

Winnebago Scout Reservation

Rockaway, New Jersey

2025 Summer Camp

Leaders' Guide



Patriots' Path Council, Scouting America
1 Saddle Road
Cedar Knolls NJ 07927
973-765-9322

www.camp-winnebago.org

www.PPCScouting.org/camping

Welcome to Winnebago Scout Reservation!

Outdoor activity is the most appealing feature of the Scouting program. Youth are drawn to it because it offers opportunities for fun in hiking, camping, swimming, boating, canoeing, high adventure experiences, and touring. This appeal is woven into the program from Cub Scouting through Scouts BSA and Venturing.

Underlying the appeal of fun and adventure in the outdoors are the serious purposes of Scouting. Outdoor activities provide a vehicle for the achievement of Scouting's primary goals.

Scouting's outdoor program is tailored to meet the needs and desires of youth and their families. Activities are planned to match the desires and abilities of their age level. For Scouts, hiking, campouts, extended camping trips, tours and expeditions are a vital part of the Scouting experience. These adventures are the reason most youth join. These experiences come to the Scout through the troop they join and with the patrol in which they find their identity.

The simple skills essential to living in a primitive setting are inherent in the Scouting program. The Scout learns to respect their natural surroundings. When disaster strikes, they can cope with it. They use their head, heart, and hands when they provide for themselves and others outdoors. Learning and using these skills in their patrol and troop are part of their adventure in Scouting as they progress through the ranks.

This guide has been prepared so that you and your Scouts will get the most from your summer at Winnebago Scout Reservation. Please take some time to look through this guide, as it will provide you with an in-depth understanding of camp.

Yours in the best of Scouting,

Curt Haak

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Reservation Director
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Preparing for Camp

Contact Information & Address

Patriots' Path Council

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Pre-Camp Leaders' Meeting

The 2025 Camp Winnebago summer camp kickoff meeting will be held **Saturday, April 5, 2025, at 10:00 a.m.** at the Winnebago Scout Reservation Dining Hall at 102 Timberbrook Road, Rockaway, NJ 07866.

Pre-Camp E-Z Check-In

We would like to make your Sunday check-in more efficient and less time-consuming. By taking advantage of our pre-camp E-Z Check-In, you can spend less time waiting and more time at your campsite.

Each camper must complete the BSA Annual Health and Medical Record, parts A, B, and C. Patriots' Path Council is using CampDoc, a digital medical record, to collect this information. This record is required for all Scouts and adults in camp. Forms are good for one year.

You will receive information via email regarding creating a CampDoc profile upon completing your summer camp registration. You will complete the Annual Health and Medical Record in CampDoc. If you plan to attend multiple sessions, your medical form is valid for the whole summer.

For assistance with CampDoc, please see the CampDoc FAQ at www.PPCScouting/camping, or contact Dave Kopsa at David.Kopsa@scouting.org.

Pre-camp E-Z Check-In is held **the Tuesday prior to the week you are attending camp**, at 7:00 pm in the Camp Winnebago Office. All units are strongly encouraged to have one adult attend E-Z Check-In. E-Z Check-In will review the following:

- **Camp Roster** - The roster must be printed from Black Pug. It must include all Scouts and adults staying at camp, including those staying only one night. Please include all the cell phone numbers of the adults listed on the roster in case of emergency. Rosters can be downloaded from your reservation by selecting the Reports Tab located above the Registration Contact area.



- **Annual Health and Medical Records** - Required for all Scouts and leaders. Parts A, B, and C must be completed and signed in CampDoc.
- **My.Scouting Roster & Youth Protection Training** - A unit roster downloaded from My.Scouting in PDF form only with a date generated within a week of the unit's arrival must be presented at check-in. All adults attending with the unit, no matter the length of time, must be on that roster and must have a current Youth Protection Certificate expiring no sooner than August 15, 2025. This roster is different from the camp roster.
- **Reasonable Accommodations** - Please inform us of any Scout or leader with special needs and let us know the specifics: i.e., behavioral, physical, medical, dietary, food allergies, etc. Special requests and needs should be submitted as soon as possible in order to prepare accordingly. Feel free to call camp at any time prior to E-Z Check-In to discuss any special needs.

Troop Trailers

If possible, please bring your trailer to camp on **Saturday prior to camp, from 3 to 6 p.m.** You will be able to park it at your campsite and leave it there for the week. If you prefer you can drop your trailer in the parking lot with it clearly marked with your unit number, and we will put it in your site. This helps us minimize vehicle traffic on camp roads while Scouts are in camp. We can make accommodation for units arriving on Sunday with a trailer, please call the camp office.

At Camp

Security Gate

As part of the new enhanced security, we now have a security gate at the entrance of camp.

- The gate will remain open from 7 a.m. to midnight. Park in the parking lot, walk to the camp office and sign in. Sign-in will include an age and colored appropriate wristband that must be worn visibly while at camp.
- The gate will remain closed all other hours.
- If you need to leave for any reason during the times the gate is closed, approach the gate with your vehicle and the gate will open automatically.
- If in case of an emergency and you need to enter the camp during the hours the gate is closed, you can use the call box on the gate booth to reach camp management.
- On departure you will sign out and return all wristbands.

Check-In Times

Check-in times vary based on campsite. Please adhere to the following schedule. This is a big help to make the check-in process go as smoothly as possible.

Arrival Time

12:30 p.m.
1:00 p.m.
1:30 p.m.
2:00 p.m.

Sites

Algonquin, Cayuga, Provo Scouts
Chippewa, Delaware, Shawnee
Cherokee, Leni Lenape, Onondaga, Wacabuc
Witauchsudin, Cheyenne, Iroquois

We regret that we cannot make arrangements to accept any troop or individual prior to the opening time of 12:30 p.m. on Sunday.

Orientation

After check-in, your site guide will take you on a tour of the camp including the dining hall. If you have Scouts with special dietary needs, be sure to reconfirm with the dining hall staff. The waterfront is typically the last stop on your tour. Here everyone will have the opportunity to take a swimming classification test. All campers who desire to participate in aquatic activities must take the swim classification test **at Winnebago Scout Reservation**. At the end of the orientation, you will be taken to your campsite where you will have plenty of time to set up before the evening retreat and dinner.

Sunday Evening Aquatics Safety Demonstration

When: Sunday evening after dinner at 7:30 p.m.

Where: Waterfront

Why: Safety is our priority at Winnebago Scout Reservation. Safety procedures, rules and expected behaviors while enjoying our waterfront and its activities will be demonstrated in a series of skits. The camp staff will be in attendance, so bring your questions.

Adult Leader and Senior Patrol Leader Meetings

Leader meetings are held at the dining hall on Sunday and Friday nights after dinner and before the campfire. Please have **one adult and a senior patrol leader** attend these meetings.

Morning and Evening Colors

Flag raising and flag lowering ceremonies are held daily in the parade field before breakfast and before dinner. Friday evening colors are held before the campfire. Senior patrol leaders are asked to report the status of their units to the camp leadership as part of the ceremony. Full BSA field uniform is expected for evening colors.

Administration Building/Camp Office

The camp office is staffed from 7 a.m. until midnight and is in the same building as the Health Lodge. If you need assistance outside of those hours, emergency contact information is posted on the office door.

Scoutmasters' Lounge

The Scoutmaster's Lounge is located at the camp office building between the office and Health Lodge and open to all adult leaders. Please help us keep it clean and neat. The following will be available:

- Coffee
- Tea
- Snacks
- Internet Access
- Electric outlets (for charging your electronic equipment)

Emergency Alerts

Winnebago has an emergency alert system (horn, siren) in place to notify campers of an emergency. **When an alert is sounded, the entire camp should proceed to the dining hall**, where we will conduct a headcount. Once your troop is assembled and present, check in with the director/designee. Further directions will be given at that time. We may have to initiate the emergency plan for a variety of situations including fire, thunderstorms, earthquakes, tornados/high winds, or a lost camper.

Showers, Bathrooms, and Laundry

Two shower houses with individual stalls are available at camp. The main shower house is located between the Kiwanis and Little Mahee cabins across from the Ecology Lodge. The other showers are in the dining hall addition, facing the main camp road.

Flush toilets are available in the dining hall addition. These bathrooms all have several stalls and electric hand dryers. There are also two toilets in the trading post building, accessible from the outside of the building.

We have one coin-operated washer, and one dryer located at the main shower house. Please obtain a key to the laundry room from the camp office.

Please help keep these facilities clean for all campers.

Dining Hall

Our dining hall serves breakfast, lunch, and dinner daily. Be sure to attend the Sunday afternoon orientation for detailed dining hall procedures. Here is a summary:

Special Dietary Needs

If you have any campers with food allergies, or special dietary needs, please contact the Winnebago food services manager (973-983-9075) at least two weeks prior to arrival. This is important even if you have discussed this with the council office or as part of E-Z Check-In. We apologize for any redundancy, but we want to do our best to provide a great dining experience for all our guests.

Tables and Waiters

Each troop will be assigned one or more tables in the dining hall based on the number of campers and adults. Space will also be allocated for one or more staff members. The troop number and number of staff will be printed on a card on each table. Meals are served family style.

Each table is responsible for providing one waiter for each meal. Waiters should arrive 15 minutes before mealtimes to set the tables. The waiters will be directed by the dining hall steward on when they should pick up food from the kitchen and return the leftovers. The waiters are the only Scouts who should be getting up during meals. Waiters will need to remain for approximately 15 minutes after the meal.

Salad Bar and More

The tables in the center of the dining hall have additional items for every meal. At lunch and dinner, we always have a salad bar. At all meals, we have extra food items from the current meal or perhaps leftovers from a previous meal. For the safety of all, only adults are allowed to visit the center table. Adults may take food for anyone at their table to enjoy.



Winnebago Dining Hall Menu

BREAKFAST	LUNCH	DINNER
Sunday		Ham steak, Scalloped Potatoes Corn, Apple Sauce, Roll, Salad Bar Dessert, Water, Milk
Monday Pancakes and Syrup Bacon, Cold Cereal Juice, Milk, Water Breakfast Bar	Hotdogs, French Fries Salad and Soup Bar Fruit Cup, Water	Baked Chicken, Rosemary Potatoes Green Beans, Rolls, Salad Bar Dessert, Water, Milk
Tuesday Breakfast Sandwich Sausage, Egg, and Cheese Hash Browns, Cold Cereal Juice, Milk, Water	Chicken Fingers Tater Tots Soup and Salad Bar, Cookies Water	SITE COOKING Steak, Baked Potatoes Green Salad, Rolls Chocolate Pudding, Marshmallows Water
Wednesday French Toast and Syrup Bacon, Cold Cereal Juice, Milk, Water Breakfast Bar	Pizza and Chips Pickle Spear Soup and Salad Bar Fruit Cup, Water	Barbeque Ribs, Chicken Wings Mac & Cheese, Corn Bread Baked Beans, Cole Slaw Salad Bar, Dessert, Water, Milk
Thursday Cheese Omelet, Hash Browns Sausage Links, Cold Cereal Juice, Milk, Water Breakfast Bar	Chicken Sandwich Mac & Cheese Bites Salad & Soup Bar Cookies, Water	Pot Roast and Gravy Mashed Potatoes, Carrots, Rolls Salad Bar, Dessert Water, Milk
Friday Waffles and Syrup Bacon, Cold Cereal Juice, Milk, Water Breakfast Bar	Hamburger, Spiral Fries Salad and Soup Bar Fruit Cup Water	Spaghetti & Meatballs, Stuffed Shells and Sauce Bread Sticks, Salad Bar Dessert, Water, Milk
Saturday Breakfast Burrito Donuts, Cold Cereal Milk, Water		*notify camp IN ADVANCE to request vegetarian options.

Breakfast bar includes hard boiled eggs, yogurt, fruit, and scrambled eggs, etc. (Each day will be different).

Lunch bar includes macaroni salad, pasta salad, potato salad, chicken salad, tuna salad, and egg salad (Each day will be different).

Dinner Bar includes green salad (Options: broccoli, onions, carrots, green olives, black olives, bacon bits, pepperoni, etc.). Each day will be different.

Pitchers of water will be provided at each meal in the dining hall.

- Peanut butter and jelly will be available. Wheat or white bread. 2% milk only.
- Leaders and staff are the only ones allowed at the bars. They are responsible for getting the Scouts what they want. (There is not enough room for all to go to the different bars available.)
- Java Hut is for leaders and staff 18 and older.
- Ice is available if there is extra.
- Allergens will be posted on the menu board.
- Allergies: Dairy and gluten free allergies are very hard to accommodate. Please pre-make foods so that they may be heated up.
- Menu is subject to change.

Saturday Unit Departure

Troops must depart by 10 a.m.

Procedures

- Breakfast will be served in the dining hall. Area directors will be at the camp office until 9:30 a.m. for any questions regarding merit badges.
- After breakfast, return to your site, complete the site inspection with your site guide. Once complete, visit the camp office.
- Check out at the camp office. Be sure to submit evaluation forms and pick up troop photos, merit badge blue cards, messages, medical forms, medications, etc., from the camp office.
- Be sure to return the appropriate forms (medical, merit badge partials, etc.) to any Scouts who will be returning to camp for another week this summer.
- Medications not picked up will be destroyed at the end of each week.
- Double check unit advancement records before you leave camp.

Indicate your wish to return the following year by reserving a campsite with a deposit. Campsites are reserved on a first come first served basis with preference given to returning units.

Mail Service

Incoming Mail

All incoming mail will be available in your unit's box in the camp office. If parents want to send letters or packages to their Scout, be sure they mail early. The Friday before camp is not too soon. The mailing address is:

Name, Troop Number, Campsite
Winnebago Scout Reservation
102 Timberbrook Road
Rockaway, NJ 07866

Outgoing Mail

Bring any outgoing mail to the camp office and put it in the outgoing mailbox which is located underneath the troop mailboxes in the office.

Telephone Service

Incoming Calls

Incoming calls to individuals are seldom practical due to the size of our camp.

Emergency Calls

In case of emergency, the camp office telephone number is (973) 983-9075. A message will be taken and delivered to the individual concerned as quickly as possible. Do not expect to talk to the person immediately.

Cell Phones

Many troops have policies regarding cell phone usage by Scouts at camp. Winnebago Scout Reservation respects the troop policies. If your Scouts bring cell phones to camp, please remind them to follow good cell phone etiquette. This includes turning off cell phones and putting them away during merit badge classes and during meals in the dining hall.

Facilities Outside Camp

Ask at the camp office for directions to nearby stores and other services. Here are a few popular destinations:

Saint Clare's Hospital

25 Pocono Road
Denville, N.J. 07834
973-625-6000

ShopRite (Groceries)

437 Route 46 East
Rockaway, N.J. 07866
973-366-3343

Rockaway Bagel and Deli

171 Green Pond Rd
Rockaway, N.J. 07866
973-625-4322

Pizza Station

3043 Rt-23
Oak Ridge, N.J. 07438
973-697-2222

Only adults should leave camp. Please respect our fellow Scouts and do not take your child out of camp to go shopping.

Campwide Events

Campfires

The opening campfire is held on Sunday evening. Troops meet at the parade field at 7:45 p.m. The staff will lead you to the council ring.

The closing campfire is held on Friday evening. Troops meet at the parade field at 7:30 p.m. for colors. Each troop is invited to perform a skit or song at the closing campfire. Feel free to bring any props with you. Please bring your skit or song to the program director for approval no later than noon on Friday. Songs and skits must be Scout appropriate. The more original, the better!

A Scout is Reverent

Scout vespers are held at the chapel on Tuesday morning after breakfast and Thursday afternoon after lunch.

Campwide Games

On Monday evening, we have campwide games sponsored by each of the program areas. Games begin after dinner and end at dark. Meet at the parade field at 7:30 p.m.

Water Carnival

Wacky, wet, and wild waterfront activities! Join us for this Thursday evening campwide troop competition at the waterfront at 7:30 p.m. Be prepared to get wet. Bring your Scout Spirit! The winning troop gets a watermelon.

Events are available for all ability levels. Here is a summary:

Event	Participants (per troop)
In and Out Canoe Race	4 Swimmers
Rowboat Race	5 Swimmers or Beginners max
Kickboard Race	2 Beginners or Non- Swimmers
Endurance Float	2 Beginners or Non- Swimmers
Swim Relay	2 Swimmers
Buddy Tag Plunge	4 Any Level
Life Saving Rescue	2 Swimmers
Watermelon Scramble	2 Swimmers

In-site Cooking

Tuesday evening features in-site cooking for all troops. We will supply the ingredients for a steak dinner including baked potatoes, corn on the cob, drinks, and dessert. We will include condiments, aluminum foil, a cooking grate, firewood, cups, plates and eating utensils. You supply the cooking utensils and charcoal if desired. Don't forget about the Dutch Oven dessert competition.

Dutch Oven Dessert Competition

This event takes place Tuesday evening in conjunction with the in-site cooking. The only requirement is the dessert must be made at camp in a Dutch Oven. You supply the Dutch Oven, recipe, and ingredients. Use your imagination. There are two separate competitions:

- Youth Entry –Made by a Scout or Scouts
- Adult Entry –Made by a Scouter or Scouters

Winners (one youth entry and one adult entry) will be chosen based on taste and presentation. No more than one adult and one youth entry per troop. Please fill out an official registration form on Sunday at the leaders' meeting. The judges will visit your site to taste and judge your entries. Please label your entries. The contest starts at 6:30 p.m. on Tuesday. Prizes will be awarded.

Night Owl Hike

See camp in a whole different light (or dark!) at our Wednesday evening Night Owl Hike.

Fishing Contest

Anyone who catches a fish that measures at least 12 inches long is invited to bring it to the Ecology Lodge. We will put it in one of our aquariums and hold it until the end of the week. The winner will be announced at the closing campfire.

Night Watch

Thousands of Scouts and Scouters have hiked and loved these Winnebago trails. Thousands have heard the Legend of Winnebago enacted by Winnebago staffers at hundreds of closing campfires. It is tradition at Winnebago, especially when younger Scouts are present, to have a watch all night for safety and to promote a feeling of security. This practice, along with the reading of the story of Camp Winnebago and the message of its legend is what we call the Night Watch. Night Watch is a serious and solemn event.

Proper behavior on the part of all involved will strengthen the tradition. We encourage each troop to conduct a Night Watch during their week at camp. Night Watch booklets are available at the camp office.

Procedure

- Start your campfire at your site any time after 8 p.m.
- During the campfire:
 - Set up a schedule where Scouts are assigned 1–2-hour shifts to tend the fire and keep it burning. During each shift, Scouts keep a log of what they see, hear, and talk about. Pass the log to the next two Scouts at shift end.
 - Scouts take turns reading the Night Watch material aloud, so all Scouts get to read a portion.
 - Be sure to include songs, cheers, skits, and stories.
 - The campfire should end by 11 p.m., at which time the first shift begins.
- Maintain the Night Watch log throughout the night.
- At daybreak, let the fire burn out.
- The Night Watch log and booklet should be kept by the Scouts and referred to at future campfires to bring back great memories.

A Night Watch patch is available at the camp office for a nominal fee. You may be asked to show your Night Watch log.

Waterfront

Every morning, before our morning flag ceremony, is the polar bear swim. Attend at least five of the six sessions to qualify for a special patch.

On the water we have row boats, canoes, kayaks, sailboats, sailboards, pedal boats, paddleboards, and catamarans, with plenty of open time to use them. The water carnival is hosted by the Aquatics area on Friday afternoon - see the camp-wide programs section for more information. All adult leaders are encouraged to volunteer for one hour at aquatics each week. We have lots of simple tasks where we could use help.

Fish Fry

Every Friday during the final Fishing merit badge classes we have our weekly fish fry. Please stop by to get a taste of the catch of the week.

Outpost Opportunities

The camp staff at Winnebago has chosen a series of outpost, or frontier opportunities for the troops and individual Scouts attending any of our weeks of camp this summer. Each one is designed to provide a challenging activity outside of the main camp program. They are directed toward older Scouts who have had the experience of a couple years camping with their troop. These experiences are all staff led but may need adult participation to adhere to Youth Protection standards. Flexibility, like most programs at Winnebago, is always available and is only limited by the imagination of the participants. If interested in one of these trips, please contact the program director on Sunday.

Backpack Experience

Scouts will depart Winnebago heading north on the main trail. Turning east at the parking lot and passing the shotgun range they will pick up the Red Trail. The trail crosses the dike at the end of Durham Pond

and begins to rise toward high country across the lake. Upon arriving at the old commissary building, the hikers will turn left and proceed to the Blue Trail and arrive at the top of Indian Cliffs. After a welcome rest and a spectacular view, they will proceed down to Kit Carson, a frontier camp site, where they will set up camp and prepare a meal. After a restful night and a trail breakfast, they will continue heading south and complete their hike around the lake and back to the main camp. This experience qualifies for the "...on one of these trips backpack four miles..." requirement of the Camping merit badge.

Canoe Portage Experience

Get ready for high adventure! Meet at the waterfront with all your gear for an overnight, packed for use in a canoe on open water. When checked into the canoes and cleared by the Aquatics staff, head across the lake to the south end of camp. Pick a scenic spot on the south end of camp and drop your gear on your overnight home and continue to the portage point northeast of Snake Island. Move your canoes down the portage trail to Split Rock Reservoir and re-launch them for an afternoon of paddling adventure. Your float experience includes exploring the many coves and islands of this spectacular aquatic wilderness. Return to Durham Pond, set up camp and prepare a hearty meal. After a restful night and a trail breakfast, stow your gear in your canoes and paddle home across Durham Pond and Indian Village Camp to continue your week in camp. This experience qualifies for the "...while on one of these trips, plan and participate in a float trip of at least four hours..." requirement of Camping merit badge. Must be a swimmer (blue tag) to participate.

The Canoe Portage Experience is subject to adequate water levels in the Split Rock Reservoir.

Zip Lines and High Elements Course - COPE

Introduced in 2014, our dual 1,000 plus foot zip lines over Durham Pond instantly became a favorite activity for all campers. The first zip line begins near the dining hall. After you cross the lake, it is a short walk to the High Elements Course. After completing the elements course, it ends on the second zip line for your return trip. Groups of up to 20 depart from behind the dining hall every hour during program times. The zip lines are subject to a minimum weight requirement of around 90 lbs. Lower weights may be allowed when conditions warrant. See the COPE director for current information.

The zip lines are open during morning, afternoon, and evening program time. They may be closed due to weather or campwide events.

Cooking Demonstration

The Outdoor Skills staff are preparing a treat for you. Not just the finished product, but the know-how to cook an interesting, delicious treat over an open fire. Several sessions per week will be held in camp; come and get it!

STEM and Engineering

The STEM and Engineering area offers lots of fun activities including flying drones and working with 3D printers and the Electricity and Engineering merit badges. Activities include learning about renewable energy sources, including solar panels and wind powered turbines, energy storage, and energy conversion. STEM NOVA awards are available as well. Visit STEM and Engineering for details and times.

Totin' Chip

In the interest of safety, all Scouts must present their Totin' Chip card before being issued a knife, saw or other wood tool from the Handicraft staff. All Scouts attempting the Wood Carving merit badge must present their cards to the counselor to satisfy one of their requirements and begin work on their projects.

Camp Awards

Troop Plaques

One of many long-standing traditions at Winnebago is making a troop plaque. For years, troops have created plaques to commemorate their week at camp. Once completed, the plaques will be hung in the dining hall and become a part of camp history. One 12-inch x 16-inch piece of wood per troop, as well as paint and other materials can be obtained from the Handicraft Lodge.

Paul Bunyan Woodsman Award

Any Scout that has earned the Totin' Chip can demonstrate advanced woodsman skills by teaching Totin' Chip skills to other Scouts and completing a woodsman work project.

Winnebago Acorn Award

Every Scout attending Winnebago Scout Reservation will have the opportunity to earn the Winnebago Scout Reservation Acorn Award as a symbol of individual involvement and participation in the many programs and activities of our summer camp. This award must be earned and is not given for attendance at camp. You will be given a special sheet for recording your requirements. To qualify, a Scout or leader must do five (5) of the seven (7) items listed below. Your Scoutmaster or SPL can initial any of the boxes signifying that you have completed the requirement. Once completed, turn in this form to your SPL. He will pass it on to the commissioner. This is an individual Scout award.

Requirements

1. While at camp, earn one (1) merit badge, rank advancement or activity badge from any of those offered, i.e., Polar Bear Swim, Mile Swim.
2. Advance one (1) swimming classification while at camp, i.e., non-swimmer to beginner, beginner to swimmer. If a swimmer, help your unit conduct a safe swim defense session.
3. Cook one (1) utensil-less meal while at camp (may be done in connection with an overnight, Dan Beard program, or Tuesday night in-site cooking).
4. Identify six (6) different trees at Winnebago Scout Reservation.
5. While at camp, get to know your staff. Please obtain twenty (20) different staff signatures.
6. Do a three hour conservation project as approved by the camp ranger.
7. While in camp, participate in a unit volleyball match, unit rifle/shotgun, unit challenge course, or archery shoot.

Green Bar Bill Honor Patrol Award

William "Green Bar Bill" Hillcourt was one of the defining characters of the Boy Scouts of America. His numerous publications, including the 1979 edition of the Boy Scout Handbook, were hallmarks of the Scouting movement. Green Bar Bill visited Winnebago and the staff. Bill Hillcourt died in 1993 and is buried



in Mendham, New Jersey, near Schiff Scout Reservation, where he lived and worked for many years. Have your senior patrol leader initial the requirements as the patrol completes them. Turn in the form to the senior patrol leader when it is completed.

Requirements

1. Function as a patrol during your week of camp using the patrol method. Have your senior patrol leader sign that the patrol has done so.
2. Create a patrol flag to bring with you when you travel as a patrol.
3. Meet as a patrol on Sunday night to discuss your patrol's program for the week and have individual members set personal goals.
4. Post a duty roster, made by the patrol and approved by the senior patrol leader, listing the duties of each of the patrol members during the week.
5. Participate as a patrol in all troop activities determined by the junior leaders (SPL, ASPL, PLs, etc.) such as troop shoots, troop swims, improvement projects, etc. Have your senior patrol leader sign that at least 50% of your patrol participated in each activity.
6. Participate as a patrol in the camp wide vespers service with at least 50% of the patrol in attendance.
7. Participate as a patrol in at least two programs, each in different areas, offered at the following program areas: Aquatics (other than troop swim), Handicraft, Ecology/Conservation, Outdoor Skills, Challenge Course, and Range and Target Sports or other program features. At least 50% of the patrol must be in attendance for each event.
8. Participate as a patrol in a campwide game.
9. At least 50% of the members of the patrol must earn the Winnebago Acorn Award.

Baden Powell Honor Troop Award

Lord Baden-Powell was a soldier in Her Majesty's Army in the United Kingdom. After retiring from the army, Baden-Powell embarked on a new project of forming an organization for boys, which began the Scouting movement; it would "offer instruction in the many valuable qualities which go to make a good citizen equally with a good Scout." Have your Scoutmaster initial each requirement as it is completed. Turn in the form (available in the office) to your commissioner by 5 p.m. on Friday.

Requirements

1. Fifty percent of the patrols in your troop must earn the Green Bar Bill Honor Patrol Award.
2. Show that your unit maintains a safe and healthy campsite by earning points on the Commissioner Daily Visitation according to the following guidelines:
 - a. Monday and Tuesday - 85 points or more
 - b. Wednesday and Thursday - 90 points or more
 - c. Friday - 95 points or more
3. Create a small (no more than 1 foot square) centerpiece for each of your troop's dining hall table(s) that is somehow indicative of the membership of your troop.
4. Participate in a camp-wide event.
5. Build a troop gateway to your campsite. (Must be removed prior to departing camp.)
6. Complete a camp improvement project.
7. Have 100% Scout and leader participation in the camp evaluation process.

Health Information

Health Lodge/Emergency Services

Our health officer is available 24 hours a day for emergencies. The health officer has early morning office hours at the Health Lodge. They are available at the dining hall during mealtimes to administer medications, and available at either the Health Lodge or the camp office to administer evening medications. The location will be posted on the door of both buildings. In an emergency, please contact the camp office during normal office hours. After hours, knock loudly on the door of the Health Lodge.

Camp Doc Annual Health and Medical Record

Patriots' Path Council is now using CampDoc to collect the Annual Health and Medical Records. Required for all Scouts and leaders - parts A & B must be completed in your CampDoc profile, and part C must be completed and signed by a doctor, then uploaded to CampDoc. Troops should bring a copy to camp for their own use if desired. Learn more about CampDoc on our website.

Medication Administration (prescription and over the counter)

Policies

- All medication(s) currently being taken must be noted on part B of the Annual Health and Medical Record. The medications section in part B should be filled out at the time of the annual medical evaluation.
- Medications must be kept in the original (pharmacy or over the counter) container.
- Medications are administered by the health officer as directed by the label.
- The Scouting America routine drug administration record will be filled out by the health officer during check-in.
- Each Scout will be observed to ensure that the medication is taken.
- If a Scout fails to take the medication, camp staff will notify the leader and camp director, who will then notify the parents or guardians immediately.

Administration

- The health officer will bring medications to the dining hall for Scouts who take medications at mealtimes.
- At other times, the health officer and the medications will be at the Health Lodge or at the administration building/camp office. Locations will be posted on the door of both buildings and announcements will be made in the dining hall.

Camp Policies

Personal Bike Policy

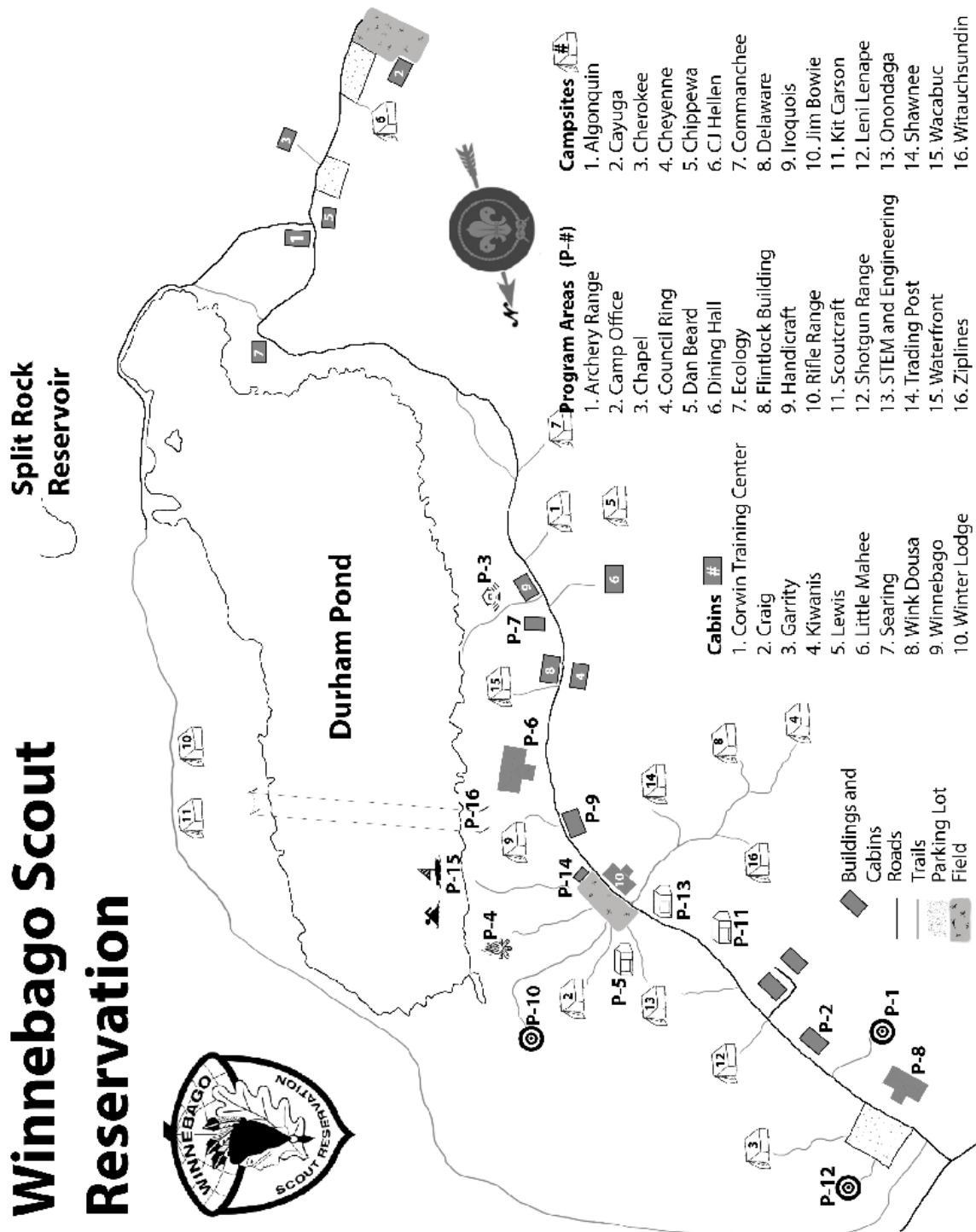
Personal bicycles are allowed in camp with prior permission from the camp director. Your personal bike is your responsibility and should be kept in your site. Bikes in camp are to be ridden on one of the mountain bike treks NOT as a mode of transportation to and from program areas or meals. Everyone bringing their bike to camp is asked to always wear a helmet, ride at a safe speed, and remember to use the buddy system.

Private and Off-Limits Areas

Some of our buildings and camp areas are off limits to Scouts and leaders. Please respect the privacy of our staff and avoid their living quarters. Please do not enter any program areas without staff present. Off limits areas include:

- Behind the rifle, shotgun and archery ranges
- Ranger's residence
- Staff living quarters
- Camp Marcella (located west of camp)

Camp Map



Programs

Aquatics/Waterfront

We offer many of the aquatics merit badges including Swimming and Lifesaving which are required for Eagle. Second and First Class aquatics requirements are covered for Scouts in the Dan Beard first year camper program, or upon request. We provide swimming instruction for Scouts and adults who have not qualified as a Swimmer (blue tag). We also offer the opportunity for anyone to retake their swim classification test during the week.

Fun activities in the water include open swim, stand up paddleboards, the water trampoline and “Mager Mountain” - our giant floating aqua slide.

Please note that all campers who desire to participate in aquatic activities must take the swim classification test **at Winnebago Scout Reservation**.

Mile Swim BSA

To complete this award you must participate in four hours of training and preparation for distance swimming (one hour a day maximum). The actual mile swim will be on Thursday or Friday. Check with the aquatics director at the waterfront for details.

Ecology

Winnebago Ecology area offers several merit badges related to the fields of ecology, nature and conservation. Scouts will be taught how to develop an understanding of the importance and wise use of natural resources in such a way that they will always contribute to our well-being. Scouts will use various equipment related to these fields, as well as incorporate the management of living animals. Be sure to stop by the Ecology Lodge to see our collection of fish, reptiles, including snakes and turtles, and amphibians on display.

Fishing at Winnebago

Durham Pond offers excellent fishing opportunities for Scouts and adults alike. Every summer we see largemouth and smallmouth bass, perch, catfish, crappies and sunfish. Bring your own fishing gear. The trading post sells artificial lures and a limited supply of fishing tackle. Popular fishing spots include the small fishing dock near the council ring area and a large dock behind the Ecology Lodge. Durham Pond offers more than a mile of shoreline available for fishing. The aquatics swimming and boating areas are off limits to fishing.

A valid New Jersey fishing license is required for residents at least 16 years and less than 70 years of age (plus all non-residents 16 years and older) to fish the fresh waters of New Jersey. Visit the Ecology Lodge for fishing tips and tricks.

Handicraft

Winnebago's Handicraft area addresses the Scout's desire to make something with his or her hands. The projects answer the creative urge in youth to make something, and to improve their environment by making things of beauty and usefulness from nature's materials. The troop and patrol can also benefit because skills learned and interests piqued can become part of the year-round program, giving the Scouts a foundation in handicraft materials to work with, tools, and how to improvise. Join us for fun, and you may also be able to earn one of the craft merit badges. We also offer Fingerprinting merit badge Tuesday evening each week.

Handicraft kits of all sizes, types and skill levels can be purchased from the trading post. Approximate prices are listed in the merit badge information list.

Outdoor Skills

Winnebago's Outdoor Skills area will bring you back to the Baden-Powell days of Scouting. We help Scouts develop basic hiking and camping skills, teach them to appreciate and understand the outdoors by making the best use of their own faculties and natural surroundings, and provide them with the knowledge of health and safety practices so they may develop healthy mental attitudes and physical fitness. The Outdoor Skills area is also the place where Scouts come to learn, practice, hone and test their Scout and survival skills. For the novice or experienced camper, we offer programs and activities where you can test your knowledge and abilities and have fun doing it!

We offer several outdoor merit badges as well as the First Aid and Emergency Preparedness merit badges.

Range & Target Sports

Range and Target Sports are located in three individual parts of camp: rifle range, shotgun range and archery range.

We offer the Archery, Rifle Shooting, and Shotgun Shooting merit badges. **These merit badges are difficult to complete, as they require a lot of instruction. Many Scouts must return to the shooting ranges during open shoot to complete them.** We also have lots of time for open shooting as well as a variety of competitions and awards. Open shooting is for all campers, not just those taking a merit badge. Test your skill against your buddies, or even your Scoutmaster.

Archery

Our covered eight station archery range has standard targets set at varying distances. We have 30-40 lb. recurve bows available for all shooters. Adults 18+ are invited to compete in the weekly **Robin Hood Challenge**.

Rifle

Our covered eight station rifle range features .22 caliber bolt-action single shot rifles, which are used for the Rifle merit badge, open shoot and various award and competition shooting. Ammunition is free for Scouts while working on the Rifle Shooting merit badge. The fee for open shooting is 25 cents for five shots. Please purchase targets for open shooting at the camp office.

NRA Rifle Classification, NRA/BSA Postal Match and special award shooting will be provided at rifle open shoot and is open to all Scouts. All special programs are held during open shoot time.

Adults 18+ are invited to compete in the weekly **Old Man of the Mountain Competition**.

Shotgun

We have a new triple station shotgun range with covered merit badge area, and an automatic remote-controlled target thrower that holds hundreds of clay targets. We supply several different types of 12-gauge shotguns for the merit badge and open shoot. There is a \$20 fee for Scouts working on the merit badge. This covers all the shells and targets you need to complete the badge. Open shooting is available to all Scouts and adults. The fee is \$2 for five shots. Please purchase tickets for the merit badge or open shooting at the camp office.

Dan Beard – First-Year Camper Program

The Winnebago Dan Beard Program is designed to supplement the troop's regular program and not replace it. It was developed from the perspective of the first-year summer camper. The Dan Beard program is structured to provide individual attention to each Scout regardless of where they are on the advancement trail. Using the model put forth by Lord Robert Baden-Powell at Brownsea Island, the Scouts involved in Dan Beard will be immersed in a day-long Scout skills and team building environment. Scouts will have the opportunity to work on, and possibly earn, up to three merit badges. However, the principal emphasis will be on learning and applying the skills necessary for rank advancement through First Class. Each Scout will enjoy the camaraderie of their home troop during meals and in the evening.

The key word of the Winnebago Dan Beard Program is FUN! Utilizing the Scout handbook and a hands-on approach, the program draws on the past and the present, as it strives to be on the cutting E-D-G-E of Scout-skills and team development. Baden-Powell often said that "The patrol method is not one way to run a Scout program, it is the only way." The Scouts in Dan Beard are divided into camp patrols, enabling them to work on both team building and leadership skills. The day long program allows for a more comprehensive and time effective approach to explaining, demonstrating, guiding and enabling (E-D-G-E) the mastery of specific Scout-skills.

If you, as the unit leader, feel that a Scout will not benefit from all parts of the program, then we ask that an adult, SPL, or buddy accompany the Scout when leaving the program area.

Dan Beard Program Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
6:00 AM					Rise and Shine! Pack Up / Clean Up
7:00 AM					Polar Bear
8:00 AM	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
9:00 AM	Create Patrols Get to know your patrol	Art MB	EDGE Waste on the Trail	Realistic First Aid Leave No Trace	Citizenship for Life
10:00 AM	Knots Orienteering	Hiking Skills Safe Hiking	Fire Safety MB	Patrol Knot Tying Comp	Fire Safety MB
11:00 AM	First Aid Citizenship	Wood Tools: Safety and Handling Proper Methods Totin' Chip	Tin Foil Cooking / Lunch	Fire Safety MB	Awards and Mementos
12:30 PM	Lunch	Lunch	Lunch	Lunch	Lunch
1:00 PM	Siesta	Siesta	Siesta	Siesta	Siesta
2:00 PM	Patrol Method Rank Requirements	Program Areas: Aquatics Buddy System 2nd and 1st class reqs Safe Swim Defense Safety Afloat	Rank Requirements	Check Camping Equipment	Scouts can: - Finish any MB they have not yet finished - Explore open program -Work on rank requirements with a counselor
3:00 PM	Program Areas: Archery and Rifle			Patrol Site Set-Up	
4:00 PM	Learn Safety and Practice Shooting!		Art MB	Food Prep	
5:00 PM	Get ready for dinner! Colors @ 5:45	Get ready for dinner!	Get ready for dinner! Colors @ 5:45	Conservation Project/ Ultimate Frisbee	Get ready for dinner! Colors @ 5:45
6:00 PM	Dinner	In-site cooking!	Dinner	Dutch Oven Cooking/ Dinner	Dinner
7:00 PM	Campwide Games with your Troop! (Meet at the Parade Field @ 7:15)	Fingerprinting MB @ Handicraft	Water Carnival with your Troop! (Meet at Aquatics @ 7)	Song Festival	Colors
8:00 PM				Firem'n Chit Flag Retirement	Closing Campfire following directly after Colors!
9:00 PM				Sleep under the stars (in your tent)	

This schedule is flexible and subject to change due to weather, or the needs of the Scout participants.

Daily Camp Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:45 a.m.		Waiters Call	Waiters Call	Waiters Call	Waiters Call	Waiters Call	Waiters Call
7:45 a.m.		Colors	Colors	Colors	Colors	Colors	Colors
8:00 a.m.		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
			Vespers 8:45				
9:00 a.m.		Morning Program	Morning Program	Morning Program	Morning Program	Morning Program	Check Out
10:00 a.m.		Morning Program	Morning Program	Morning Program	Morning Program	Morning Program	
11:00 a.m.		Morning Program	Morning Program	Morning Program	Morning Program	Morning Program	
12:15 p.m.		Waiters Call	Waiters Call	Waiters Call	Waiters Call	Waiters Call	
12:30 p.m.	Arrival & Check In (Based on Troop)	Lunch	Lunch	Lunch	Lunch		
1:00 p.m.		Siesta	Siesta	Siesta	Siesta		
		Robinhood	Triathlon	OMM Rifle	OMM Shotgun	Fish Fry	
		Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program		
3:00 p.m.	Troop Orientation	Afternoon Program	Food Pickup	Afternoon Program	Afternoon Program	Afternoon Program	
			Afternoon Program				
4:00 p.m.		Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	
5:45 PM	Waiters Call	Waiters Call	In Site Cooking	Waiters Call	Waiters Call	Waiters Call	
	Colors	Colors		Colors	Colors		
6:00 PM	Dinner	Dinner	Dutch Oven Dessert Comp	Dinner	Dinner	Dinner	

Continued the next page.



7:00 PM	Leader Meeting	Campwide Games (Parade Field 7:15-8:30)	Open Program (7-9)	Water Carnival (7-8:30)	Open Program (7-9)	Colors	
	Meet and Greet						
7:45 PM	Aquatics Demonstration					Campfire (Parade Field @ 7:45)	
8:00 PM	Campfire (Parade Field @ 8:00)						
10:00 PM	Fire Watch & Taps	Fire Watch & Taps	Fire Watch & Taps	Fire Watch & Taps	Fire Watch & Taps	Fire Watch & Taps	

Campwide Events

Program	Location	9:00 AM	10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM	Notes
Campwide Games	Parade Field							Monday @ 7:30 p.m.
In Site Cooking	Campsite							Tuesday Dinner. Pickup food at the dining hall.
Water Carnival	Aquatics							Wednesday @ 7 p.m.
Outpost	South End +Kit Carson							Scouts in Dan Beard, Camping, and Wilderness Survival will have an outpost experience.
Mile Swim	Aquatics							See notes in the aquatics section.
Old Man of the Mountain Rifle	Rifle							Wednesday during Siesta (1:00 p.m. for leaders only)
Old Man of the Mountain Shotgun	Shotgun							Thursday during Siesta (1:00 p.m. for leaders only)
Robinhood Archery	Archery							Monday during Siesta (1:00 p.m. for leaders only)
Triathlon	Parade Field							Tuesday during Siesta (1:00 p.m.)
Zip Lines and Challenge Course	COPE							Ziplines and challenge course close at sunset.

Merit Badge & Program Schedule

Merit Badge Disclaimer

All merit badges have a wide variety of requirements. Some merit badges require that you hold a different merit badge before starting the current one. Some merit badges require long-term tasks that cannot be completed at camp.

A Scout is prepared. When choosing merit badges, make sure to read through the current requirements for the merit badge to see if there is anything you must do BEFORE coming to camp.



Aquatics

Merit Badge / Program	Location	9:00 a.m.	9:30 a.m.	10:00 a.m.	10:30 a.m.	11:00 a.m.	11:30 a.m.	2:00 p.m.	2:30 p.m.	3:00 p.m.	3:30 p.m.	4:00 p.m.	4:30 p.m.	Pre-Reqs / Notes
Canoeing	Aquatics													Must have swim test
Kayaking	Aquatics													Must have swim test
Lifesaving	Aquatics	9:00-11:00												Must have Swimming MB
Rowing	Aquatics													Must have swim test
Small Boat Sailing	Aquatics													Must have swim test
Swimming	Aquatics													Must have swim test
Troop Swim	Aquatics	Schedule a troop swim with the aquatic's director for Tuesday or Thursday night!												
Water Carnival	Aquatics	Wednesday @ 7:00 p.m.! Meet at the waterfront in your swimsuit.												
Open Boating	Aquatics													Open Program NOT available Tuesday
Open Swim	Aquatics													Open Program NOT available Tuesday
Instructional Swim	Aquatics													

Be prepared to pass a swim test before you are able to proceed with any merit badges. Bring a swimsuit, long-sleeved shirt, and footwear that will get wet.



Ecology

Merit Badge / Program	Location	9:00 a.m.	9:30 a.m.	10:00 a.m.	10:30 a.m.	11:00 a.m.	11:30 a.m.	2:00 p.m.	2:30 p.m.	3:00 p.m.	3:30 p.m.	4:00 p.m.	4:30 p.m.	Pre-Reqs / Notes
Astronomy	Ecology													
Archaeology	Ecology													
Environmental Science	Ecology													Bring a notebook
Fishing	Ecology													Bring fishing equipment
Mammal Study	Ecology													
Nature	Ecology													Bring Collections
Plant Science	Ecology													Bring a notebook
Reptile & Amphibian Study	Ecology													
Open Ecology	Ecology	Tuesday and Thursday @ 7-9 pm												
Night Owl Hike	Ecology	Wednesday @ 8:30 pm												
Stargazing	Ecology	Thursday @ 8:30 pm												

Scouts that want to take Fishing merit badge (or wanting to fish for fun) should bring fishing gear. There is a limited supply of poles to use available.



Handicraft

Merit Badge / Program	Location	9:00 a.m.	9:30 a.m.	10:00 a.m.	10:30 a.m.	11:00 a.m.	11:30 a.m.	2:00 p.m.	2:30 p.m.	3:00 p.m.	3:30 p.m.	4:00 p.m.	4:30 p.m.	Pre-reqs / Notes
Art	Handicraft													
Basketry	Handicraft													
Chess	Handicraft													
Leatherwork	Handicraft													
Metalwork	Handicraft													
Welding	Handicraft													
Woodwork	Handicraft													Totin' Chip
Wood carving	Handicraft													Totin' Chip
Open Handicraft	Handicraft													
Fingerprinting	Handicraft	Tuesday @ 7 p.m. Open Program Badge.												

Handicraft:

Some of our badges require a kit to complete the badge. The prices are estimates and depend on what the trading post has available:

- Basketry: Bring about \$15 for a kit
- Leatherwork: Bring about \$7 for a kit
- Wood carving: Bring about \$5 for a kit

Outdoor Skills

Merit Badge / Program	Location	9:00 AM	9:30 AM	10:00 AM	10:30 AM	11:00 AM	11:30 AM	2:00 PM	2:30 PM	3:00 PM	3:30 PM	4:00 PM	4:30 PM	Pre-reqs / Notes
Camping	Outdoor Skills													
Cooking	Outdoor Skills	9-10:30			10:30-12						3:30-5			
Emergency Preparedness	Outdoor Skills													Must have the First Aid MB
First Aid	Outdoor Skills	9-10:30						2-3:30						
Geocaching	Outdoor Skills													
Orienteering	Outdoor Skills													
Pioneering	Outdoor Skills				10:30-12						3:30-5			
Wilderness Survival	Outdoor Skills													
Cooking Demonstration	Outdoor Skills	Fish Fry will be held during Friday Siesta. This is for scouts in Fishing MB and Cooking MB.												
Fish Fry	Outdoor Skills													

Outdoor Skills

Camping and Wilderness Survival merit badges have an outpost experience which will be held Thursday evening.

- Camping: Please bring all required gear as per the merit badge book. Also, bring a report of previous camping trips signed by a Scoutmaster.
- First Aid: Bring your homemade first aid kit.



Range & Target Sports

Merit Badge / Program	Location	9:00 a.m.	9:30 a.m.	10:00 a.m.	10:30 a.m.	11:00 a.m.	11:30 a.m.	2:00 p.m.	2:30 p.m.	3:00 p.m.	3:30 p.m.	4:00 p.m.	4:30 p.m.	Pre-reqs / Notes
Archery Shooting	Archery Range	9:00-10:30			10:30-12:00			2:00-3:30						
Rifle Shooting	Rifle Range	9:00-10:30			10:30-12:00			2:00-3:30						
Shotgun Shooting	Shotgun Range	9:00-10:30			10:30-12:00			2:00-3:30						\$20 for the badge (paid in the office)
Open Archery	Archery Range										3:30-5:00			Open Program <u>NOT</u> available Monday
Open Rifle	Rifle Range										3:30-5:00			Open Program <u>NOT</u> available Monday
Open Shotgun	Shotgun Range										3:30-5:00			
Robinhood - Archery	Archery Range	Monday during Siesta (for leaders only)												
Old Man of the Mountain - Rifle	Rifle Range	Wednesday during Siesta (for leaders only)												
Old Man of the Mountain - Shotgun	Shotgun Range	Thursday during Siesta (for leaders only)												

Range & Target Sports:

The Shotgun merit badge is a \$20 fee that covers all your ammunition for the entirety of the badge.

- Rifle Open Shoot: Please purchase targets in the office and bring a buddy to the range!
- Shotgun Open Shoot: Please purchase targets in the office and bring a buddy to the range!
- Archery Open Shoot: Please bring a buddy to the range!



STEM

Merit Badge / Program	Location	9:00 a.m.	9:30 a.m.	10:00 a.m.	10:30 a.m.	11:00 a.m.	11:30 a.m.	2:00 p.m.	2:30 p.m.	3:00 p.m.	3:30 p.m.	4:00 p.m.	4:30 p.m.	Pre-reqs / Notes
Electricity	STEM													
Electronics	STEM													
Energy	STEM													
Engineering	STEM													
Robotics	STEM													
Radio	STEM													
Space Exploration	STEM													
3D Printing	STEM	Tuesday @ 7:00 p.m. Open Program Activity												
Drones	STEM	Thursday @ 7:00 p.m. Open Program Activity												

Trail to Eagle

Merit Badge / Program	Location	9:00 a.m.	9:30 a.m.	10:00 a.m.	10:30 a.m.	11:00 a.m.	11:30 a.m.	2:00 p.m.	2:30 p.m.	3:00 p.m.	3:30 p.m.	4:00 p.m.	4:30 p.m.	Pre-reqs
Personal Management	Trail to Eagle													Must have Star rank.
Citizenship in the Nation	Trail to Eagle													Must have Star rank.
Citizenship in the World	Trail to Eagle				10:30-12:00		2:00-3:30							Must have Star rank.
Communication	Trail to Eagle	9:00-10:30									3:30-5:00			Must have Star rank/ minimum of 13 yrs.old.

Merit badges offered in Trail to Eagle are all Eagle required badges. In order to take these merit badge classes, you should have Star rank. You may be asked to show your Scout book to a counselor.



Merit Badge Master List

Merit Badge / Program	Location	9:00 a.m.	9:30 a.m.	10:00 a.m.	10:30 a.m.	11:00 a.m.	11:30 a.m.	2:00 p.m.	2:30 p.m.	3:00 p.m.	3:30 p.m.	4:00 p.m.	4:30 p.m.	Pre-reqs / Notes
Canoeing	Aquatics													Must have swim test
Kayaking	Aquatics													Must have swim test
Lifesaving	Aquatics	9:00-11:00												Must have Swimming MB
Rowing	Aquatics													Must have swim test
Small Boat Sailing	Aquatics													Must have swim test
Swimming	Aquatics													Must have swim test
Open Boating	Aquatics													Open Program NOT available Tuesday
Open Swim	Aquatics													Open Program NOT available Tuesday
Instructional Swim	Aquatics													
Astronomy	Ecology													
Archaeology	Ecology													
Environmental Science	Ecology													Bring a notebook
Fishing	Ecology													Bring fishing equipment



Mammal Study	Ecology												
Nature	Ecology												Bring Collections
Plant Science	Ecology												Bring a notebook
Reptile & Amphibian Study	Ecology												
Art	Handicraft												
Basketry	Handicraft												
Chess	Handicraft												
Leatherwork	Handicraft												
Metalwork	Handicraft												
Welding	Handicraft												
Woodwork	Handicraft												Totin' Chip
Wood carving	Handicraft												Totin' Chip
Open Handicraft	Handicraft												
Camping	Outdoor Skills												
Cooking	Outdoor Skills	9-10:30				10:30-12						3:30-5	
Emergency Preparedness	Outdoor Skills												Must have the First Aid MB
First Aid	Outdoor Skills	9-10:30						2-3:30					
Geocaching	Outdoor Skills												



Orienteering	Outdoor Skills													
Pioneering	Outdoor Skills				10:30-12						3:30-5			
Wilderness Survival	Outdoor Skills													
Archery Shooting	Archery Range	9:00-10:30			10:30-12:00			2:00-3:30						
Rifle Shooting	Rifle Range	9:00-10:30			10:30-12:00			2:00-3:30						
Shotgun Shooting	Shotgun Range	9:00-10:30			10:30-12:00			2:00-3:30						\$20 for the badge (paid in the office)
Open Archery	Archery Range										3:30-5:00			Open Program <u>NOT</u> available Monday
Open Rifle	Rifle Range										3:30-5:00			Open Program <u>NOT</u> available Monday
Open Shotgun	Shotgun Range										3:30-5:00			
Electricity	STEM													
Electronics	STEM													
Energy	STEM													
Engineering	STEM													
Robotics	STEM													

