



2026 Camp Manatoc Program & Theme Guide

For Leaders and Scouts



From the Program Director



After over a year of planning, I am proud to bring you many of the program features we have planned for the 2026 Summer Camp Season. We began preparing for this season with three main points in mind: keep the excellent theme incorporation from the 2025 season, bring a new schedule that can balance the experiences we want Scouts to have at camp with the advancement opportunities they deserve, and our desire to join in on the semiquincentennial celebration. The new schedule allows us to explore a design space of the program that won't conflict with what I view as one of our best features at Manatoc: our merit badge instruction.

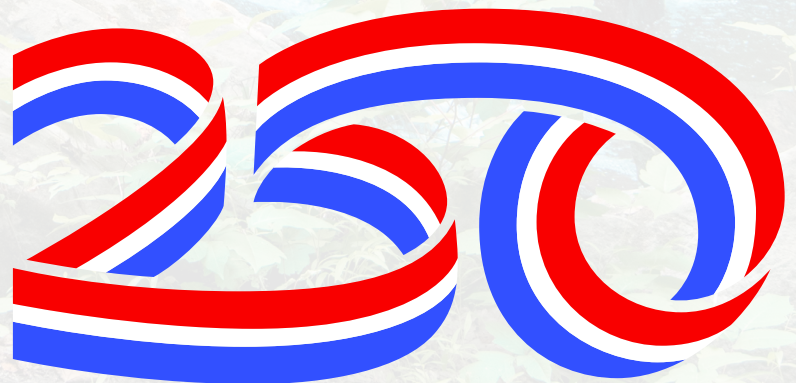
In this guide, you will find the majority of the fun activities and experiences we have ready for Scouts and Leaders to experience in the 2026 season. New out trips, afternoon and evening activities, a revamped first year program, and much more. I'm more excited than ever to see Scouts come through our gate and renew their love of the outdoors with us this summer. With any program questions, please feel free to reach out to me, and I will see you at camp!

Yours in Scouting,

Luke G. Kolasky

Luke G. Kolasky
2026 Program Director

AMERICA



Contact Us

Al Fazenbaker | Camp Director

camp.director@gtcscouting.org

Luke G. Kolasky | Program Director

program.director@gtcscouting.org

John Judge | Camp Commisioner

camp.commissioner@gtcscouting.org

Jess Weaver | Council Outdoor Adventures Director

Jess.Weaver@scouting.org

Manatoc Scout Reservation

1075 Truxell Rd.

Peninsula, OH 44264

(330) 657-2592

www.manatoc.org



Before You Read...

This guide offers a general overview of most of the activities we are offering in the 2026 season, but changes and additions to our program may happen prior to or during the season for various reasons! Please be sure to always check the latest version of documents, and with any questions reach out to Luke Kolasky at program.director@gtcscouting.org

If you have not already, it is recommended to read the Camp Guide prior to reading this Program Guide, which can be found online.

To view the full, current weekly schedule, please visit this link: https://docs.google.com/spreadsheets/d/1nh-QrJSHVvHi_J3Ng1GuLza7SarELAFoCGe2n-dTqpc/edit?usp=sharing

For further information about Summer Camp, visit: <https://www.manatoc.org/now>



Table of Contents

Schedule Change	6	Campfires	19
Wednesday Adventure	7-9	<i>Opening Campfire</i>	
Day Themed Dress Days	10	<i>Closing Campfire</i>	
Campwide Game	11	<i>“So You Want to Be Camp Staff?” Session</i>	
Friday Parade	11	Highlighted Activities	20-21
2026 Awards	12	<i>Open Program</i>	
<i>250th Cairn Award</i>		<i>Star Party</i>	
<i>250th Heritage Award</i>		<i>Branding</i>	
<i>Good Place Award</i>		<i>Boat Fishing</i>	
Reverence at Camp	13	<i>Volleyball Tournament</i>	
<i>Scouts Own Worship Service</i>		<i>Magic the Gathering Night</i>	
<i>Duty to God Award</i>		<i>Flag Retirement</i>	
<i>Sunday Night Chaplains Aid Meeting</i>		<i>Daily Handicraft Projects</i>	
Throwback Activities	14	Star Spangled Summer:	22-23
Order of the Arrow	15	How to Prepare	
Updates		Appendix A: Adventure Bound	
<i>Call-Out Ceremony</i>		Appendix B: Program Area Map	
<i>Ice Cream Social</i>		Appendix C: Merit Badge Sessions	
<i>Patch Trading</i>		Appendix D: Requirments & Difficulties	
Forge Programming	16		
<i>Forging 101</i>			
<i>Forge Cutlery Class</i>			
<i>Jewelry Class</i>			
Range Programming	17		
<i>Ataltal</i>			
<i>Cowboy Action Shoot</i>			
<i>Range Competitions</i>			
Weeklong Competitions	18		
<i>Critter Contest</i>			
<i>Art Contest</i>			
<i>Gateway Contest</i>			

Schedule Change

The daily schedule is changing in 2026! Scouts will take merit badges on Monday, Tuesday, Thursday, and Friday. This is to accommodate the brand new Wednesday Adventure Day (Detailed on the next page), where Scouts and Scouters will have the opportunity to experience new out-trips, take advanced classes in our program areas, take a break at the pool, or plan their own outings for the day with their units.

Merit Badge Structure

Scouts will take merit badges during 4 sessions during the week:

Session 1: Monday & Tuesday Morning 9am-11am

Session 2: Monday & Tuesday Afternoon 1pm-3pm

Session 3: Thursday & Friday Morning 9am-11am

Session 4: Thursday & Friday Afternoon 1pm-3pm

Most merit badges fit into a single session (2 days × 2 hours)

Badges Requiring Two Sessions

Some badges need **both** morning sessions *or* **both** afternoon sessions (4 days × 2 hours): Archery, Rifle, Shotgun, First Aid, Emergency Preparedness, Theatre, Lifesaving, Swimming, Environmental Science, Motorboating, Climbing, and Adventure Bound. These badges run **every morning (Sessions 1 & 3)** *or* **every afternoon (Sessions 2 & 4)**, still having Wednesdays off.

For a full breakdown, please see pages 11 through 14 in the Summer Camp Guide, which can be found on <https://www.manatoc.org/resident-camps>, or Appendix C at the end of this guide.



Wednesday Adventure Day

New this year is our Adventure Day, a chance for Scouts to participate in fun outdoor activities without the worry of missing out on advancement programs. Camp Manatoc Staff have planned a wide variety of activities for Units to participate in.

- Options on Adventure Day are not limited to what is planned at Camp. Units may choose to plan their own trips or activities the same day, take advantage of non-staffed programs around Manatoc like fishing or cairn hunting, or take advantage of open program areas around camp.
- **If your unit plans to leave camp for an activity that is NOT planned by Camp Manatoc Staff, you MUST sign in and out at the Admin Building!**
- Please be aware that more scheduled options may be added prior to camp in and out of camp. If these programs require registration, they will be sent out via email as soon as they are planned. Otherwise, the current program is listed on the next two pages.
- There will be a Wednesday Activity fair during lunch on Monday where Scouts will have the opportunity to see activities happen during Adventure Day and sign up for adventures that still have slots left. Unit leader permission will be required for any adventures that leave camp property.



Wednesday Adventure Options	
Open Program Areas	<ul style="list-style-type: none"> ❖ Pool: 9am-11am, 12pm-5pm ❖ Lake: 9am-11am, 12pm-5pm ❖ Climbing Tower: 9am-11am, 12pm-5pm ❖ Tomahawk Range: 9am-11am, 12pm-3pm ❖ Shotgun Range: 9am-11am, 12pm-5pm ❖ Archery Range: 9am-11am, 12pm-5pm ❖ Skilled Trades: 9am-11am, 12pm-5pm ❖ Rifle Range: 9am-11am, 2pm-5pm <p>All Program Areas will be open from 3pm-5pm</p>
Advanced Blacksmithing	<p>Go beyond the Metalwork Merit Badge! Scouts will have the opportunity to learn advanced skills at the Camp Manatoc Forge. Scouts will make belt buckles and a collaborative scrollwork sculpture.</p> <ul style="list-style-type: none"> ● 2 Sessions: 9am-12pm, 12pm-3pm ● Scouts must have Metalwork Merit Badge ● Only open to Scouts. ● Additional Fee: \$10
Kayaking Adventure	<p>Need help finishing up one of the outing requirements for the camping merit badge? This one qualifies as a non-motorized trip on the water of at least 5 miles! Participants will depart camp via shuttle Wednesday Morning to embark on their journey down the Cuyahoga River. Participants will be paired in tandem kayaks led by a guide. This 3-hour (~7 mile) tour will conclude and return to camp in the afternoon. Outing will take place rain or shine unless severe weather is anticipated. Please dress anticipating that your clothing and feet may get wet. Some conservation service may take place.</p> <p>There is a minimum of 6 and a maximum of 14 participants each week.</p> <p>Registration closes on the Monday before the trip each week.</p> <ul style="list-style-type: none"> ● 1 Session: 9am-3pm ● Scouts must be 13 years of age to participate. Open to Adults. ● Participants must be classified as "Swimmers" ● Cost is estimated to be \$65 per participant. ● A waiver will be required.
Szalay's Farm & Market Hike	<p>Join Manatoc Staff on a hike through the Cuyahoga Valley National Park to a local favorite, Szalay's. Scouts will hike about 8 miles, stop for lunch at Szalay's, and be back by dinner. Spending money for Szalay's is encouraged but not required.</p> <ul style="list-style-type: none"> ● 1 Session: 9am-3pm ● Scouts should come prepared to hike 8+ miles ● No age requirement. Open to Adults. ● No Additional Fee

Guided Cairn Hike	<p>Join our staff in this one day Cairn adventure! Scouts will visit at least 30 cairns and learn the history of Camp Manatoc alongside experienced camp staff members. Scouts will stop at the Dining Hall for lunch.</p> <ul style="list-style-type: none"> ● 1 Session: 9am-3pm ● No age requirement. Open to Adults. ● No Additional Fee
First Steps Pistol	<p>Scouts will spend the morning going through the NRA First Steps Pistol program, and spend the afternoon shooting pistols at the rifle range.</p> <ul style="list-style-type: none"> ● 1 Session: 9am-2pm ● Scouts Must be 14 or older. Only open to Scouts. ● Additional Fee: \$15
Stand-Up Paddleboarding	<p>Spend the morning at Lake Litchfield earning the Stand-Up Paddleboarding award.</p> <ul style="list-style-type: none"> ● 1 Session: 9am-12pm ● No age requirement. ● Participants must be classified as "Swimmers" ● No Additional Fee
Kendall Lake Fishing Derby	<p>Scouts will make the short hike from Manatoc to Kendall Lake to compete in a fishing derby. Derby counts for complete angler award. Scouts 16 and older will need a fishing license.</p> <ul style="list-style-type: none"> ● 1 Session: 12pm-3pm ● No age requirement. Open to Adults.
Instructional Boating	<p>Join us at Litchfield Lake for informal work on Canoeing, Rowing, Kayaking, Stand Up Paddleboarding, Sailing, or Motorboating. Youth and Adults are welcome!</p> <ul style="list-style-type: none"> ● 1 Session: 1pm-3pm ● No age requirement. Open to Adults. ● No Additional Fee
Instructional Swim	<p>Instructional swim for stroke and swim level development. Youth and Adults are welcome!</p> <ul style="list-style-type: none"> ● 1 Session: 9am-11am ● No age requirement. Open to Adults. ● No Additional Fee

Additional Opportunities

As of 5/5/2026, there are at least two additional adventure programs we are working on finalising, including Horseback Riding and a Cycling Outrip. We are waiting on final costs from the organizations we are working with. An additional email will be sent out prior to camp if any opportunities are changed or added.

Themed Dress Days

In the past, we have had days such as OA day where we encourage campers and staff to wear special apparel. With our theme and new schedule, we think now is a great time to expand out this idea to each day of the week! Theme day participation is highly encouraged but not required! Units should work to establish their own dress code for their week at summer camp.

Monday: Crazy Socks Day

Wear your craziest socks for the first day of merit badges! Best practice is still to change to uniform appropriate socks when wearing your field uniform such as at evening retreat.

Tuesday: OA Day

Members of the Order of the Arrow are encouraged to wear an OA shirt during the day and wear their sash with their field uniform.

Wednesday: Camp Spirit Day

Wear your favorite Camp Manatoc shirts and hats to celebrate the new Adventure Day!

Thursday: Troop Shirt Day

With our campwide game Thursday evening, we want to encourage troops to show some troop spirit and wear their troop activity shirts!

Friday: Red, White, and Blue Day

Help us celebrate the Semiquinocentennial of the USA and wear red, white, and blue on Friday!

Campwide Game

The campwide game at Manatoc encourages scouts and their patrols to complete a series of weeklong activities and participate in the Thursday evening “Independence Day” to be declared the campwide champions for 2026. Scouts will be given opportunities to gain points throughout the week, and the winners will receive a special trophy at the Friday night campfire. SPLs will be given information about this year’s game at the Sunday night SPL meeting, and Scouts should pay special attention during meals for opportunities to earn points throughout the week. Bonus points are awarded to patrols that go above and beyond to participate in the summer’s theme: “Star Spangled Summer”



Friday Parade

Traditionally for the 4th of July, Manatoc Staff holds a parade for week 3 campers. This year to celebrate the semiquincentennial, there will be a parade on Friday during lunch starting at the Dining Hall and ending at the Administration Building. Scouts are encouraged to stand alongside the road to watch and potentially collect small items such as candy from staff as they go by.



2026 Awards

250th Cairn Award

We are celebrating the 250th anniversary of the United States with a special cairn course. The course will require Scouts to find 13 special semiquincentennial cairns based on Scouting and American history, as well as hike the Red, White, and Blue trails. Booklets will be available at check in as well as will be in the Admin Building.



250th Heritage Award

We are also celebrating the semiquincentennial with a special 250th Heritage Award. Scouts will need to complete different merit badges and requirements throughout the week focused on American heritage and good citizenship, as well as some service. Adults will be able to earn the award as well and substitute youth advancement requirements with various service opportunities. Requirements can be found in the appendix, as well as will be available at check in and in the Admin Building.



Good Place Award

Revamped for 2026, the Good Place Award (previously Medicine Man) is an award for adult leaders who come to camp, designed with four accomplishments in mind: relaxation, learning, fellowship, and fun. Named for the corresponding piece of the Manatoc honor camper logo, Scouters will have to do different tasks to earn points. Participants who earn 300 points receive a commemorative patch which is different each year. Task lists/scoresheets are available at the Administration Building as well as during check in, and the award will be handed out at dinner.



Reverence at Camp

Scouts Own Worship Service

This year we are offering two Scouts Own Worship Services at the Basa Chapel immediately after retreat on Sundays and Wednesdays. Everyone is welcome to attend. The services will encourage those in attendance to reflect on reverence and our shared ideals.

Duty to God Award

Revamped for 2026, our Duty to God award encourages scouts to participate in activities at camp that inspire reverence. Scouts will need to attend both Scouts Own services, participate in troop level evening devotionals, and generally reflect on reverence while at camp. Requirements and score cards will be available at check in and at the Admin Building. Evening devotionals will also be available during camp.



Sunday Night Chaplains Aid Meeting

Each unit should plan on sending a representative to the Sunday night Chaplains meeting to be given information about the Duty to God Award, Services, meet the Camp Chaplin, and receive devotionals. The meeting will occur after the Sunday Scouts Own Service.



Throwback Activities

As a part of our celebration for America's 250th we will be offering a variety of "throwback activities" which are based off of merit badges from Scouting's history including Botany, First Aid to Animals, and Tracking. Scouts will receive a button pin upon completion as well as credit towards completing their Heritage Award. Each throwback badge will be offered formally for one afternoon and are intended to be completed in that time, but Scouts can work on them afterwards if they so choose. No pre-registration is required. Program information and rewards will be located in Outdoor Skills.

Botany

Botany Merit Badge was offered from 1921-1995, and allowed Scouts to take a specific look at flowers in material that today is mostly covered in the Plant Science and Nature Merit Badges. This throwback version will take you through a shortened version of its first requirement, which originally required 5 field trips instead of just 1.

First Aid to Animals

First Aid to Animals Merit Badge was offered from 1911-1972, and later became Veterinary Science Merit Badge, and eventually becoming today's Veterinary Medicine Merit Badge. This throwback version of the merit will take you through its full treatment requirement.

Tracking

Tracking Merit Badge (formerly known as stalking) was a badge offered from 1911-1952 and saw a revival in 2010 for the 100th anniversary of scouting. Tracking gave Scouts the opportunity to learn about the animals around them while learning how to approach them while staying hidden. The throwback version here uses a simpler version of the requirements all the while keeping the core ideas present.





Order of the Arrow Updates

In the time since the initial 2026 camp guide was published, the youth of Marnoc Lodge in conjunction with camp leadership decided to move around some of the OA programming to be more accommodating with the new camp schedule. **OA Day will now be on Tuesdays.** This change has been done primarily to conflict less with other popular older Scout programs, such as the Cowboy Action Shoot. All OA programming will be the same besides the adjustment of placement in the schedule.

Order of the Arrow Call-Out Ceremony

On Tuesday night, Marnoc Lodge will conduct a call-out ceremony to recognize those who have been elected to the Order of the Arrow in 2026 whether or not those elected have already completed the Ordeal. The ceremony is held in the Manatoc Council Ring. No paperwork is required. All Scouts and Scouters are invited to attend the call-out ceremony. Out of council/lodge individuals who have been elected to the OA in their home council are also welcome to join us for the ceremony.

Ice Cream Social

All adult leaders in camp, and youth members of the Order of the Arrow (including those just called-out/elected) are invited to the OA Ice Cream Social Tuesday during lunch at 12pm for dessert and fellowship. Members of Marnoc Lodge can pay their annual membership renewal at this event. The Marnoc Lodge trading post will also be open, as well as select items available in the camp trading post.

Patch Trading

Marnoc Lodge sponsors a favorite activity among Scouts and Adult leaders, patch trading. Tuesday during lunch, starting at 11:30am, prior to and during the ice cream social, patch traders can bring their collections to trade patches with fellow collectors. Those without patches are also welcome, as well as those interested in learning more about the patch collecting hobby. You do not have to be a member of the OA to attend.



Forge Programming

In addition to Metalwork Merit Badge and the Wednesday Advanced Class, the Manatoc Forge is offering multiple other classes throughout the week. The Forge is also open daily during the 3pm-5pm program time for Scouts to use.

Forging 101

Forging 101 on Monday Night is intended for Scouts who are not in and do not currently have the Metalwork Merit Badge. Scouts will learn the very basics of forging and forge safety, and upon completion of this one night session will be eligible to participate in other forging programming throughout the week. Scouts can sign up and pay the \$10 class fee day of in the trading post.

Forge Cutlery Class

The Tuesday evening cutlery class is open to Scouts who have completed Forging 101 or the Metalwork Merit Badge. Scouts will have the opportunity to make kitchen utensils such as knives and spoons. Scouts can sign up and pay the \$10 class fee day of in the trading post.

Jewelry Class

The Wednesday evening Jewelry class is open to Scouts who have completed Forging 101 or the Metalwork Merit Badge. Scouts will have the opportunity to make rings, keychains, bangles/bracelets, and neckerchief slides. Scouts can sign up and pay the \$10 class fee day of in the trading post.



Range Programming

In addition to Archery, Shotgun, and Rifle Merit Badges and the Wednesday First Steps Pistol Class, our ranges offer multiple other opportunities throughout the week. The ranges are also open daily during the 3pm-5pm program time for Scouts to use. Additionally, the tomahawk range is open Tuesday evening and all day Wednesday.

Atlatl

On Monday night there will be an opportunity for Scouts and Leaders to participate in the new Atlatl program. Atlatls are devices used to throw darts (6-8ft). Atlatl introduces Scouts to a lesser-known range activity that emphasizes technique, focus, and safe instruction rather than speed or power. It also creates opportunities to connect program delivery with STEM concepts, history, and cultural learning.

Cowboy Action Shoot

This program offers a fun and safe introduction to cowboy action shooting with pistols, rifles, muzzle loaders, and shotguns. While attending camp, youth campers 14 years of age or older can take part in a special shooting experience with opportunities to shoot single-action .22-caliber pistols, lever action .22-caliber rifles, muzzle loaders and 20-gauge stage coach shotguns. Scouts also receive a patch for participating.

If there are slots left on Tuesday of camp, adults may be able to participate.



Range Competitions

Scouts and Adult leaders are invited to take part in friendly shooting competitions at the Rifle, Shotgun, and Archery ranges all week during open program area times. Awards will be given out at the Friday Night Campfire. Adult leaders are encouraged to shoot for scores early in the week when range time is more available. The deadline for competing is Thursday at the end of open program time, with tiebreakers potentially happening Friday afternoon.

Weeklong Competitions

Critter Contest

The Critter Contest is a longtime Camp Manatoc summer camp tradition. In the spirit of our commitment to sustainability and conservation, participants in the Critter Contest will use the iNaturalist app to record the animals they observe. Points are awarded to a unit for observing any mammal, reptile, bird or insect recorded on the iNaturalist app. The winning units receive a trophy at the end of the week. More details will be available at the Pre-Camp Leaders' meeting.

Art Contest

Scouts will have the opportunity to win awards for projects created during the week of summer camp. Materials and staff assistance will be available at Handicraft. Judging will occur Friday Afternoon alongside Handicraft Merit Badge performances. Prompts and further information will be given on Monday during camp.

Gateway Contest

A long standing tradition at Camp Manatoc is when Scouts get to camp, and set up their gateways. Gateways are usually made out of wooden poles and rope lashed together. On Thursday morning senior staff will walk around and judge gateways based on several criteria, including Scout skills, theme, appeal, and creativity. A great way to do well this year is to embrace our theme of "Star Spangled Summer!" Rope and lashing poles are not provided. More information will be available at check in.



Campfires

Opening Campfire

The opening campfire is put on by our camp staff to start the week on Sunday at 8pm. The campfire serves as our theme kickoff, and will feature skits, songs, run-ons, and audience games with the ability for patrols to earn points for the campwide game. The estimated total time for the opening campfire is 45 minutes

Closing Campfire

Our closing campfire gives troops the chance to perform skits and songs for the rest of the camp. Skits and songs should be shown to and approved by the program director by the end of lunch on Friday. All performances must be scouting appropriate, and may not be approved if they break Scouting America Guidelines. During the campfire, all of the awards from that week of camp will be announced, and available to be picked up afterwards in the admin building. The campfire will conclude with a small flag retirement ceremony, followed by dismissal to our Friday night ceremonies. Closing Campfire will be held in the Council Ring starting at 7:30pm. Field uniforms are highly encouraged.

“So You Want to Be Camp Staff?” Session

Immediately before the closing campfire at 7pm, there will be an info/interest session for Scouts and Adults interested in camp staff or CITing. There will be a brief presentation from new and experienced staffers, followed by a Q & A session. All are welcome!



Highlighted Activities

Open Program

Everyday from 3pm to 5pm, every program area will be open for Scouts to visit and work on requirements or just have fun. Most areas will stay open for Scouts to visit even if there is another event in the same area at the same time.

Star Party

A requirement for the Astronomy Merit Badge, the star party is open to everyone who wants a guided tour of the night sky. The Star Party will start at 9:30pm and meet outside of the Nature Center. This event may be pushed back to later in the week if the weather does not allow sky visibility.

Branding

Friday from 3pm-5pm, there will be a branding station for Scouts and Leaders to brand hats, belts, and other leather items. Leather rounds that can be branded will be provided. There will be various Scouting brands to choose from, as well as a new brand of the Manatoc honor camper logo.

Boat Fishing

On Tuesday Evening, the Lake will be open for fishing from Kayaks and Canoes. Scouts can bring their own gear or borrow some from the nature lodge. An instructor will be available for Scouts with limited fishing experience. Normal aquatics rules still apply.



Volleyball Tournament

The Volleyball Tournament will take place on Wednesday night at 7:15pm, and will have Scouts compete in teams of 6 against other teams. Scouts can sign up prior to Wednesday Night on the sign up sheet during their week at camp. The winning team will get a trophy, as well as a chance to play the staff team!

Magic the Gathering Night

Scouts are welcome to bring their cards for a casual game night of Magic: The Gathering on Wednesday evening at 7:15pm. There will be games for all formats. Scouts can even learn how to play and build their first deck with cards that were kindly donated to camp. All are welcome!

Flag Retirement

Join our outdoor skills staff Monday evening at 9:00pm after the conclusion of evening programming for a flag retirement ceremony, which counts towards rank requirements and for the 2026 heritage award. Please wear your field uniform.

Daily Handicraft Projects

Each day at the Handicraft area we'll be offering a different craft during the afternoon open sessions from 3:00pm to 5:00pm. Each craft will offer a unique opportunity to make things like tin lanterns, belts, stamps and butter. See the full schedule for what is offered each day!



Star Spangled Summer: How to Prepare

Costumes

Our staff will be embracing the 1700s with our theme this summer, and want to encourage troops to do the same! Scouts are encouraged to bring costumes for the Thursday Campwide Game and for other activities throughout the week. Bonus points for the campwide game will be awarded to Scouts in costume!

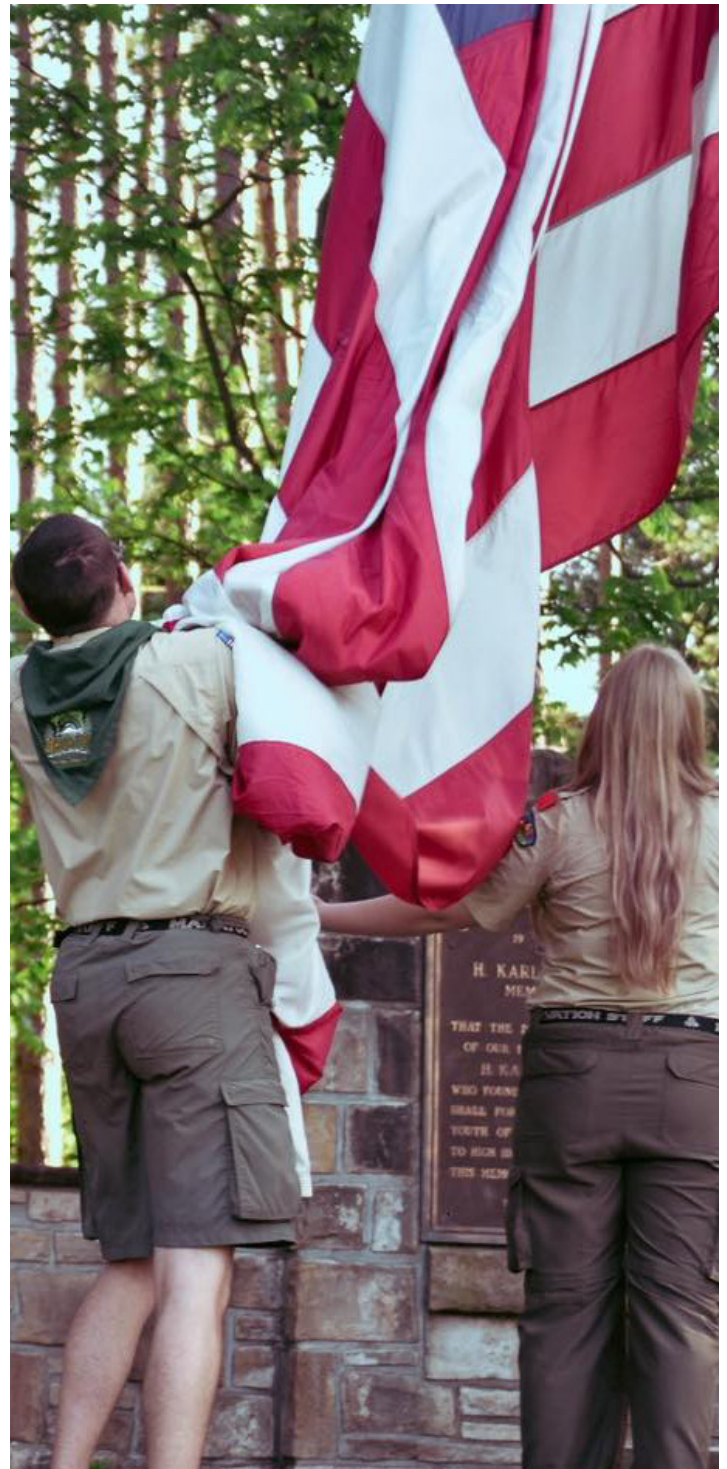
- Examples: Tricorn hats, long coats, bonnets; other eras of American history are also OK
- All costumes must be Scouting appropriate.
- Props are OK but avoid prop guns, swords, and knives.

Morning Flags

Scouts are encouraged to participate in the fun we have at morning flags by coming up with small gags for our “morning reports”. Please try to keep reports to under 15 seconds unless you have prior approval from the program director. Scouts should not touch other scouts during their reports.

Evening Retreat

Retreat is first and foremost a moment of reverence at camp, but we would like to encourage American themed marching cadences. Additionally, units may choose to march with a historic American flag in addition to their troop flag.





Gateway contest

A large portion of our Gateway contest judging is on adherence to the theme. Units may want to plan their gateway structure and decorations prior to arrival at camp.

Themed Dress Days

Be prepared to participate in our themed dress days mentioned on page 10!

Theme Skit

Scouts are encouraged to cheer during our skits during mealtimes! Often, the skit will change week to week depending on what Scouts react to.

Register for Merit Badges and Adventure Activities!

Registration is open for merit badges, leader training, and adventure activities! If you want to guarantee a spot in a program before camp begins, register as soon as possible!



[Register Here Today!](#)

www.manatoc.org

www.gtcscouting.org

Instagram: [@Manatoc](#)

www.facebook.com/manatoc

Scouting  **America**[™]
Great Trail Council



Adventure Bound

Camp Manatoc's Premier First Year Program

Program Overview

Scouts in Adventure Bound spend their mornings visiting Manatoc's various program areas with their patrols to work on rank advancement, participate in games, and experience all of what camp has to offer! Wednesday night, Scouts in the program will have the opportunity for an overnight campout. Scouts will participate in a model troop outing and set up personal tents, spending the evening away from their units to cook, compete in patrol competitions, and bond with other Scouts in the program.

All Scouts participating in Adventure Bound will receive a patch.

Each Day at a Glance				
Scouts will meet each morning in the Adventure Bound area before visiting other areas.				
MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
<ul style="list-style-type: none"> • Scouts form patrols and participate in get to know you games. • Visit to the Tower for climbing and knot tying. <p>Meet at Butler Memorial after dinner to take down the flag during retreat.</p>	<ul style="list-style-type: none"> • Visit Handicraft for patrol projects, flag, and EDGE Method • Visit the Outdoor Skills area for lashings, patrol contests, and campout prep. 	<p>AB Camping Trip (No morning class session)</p> <ul style="list-style-type: none"> • Meet at 5:00pm at Sanders Shelter. • Scouts will stay overnight at an outpost site. • Patrol Contests • Campfire and cooking requirements. 	<ul style="list-style-type: none"> • Visit STEM for Bottle Rockets • Visit Nature for a tour, service, and nature hike. 	<ul style="list-style-type: none"> • Visit to the new Skilled Trades area for branding. • Visit Lake Litchfield for water rescue requirements • Review of citizenship requirements
<p>Requirements: Scout: 1a, 1b, 1c, 3b, 4a Tenderfoot: 5a</p>	<p>Requirements: Scout: 2b, 3b 4b, Tenderfoot: 8 First Class: 3a, 3b, 3c, 3d</p>	<p>Requirements: Scout: 5 Tenderfoot: 2c, 7b Second Class: 1c, 2a, 2b, 2c First Class: 9c</p>	<p>Requirements: Tenderfoot: 1c, 4b, 5b, 5c, 5d, Second Class: 1b,4 First Class: 1b, 5a, 5c, 5d,</p>	<p>Requirements: Scout: 1c, 1f, 2a, 2c. Tenderfoot: 7a Second Class: 5c, 5d, 8b First Class: 6b, 6c, 6d</p>

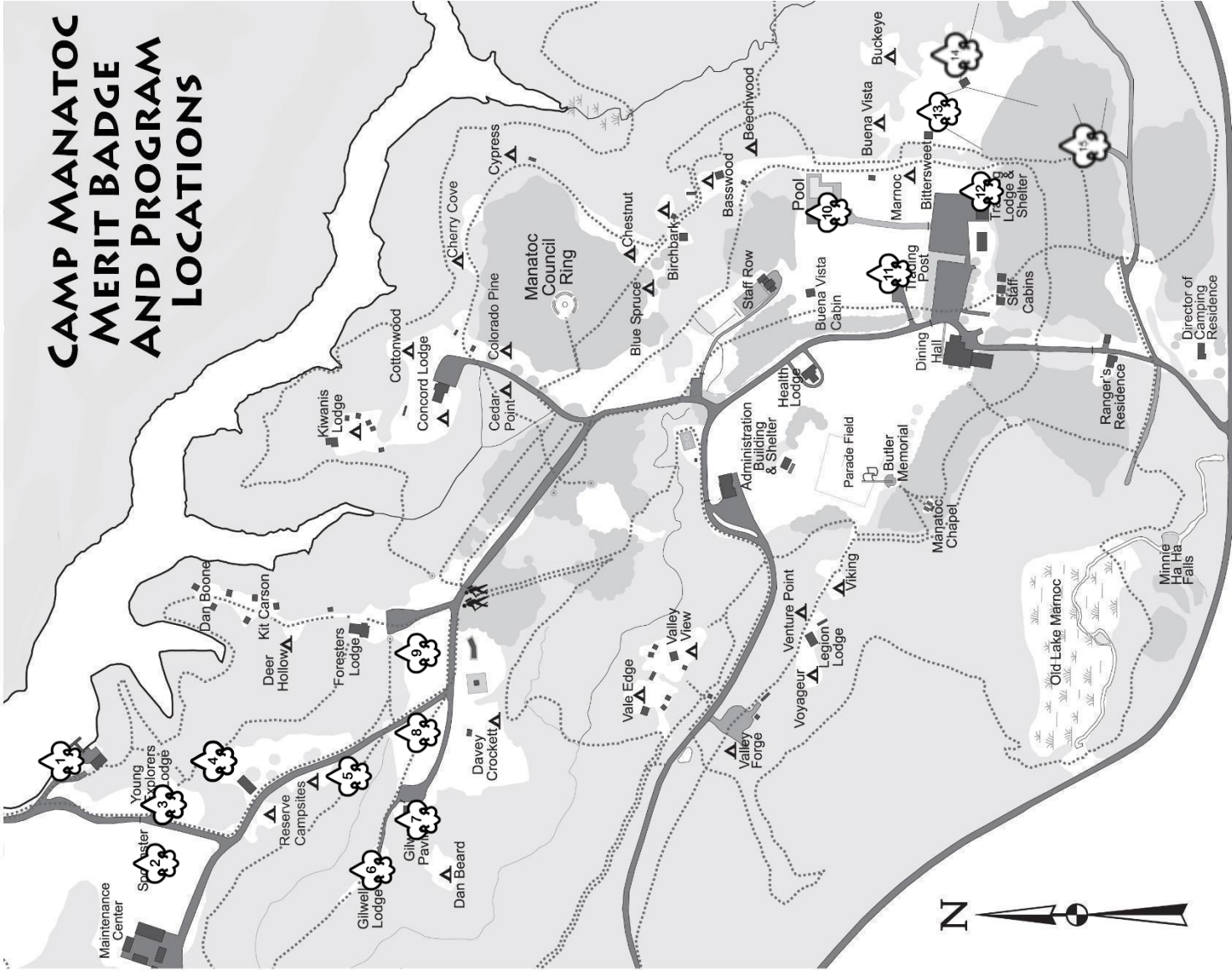
Adventure Bound: Rank Workshop

Adventure Bound: Rank Workshop is an additional opportunity for rank advancement in the afternoon. Rank Workshop is a two day program, which Scouts can take either Monday/Tuesday or Thursday/Friday Afternoon.

Adventure Bound: Rank Workshop - Requirements	
Scout:	1d, 2c
Tenderfoot:	3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d
2nd Class:	2f, 2g, 3d, 6a, 6b, 6c, 6d, 6e
1st Class:	5b, 5c, 5d, 7a, 7b, 7c, 7d, 7e, 7f, 9b

- ❖ Scouts participating in this program should bring a backpack, pocket knife, compass, mess kit, personal tent, and their Scout Handbook to camp. **Scouts will only need to bring their handbook to class day 1.**
- ❖ Adventure Bound staff will not directly sign handbooks, but Unit Leaders will receive a list of requirements that were covered with their Scouts at the end of the week of camp.
- ❖ Leaders' assistance in the Adventure Bound area is always welcome, and units that send more than 5 Scouts are expected to send at least one leader to actively assist the staff.
- ❖ Adventure Bound does not cover Totin' Chit or Firem'n Chit. Scouts are encouraged to earn these prior to camp. Scouts without them will still be able to attend Wednesday night, but may be asked to work on other requirements.
- ❖ The above class overviews are a general guide, and may be changed week to week depending on weather and Scouts ability.
- ❖ Questions about Adventure Bound can be sent to the Program Director at program.director@gtcscouting.org

CAMP MANATOC MERIT BADGE AND PROGRAM LOCATIONS



1 - Lakefront – Lake Litchfield

Canoeing, Kayaking, Motorboating, Rowing

2 - Trades - Skilled Trades Education Center

Electricity, Home Repairs, Plumbing, Welding, Woodwork

3 - STEM – Young Explorer Lodge

Artificial Intelligence, Chemistry, Cyber Security, Digital Technology, Fingerprinting, Game Design, Inventing, Physics, Robotics

4 - Nature – Red Oak Nature Center

Animal Science, Archeology, Astronomy, Environmental Science, Fish & Wildlife Management, Fishing, Fly Fishing, Geology/Mining in Society, Landscape Architecture, Nature, Mammal Study, Veterinary Medicine

5 - Adventure Bound

First Year Program,

6 - Personal Development – Gilwell Lodge

American Business, American Cultures, American Heritage, Citizenship in the Nation, Citizenship in the World, Chess, Communication, Entrepreneurship, Law, Public Speaking

7 - Handicraft - Gillwell Shelter

Art, Animation, Basketry, Dance, Leatherwork, Movie Making, Music, Painting, Photography, Sewing & Needlework, Theatre, Woodcarving

8 - Climbing Tower

Climbing

9 - Outdoor Skills – Potjunas Shelter

Collections, Emergency Preparedness, Exploration, First Aid, Golf, Pioneering, Search and Rescue, Scouting Heritage, Wilderness Survival

10 - Pool - Aquatics Center

Lifesaving, Swimming, Instructional Swim

11 - Trading Post

Salesmanship

12 - Forge – Training Lodge Shelter

Metalwork

13 - Archery Range

Archery

14 - Shotgun Range

Shotgun Shooting

15 - Rifle Range

Rifle Shooting

Merit Badges & Classes			
Choose 1 Class From Each Session			
Session 1 Mon/Tue 9 - 11am	Session 2 Mon/Tue 1 - 3pm	Session 3 Thu/Fri 9 - 11am	Session 4 Thu/Fri 1 - 3pm
Adventure Bound (First Year Program)			
For Adventure Bound info and requirements, visit: Adventure Bound Overview			
Adventure Bound (Sessions 1 & 3 Required)	Rank Workshop	Adventure Bound (Sessions 1 & 3 Required)	Rank Workshop
Forge			
Metalwork A (Sessions 1 & 3 Required)	Metalwork B (Sessions 2 & 4 Required)	Metalwork A (Sessions 1 & 3 Required)	Metalwork B (Sessions 2 & 4 Required)
Handicraft			
Painting	Art	Moviemaking	Animation
Sewing & Needlework [Test Lab]	Basketry	Dance [Test Lab]	Music
Theatre (Sessions 1 & 3 Required)	Leatherwork	Theatre (Sessions 1 & 3 Required)	Woodcarving
	Photography		
Lake			
Rowing	Kayaking	Kayaking	Rowing
Motorboating A (Sessions 1 & 3 Required)	Motorboating B (Sessions 2 & 4 Required)	Motorboating A (Sessions 1 & 3 Required)	Motorboating B (Sessions 2 & 4 Required)
Canoeing			Canoeing
Nature			
Animal Science	Veterinary Medicine	Fly Fishing	Archeology
Environmental Science (Sessions 1 & 3 Required)	Fish and Wildlife Management	Environmental Science (Sessions 1 & 3 Required)	Fishing
Fishing	Mining in Society/Geology	Astronomy	Landscape Architecture
Outdoor Skills			
Exploration	Pioneering	Scouting Heritage	Exploration
	Wilderness Survival	Search and Rescue	Golf
First Aid A (Sessions 1 & 3 Required)	First Aid B (Sessions 2 & 4 Required)	First Aid A (Sessions 1 & 3 Required)	First Aid B (Sessions 2 & 4 Required)
Emergency Preparedness A (Sessions 1 & 3 Required)	Emergency Preparedness B (Sessions 2 & 4 Required)	Emergency Preparedness A (Sessions 1 & 3 Required)	Emergency Preparedness B (Sessions 2 & 4 Required)
Personal Development			
American Business	Citizenship in the World	American Heritage	Chess
Citizenship in the Nation	Law	Citizenship in the World	Citizenship in the Nation
Communication	Public Speaking	Entrepreneurship	Communication

Session 1 Mon/Tue 9 - 11am	Session 2 Mon/Tue 1 - 3pm	Session 3 Thu/Fri 9 - 11am	Session 4 Thu/Fri 1 - 3pm
Pool			
Swimming A (Sessions 1 & 3 Required)	Swimming B (Sessions 2 & 4 Required)	Swimming A (Sessions 1 & 3 Required)	Swimming B (Sessions 2 & 4 Required)
Lifesaving A (Sessions 1 & 3 Required)	Lifesaving B (Sessions 2 & 4 Required)	Lifesaving A (Sessions 1 & 3 Required)	Lifesaving B (Sessions 2 & 4 Required)
	Instructional Swim		Instructional Swim
Range and Target Activities			
Archery A (Sessions 1 & 3 Required)	Archery B (Sessions 2 & 4 Required)	Archery A (Sessions 1 & 3 Required)	Archery B (Sessions 2 & 4 Required)
Rifle A (Sessions 1 & 3 Required)	Rifle B (Sessions 2 & 4 Required)	Rifle A (Sessions 1 & 3 Required)	Rifle B (Sessions 2 & 4 Required)
Shotgun A (Sessions 1 & 3 Required)	Shotgun B (Sessions 2 & 4 Required)	Shotgun A (Sessions 1 & 3 Required)	Shotgun B (Sessions 2 & 4 Required)
Skilled Trades			
Electricity (Sessions 1 & 3 Required)	Plumbing (Sessions 2 & 4 Required)	Electricity (Sessions 1 & 3 Required)	Plumbing (Sessions 2 & 4 Required)
Home Repairs (Sessions 1 & 3 Required)	Woodwork (Sessions 2 & 4 Required)	Home Repairs (Sessions 1 & 3 Required)	Woodwork (Sessions 2 & 4 Required)
Welding (Sessions 1 & 3 Required)	Welding (Sessions 2 & 4 Required)	Welding (Sessions 1 & 3 Required)	Welding (Sessions 2 & 4 Required)
STEM			
Artificial Intelligence	Digital Technology	Chemistry	Inventing
Physics [Test Lab]	Game Design	Cyber Security	Robotics
Tower			
Climbing A (Sessions 1 & 3 Required)	Climbing B (Sessions 2 & 4 Required)	Climbing A (Sessions 1 & 3 Required)	Climbing B (Sessions 2 & 4 Required)
Trading Post			
	Salesmanship	Salesmanship	

One Day Merit Badge Classes Classes are on a single day from 3:00pm to 5:00pm				
Monday	Tuesday	Wednesday	Thursday	Friday
Sculpture @ Handicraft	American Cultures @ Personal Dev.	Collections @ Outdoor Skills	Mammal Study @ Nature	Fingerprinting @ STEM
	Nature @ Nature			
It is recommended for most Scouts to take up to 1, no more than 2, one day badges.				

Daily Class Schedule					
Time	Monday	Tuesday	Wednesday	Thursday	Friday
7:30am	Breakfast				
8:15am	Flag Raising				
9:00am - 11:00am	Session 1 Merit Badges & Classes		Adventure Day		Session 3 Merit Badges & Classes
11:00am - 12:00pm	Grab and Go Lunch				
12:00pm - 1:00pm	Siesta				
1:00pm - 3:00pm	Session 2 Merit Badges & Classes		Adventure Day		Session 4 Merit Badges & Classes
3:00pm - 5:00pm	Afternoon Program & One Day Merit Badges				
5:30pm	Dinner				
Full schedule will be released prior to camp.					

2026 Camp Manatoc Merit Badge Requirements & Difficulties

2026 Merit Badge Schedule

SR = Starting Requirements, which need to be completed in order to start the class. Scouts without the SR met will be asked to switch classes on the first day of class.

Difficulty Ratings:
(A) - Difficult merit badge/activity, Recommended for older Scouts with three or more years in Scouting.

P = Pre-Camp Requirements, which are not covered in class. Scouts will need to bring proof of completion (pictures, signed notes from a Unit Leader, etc.) and be prepared to discuss requirements with their counselor.

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

Class # = The maximum number of Scouts that can register for a class

MERIT BADGE/CLASS	SR	P	DIFFICULTY	COMMENTS	Class #
Adventure Bound					
Adventure Bound			C	For a full overview of the Adventure Bound Program, visit:	N/A
Rank Workshop			C	AB Overview for Scouts & Leaders	N/A
Forge					
Metalwork			B	Reserved for Scouts age 14+	10
Handicraft					
Art			C		25
Animation			C		25
Basketry			B		15
Dance [Test Lab]			B	Scouts will need to perform in front of other Scouts.	15
Leatherwork			B		15
Movie Making			B	Scouts will need access to a camera or mobile device with a camera	20
Music	X	Either 3a, 3b, or 3c	B	SR = Scouts must either play an instrument or be experienced singing	25
Painting			C	Have scouts bring clothes that can get paint on them!	10
Photography		1b	C	Scouts will need access to a camera or mobile device with a camera	20

2026 Camp Manatoc Merit Badge Requirements & Difficulties

2026 Merit Badge Schedule

Sewing & Needlework [Test Lab]			B	Scouts will use the hand embroidery option in class.	15
Sculpture			C		30
Theater			A	Scouts may want to bring their own makeup for requirement 3e Scouts must be able to write 10 pages of dialogue during the week.	12
Woodcarving	X		B	SR = Earn Totin' Chip	25
Lake					
Canoeing	X		B	SR = Classified as Scouting America Swimmer	20
Kayaking	X		C	SR = Classified as Scouting America Swimmer	15
Motorboating	X		A	SR = Classified as Scouting America Swimmer Reserved for Scouts age 14+	6
Rowing	X		B	SR = Classified as Scouting America Swimmer	8
Nature					
Animal Science			B		15
Archeology		4a	B		15
Astronomy		4c, 6b	A	Scouts will need to attend an evening star party during the week.	20
Environmental Science			A	Reserved for Scouts age 14+	20
Fish & Wildlife Management			C		20
Fishing			B	Scouts may need to fish outside of class.	10
Fly Fishing			B	Scouts may need to fish outside of class.	10
Geology/Mining in Society			B	Must be taken together	20
Landscape Architecture			B		20
Nature			B		30
Mammal Study		3c	B		30

2026 Camp Manatoc Merit Badge Requirements & Difficulties

2026 Merit Badge Schedule

Veterinary Medicine			B			15
Outdoor Skills						
Collections	I		C		Scouts will need to bring their collection or pictures of it	30
Emergency Preparedness	2a, 2b, 2c, 8b, 8c, 9		B		Must complete First Aid MB Scouts should bring emergency kits or photos they prepared for requirements 2c and 8c	20
Exploration	5a OR 5b		C			20
First Aid	2a, 2b		B			16
Golf			B		Scouts may need to take time outside of class to finish games Scouts will use the disc golf requirement in class	10
Pioneering			B			15
Search and Rescue			B			20
Scouting Heritage	6		B			20
Wilderness Survival	4		A		Scouts should bring first aid kit for requirement 4 Scouts should be prepared to stay in a shelter overnight	15
Personal Development						
American Business			B			20
American Cultures	1, 2, 3, 4, 5		A		Scouts should come prepared with every requirement done and ready to be discussed in small groups	20
American Heritage	3c; 4a, c, d, or e		B			20
Citizenship in the Nation	5, 7		A		Reserved for Scouts age 14+	20
Citizenship in the World	7		A		Reserved for Scouts age 14+	20
Chess			C		Scouts may have to play games outside of class	20
Communication	4, 5, 6, 7, 8		A		Reserved for Scouts age 14+	15
Entrepreneurship			C			20

2026 Camp Manatoc Merit Badge Requirements & Difficulties

2026 Merit Badge Schedule

Law		4	B		15
Public Speaking			B		15
Pool					
Instructional Swim			C	Scouts can register for multiple sessions of instructional swim.	10
Lifesaving	X		A	SR = Completed Swimming Merit Badge	20
Swimming	X		B	SR = Classified as Scouting America Swimmer	20
Range and Target Activities					
Archery			B	Scouts may need to shoot outside of class	16
Rifle Shooting			B	Scouts may need to shoot outside of class	16
Shotgun Shooting			A	Reserved for Scouts age 14+ Scouts may need to shoot outside of class	8
Skilled Trades					
Electricity		2, 8a, 11	A		12
Home Repairs			A		12
Plumbing			A		12
Welding			B	Reserved for Scouts age 14+	10
Woodwork			A	Scouts may need to take time outside of class to finish projects Reserved for Scouts age 14+	12
STEM					
Artificial Intelligence			B		20
Chemistry			A		15
Cyber Security		4e, 8	B		15
Digital Technology		1	C		20
Fingerprinting			C		30
Game Design			C		20
Inventing		8a OR 8b	B		20

2026 Camp Manatoc Merit Badge Requirements & Difficulties

2026 Merit Badge Schedule

Physics [Test Lab]									20
Robotics									20
Tower									
Climbing					A			Reserved for Scouts age 14+	18
Trading Post									
Salesmanship					C			May require time outside of class to shadow in the trading post	8