



Denali High Adventure Scout Base 2019 Program Guide



Register at scoutingalaska.org

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Program Summary

Check-in

Check-in will be conducted at the DHASB office in the main building nicknamed the "Roadhouse." Units should have their completed medical forms (Parts A, B, and C), a unit roster, and any outstanding camp fees ready for check-in at the camp office. Staff will be available to guide units to their campsites. Swim checks will be conducted at the waterfront and it is recommended to pack your towel and swim suit where they are easily accessible.

Late Merit Badge Sign-ups

There will be an opportunity for Scouts to change their schedules and double-check their merit badge sign-ups. Class space may be limited due to equipment and national policy restrictions.

Lunch

Lunches will be done sack-lunch style in the program areas to maximize instructional time and minimize time walking between areas due to the spread out nature of the camp. Lunches will be packed during breakfast time before Scouts head out for their morning classes.

Dinner

Dinner will be done pot-luck style at the roadhouse with patrols helping cook various parts of the evening meal to share with the whole camp. This is a great fellowship time at Denali High Adventure Scout Base!

Campfires

There will be two campfire programs during the week, one welcome campfire put on by the staff and a closing campfire put on by the Scouts! The closing campfire will include awards and recognition for the week's activities.

Area Evening Activities

This period of time is set aside for Scouts to experience the best programs Denali High Adventure Scout Base has to offer and try their hand at an activity they may not have signed up for. Each night will feature different areas in camp where Scouts will test their skills, have some fun, and even compete against one another!

Mountain Meals cook-off

Wednesday night will be a unique opportunity for Scouts to put their cooking skills to the test in this iron-chef style competition. Each Patrol will be challenged to cook a dish featuring a secret ingredient and then present their cuisine to the other campers for judgement. Carnival style games will be available as well as we share in fellowship and some delicious culinary creations!

Survival Campouts

Thursday night is when participants in the George's Explorers program (first-year camper) and Wilderness survival merit badge will conduct their overnight outpost camping experience. During the week, Scouts will receive instructions on how to prepare for the campout.

Camp-wide Patrol Competition

Friday afternoon will feature an exhilarating camp-wide patrol competition! Each patrol will be tasked with traveling to the different areas in camp and demonstrating a specific skill relating to that area's program. Scouts will put their Scouting knowledge, camp, and wilderness skills to the test in this timed event culminating in an award ceremony at closing campfire to recognize the top patrols.

Merit Badges, Training, & Activities

Aquatics	Age Requirements	Special Notes & Pre-requisites that need to be completed outside of camp
Canoeing		CPR required
Lifesaving	13+	Requirement 1 not completed at camp, CPR required
Kayaking		CPR required
Whitewater	13+	CPR required
Stand-up Paddle Boarding		Not a merit badge, activity patch
Safe Swim Defense		Training
Safety Afloat#		Training
Aquatics Supervision	16+ or Adult Leader	<p><u>Swimming & Water Rescue</u> This training provides information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training to include basic water rescue skills. At least one person with this training is required to be present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. This is an 8 hour course and has a 3 year certification card.</p> <p><u>Paddle Craft Safety</u> This training provides basic skills and knowledge needed to confidently supervise float trips using canoes or kayaks. The material also reviews the additional training and experience needed for whitewater, how to gain that expertise, and when it is appropriate to utilize professional water guides. At least on person with this training is required to be present to assist with supervision whenever a unit goes on a float trip. This is an 8-hour course and has a 3 year certification card.</p>
Shooting Sports	Age Requirements	Special Notes & pre-requisites to be completed before camp
Archery	12#	\$7 supply fee
Rifle (Black Powder Option)	13+	\$25 supply fee
Shotgun (Black Powder or Modern Option)	13+	\$25 supply fee
Field Archery		Not a merit badge, available during open program
3D Archery		Not a merit badge, available during open program
Pistol Shooting	14+	\$15 supply fee, permission slip required

Large Bore Rifle Shooting	14+	
Handicraft/Forge	Age Requirements	Special Notes & pre-requisites to be completed before camp
Metalworking (Blacksmithing option)	13+	\$25 supply fee
Leatherwork		Kit required (available at the Trading Post)
Basketry		Kit required (available at the Trading Post)
Welding	13+	\$25 supply fee
Ecology/Conservation	Age Requirements	Special Notes & pre-requisites to be completed before camp
Environmental Science	13+	
Fishing		\$10 supply fee, requirement 9 may not be completed at camp, requirement 10 subject to local burn ban restrictions. Bring your own pole & tackle
Mammal Study		
Nature		Requirement 4 not completed at camp.
Geology		
Leave No Trace Awareness#		
Fish and Wildlife Management		
Scoutcraft	Age Requirements	Special Notes & pre-requisites to be completed before camp
Kesugi Ridge Trek#	13+	Some merit badge requirements completed for backpacking, camping, and hiking merit badges
Wilderness Survival		Requirement 5 should be completed prior to camp, requirement 6 subject to local burn ban restrictions
Pioneering		
Orienteering		
Cycling		Bring your own bike and helmet, requirement 7B© and 7B(d) not completed at camp
Exploration		
George's Explorers#		Scouts will work on requirements for Tenderfoot, Second Class, and First Class ranks.
Paul Bunyan#		By appointment only
Firem'n Chit		By appointment only
Totin Chit		By Appointment only
Other	Age Requirements	Special Notes & pre-requisites to be completed before camp
Emergency Preparedness		Scout must have First Aid merit badge, requirements 2c and 8b should be completed before camp

First Aid		Requirement 1, bring personal first aid kit for requirement 2d. First Class rank recommended
Photography		
Leave No Trace Training	16+ and Adult Leaders	Basic training in Leave No Trace principles. Available on request.

"#" is Recommended



National Outdoor Award



Riding segment not offered at summer camp

The six National Outdoor Awards badges recognize a Boy Scout, Varsity Scout, Sea Scout, or Venturer who demonstrates knowledge and experience in camping, aquatics, conservation, hiking, riding, or adventure. Youth earning the National Outdoor Awards badges have demonstrated that they are knowledgeable, safe, and comfortable in the outdoor activity covered by the badge.

National Outdoor Awards badges may be earned in the following areas:

Camping. A Boy Scout, Varsity Scout, Sea Scout, or Venturer may earn the National Outdoor Badge for Camping upon successfully completing the following requirements:

1. Earn the Boy Scout First Class rank, Sea Scout Apprentice rank, *or* complete Venturing Ranger Award requirements 1–6.
2. Complete the Camping merit badge requirements.
3. Complete the requirements for two of the following three: Cooking merit badge *or* Ranger Cooking core; First Aid merit badge *or* Ranger First Aid core; Pioneering merit badge.
4. Complete 25 days and nights of camping—including six consecutive days (five nights) of camping (Sea Scouts may be on a boat), approved and under the auspices and standards of the Boy Scouts of America—including nights camped as part of requirements 1 through 3 above. Boy Scouts and Varsity Scouts must complete six consecutive days (five nights) of the 25 nights at a BSA accredited resident camp.

A gold device may be earned for each additional 25 nights of camping. A silver device is earned for each additional 100 nights of camping. The youth may wear any combination of devices totaling his or her current number of nights camping.

Hiking. A Boy Scout, Varsity Scout, Sea Scout, or Venturer may earn the National Outdoor Badge for Hiking upon successfully completing the following requirements:

1. Earn the Boy Scout First Class rank, Sea Scout Apprentice rank, *or* complete Venturing Ranger Award requirements 1-6.
2. Complete the requirements for one of the following: Hiking merit badge, Backpacking merit badge, *or* Venturing Ranger Backpacking elective.
3. Complete the requirements for one of the following: Orienteering merit badge, Geocaching merit badge, *Pathfinding merit badge, *or* Venturing Ranger Land Navigation core requirement.
4. Complete 100 miles of hiking, backpacking, snowshoeing, *or* cross country skiing under the auspices of the Boy Scouts of America, including miles hiked as part of requirements 2 and 3.

*Only the Scouts who have already earned the Pathfinding merit badge during Scouting's centennial celebration in 2010 and first quarter of 2011 can receive credit

for this requirement. This badge has been discontinued since then, and can no longer be earned.

A gold device may be earned for each additional 50 miles hiked, backpacked, snowshoed, or skied as outlined in requirements 2 and 3. A silver device is earned for each additional 200 miles of hiking. The youth may wear any combination of devices totaling his or her current number of miles hiking.

Aquatics. A Boy Scout, Varsity Scout, Sea Scout, or Venturer, may earn the National Outdoor Badge for Aquatics upon successfully completing the following requirements:

1. Earn the Boy Scout First Class rank, Sea Scout Apprentice rank, *or* complete Venturing Ranger Award requirements 1-6.
2. Complete the requirements for the Swimming merit badge and either Lifesaving merit badge *or* Venturing Ranger Lifesaver elective. (For Sea Scouts, swimming merit badge requirements are an Ordinary rank requirement, and lifesaving merit badge requirements are an Able rank requirement).
3. Complete the requirements for the Mile Swim BSA Award.
4. Complete the requirements for at least one of the following: Canoeing, Fishing, Fly-Fishing, Kayaking, Rowing, Scuba Diving, Small-Boat Sailing, Water Sports, or Whitewater merit badges or Ranger Award Fishing, Scuba or Watercraft electives. Complete at least 25 hours of on-the-water time, applying the skills that you learned in the merit badge or Ranger elective.
5. Complete at least 50 hours of any combination of swimming, canoeing, fishing, fly-fishing, kayaking, rowing, scuba, small-boat sailing, stand up paddleboarding, water sports, or whitewater activity under the auspices of the Boy Scouts of America, including time spent in requirements 2 through 4.

A gold device may be earned for each additional 25 hours of aquatics activity listed in requirement 5. A silver device is earned for each additional 100 hours of aquatics activity. The youth may wear any combination of devices totaling his or her current number of hours of aquatics activity.

Conservation. A Boy Scout, Varsity Scout, Sea Scout, or Venturer may earn the National Outdoor Badge for Conservation upon successfully completing the following requirements:

1. Earn the Boy Scout First Class rank, Sea Scout Apprentice rank, *or* complete Venturing Ranger Award requirements 1-6.
2. Demonstrate the safe use of five of the following conservation tools: pick or pickax; shovel or spade; ax; bow saw; cross-cut saw; prybar; sledge hammer; loppers or shears; fire rake or McLeod; and/or Pulaski. Discuss the ethical use of the tools you chose.
3. Complete the requirements for the following:
 - a. Environmental Science merit badge *or* Sustainability merit badge *or* both Venturing Ranger Conservation core and Ecology elective
 - b. Soil and Water Conservation merit badge
 - c. One of the following merit badges: Fish and Wildlife Management, Forestry, or Mammals

4. Complete 25 hours of conservation work under the auspices and standards of the Boy Scouts of America, including hours worked as part of requirements 1 through 3.

A gold device may be earned for each additional 25 hours of conservation work. A silver device is earned for each additional 100 hours of conservation work (for example, the first silver device is earned at 125 total hours of conservation work). Youth may wear any combination of devices totaling his or her current number of hours of conservation work.

Adventure. A Boy Scout, Varsity Scout, Sea Scout, or Venturer may earn the National Outdoor Badge for Adventure upon successfully completing the following requirements:

1. Earn the Boy Scout First Class rank, Sea Scout Apprentice rank, *or* complete Venturing Ranger Award requirements 1-6.
2. Complete the requirements for one of the following: Wilderness Survival, Search and Rescue, or Emergency Preparedness merit badges or Ranger Wilderness Survival core, Ranger Emergency Preparedness core, or Ranger First Aid elective.
3. Complete 10 of any combination or repetition of the following adventure activities under the auspices of the Boy Scouts of America:
 - a. A backpacking trip lasting three or more days and covering more than 20 miles without food resupply
 - b. A canoeing, rowing, or sailing trip lasting three or more days and covering more than 50 miles without food resupply
 - c. A whitewater trip lasting two or more days and covering more than 20 miles without food resupply
 - d. A climbing activity on open rock, following Climb On Safely principles, that includes camping overnight
 - e. Earn the National Historic Trails Award.
 - f. Earn the 50-Miler Award.
 - g. Attend any national high-adventure base or any nationally recognized local high-adventure or specialty-adventure program.

Items 3a–g may be repeated as desired. A single activity that satisfies multiple items in 3a–g may be counted as separate activities at the discretion of the unit leader. Similarly, a single activity that doubles an item in 3a–d may be counted as two activities at the discretion of the unit leader. A gold device may be earned for each additional five activities. A silver device is earned for each additional 20 activities. The Scout may wear any combination of devices totaling his current number of activities

The award consists of up to six emblem segments positioned around the perimeter of a beautiful center emblem. All are embroidered in full color. The segments represent six areas of emphasis: Camping, Aquatics, Conservation, Hiking, Riding, and Adventure, with rigorous requirements to earn each segment. The center emblem features an outdoor scene with fleur-de-lis and the words “National Outdoor Awards.”

Order of the Arrow

The Order of the Arrow is Scouting's Brotherhood of Honor Campers.

The purpose of the Order of the Arrow is:

- *To recognize those who best exemplify the Scout Oath and Law in their daily lives and through that recognition cause others to conduct themselves in a way that warrants similar recognition.*
- *Promote camping, responsible outdoor adventure, and environmental stewardship as essential components of every Scout's experience, in the unit, year-round, and in summer camp.*
- *Develop leaders with the willingness, character, spirit, and ability to advance the activities of their units, our Brotherhood, Scouting, and ultimately our nation.*
- *To crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.*

The Order of the Arrow is a unique organization in that both members and nonmembers must elect its membership. To be elected, *a Scout must be First Class or above and be an active, registered member of a BSA troop or team. After registration with a troop or team, have experienced fifteen days and nights of Boy Scout camping during the two-year period prior to the election. The fifteen days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps.*

Fifty percent of the registered members of the Troop must be present at the election. The unit committee may nominate only one adult, if the unit elected at least one youth. If the unit has more than 50 registered members, the unit committee may nominate two adults each year. Adult applications must be turned in to council office by May 14. Remember that official OA election teams must do unit OA elections! Elections must be done by Tuesday night to be called-out at the Friday night campfire.

While a call-out may be held at the Spring Camporee, Scouts can be called-out at DHASB. These call-outs will be held on Friday.

BROTHERHOOD CONVERSION OPPORTUNITIES

The Brotherhood is for Order of the Arrow members who have been Arrowmen for at least 10 months and meet certain other requirements. Nanuk Lodge will conduct a Brotherhood Ceremony for qualifying Arrowmen. Check with the OA Camp Chief to find out time and information.

For more information concerning the Order of the Arrow or Nanuk Lodge at www.scoutingalaska.org/oa or www.nanuk355.com

Register at scoutingalaska.org

The “Explorers Club”

The “Explorers Club” of Denali High Adventure Scout Base is the honor service organization. This program is designed to recognize Scouts, Venturers, and adults who exemplify the Boy Scout and the Base’s ideals of Scout helpfulness. All who attend camp are eligible for membership. On Friday night, all of the hard work from the week will culminate in a ceremony and campfire that will strengthen the bonds of brother-hood and Scout Spirit. The circular patch for the Society must be purchased at the Trading Post. The segments that go around the patch are given to you at the closing campfire. To receive your segments you must turn in your Club roster by Friday noon to provide time to prepare the patches for presentation.

The ranks and corresponding requirements are:

- Mt. Sanford (16,237) membership
 - 1) One summer at Denali High Adventure Scout Base
 - 2) One hour of work on a service project
- Mt. Blackburn (16,390) membership
 - 1) Have earned the Mt. Sanford level
 - 2) Two summers at Denali High Adventure Scout Base
 - 3) Two hours of work on a service project
- Mt. Foraker (17,400) membership
 - 1) Have earned Mt. Blackburn level
 - 2) Threes summers at Denali High Adventure Scout Base
 - 3) Three hours of work on a service project
- Mt. Saint Elias (18,009) membership
 - 1) Have earned Mt. Foraker level
 - 2) Four summers at Denali High Adventure Scout Base
 - 3) Four hours of work on a service project
- Denali (20,320) membership
 - 1) Have earned Mt. Saint Elias level
 - 2) Five summers at Denali High Adventure Scout Base
 - 3) Plan, organize, and complete an approved service project of at least five hours. (Please contact the Camp Ranger for assistance)

**All ranks require Scouts/Leaders to show Scout Spirit
the entire time they are camp**

Programs for the Adult Leaders

Too often, our summer camp planning is made around programming for the Scouts. The leader is overlooked. Throughout the week, unit adults have many choices for spending their free time. Denali High Adventure Scout Base provides several opportunities to make an adult's stay at camp a pleasant one.

SWIMMING, WATER RESCUE, & PADDLECRAFT SAFETY

These programs are sponsored by the Council Aquatics Committee and provide valuable hands on training concerning the BSA's policies for aquatic activities. The training is valid for 3 years and is a prerequisite for conducting aquatic activities on the unit level. This training is offered for adults and youth 16 or older. The Aquatics Director will conduct the training, and the time will be announced at the Sunday Scoutmaster's meeting.

SCOUT LEADER MERIT BADGE

This year we are offering a patch that only adults can earn. Requirements will be handed out at the Roadhouse upon check-in.

ADVANCEMENT AND SERVICE

Often, adults in camp bring with them special knowledge or skills that would be beneficial to various merit badge sessions. If any adult would like to assist with a merit badge—or offer one not on the schedule—please see the Program Director on Sunday. The Camp Ranger will be glad to suggest a list of camp projects that can use your skills and knowledge to help improve camp. Bring your tools and feel at home.

YOUTH PROTECTION TRAINING

Youth Protection Training must be completed every 2 years. If you need to go through this training, the Program Director will offer this training at a time mentioned at the Sunday Scoutmaster's meeting.

LEAVE NO TRACE

A Leave No Trace Awareness Workshop will be conducted for adult leaders and interested youth. Every unit should plan on having at least one leader participate.

Merit Badge & Weekly Schedules

2019 Monday Start Program Schedule

TIMES	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
					OA DAY!	
6:30	Rise and Shine					
6:50	MORNING FLAG CEREMONY					
7:00	BREAKFAST (7am-8:00am)					
8:00 - 11:30 pm)	Gather at Flag poles to head to merit badges (8:30)					MB issues and questions @ Main Building 9:00 a.m. Happy Trails Drive Safely!
9:00	BLOCK 2 9:00-11:30		BLOCK 4 9:00-11:30			
10:00						
11:00	Late MB Sign-up					
12:00	LUNCH IN PROGRAM AREAS (12-1:00)					
1:00	SPL Meeting					
1:30	Gather at Flag poles to head to merit badges (1:30)					
2:00	BLOCK 1 2:00-4:30		BLOCK 3 2:00-4:30		Campwide Patrol Competition	
3:00						
4:00						
4:30						
4:50	Evening Flags					
5:00	POTLUCK-STYLE DINNER (5pm-7pm)		Mountain Meals cookoff and carnial		POTLUCK-STYLE DINNER (5pm-7pm)	
7:00	Wildlife Training	Area Evening Activities: (whole camp) Service Project than capture the flag, Rafting?	Area Evening Activities: Forge and Shooting	Area Evening Activities: Aquatics Carnival & Bushcraft Skills	Camp Wide Activities	
8:00	Leader's Meeting, Letter handout					
8:30	8:30 Opening CAMPFIRE & Vespers		George's Explorers and Wilderness Survival Campouts		8:30 Closing CAMPFIRE	
9:00					Blue Card Pick-up	
9:30	ALL TRASH MUST BE OUT OF CAMPSITES AND AT THE ROADHOUSE BY 9PM!!!					
10:00	Light's Out					

DHASB Merit Badge Schedule 2019

	Merit Badges	T & W Morning	TH & F Morning	M & T Afternoon	W & Th Afternoon	Friday Afternoon
Ecology	Environmental Science		Yes			
	Fishing			Yes		
	Mammal Study	Yes				
	Nature				Yes	
	Geology				Yes	
	Leave No Trace Awareness					Yes
	Fish and Wildlife		Yes			
Scout Craft	Kesugi Ridge Trek*#	Yes				
	Wilderness Survival		Yes			
	Pioneering					
	Orienteering	Yes				
	Cycling		Yes			
	Exploration	Yes				
	George's Explorers			Yes	Yes	
	Paul Bunyun (by Appointment)					
	Fire Chit	Part of George's Explore's or by Appointment				
	Totin Chit					
Ranges	Archery (\$7)			Yes	Yes	
	Rifle (Black powder) (\$25)*			Yes		
	Shotgun (Blackpowder) (\$25)*				Yes	
	Pistol (\$15)**	Yes	Yes			
	3D Archery#					Yes
	Field Archery#					Yes
	Large Bore Rifle#**					Yes
Handicraft	Metalworking (\$25)*			Yes	Yes	
	Leatherwork ^		Yes			
	Basketry ^	Yes				
	Welding (\$25)*		Yes			
Aquatics	Canoeing	Yes				
	Lifesaving				Yes	
	Kayaking			Yes		
	Whitewater	Yes	Yes			
	Stand-up Paddle Boarding#					Yes
	Training: Safe Swim					Monday Afternoon
	Training: Safety Afloat#					
General	Emergency Preparedness	Yes				
	First Aid				Yes	
	Photography			Yes		

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Hiking and B

Requirements

* Minimum age 13

** Minimum age 14

Not a merit badge

^ Kit required

9 9 8 9 5