost in the afternoon
- **Scoutcraft**: Tournaments at the Cuyuna Arcade: Human Foosball, Ga Ga Ball, Connect 4, Chess, Checkers, or bean bag toss.
- **Shooting Sports** – Open rifle and archery in the morning and Open Shotgun in the afternoon.

“Build Your Adventure” Off-site Resources

- Brainerd Zip Line Tour. Cost per person \$79-\$89. 9898 County Road 77 SW, Nisswa, MN 56468. (218) 656-1111 www.zipbrainerd.com.
- Cuyuna Recreational Area Bike Trails (Not affiliated with Camp Cuyuna.) Bring your own Mountain Bikes from home or rent one from one of the shops in Crosby. 307 3rd Street, Ironton, MN 56445.
- Horseback Riding at Outback Trail Rides. Cost is \$35 per person for 1-hour ride or \$65 for 2-hour ride. 12210 Pillsbury Forest Road S.W., Pillager, MN (218) 746-3990 www.outbackranch.com
- River Tubing down the Pine River. You can reserve inner tubes through our camp office. No additional charge.
- Go-Carting at Northland Kart Kountry – Track pack is \$21 per person. 17568 MN-371, Brainerd, MN (218) 454-1602. www.northlandkartkountry.com
- Amusement Park – Paul Bunyan Land - \$21.95 per person. 17553 State Road 18, Brainerd, MN 56401 (218)764-2424. <https://paulbunyanland.com/>
- Safari North Wildlife Park - \$17.99 per person. 8493 State Highway 371, Brainerd, MN (218) 454-1662. www.safarinorth.com
- Northland Arboretum - \$15.00 Membership. 14250 Conservation Drive, Brainerd, MN 56401 (218)-829-8770 <http://northlandarb.org/>
- Mille Lacs Indian Museum – \$10 per person. 43411 Oodena Drive, Onamia, MN 56359. (320) 532-3632 <https://www.mnhs.org/millelacs>

NOTE: These business are not affiliated in any way with the Twin Valley Council, Boy Scouts of America and being included in this booklet is not meant to be an endorsement of the business. This list is simply put together to aid units in developing their summer program plan. Prices are accurate as of fall 2021, and subject to change. These fees are what is charged by the business with \$0 going to the Twin Valley Council Boy Scouts of America. All reservations are made directly with the business and not through the Twin Valley Council website.

2022 Merit Badge Schedule

	Monday		Tuesday		Wednesday		Thursday		Friday	
	9 a.m. 11:45 a.m.	1:30 p.m. - 4:30 p.m.	9 a.m. 11:45 a.m.	1:30 p.m. - 4:30 p.m.	9 a.m. 11:45 a.m.	1:30 p.m. - 4:30 p.m.	9 a.m. 11:45 a.m.	1:30 p.m. - 4:30 p.m.	9 a.m. 11:45 a.m.	1:30 p.m. - 4:30 p.m.
Aquatics	1. Canoeing Pt. 1 2. Sailing Pt. 1	1. Swimming Pt. 1 2. Kayaking Pt. 1 3. Open Swimming	1. Canoeing Pt. 2 2. Sailing Pt. 2	1. Swimming Pt. 2 2. Kayaking Pt. 2 3. Open Swimming	Open Boating	Open Swimming	1. Swimming Pt. 1 2. Kayaking Pt. 1	1. Lifesaving Pt. 1 2. Open Swimming / Boating 3. Snorkeling /Stand Up Paddleboarding	1. Swimming Pt. 2 2. Kayaking Pt. 2	1. Lifesaving Pt. 2 2. Open Swimming / Boating 3. Snorkeling /Stand Up Paddleboarding
	Lifeguard BSA									
COPE/Climbing	Climbing Pt. 1	C.O.P.E. (Includes Wilderness Survival and Search and Rescue) Pt. 1	Climbing Pt. 2	C.O.P.E. (Includes Wilderness Survival and Search and Rescue) Pt. 2	Open Climbing	Open Climbing	Climbing Pt. 3	C.O.P.E. (Includes Wilderness Survival and Search and Rescue) Pt. 3	Climbing Pt. 4	C.O.P.E. (Includes Wilderness Survival and Search and Rescue) Pt. 4
Eagle Trail	Eagle Trail Pt. 1		Eagle Trail Pt. 2				Eagle Trail Pt. 3		Eagle Trail Pt. 4 and Eagle Trail Aquatics	
Industrial Arts	Welding Pt. 1	Home Repair Pt. 1	Welding Pt. 2	Home Repair Pt. 2	Frisbee Golf		Electricity Pt. 1	Welding Pt. 1	Electricity Pt. 2	Welding Pt. 2
Nature	1. Fishing/Fly Fishing Pt. 1 2. Environmental Science Pt. 1	1. Fish and Wildlife Pt. 1 2. Astronomy Pt. 1	1. Fishing/Fly Fishing Pt. 2 2. Environmental Science Pt. 2	1. Fish and Wildlife Pt. 2 2. Astronomy Pt. 2	Fishing Outpost	Flyfishing Outpost	1. Soil and Water Pt. 1 2. Nature Pt. 1	1. Mammals Study 2. Reptiles Study	1. Soil and Water Pt. 2 2. Nature Pt. 2	1. Mammals Study 2. Weather
Scoutcraft/Foxfire	1. Cooking Pt. 1 2. Camping Pt. 1 3. Pioneering Pt. 1	1. Golf Pt. 1 Basketry 3. Leatherworking	1. Cooking Pt. 2 2. Camping Pt. 2 3. Pioneering Pt. 2	1. Golf Pt. 2 2. Basketry 3. Wood Carving	Arcade Tournaments	Arcade Tournaments	1. Indian Lore 2. Camping Pt. 1 3. Cooking Pt. 1	1. Indian Lore 2. Emergency Prep. Pt. 1 3. 1st. Aid Pt. 1	1. Camping Pt. 2 2. Cooking Pt. 2 3. Chess	1. 1st Aid Pt. 2 2. Chess 3. Emergency Prep. Pt. 2
Shooting Sports	1. Rifle Pt. 1 2. Archery Pt. 1	1. Rifle Pt. 1 2. Archery Pt. 1	1. Rifle Pt. 2 2. Archery Pt. 2	1. Rifle Pt. 2 2. Archery Pt. 2	Open Shotgun Open Archery	Open Rifle	1. Shotgun Pt. 1 2. Archery Pt. 1	2. Shotgun Pt. 1 2. Archery Pt. 2	1. Shotgun Pt. 2 2. Open Archery	1. Shotgun Pt. 2 2. Open Archery
Evening Activity	Rendezvous Staff Hunt		1. Cuyuna Carnival 2. Astronomy Outpost # 1		1. Chapel 2. Friendship Fires		1. Wilderness Survival Outpost 2. Indian Lore Outpost 3. Astronomy Outpost # 2 4. Eagle Trail Outpost			

Eagle Trail (1st Year Camper Program)

- Mornings (9:00 a.m. – 11:45 a.m.) Monday, Tuesday, Thursday, and Friday.
- Special Eagle Trail Ice Cream in Admin Building after the Opening Campfire on Sunday.
- Special Eagle Trail Outpost on Thursday evening.
- Focuses on requirements for Tenderfoot, Second Class, and First Class.
- Ability to sign up for merit badges in the afternoon. Some recommendations include Basketry, Leatherworking, Indian Lore, Swimming, Mammal Study, and Reptile and Amphibian Study (See Merit Badge Schedule for complete list).
- All Arrow of Light Crossovers will receive a special Camp Cuyuna Neckerchief when they sign up for Camp plus \$10 “Cuyuna Cash” for the trading post.

Aquatics

Monday Morning:

- Canoeing MB Part 1 - Canoeing gives Scouts the opportunity to become expert boaters through demanding requirements and extensive practice. In addition to solo and tandem canoeing proficiency, Scouts will demonstrate skills and knowledge in safe aquatics practices, CPR, and first aid. Must be a swimmer and attend both parts 1 and 2 to complete the merit badge.
- Sailing MB Part 1 - Scouts will learn sailing terminology, knots, basic sailing skills, have the ability to demonstrate knowledge in safe aquatics practices, and learn CPR and first aid. Must be a swimmer and attend both parts 1 and 2 to complete the merit badge.

Monday Afternoon:

- Swimming MB Part 1 - Eagle-required merit badge, Swimming introduces Scouts to the fundamentals of safe aquatic practices, basic rescue and survival skills, diving, several different swimming strokes, and swimming as part of a lifelong fitness plan. Must be a swimmer and attend both parts 1 and 2.
- Kayaking MB Part 1 - Kayaking gives Scouts the opportunity to become proficient in a Kayak and practice the skills necessary to use one safely and efficiently. Must be a swimmer and attend both parts 1 and 2.
- Safe Swim Defense and Safety Afloat Training and help with Float Plans – 1:30 – 2:30 p.m. – These trainings and plans will be necessary if your unit is planning its own Aquatics Adventures on Wednesday.
- Open Swim and Mile Swim Practice – 2:30 – 4:30.

Aquatics

Tuesday Morning:

- Canoeing MB Part 2
- Sailing MB Part 2

Tuesday Afternoon:

- Swimming Part 2
- Kayaking Part 2
- Open Swimming

Wednesday Morning:

Build your own adventure! Take an outpost by sailing, canoeing, or kayaking on Goodrich Lake!

Wednesday Afternoon:

Open swimming, Open Boating (Command), or participate in the Mile Swim.

Thursday Moring:

- Swimming Part 1
- Kayaking Part 1

Thursday Afternoon:

- Lifesaving MB Part 1 - The Lifesaving Merit Badge is an Eagle-required merit badge. Scouts who complete the requirements will have shown swimming proficiency and stamina, learned advanced water rescue techniques, and demonstrated CPR, treatment of spinal injuries, and other first aid skills. Swimming MB is a prerequisite. Must be a swimmer and attend both parts 1 and 2.
- Stand-Up Paddle Board – Scouts and adults will have the opportunity learn how to use a Stand-Up Paddleboard and to earn the patch. Must be a Swimmer.
- Snorkeling - Scouts and leaders learn and demonstrate skills such as safety precautions, proper equipment use, communication using signs and signals, swimming techniques, and first aid. Must be a swimmer.
- Open swimming and boating

Aquatics

Friday Morning:

- Swimming Part 2
- Kayaking Part 2

Friday Afternoon:

- Lifesaving Part 2
- Open Swimming and Boating
- Snorkeling and Standup Paddleboarding

Water Carnival:

The water carnival is not part of the Cuyuna Carnival that will take place on Tuesday evening.

Lifeguard BSA: Receive your Lifeguard BSA Certification. This allows your unit to conduct aquatic activities year-round helping fulfilling the requirements outlined in Safe Swim Defense and Safety Afloat. This is intensive program and will require being at the waterfront all week during regular program hours.

C.O.P.E/ Climbing

- Climbing Merit Badge. This merit Badge requires four sessions: Monday, Tuesday, Thursday, and Friday mornings. Scouts will learn about signals, rope care, knots, and harnesses, and have an opportunity to experience belaying, climbing, and rappelling. Due to safety issues, we strongly recommend only Scouts who have demonstrated physical, mental, and emotional maturity be registered for this merit badge. Scouts who do not demonstrate this maturity will be removed from the class at the instructor's discretion.
- C.O.P.E – This activity requires 4 sessions: Afternoons Monday, Tuesday, Thursday, and Friday along with a Wilderness Survival Outpost on Thursday Evening. **C**hallenging **O**utdoor **P**ersonal **E**xperience awaits youth and adults looking to enhance personal, physical, and social skills. Through group initiative games, low-course, and high-course activities, participants build life-long skills such as leadership, communication, self-esteem, problem-solving, decision-making, trust, planning, and teamwork. Some of the activities involve group challenges, while others test individual skills and ability. Participants climb, swing, balance, jump, rappel, and employ solutions to a variety of challenges. Project C.O.P.E. provides an opportunity for every participant to achieve success, both as an individual and as a member of a patrol or group. C.O.P.E. is a “challenge by choice” opportunity – no one will be forced to participate in a specific activity if they do not feel they can do so. Must be at least 14 years of age. This program will also incorporate Wilderness Survival Merit Badge – Learn survival techniques and skills needed to survive in the outdoors without all the “essentials”. Puts the Motto “Be Prepared” into practice. Outpost on Wednesday night. And Search and Rescue Merit Badge - Scouts aiming to earn the Search and Rescue merit badge will first learn the important differences between a search and rescue. A search is an emergency situation requiring a team of trained searchers to locate, access, stabilize, and transport a lost person to safety.
- Wednesday Morning – Open Tower – The climbing tower will be open for those who would like to climb to the top!
- Wednesday Afternoon – Open High Course – The High Course will be open for those who would like to challenge themselves.

Industrial Arts

- **Monday Morning** – Welding Merit Badge Part 1 Welding is a skilled trade in high demand. Learn how to safely weld and gain hands-on experience in the craft. Due to limited equipment and the hands-on nature of this program, only 4 Scouts/week will be able to take this class. If additional youth sign up, we will look at adding additional sessions. If that is not possible, preference will be given to the most tenured campers. There is an additional \$25 fee for this merit badge. Must attend Part 1 and 2
- **Monday Afternoon** – Home Repair Merit Badge Part 1 Learn how to do general home repair in a variety of categories and help fix and maintain camp at the same time! Because of maturity level needed, this merit badge is open only to those 14 years of age or older. Also limited to 5 youth per week. Volunteer help with this merit badge by those with carpentry skills will be greatly appreciated. Must attend Part 1 and 2.
- **Tuesday Morning** – Welding Merit Badge Part 2
- **Tuesday Afternoon** – Home Repair Badge Part 2
- **Wednesday Morning** – Frisbee Golf – Participate in a camp frisbee golf tournament.
- **Thursday Morning** – Electricity Merit Badge Part 1: How does electricity work? How do you handle electrical emergencies? Create/complete electrical circuits. There are many great careers in electricity for those who understand how to safely work with it. Must attend part 1 and 2.
- **Thursday Afternoon** – Welding Merit Badge Part 1
- **Friday Morning** - Electricity Merit Badge Part 2
- **Friday Afternoon** – Welding Merit Badge Part 2

Nature

Monday Morning:

- **Fishing MB and Fly-fishing MB Part 1** – Scouts will learn about equipment, methods, and conservation practices involved in this lifetime activity. In addition to spending some quality time fishing on one of our camp lakes. Participants will need to catch two fish, cleaning and cooking one and releasing the other. Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many. Requires part 1 and part 2. Optional fishing outpost on Wednesday.
- **Environmental Science MB Part 1** - This Eagle required merit badge is a hands-on experience in the study of environmental issues. Scouts will learn about the environmental sciences and develop a timeline of the environmental movement in America, conduct experiments on the effects of pollution, and keep an observation journal of the camp's ecosystems. Requires part 1 and part 2 plus additional field work on own..

Monday Afternoon:

- **Fish and Wildlife Management MB Part 1** - Wildlife management is the science and art of managing wildlife which we share on our planet. Maintaining the proper balance and dynamics that go with it requires our attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy. Requires part 1 and part 2.
- **Astronomy MB Part 1** - Scouts will learn about telescopes & light, constellations, planets, stars, the moon, and the sun. Attendance at two outpost sessions is required for completion of the merit badge. One on Tuesday night and one on Thursday night. Also requires part 1 and 2.

Tuesday Morning:

- **Fishing and Flyfishing MB part 2**
- **Environmental Science part 2.**

Nature

Wednesday Morning:

Build your adventure by attending a fishing outpost to Lake Pickerel.

Wednesday Afternoon:

Build your adventure by attending a fly-fishing outpost to Lake Pickerel

Thursday Morning:

- Soil and Water Conservation MB Part 1 - Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, foresters, or landowner. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure these resources are used intelligently and are cared for properly. Requires part 1 and 2.
- Nature MB Part 1 - There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature. Requires part 1 and 2.

Thursday Afternoon:

- Mammals MB - A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. Learn about the mammals of camp and beyond.
- Reptile MB - Learn about reptiles and amphibians. How are they the same, how are they different.

Friday Moring:

- Soil and Water Conservation MB Part 2
- Nature MB Part 2

Friday Afternoon

- Weather MB – In this class, Scouts learn about weather and climate, clouds and precipitation, the water cycle, tools used in meteorology and forecasting, and weather safety rules.
- Mammals MB

Scoutcraft

Monday Morning:

- Cooking MB Part 1 - Eagle Required. This merit badge is more than just cooking a few meals, this class covers proper safe food handling and storage, diet and nutrition, food preparation, menu planning, as well as actual cooking experience. Scoutcraft staff will also demonstrate some interesting cooking techniques that can be used to make meals in the outdoors. Prerequisite: 4,5, 6d, and 6e. Requires part 1 and 2.
- Camping MB Part 1 - An Eagle required merit badge, Camping covers topics ranging from first aid, safety, Leave No Trace principles, cooking, gear, and various outdoor experiences. Camping is very difficult to complete at camp, so be sure to study the requirements (especially prerequisites) prior to beginning the badge at camp. Prerequisites – 8d and 9. Requires part 1 and 2.
- Pioneering MB Part 1 - Pioneering is chance for Scouts to build something they can show off to the whole troop. After showing knowledge and proficiency in basic knots, lashings, and splicing, they can make a rope, build a tower or bridge, and design and build their own pioneering projects. Independent work is required for requirement # 10. Requires part 1 and 2.

Monday Afternoon:

- Basketry MB - Basketry allows Scouts to learn the basics of weaving as they make a basket and a campstool seat. Cost: \$15 for cost of kits.
- Leatherwork MB - This handicraft badge introduces participants to basic safety procedures, processes, and skills used in small-scale and commercial production of leather goods ranging from small items to clothing. Cost: \$15 for cost of kits.
- Golf Merit Badge Part 1 - The Golf merit badge will take you out on the course for lots of firsthand learning. Cost: \$30 for 18 holes of golf, clubs, balls, and tees. Adults are needed to help drive Scouts to the course and back to camp. Part 1 and 2 required.

Scoutcraft

Tuesday Morning:

- Cooking Merit Badge Part 2
- Camping Merit Badge Part 2
- Pioneering Merit Badge Part 2

Tuesday Afternoon:

- Golf Merit Badge Part 2
- Basketry Merit Badge
- Wood Carving Merit Badge - Using skills covered in Totin' Chip training and knowledge of proper use of woods tools, Scouts must complete at least two woodcarving projects to earn this badge. Cost: \$10 for cost of kits.

Wednesday:

- Your troop or patrol can sign up at camp to compete against other troops and/or patrols from other units in a Cuyuna Arcade Tournaments. Choose between:
 - Human Foosball
 - Giant Chess
 - Giant Connect 4
 - Giant Checkers
 - Bean Bag Toss
 - Ga Ga Ball

Thursday Morning:

- Indian Lore MB - Scouts learn about the dwellings, way of life, leaders, language, government, religious beliefs, clothing, and locales of various Native American tribes. The Thursday outpost, though not required, is used to cover some of the requirements. Cost: \$15 for cost of kits
- Camping Merit Badge Part 1
- Cooking Merit Badge Part 1

Scoutcraft

Thursday Afternoon:

- Emergency Preparedness Merit Badge Part 1: Scouts are often called upon to help because they know first aid and have the discipline and planning skills needed to react to an emergency situation. Earning this merit badge helps a Scout to *Be Prepared* by learning the actions that can be helpful and needed before, during, and after an emergency. Prerequisites: 1, 2C, 6C, 8B, and 9. Part 1 and 2 required.
- First Aid MB Part 1 - Usually one of the first Eagle-required badges a Scout attempts, First Aid is truly something that every Scout should know. Part 1 and 2 required.
- Indian Lore MB - Scouts learn about the dwellings, way of life, leaders, language, government, religious beliefs, clothing, and locales of various Native American tribes. The Thursday outpost, though not required, is used to cover some of the requirements. Cost: \$15 for cost of kits

Friday Morning:

- Chess Merit Badge - Learn the rules for the game of chess or simply learn to play the game better.
- Cooking Merit Badge Part 2
- Camping Merit Badge Part 2

Friday Afternoon:

- 1st Aid Merit Badge Part 2
- Chess Merit Badge
- Emergency Preparedness Merit Badge part 2

Shooting Sports

Monday Morning

- Rifle Merit Badge part 1 - In addition to discussing hunting and conservation issues, Scouts will learn and employ safe firearm procedures as they increase accuracy with a scoped .22 caliber rifle. Detailed instruction and practice are given in order to achieve a qualifying score in the “modern cartridge type” option of the merit badge. Requires part 1 and 2.
- Archery Merit Badge part 1 - In the archery merit badge, Scouts make their own bow strings and arrows and learn how to shoot with accuracy for a qualifying score. Cost: \$10 to cover cost of materials to build an arrow and bow string. Requires part 1 and 2.

Monday Afternoon

- Rifle Merit Badge part 1
- Archery Merit Badge Part 1

Tuesday Morning

- Rifle Merit Badge part 2
- Archery Merit Badge part 2

Tuesday Afternoon

- Rifle Merit Badge part 2
- Archery Merit Badge part 2

Wednesday

- Open shotgun and open archery in the morning and open rifle in the afternoon. Cost for rifle is \$0.50 for five rounds and target for .22 or \$10 for unlimited. Cost for shotgun is \$1.00 for one round.

Thursday Morning:

- Shotgun Merit Badge part 1. - Scouts will work toward a qualifying score in the “modern shot shell type” option for this merit badge. After discussion of hunting and conservation issues, Scouts will be trained to safely use our 20-gauge shotguns and increase accuracy. This merit badge is recommended for older, more mature scouts. Cost: \$35 Requires part 1 and 2.
- Archery Merit Badge part 1

Shooting Sports

Thursday Afternoon:

- Shotgun Part 1
- Archery part 2

Friday Morning

- Shotgun Merit Badge Part 2
- Open Archery

Friday Afternoon

- Shotgun Merit Badge Part 2
- Open Archery

Firearms/Archery Permission Forms

Youth will not be allowed to participate in archery, rifle or shotgun activities without a signed archery/firearms permission form. This form is presented to the Trading Post or to range director. Other than merit badge classes, it is necessary to the purchase firearms wristbands or tickets from trading post.

Adult Fishing Camp

- July 17-23, 2022.
- 3 Options for lodging – Private Room (Double Bed) – 4 available, Shared Room (Twin Beds) – 8 available, Fold Out Couch – 4 available.
- Three Lakes Available on camp: Pickerel, Goodrich, or Command. Or take advantage of one of the many lakes in the Crosslake Area (boats not included for off camp lakes)
- Included: Food, Lodging, access to row boats (with trolling motor and battery), canoes, kayaks.
- Included meals: Dinner on Sunday, All meals Monday-Friday, and Breakfast on Saturday.
- Cost: Private Room: \$320, Shared Room \$260, Fold Out Couch \$200
- Additional Optional Activities (at additional cost)
 - 100 Rounds Clay Targets - \$75
 - 50 Rounds .22 Target Shooting - \$20
 - Archery (per hour) - \$20
 - Chain Saw Training - \$50
 - Land Navigation Course - \$50
 - Golfing (Several local courses to choose from, would pay facility directly)
- Please note that alcoholic beverages are not allowed on BSA property.

Skilled Trade Camp

- July 17-23, 2022
- Cost \$270 (Second week of camp pricing does not apply)
- Limited to the first 6 participants that sign up.
- Program will be led by Kevin Cole, our council's Vice President of Properties and owner of Cole Construction in Fairmont, MN
- Learn and experience working in the skilled trades with real hands-on practical experience learning how to safely conduct demolition, tile work, electrical, h-vac, framing, painting, finishing, and plumbing.
- Work on an actual project at camp while learning these skills (updating and remodeling the health lodge area in the admin building.
- Earn portions of Home Repair MB, Plumbing MB, and Painting MB
- All meals provided and will be cooked for you as part of the program. You will need to bring your own tent and personal gear. Bring work clothes.
- Not all work. Will also have time to enjoy camp activities including fishing, the Cuyuna Arcade games, swimming, boating, etc.
- **Note:** In order to run this camp, \$7,500-\$10,000 will need to be raised. Twin Valley Council staff and volunteers will be working to raise the needed funds. A final decision on the status of the camp will be shared before the early bird deadline of May 6, 2022.

Wilderness Survival and Land Navigation

- July 17-23, 2022
- Cost is \$270. – (Second week of camp prices do not apply)
- Learn and practice practical wilderness survival skills such as:
 - Fire building without matches and a lighter.
 - Edible plants
 - Land Navigation
 - Shelter building
 - Cooking without utensils
 - Developing a plan
 - Wilderness 1st aid
 - Search and Rescue
 - Searching for and gathering food
- “Be Prepared” – Bring items you believe you will need either in a single backpack or duffle. Early in the week you will be taught basic survival skills and may stay in a tent, later in the week you will put these skills to the test and sleep in a shelter you construct.
- A special land navigation course is currently being developed by a retired army infantryman. This course will be shared with the participants who will learn how to navigate terrain safely and effectively using both map and compass and GPS.
- Program limited to 12 participants

Fishing, Canoeing, Kayaking, and Mountain Biking Week

- July 17-23, 2022.
- Cost \$270 (Second week of camp rates do not apply)
- Meals will be served “Dining Hall Style” in the Admin Building.
- Earn the complete angler award.
- Fish all 3 of Camp Cuyuna’s lakes + a trout lake in the Cuyuna Recreation Area + a local river.
- Enjoy touring our lakes and developing skills in a canoe and kayak.
- Mountain bike in the Cuyuna Recreation Area. Bring your own bike or rent one from a local bike shop. (Price range from \$20-\$70).
- Enjoy both rod and reel fishing as well as fly fishing.
- Bring you own tackle or borrow ours.
- Sample Schedule (subject to change based on weather)

	Morning	Afternoon	Evening
Sunday		Arrive at camp	Safety and instruction
Monday	Fishing Pickrel Lake	Canoeing Tour	Fishing in Pickrel
Tuesday	Fishing in Goodrich	Kayaking Tour	Fishing in Goodrich
Wednesday	Trout Fishing	Mountain Biking	Trout Fishing
Thursday	Fish Hatchery Tour	Fish Hatchery Tour	Fishing Comand Lake
Friday	River Fishing	Fish and Wildlife	Fish Fry
Saturday	Return Home		

Cuyuna Family Experience

Visit Minnesota's Northwoods for the Cuyuna Family Experience for only **\$70 per person**. Price includes 8 meals, camping, and all programs. Enjoy swimming, boating, rifle/bb gun shooting, archery, STEM programs, learn Scoutcraft skills, basketry, leatherwork, fishing, human foosball, gaga ball and more!

Don't want to sleep in a tent? Bring your RV or popup camper at no additional charge or rent one of our 4 family cabins for an additional \$95 per night! Just bring your own towels, sheets, and bedding.

The Cuyuna Family Experience is fun for the entire family. This camp is designed for family members to enjoy camp and do activities together. For Aquatics activities, a swim test is required. For rifle range activities, those below 11 years old can shoot BB guns, those over 11 years old can shoot .22's. Parent must give permission for children under 18 to shoot firearms, bb guns, or archery (must be at least in the 1st grade to shoot bb guns).

Items to bring:

- Tent / RV / Pop-up Camper
- Cot / Sleeping pad / Sleeping bag or blanket
- Swim wear
- Personal Toiletries
- Change of clothes
- Boots or other closed toed shoes
- Towel
- Sunscreen and Bug Repellent
- Fishing gear (optional)
- Water bottle
- Class A and B Health Form

For more information or to register go to www.twinvalleybsa.org. Registrations open January 17, 2022. Registration deadline is May 20, 2022. Please note that cabin, RV, and popup locations are limited so you may want to register in advance for these options.

Sunday, June 19

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|-----------|---|
| 1:00—5:30 | Arrive, check-in, camp tour, swim checks, set up camp |
| 6:00 p.m. | Dinner |
| 7:00 p.m. | Campfire program |

Monday, June 20

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|------------|--|
| 8:00 a.m. | Breakfast |
| 9:00 a.m. | <u>Round Robin # 1</u>
Climbing/Rappelling
Fire building / Campfire cooking / Scoutcraft |
| 10:30 a.m. | <u>Round Robin # 2</u>
Climbing / Rappelling
Fire building / Campfire cooking / Scoutcraft |
| 12:30 p.m. | Lunch |
| 1:30 p.m. | <u>Round Robin # 3</u>
Swimming/Boating
Rifle/BB Gun/Archery |
| 3:30 p.m. | <u>Round Robin # 4</u>
Swimming/Boating
Rifle/BB Gun/Archery |
| 5:00 p.m. | Free time |
| 6:00 p.m. | Dinner |
| 7:00 p.m. | Fishing or Beach Volleyball |
| 8:30 p.m. | Campsite free time |

Tuesday, June 21

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| 8:00 a.m. | Breakfast |
| 9:00 a.m. | <u>Round Robin # 5</u>
STEM programs in Nature area
COPE Initiative Games/Low COPE |
| 10:30 a.m. | <u>Round Robin #6</u>
STEM programs in Nature area
COPE Initiative Games/Low COPE |
| 12:30 p.m. | Lunch |
| 1:30 p.m. | <u>Round Robin # 7</u>
Basketry/Leatherworking/Carving
Swimming/Boating |
| 3:30 p.m. | <u>Round Robin # 8</u>
Basketry/Leatherworking/Carving
Swimming/Boating |
| 5:00 p.m. | Free time |
| 6:00 p.m. | Dinner |
| 7:00 p.m. | Chess/Foosball/GaGa ball |
| 8:30 p.m. | Friendship Fires |

Wednesday, June 22

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|-----------|------------------------------|
| 8:00 a.m. | Breakfast |
| 9:00 p.m. | Break camp, checkout, depart |