

TREVOR REES-JONES SCOUT CAMP
CLEMENTS SCOUT RANCH



TREVOR REES- JONES SCOUT CAMP

PROGRAM GUIDE



Scouting  America
Circle Ten Council

2025 MEDIEVAL TOURNAMENT AT TREVOR REES-JONES SCOUT CAMP

Hear ye, hear ye! You have been summoned to the grandest tourney of the realm! Only the finest and most skilled have been chosen to test themselves in trials of strength, skill, and honor. Steady thy bows and ready thy steeds, for the time of competition is nigh! Whether ye prove thy worth upon the climbing walls, the fields of sports, the range, or the treacherous waters, know that our wise and seasoned masters stand ready to train thee in the way of chivalry and sport. Yet even the boldest of warriors will find merriment! Throughout the week, grand festivities shall offer respite before the climactic battle for eternal glory on Friday's grand tourney! Raise thy banners, don thy armor, and prepare for FUN!



WELCOME!

Whether it's your first time visiting Trevor Rees-Jones Summer Camp or you're returning, we welcome you to our beloved camp! Many of our staff have spent countless summers at Trevor Rees-Jones, and we're thrilled to share this special place with you. This summer, we're bringing the spirit of the medieval age to life and each day will hold a new quest for you to conquer. At Trevor Rees-Jones, you'll have the chance to try new things, challenge yourself, and build friendships. Whether you're working on your merit badges, racing down the zipline, or swimming in the lake, our staff will be by your side to cheer you on and guide you along the way. We can't wait to share this adventure with you!

See you soon,

Russell Ramsay, Program Director



All-Terrain Vehicles

We are pleased to feature a fleet of Polaris 4-wheelers as one of the program offerings this summer. Our All-Terrain Vehicles Experience will be back! We are offering a single ATV class in the afternoons from 2:00 p.m. - 4:00 p.m. The class size is limited to eight Scouts. This opportunity is for Scouts 14 years of age and older.

There will be an additional \$100 charge to participate in the program which will be added to the unit invoice in Black Pug. During the course, the Scouts will earn the ATV Safety Institute Rider certification and get a chance to experience a rare opportunity to see some of the over 2,000 acres of land on the back of a four-wheeler.

Pre-requisite: Scouts taking the ATV Experience **MUST** take the online safety course **PRIOR** to attending summer camp at atvsafety.org. Please keep in mind that this course is about 2 hours long and Scouts will need to bring a copy of their certificate of completion.

Required items: Long sleeved shirt, pants (no shorts), and shoes that cover the ankles are required to be worn during class. One long-sleeved ATV shirt will be provided at check in for the Scout participants.



Aquatics Centers

Pool

We all know that in the heat of the summer, Scouts love jumping in the pool to cool down! Our aquatics area provides plenty of space for classes and free swim, ensuring everyone gets a chance to make a splash. During free swim, Scouts can enjoy basketball and volleyball games in the water, adding to the fun and excitement. Be sure to stop by, take a dip, and enjoy all the aquatic adventures waiting for you at camp!

Merit Badges:

Swimming, Instructional Swim (recommended for First Year Campers), and Lifesaving

Swim Checks: We offer Swim Checks on Sundays during check-in and Monday morning before breakfast. If any Scout needs to recheck, we are happy to accommodate! Please see our aquatics director.

[Swim Checks Pre-Check Form](#) Click this for more information on swim checks for adults and Scouts prior to arriving at camp!

All open swim activities at the pool are for non-swimmers, beginners, and swimmers.

Open Swim times:

Mon - Thurs 4:00 p.m. - 5:15 p.m.

Tues/Thurs 7:00 p.m. - 8:45 p.m.

Adult Only Swim times:

Tues/Thurs 9:00 p.m. – 10:00 p.m.

Mile Swim BSA

Starting at 6:30 a.m. on Tuesday morning we will be offering Scouts and leaders the opportunity to earn the mile swim patch! Every morning before breakfast, Scouts and adults will meet at the pool and swim the required laps for the practice days. On Friday morning, participants will accomplish the full mile in the **lake** at the waterfront. We encourage units to cheer their fellow Scouts on! It is required to go to all practice days to receive the mile swim patch and card. Morning times are subject to change and will be communicated by the aquatics director.

Lakefront

Walk down to Lake McElvaney where Scouts have the adventurous opportunity to bounce on our blob, compete through our blob city water maze, tube down our slide, and if they are brave enough, swing through the air and immerse themselves into the water! When it's time to relax, they also have the opportunity to kayak, canoe, row through the lake in their free time.

All activities at the lakefront are for swimmers. The only exception is canoeing/rowing where beginners can participate if they are accompanied by two swimmers.

Merit Badges:

Canoeing, Rowing, and Kayaking

Open Area Times:

Mon/Wednesday 4:00 p.m. - 5:15 p.m. (Blob City, Slide, Swing, and Boating)

Tues/Thurs 4:00 p.m. - 5:15 p.m. (Blob, Slide, Swing, and Boating)

Tues/Thurs 7:00 p.m. - 8:30 p.m. (Blob, Slide, Swing, and Boating)



Climbing and Rappelling

Trevor Rees-Jones Scout Camp's climbing tower has four levels of climbing – 12', 24', 36', and 48', as well as two levels of rappelling - 36' and 48'. The tower is designed to challenge both the beginner and the more experienced climber with its different challenges and levels. Also located in the climbing area is a bouldering wall which is a horizontal climb that challenges the Scouts' climbing technique and endurance. For Scouts that need the rappelling requirement for the Camping Merit Badge, they can come to any open area time and have it signed off by the climbing director!

Open Area Times:

Mon - Thurs 4:00 p.m. - 5:30 p.m.

Tues/Thurs 7:00 p.m.- 8:45 p.m.

Adult Only Open Times:

Tues/Thurs 9:00 p.m. - 10:00 p.m.



COPE

Our COPE program will be returning this summer at Trevor Rees-Jones Scout Camp. Youth 13 years of age and older can sign up to be tested on our week-long course. COPE stands for Cooperative Outdoor Personal Experience and our focus at COPE is to have Scouts take a step outside of their comfort zone while learning leadership skills, teamwork, trust, and communication. The whole week will be spent engaging in team building activities. They will also test their mental fortitude and problem solving skills by participating in low and high ropes course elements. The final day of COPE is spent having fun doing the high elements such as the zipline, power pole, and screamer. Join us this summer to enjoy this fun and exciting program.

Come zip through the piney woods of east Texas at camp with us! If you are adventurous and want to challenge yourself while having some fun, sign up to enjoy our zipline this summer. There will be open zipline times available to sign up at headquarters. There is no age requirement; if the Scout fits in the harness, they get to zip! There are limited slots available and time slots are strict. *If you do miss your time slot, we cannot guarantee that we will be able to reschedule your time.*

Required Items: Please wear closed-toed shoes (no crocs), long hair needs to be pulled back, and bring a water bottle.

Open Zip-line Times:

Tues/Thurs 7:00 p.m. - 8:30 p.m.



Eagle's Landing

Eagle's Landing is a unique and different area that focuses on Eagle Scout related merit badges. Scouts will jump into being an upstanding citizen by going through the requirements for the merit badges that are offered in the area. We're excited to bring a fresh twist to the Trevor Rees-Jones program with this new offering!

Merit Badges:

Citizenship in the Nation, Citizenship in the World, Communication, Personal Fitness

STEM

Scouts enjoy STEM activities - challenging themselves, and going above and beyond! Check out our new STEM area with some new fun, hands on, and exciting merit badges that will make the Scout think and test their technical skills.

Merit Badges:

Robotics, Animation, Chess, Moviemaking/Photography, Space Exploration

First Year Camper

For all new Scouts, come join us at our First Year Camper area! Throughout the week the Scouts will work on their rank advancements for Tenderfoot, First Class, and Second Class. We have upgraded our program and now we will be offering two separate times for this class : 9:00 a.m. – 11:00 a.m. and 2:00 p.m. – 4:00 p.m. In addition to the regular FYC class, during open area time we will be offering Totin' Chip and Fireman Chit. On Friday morning, our FYC staff will be leading the FYC classes, and anyone else who would like to join in, on a five-mile hike through our beautiful camp! We also recommend that in addition to the FYC class, Scouts take the instructional swim or Basketry/Leatherwork Merit Badge classes!

Totin' Chip:

Monday and Wednesday 4:00 p.m.- 5:15 p.m.

Fireman Chit:

Tuesday and Thursday 4:00 p.m.- 5:15 p.m.



Horsemanship

We have upgraded our horse experience for this summer! If you have any Scouts in our Horsemanship classes, they will have the opportunity to assist with feeding and grooming our horses. At our upper corral, we will be having a Western Fair on Wednesday night with carnival games, food, music, and lots of fun. Our motto at camp is that every Scout should have the opportunity to ride a horse! Free trail rides will be offered throughout the week so be sure to SADDLE UP this summer!

Merit Badge:

Horsemanship

Activities:

Horse Overnighter/Cavalcade:

We are bringing back a Scout favorite! Each Thursday night at 5:00 p.m. there will be an overnight horse cavalcade. Space is extremely limited to 7 Scouts so units can sign up **ONE** Scout on a first come first served basis. We recommend the unit nominate an honor camper that displays Scout spirit and is living up to the Scout Oath and Law! The Scouts will meet at the upper corral, load up, and hit the trail via horseback. The Scouts will have a campfire meal that evening that they will prepare, learn to take care of their horse, and most importantly have a ton of FUN!! Scouts will return the next morning to eat breakfast in the dining hall with their unit. In order to participate, Scoutmasters will be asked to turn in the name of a Scout who is **13 years of age** or older by 12:00 p.m. **Wednesday afternoon**

Trail Rides:

At Trevor Rees-Jones Scout Camp we would like everyone to have the opportunity to ride our world-renowned steeds. We have a wonderful wrangler staff who are devoted to making sure everyone can ride. Sign up for free trail rides at headquarters.

To have a pleasant experience on the trail rides, riders must adhere to the following rules:

- Riders **MUST** wear long pants.
- Riders **MAY NOT** wear backpacks, waist/belt-packs, canteens, baggy clothing, or other items that hang loosely around the neck, waist, arms, or legs that may snag during the trail ride.
- Riding helmets are furnished and must be worn in the corral and on trail rides.
- Riders must be healthy enough for outdoor activities, subject to the discretion of the head wrangler.
- The **maximum** weight for any rider is 220 pounds unless waived by the head wrangler.
- All riders must follow the directions given by the horse wranglers at all times and all decisions of the head wrangler are final.



Handicraft

Painting, sculpting, making baskets, wood carving, and having fun are what makes the Handicraft Area so awesome! Scouts have a chance to express their creativity in the form of art. We have added new class slots for our popular Art and Sculpture Merit Badge.

Merit Badges:

Art, Sculpture, Woodcarving, Basketry, Leatherwork

Open Area:

Mon - Thurs 4:00 p.m.- 5:15 p.m.



Nature/Fishing

Hike through thousands of acres of beautiful piney woods where you will see a variety of wildlife and trees over 100 feet tall! Take a look at the clear blue night skies at our Tuesday evening star party, or visit our animals and reptiles in our Living History Museum.

Trevor Rees-Jones Scout Camp is known throughout East Texas for its excellent fishing! As this is one of our most popular activities, we want to ensure EVERY Scout has the opportunity to catch a fish this summer! Our lakes have been fully stocked with many fish for the catch! No fishing license is required. Please remember that we are catch and release only. We have a beautiful fishing pavilion that is equipped with fishing poles for the Scouts to use during free time. Come out and cast to your heart's content. Who knows, maybe you'll catch a 10 pound bass!

Merit Badges:

Astronomy, Environmental Science, Fishing, Fly Fishing

Activities:

Living History Museum (Western Fair)

Fishing (free time): Those taking the merit badge will be cleaning and cooking a fish Friday morning!

Star Party Tuesday 8:00 p.m. at the nature pavilion.



Scout Skills

Every Scout should know the basics of camping, how to lash, and which knots to tie. This area is great for Scouts to develop skills to survive the wilderness, cook meals, pioneering, and first aid knowledge. These outdoor skills will teach them lifelong expertise!

Merit Badges:

Camping, Cooking, First Aid, Orienteering, Emergency Preparedness, Pioneering, Wilderness Survival

Activities:

Wilderness Overnighter

Thursday 7:00 p.m. at the flagpole (Scouts can only bring a water bottle, pocketknife, flashlight, raingear and bug spray.)

Cooking

Scouts taking the Cooking Merit Badge will be meeting at certain times outside of class to finish cooking their meals!

Pen-turning

During your down time in between classes, try your hand at woodturning! Join our amazing instructor and learn how to make a pen. Who knows, maybe you'll become the best at it as well! Sign up online or at headquarters to book a one-hour slot!

Mon - Thurs 4:00 p.m. – 5:00 p.m. (Scouts only)

Mon, Tues, and Thurs 7:00 p.m. – 9:00 p.m (Scouts only)

Mon - Thurs 1:00 p.m. – 2:00 p.m. (adults only)

Fri 9:00 a.m. - 12:00 p.m. (Scouts only)



Shooting Sports

Scouts can come develop their marksman skills this summer at Trevor Rees-Jones Scout Camp in archery, shotgun, or rifle ranges while learning safe practices! There is no age limit for these merit badge classes but they do require a certain amount of strength and control to use. Show off those marksman skills at our new Action Archery program by shooting arrows at discs that fly through the air!

Merit Badges:

Archery, Rifle Shooting, and Shotgun Shooting

Open Areas:

Mon - Thurs 4:00 p.m. – 5:30 p.m. (Shotgun, Rifle, and Archery)

Tues/Thurs 7:00 p.m. – 9:00 p.m. (Shotgun, Rifle, and Archery)

Wed 4:00 p.m. – 5:00 p.m. (Scoutmaster Shoot)

Friday 2:00 p.m. – 5:00 p.m. (Action Archery, Cowboy Action)

High Adventure

Our all new High Adventure area will encompass all of our High Adventure styled activities. Are you an older Scout wanting to partake in something a little more exciting? Do you want to test the limits without the stress of earning a merit badge? Well, this is the area for you to come on out and experience a one of a kind high adventure experience with Climbing, Horsemanship, ATVs, COPE and More! Experience the chill factor of camp and dip your feet into the leisure of these different exciting activities.

Schedule:

Mon 9:00 a.m. – 12:00 p.m. (Team Building/Trail Rides)

Tues/Wed 9:00 a.m. – 12:00 p.m. (ATVs)

Thurs 9:00 a.m. – 12:00 p.m. (Orienteering/Climbing)

Fri 9:00 a.m. – 12:00 p.m. (Zipline)



ADULT OPPORTUNITIES

Here at Trevor Rees-Jones Scout Camp we want our adult leaders to have just as much fun as our Scouts!

Whether you want to spend time sharing stories in the Scoutmasters' lounge, fishing, hiking, taking any of our adult leader classes, or helping the staff in any merit badge class, we want you to enjoy your week. Every morning there will be coffee available by 8:00 a.m. in the lounge for you to come and enjoy with good company.

We will have a special Scoutmaster Shoot during the week, and we encourage you to participate in our Tuesday/Thursday night adult swim and climb. Every day starting at 10:00 a.m., we will have Scoutmaster meetings with the Camp Director and coffee will be provided!

The staff and Scouts love to see the leaders participating and having fun so don't hesitate to join in! We would love to see you wear western attire to our Wednesday Western Show, sing songs outside the dining hall, go out on the blob, ride a horse, go fishing, swimming, and anything else we can fit into your week of fun!

The adult leader trainings we will be offering this summer are:

- **Scoutmaster/ASM Specific Training (9:00 a.m. – 3:00 p.m. on Wed Only)**
- **Climbing Level 1/2 (2:00 p.m. – 4:00 p.m.)**
- **Paddle Craft Safety (2:00 p.m. – 4:00 p.m.)**
- **Swimming and Water Rescue (10:00 a.m. – 12:00 p.m.)**
- **NRA Certifications (Every day all day)**

If you have any questions about our leader training, please reach out to us. We will have a schedule put together for training by our first meeting. If you would like to see different training, please reach out to our commissioner to see if we may be able to fulfill that request for you. Aside from the main training courses, we will also have some small meetings and discussions about various topics and would love to have all who are interested join us in sharing information with one another. We are very excited to have you join us at camp this summer and can't wait for fellowship, coffee, laughs, and a week we will all enjoy at Trevor Rees-Jones Scout Camp.



DAILY EVENTS

Sunday Night Opening Campfire

Join us on Sunday night at 8:00 p.m. for our opening campfire to kick off the start of our 2025 Medieval Tournament. Ice cream will be provided after!

Monday Night Madness

Join us for our Monday Night Madness! Our race starts at range sports where athlete #1 will fire 3 arrows at a target then tag athlete #2, who will run to Lake Allen and tag athletes #3 and #4, who will then canoe across the lake and tag athlete #5, who will run to Scout Skills and tie some knots then up to the pool and tag athlete #6, who will then swim the length of the pool, surface dive to retrieve a dive toy and finish by exiting the pool and tagging the fence.

This will be a close competition and have us all on the edge of our seats. This event will start at 7:15 p.m. after dinner.

Wednesday Western Fair

Wednesday night, our Scouts will get a break from competition to rest and enjoy some downtime at our Western Fair. We encourage all to join us for some fun games, snacks, music, and a good show. Meet at the flag poles behind the dining hall after dinner to walk up together. Wear western attire!

Friday Tournaments

All Friday afternoon, we will gather to cheer on our bravest champions as they compete for honor and glory! From 2:00 p.m. to 5:00 p.m., they will test their skill and strength in grand tournaments of climbing, archery, chess, aquatics, and more. Who will emerge victorious?

Closing campfire will be at 8:00 p.m. to hand out the awards.



SPECIAL EVENTS AND OTHER PROGRAMS

Wilderness Survival Overnighter

Any Scout participating in the Wilderness Survival merit badge will meet after dinner Thursday night and do a short hike to their wilderness survival camp site. They will then be able to build shelters, start a fire (weather permitting), and enjoy their night under the stars. They will hike back to their campsites in time for breakfast! Scouts can only bring a water bottle, pocketknife, flashlight, raingear and bug spray. If any Scout needs to attend the Mile Swim, then they can let the instructor know so they can get back in time.

Five Mile Hike

Come join us on a scenic five-mile hike around camp on Friday morning. Please bring a water bottle with you. There will be stations for you to fill up along the way. This hike meets a requirement for our First Year Camper Program! This will be your final opportunity to take in the beauty of camp and we hope to see you there!

Star Party

Meet us at the nature pavilion Tuesday night at 7:45 p.m. to hike up to the upper corral. We will be using our telescopes to take in the full beauty of the open night sky. This will fulfill a requirement for the Astronomy Merit Badge but if you love stars, please feel free to join us! (Day subject to change based on weather conditions)

Movie Night

Come take a well-deserved break after competing with your troop during Monday Night Madness. Our movie night will feature one of our favorite medieval movies so grab some popcorn and your favorite snacks from our trading post and enjoy!

Video Game Tournament

Join us Thursday at 7:15 p.m. for an epic Super Smash Bros. tournament! Scouts will test their video game skills, battling for the title of ultimate champion. Prepare for an evening of legendary duels!

DAILY SCHEDULE

7:45 a.m.	Breakfast Table Waiters Report
7:50 a.m.	Morning Assembly/Flag Ceremony
8:00 a.m.	Breakfast Starts
8:50 a.m.	Breakfast Ends/Clean-Up
9:00 a.m.	Program Session 1
10:00 a.m.	Program Session 2
10:30 a.m.	Scoutmaster Meeting
11:00 a.m.	Program Session 3
11:55 p.m.	Lunch Table Waiters Report
12:00 p.m.	Lunch
12:00 p.m.	Lunch Starts
12:50 p.m.	Lunch Ends/Clean-Up
1:00 p.m.	Rest Time/SPL Meeting at Flag Poles (Everyday)
2:00 p.m.	Program Session 4
3:00 p.m.	Program Session 5
4:00 p.m.	Open Activities Start
Totin' Chip (M & W) and Firem'n Chit (Tu & Th) at FYC 5:15 p.m. Open Activities Close	
5:45 p.m.	Dinner Table Waiters Report
5:55 p.m.	Evening Camp Assembly/Flag Ceremony
6:00 p.m.	Dinner Starts
6:50 p.m.	Dinner Ends/Clean-Up
7:00 p.m.	Evening Activities Start
10:00 p.m.	Lights Out

DETAILED WEEKLY SCHEDULE

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	
6:00 a.m.							Grab-n-go Breakfast Checkout	
7:00 a.m.		Swim Checks	Mile Swim	Mile Swim	Mile Swim	Mile Swim		
		Flags	Flags	Flags	Flags	Flags		
8:00 a.m.		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast		
9:00 a.m.		Class Session 1	Class Session 1	Class Session 1	Class Session 1	MB Makeup		
10:00 a.m.		Class Session 2	Class Session 2	Class Session 2	Class Session 2			
11:00 a.m.		Class Session 3	Class Session 3	Class Session 3	Class Session 3			
12:00 p.m.	Check-in/Camp Tours/Swim Checks	Lunch	Lunch	Lunch	Lunch	Lunch		
1:00 p.m.		Quiet Hour/ SPL Meeting	Quiet Hour/ SPL Meeting	Quiet Hour/ SPL Meeting	Quiet Hour/ SPL Meeting	Quiet Hour/ SPL Meeting		
2:00 p.m.		Class Session 4	Class Session 4	Class Session 4	Class Session 4	Tournament Time		
3:00 p.m.		Class Session 5	Class Session 5	Class Session 5	Class Session 5			
4:00 p.m.								
5:00 p.m.		Open Areas	Open Areas	Open Areas	Open Areas			
		Flags	Flags	Flags	Flags	Flags		
6:00 p.m.	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner		
7:00 p.m.	SM/SPL Meeting	Monday Night Madness	Open Areas	Western Fair	Open Areas/ Video Game Tournament			
8:00 p.m.	Opening Campfire							Closing Campfire
9:00 p.m.						Movie Night		OA Callout
10:00 p.m.			Adult Open Climb/Swim		Adult Open Climb/Swim			
11:00 p.m.	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out		

ADDITIONAL PROGRAM INFORMATION

Sunday:

- 12:00 p.m. Check in/tours/swim checks
- 7:00 p.m. - Scoutmaster & SPL Meeting – old Handicraft Pavilion
- 8:15 p.m. - Opening Campfire

Monday:

- 6:30 a.m. – Additional swim checks at pool
- 10:30 a.m. – Scoutmaster Meeting
- 1:00 p.m. – SPL meeting at Flag Poles
- 4:15 p.m. – 5:30 p.m. – open aquatics, handicraft, range sports, FYC (totin' chip), cimbing tower
- 7:15 p.m. – Monday Night Madness
- 8:00 p.m. – Movie Night (dining hall)

Tuesday:

- 6:30 a.m. – Mile Swim at Waterfront
- 10:30 a.m. – Scoutmaster Meeting
- 1:00 p.m. – SPL meeting at Flag Poles
- 4:15 p.m. – 5:30 p.m. – open aquatics, handicraft, range sports, FYC (firem'n chit), climbing
- 7:30 p.m. – Open aquatics, range sports, climbing, zip line
- 9:00 p.m. – Adult swim/climb

Wednesday:

- 6:30 a.m. – Mile Swim at Waterfront
- 7:30 a.m. – Chapel Service (Scout's Own Interfaith Service) – Amphitheater (Chapel)
- 10:30 a.m. – Scoutmaster Meeting
- 12:00 p.m. – Adult Leader Steak Meeting (Old Handicraft Pavilion)
- 1:00 p.m. – SPL meeting at Flag Poles
- 4:00 p.m. – Scoutmaster Shoot
- 4:15 p.m. – 5:30 p.m. – Open aquatics, handicraft, range sports, FYC (Totin' chip), climbing
- 7:30 p.m. – Western Fair (meet at the flagpole)
- Branding at Western Fair

Thursday:

- 6:30 a.m. – Mile Swim at Waterfront
- 10:30 a.m. – Scoutmaster Meeting
- 1:00 p.m. – SPL meeting at Flag Poles
- 4:15 p.m. – 5:30 p.m. – Open aquatics, handicraft, FYC (Firem'n chit), climbing
- 7:30 p.m. – Open aquatics, blob/swim, climbing, range sports, zipline
- 9:00 p.m. – Adult Swim/Climb
- 9:00 p.m. – Brotherhood Walk

Friday Morning:

- 6:30 a.m. – Mile Swim at Waterfront
- 9:00 a.m. - Action Archery
- 9:15 a.m. – 5-mile hike (meet at chapel)
- 9:00 a.m. to 11:50 a.m. – merit badge makeup time. Scouts visit each area

Friday Afternoon:

- 1:00 to 2:00 p.m. SM/AD merit badge meeting- old Handicraft Pavilion
- 2:00 to 5:00 p.m. Tournament Time!

Friday Night:

- Closing Campfire
- Awards
- OA Callout

(Schedule is always subject to change)