

WINTER CAMP 2021



LEADER'S GUIDE

LET'S RACE



December 27 - 31, 2021
Trevor-Rees-Jones Scout Camp
Cost: \$55

ACTIVITIES INCLUDE: Mountain Main Shooting Sports Lumberjack
Indian Village Climbing Blacksmith Horse Wranglers Welding ...and more!

COURSE & TRAINING ADDENDUM

WINTER CAMP 2021 - MERIT BADGE ADDENDUM

TABLE OF CONTENTS

INTRODUCTION	1	Geology	7
HELPFUL HINTS FOR SELECTING MERIT BADGES	1	Horsemanship	7
BLACK PUG COURSE REGISTRATION	1	Indian Lore	7
COURSE SCHEDULES	2	Leatherwork	7
COURSE CHANGES AT CAMP	2	Photography	8
COURSE MATERIALS	2	Pioneering	8
CLASS GUIDELINES	2	Rifle Shooting	8
MERIT BADGE COMPLETION & PARTIALS	2	Robotics	8
MERIT BADGE COUNSELORS	2	Shotgun Shooting	9
TRAIL TO FIRST CLASS PROGRAM	3	Space Exploration	9
LIVING HISTORY PROGRAMS	3	Sports	9
Life of a Mountain Man.....	3	Weather	9
Extreme Mountain Man	3	Wilderness Survival	10
MERIT BADGE OFFERINGS	4	Woodcarving	10
Archery	4	WOODTURNING	10
Astronomy	4	Woodturning	10
Climbing	5	ADULT LEADER TRAINING	11
Crime Prevention & Fingerprinting	5	Wilderness Remote First Aid.....	11
Digital Technology	5	CPR & First Aid Basic	11
Disabilities Awareness	6	NRA Range Safety Officer	11
Electricity	6	COURSE SELECTION FORM	12
Fishing	6	CAMPSITE / ACTIVITY MAP	13
Forestry	7		

INTRODUCTION

A Scout comes to winter camp to have fun, to have a great learning experience, to learn some skills and, yes, possibly to earn a few merit badges. In this addendum, you will find information on the policies and procedures at Circle Ten camps regarding our merit badge programs.

At Winter Camp, all merit badge classes will be conducted in the morning with the afternoon free for special programs (see Leaders' Guide). Encourage a Scout to take up to three merit badges, but also to participate in our fun afternoon and evening programs.

Helpful Hints For Selecting Merit Badges

Here are some other helpful hints to consider as you incorporate the Winter Camp merit badge program into your unit program:

- Avoid scheduling and age conflicts by reviewing the merit badge sessions and activities for which your Scouts have registered.
- Discuss the merit badge requirements with your Scouts. You know each Scout's capabilities. Guide him to ensure that he has fun while experiencing new activities at camp which are within his developmental level. We encourage your Scouts to take a variety of merit badges in order to experience something completely different.
- Give a Scout alternatives and choices. Sometimes a Scout's desires are bigger than his abilities. Guide the Scout toward merit badges for which he is best suited. Remember some merit badge sessions are limited due to equipment limitations, skill level required, and safety considerations.
- Check requirements for any equipment the Scout may be required to bring and for any extra fees involved.
- Complete the required online scheduling in Black Pug before the December 9 deadline.

Black Pug Course Registration


The Winter Camp merit badge and program registration process will be online and can be accessed at the following link: <https://scoutingevent.com/571-2021WinterCamp> delivered through the Black Pug web site. **Your unit will be able to sign up individual scouts for classes for eight weeks starting October 15 and running through December 10.**

Due to feedback from the unit leaders who have attended our camps in the past, we will be imposing hard caps on many of our most popular classes. Priority will be given to those units who submit their schedules first and we will do our best to accommodate the class requests of every youth.

If your Scouts would like to schedule an hour off, that is an option that will be available during the sign-up process.

Course Schedules

Your Scouts individual class schedules will be available to you through Black Pug a week after registration closes. This will be made available through the Black Pug account that was used to register the scout. This should allow for ample opportunity for you to communicate back to your Scouts and help you in your camp planning and preparation.

 Due to the number of Scouts attending, we ask that you print and distribute Scout course schedules before you arrive. We are not able to print schedules at Winter Camp. Each unit must provide their Scouts with a printed course schedule.

Course Changes at Camp

After lunch on check-in day, units may go to the Training Lodge to make merit badge add/drop requests. Add/drop will be open until 4:00 p.m. After that point, all changes will be closed, and final course rosters will be printed for the first day of classes the next day.

Course Materials

All Scouts should bring a merit badge worksheet and pencil to class. We also recommend that every scout has a current Merit Badge Book during winter camp. The merit badge book should be brought with the Scout to Winter Camp, because the Trading Post may not have any in stock. Merit badge worksheets can be found and printed from:

http://meritbadge.org/wiki/index.php/Merit_Badge_Worksheets

Class Guidelines

Absolutely no “class jumping” by Scouts! The Scout MUST attend the merit badge class and correct hour of the class in order to be counted as present. We will count the Scout as absent in his assigned hour even if he is present at another time.

Disruptive, disrespectful or aggressive behavior will not be tolerated! If a Scout becomes so disruptive and unmanageable during class, they will be asked to leave, and they may not be allowed back unless under the supervision of their unit leader. The unit leader will be informed of this should it occur. Please discuss appropriate classroom behavioral expectations; we thank you in advance.

Merit Badge Completion & Partial

At Winter Camp, merit badges will be offered in three 50-minute periods each morning. Please note, this is ~40% less time that is normally allowed in a typical summer camp merit badge program. Some merit badges may be able to be completed at Winter Camp, but most will be partials.

The Scout must successfully demonstrate the intent of the requirement to receive a completion for that requirement. This is the merit badge counselor's call. Attendance is not justification for completion

At the conclusion of camp, report detailing each Scout's attendance and the requirements they completed for your committee will be available via Black Pug to use in awarding any advancements. Verify your merit badge attendance and completion record in Black Pug prior to departing camp to ensure Scouts get credit for their accomplishments.


Merit Badge Counselors

The Winter Camp program is designed so that Order of the Arrow Scouts as well as adults teach Scouts. You may offer cheerful assistance to the staff members at the merit badge session, but remember the staff member

is in charge. Your greatest assistance may be in helping to maintain discipline and to encourage respect for the merit badge counselors.

We are constantly looking for skilled instructors for our Merit badges. If any unit leader possesses a skill that he/she would like to teach at camp which matches our merit badges offered, feel free to contact us immediately. We can put you on the schedule to teach if we are needing extra instructors.





TRAIL TO FIRST CLASS PROGRAM

	This program is designed for the first year Scout who has been in your troop for less than six months. Instruction will include rank requirements and all the basic Scouting skills. The Winter Camp staff will not sign off any requirements, but will only provide instruction on them. Much will depend on class size, weather, etc. but we will attempt to offer instruction in the following requirements (subject to change):	Periods	Min Age	Fee
		3	-	-
Tenderfoot	3a, 3b, 3c, 3d, 4a, 4b, 4c, 5a, 5b, 5c, 6a,7a, 8			
Second Class:	1b, 2a, 2b, 2c, 2d, 2f, 2g, 3a, 3b, 3c, 3d, 4, 5a, 5d, 6a, 6b, 6c, 6d, 6e, 8b, 9a, 9b			
First Class:	1b, 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 5d, 6b, 7a, 7b, 7c, 7d, 7e, 7f			

LIVING HISTORY PROGRAMS

Living History Program	Length	Min Age	Fee	Notes
<u>Life of a Mountain Man</u>	all-day	14+	\$10	This is an all-day program - Scouts will NOT have time for merit badges.
<u>Extreme Mountain Man</u>	all-day	15	\$10	This is an all-day program - Scouts will NOT have time for merit badges. Cost for this program includes a breakfast and a dinner that they will eat in the area (total of 2 meals).

MERIT BADGE OFFERINGS

Merit Badge	Notes
 <u>Archery</u>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5 (shooting qualification, see below)</p> <p>Requirements NOT covered at Winter Camp: n/a</p> <p>Fee: \$5 Supplies will be provided in class.</p> <p>Additional Notes: All non-shooting requirements will be completed at camp. Scouts may or may not be able to complete all the shooting qualifications requirements at camp.</p>
 <u>Astronomy</u>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5, 6, 7</p> <p>Requirements NOT covered at Winter Camp: 8 (may not be completed, see below)</p> <p>Additional Notes: There is a night lab that will take place on the 1st program night, weather and cloud permitting. That lab will be moved until weather and cloud allows. There is a chance that this may not happen at camp.</p>
 <u>Basketry</u>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1,2,3</p> <p>Requirements NOT covered at Winter Camp: All requirements should be covered.</p> <p>Fee: \$10 Supplies will be provided in class.</p>
<div style="writing-mode: vertical-rl; transform: rotate(180deg);">EAGLE REQUIRED</div>  <u>Camping</u>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 5, 6</p> <p>Requirements NOT covered at Winter Camp: 3, 4, 7, 8, 9, 10</p> <p>Additional Notes: The 30ft. rappelling requirement will not be done in class, but can be completed in the afternoon at the climbing tower. The requirement for number of nights camping cannot be completed fully at Winter Camp.</p>



Merit Badge	Notes
 <p><u>Climbing</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: All requirements 1,2,3,4,5,6,7,8,9,10,11,12 will be covered.</p> <p>Additional Notes: Climbing MB is offered in two extended 90-minute periods and will take two MB slots in a Scout's schedule.</p> <p>Fee: \$20</p>
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">EAGLE REQUIRED</p>  <p><u>Cooking</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 3, 7</p> <p>Requirements NOT covered at Winter Camp: 4, 5, 6</p> <p>Additional Notes: Scout will not have time in class to complete all the cooking requirements.</p>
 <p><u>Crime Prevention & Fingerprinting</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: Crime Prevention 1, 3, 8, 9 Fingerprinting</p> <p>Requirements NOT covered at Winter Camp: Crime Prevention: 2, 4, 5, 6, 7 Fingerprinting</p>
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">EAGLE REQUIRED</p>  <p><u>Cycling</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge. Scout must be able to ride a bike.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5, 6</p> <p>Requirements NOT covered at Winter Camp:</p> <p>Additional Notes: Scouts are strongly encouraged to bring their own mountain bike & helmet. 26" and 29" bikes are preferred to handle the terrain.</p>
 <p><u>Digital Technology</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 2, 3, 4, 5, 7, 8a/c.</p> <p>Requirements NOT covered at Winter Camp: 1, 6,</p>

Merit Badge	Notes
 <p><u>Disabilities Awareness</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 3, 4a</p> <p>Requirements NOT covered at Winter Camp: 5, 6, 7</p>
 <p><u>Electricity</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11</p> <p>Requirements NOT covered at Winter Camp: All requirements should be covered.</p>
<p>EAGLE</p>  <p><u>Environmental Science</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, parts of 3</p> <p>Requirements NOT covered at Winter Camp: parts of 3</p>
<p>EAGLE</p>  <p><u>First Aid</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 2, 3, 4, 6, 7, 8, 9, 10, 11, 12, 13, 14</p> <p>Requirements NOT covered at Winter Camp: 1 (done by troop), 5</p>
 <p><u>Fishing</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5, 6, 7, 8, 9</p> <p>Requirements NOT covered at Winter Camp: 10 Fishing at TRJ is all catch and release. There is a requirement to clean a fish, which will not be covered</p>
 <p>Fish & Wildlife Management</p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 6, 8</p> <p>Requirements NOT covered at Winter Camp: 5, 7</p>

Merit Badge	Notes
 <p><u>Forestry</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 7, 8</p> <p>Requirements NOT covered at Winter Camp: 5, 6, 8</p>
 <p><u>Geology</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5</p> <p>Requirements NOT covered at Winter Camp: All requirements should be covered.</p>
 <p><u>Horsemanship</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11</p> <p>Requirements NOT covered at Winter Camp: All requirements should be covered.</p>
 <p><u>Indian Lore</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5</p> <p>Requirements NOT covered at Winter Camp: All requirements should be covered.</p> <p>Fee: \$10 Supplies will be provided in class</p> <p>Additional Notes: Scout may need to participate in afternoon activities in the Indian Village to complete some requirements.</p>
 <p><u>Leatherwork</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5</p> <p>Requirements NOT covered at Winter Camp: All requirements should be covered.</p> <p>Fee: \$10 Supplies will be provided in class</p>

Merit Badge	Notes
 <p data-bbox="159 359 316 386">Orienteering</p>	<p data-bbox="396 205 1154 233">Age Requirement: All ages are eligible to take this merit badge.</p> <p data-bbox="396 254 1052 281">Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10</p> <p data-bbox="396 327 956 354">Requirements NOT covered at Winter Camp: All requirements should be covered.</p>
 <p data-bbox="159 617 316 644"><u>Photography</u></p>	<p data-bbox="396 430 1154 457">Age Requirement: All ages are eligible to take this merit badge.</p> <p data-bbox="396 478 1052 506">Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5, 6, 7, 8</p> <p data-bbox="396 552 956 579">Requirements NOT covered at Winter Camp: All requirements should be covered.</p> <p data-bbox="396 632 1065 659">Additional Notes: Scouts should bring a digital camera.</p>
 <p data-bbox="159 863 316 890"><u>Pioneering</u></p>	<p data-bbox="396 699 1154 726">Age Requirement: All ages are eligible to take this merit badge.</p> <p data-bbox="396 747 1052 774">Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10</p> <p data-bbox="396 821 956 848">Requirements NOT covered at Winter Camp: All requirements should be covered.</p>
 <p data-bbox="159 1136 316 1192"><u>Rifle Shooting</u></p>	<p data-bbox="396 924 1154 951">Age Requirement: All ages are eligible to take this merit badge.</p> <p data-bbox="396 972 1052 999">Requirements hoped to be covered at Winter Camp: 1, 2</p> <p data-bbox="396 1045 956 1073">Requirements NOT covered at Winter Camp: All requirements should be covered.</p> <p data-bbox="396 1125 1057 1152">Fee: \$10 for ammunition, targets, and cleaning supplies.</p> <p data-bbox="396 1167 1305 1224">Additional Notes: There is a qualifying shoot that the Scout may or may not complete.</p>
 <p data-bbox="159 1457 316 1484"><u>Robotics</u></p>	<p data-bbox="396 1270 1154 1297">Age Requirement: All ages are eligible to take this merit badge.</p> <p data-bbox="396 1318 1052 1346">Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5, 6, 7</p> <p data-bbox="396 1392 956 1419">Requirements NOT covered at Winter Camp: All requirements should be covered.</p> <p data-bbox="396 1472 824 1499">Fee: \$10 Supplies will be provided.</p>

Merit Badge	Notes
 <p><u>Shotgun Shooting</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2</p> <p>Requirements NOT covered at Winter Camp: All requirements should be covered.</p> <p>Fee: \$30 for ammunition, targets, and cleaning supplies.</p> <p>Additional Notes: There is a qualifying shoot that the scout may or may not complete.</p>
 <p><u>Space Exploration</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5, 6, 7, 8</p> <p>Requirements NOT covered at Winter Camp: All requirements should be covered.</p> <p>Fee: \$5 Rocket model kit will be provided in class.</p> <p>Additional Notes:</p>
 <p><u>Sports</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 2, 3, 4</p> <p>Requirements NOT covered at Winter Camp: 5</p>
 <p><u>Weather</u></p>	<p>Age Requirement: All ages are eligible to take this merit badge.</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11</p> <p>Requirements NOT covered at Winter Camp: All requirements should be covered.</p>
 <p><u>Welding</u></p>	<p>Age Requirement: Must be 14 years or older</p> <p>Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5, 6, 7</p> <p>Requirements NOT covered at Winter Camp: All requirements should be covered.</p> <p>Fee: \$25</p> <p>Additional Notes: Scouts MUST have a pair of blue jeans with no holes or rips, long sleeve shirt, and a pair of leather boots. If Scout doesn't have appropriate footwear or clothing, they will not be allowed to weld.</p>

Merit Badge	Notes
 <p data-bbox="170 436 310 499"><u>Wilderness Survival</u></p>	<p data-bbox="396 205 1154 237">Age Requirement: All ages are eligible to take this merit badge.</p> <p data-bbox="396 254 1052 285">Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5, 6, 7, 8,</p> <p data-bbox="396 327 956 359">Requirements NOT covered at Winter Camp: 8 (see below)</p> <p data-bbox="396 407 1373 558">Additional Notes: Requirement 8 ask that Scouts build a shelter and complete an overnight campout on the last Program Day. They build their shelters in the morning class, and then come back around 6 or 7 pm to stay in them. Weather is always a factor, so sometimes it does not happen. Also, if your unit decides to leave early on Day 3, Scouts will not complete this requirement.</p>
 <p data-bbox="152 779 323 810"><u>Woodcarving</u></p>	<p data-bbox="396 598 1154 630">Age Requirement: All ages are eligible to take this merit badge.</p> <p data-bbox="396 646 1052 678">Requirements hoped to be covered at Winter Camp: 1, 2, 3, 4, 5, 6, 7</p> <p data-bbox="396 720 956 751">Requirements NOT covered at Winter Camp: All requirements should be covered.</p> <p data-bbox="396 800 911 831">Fee: \$10 Supplies will be provided in class.</p>

WOODTURNING

Program	Length	Min Age	Fee	Notes
<u>Woodturning</u>	30 min	-	\$5	<p data-bbox="634 1119 1300 1205">If your Scouts/adult leaders wish to take part in the Woodturning program, register them for the woodturning activity through Black Pug.</p> <p data-bbox="634 1220 1289 1339">Individuals will have the opportunity to come to HQ and purchase tickets for any open slots. Time slots will be available every 30 minutes from 9-12 a.m. and 1-5 p.m. December 28, 29 & 30.</p> <p data-bbox="634 1354 1320 1474">We encourage Venturing Scouts, Sea Scouts, and adult leaders to reserve a morning time slot and reserve the afternoon time slots for youth only as they are generally in merit badge classes during the morning times.</p>

ADULT LEADER TRAINING

Every Scout deserves a trained leader! We are pleased to offer the following adult leader training courses at Winter Camp. Have your adult leaders take advantage of these to enrich the quality of their programs in the areas of high adventure, shooting sports and climbing.

Adult Leader Course	Length	Fee	Notes
<u>Wilderness Remote First Aid</u>	All day, Dec 29 & 30	\$35	This is the course that is now required for at least one member of every High Adventure crew. The class will be offered only to adults registered with a troop in attendance at Winter Camp. To take the course you must show that you have a current CPR certification card to sign up as it will not be taught in the class. This will be a blended learning class so there will be online requirements that will need to be completed prior to your arrival at Winter Camp.
<u>CPR & First Aid Basic</u>	5 hrs, Dec 28	\$20	The course will be offered on Dec 28. The class will be offered only to adults registered with a troop in attendance at Winter Camp. Priority will be given to individuals also registered in the WRFA course. This will be a blended learning class so there will be online requirements that will need to be completed prior to your arrival at Winter Camp.
<u>NRA Range Safety Officer</u>	All day, Dec 28	\$50	Rifle, Shotgun, Pistol and Muzzleloading activities within the BSA require both a certified instructor and a Range Safety Officer. Upon passing the class and payment of NRA fees students will be certified to act as the Range Safety Officer for these activities. Must be 21 years old and a US Citizen, NRA Membership is recommended. Additional fees to be paid to the NRA upon completion of the course

 **WINTER CAMP!**
COURSE SELECTION FORM

This form is intended for the troop to photocopy and distribute to your youth as they make their merit badge and program selections for Winter Camp.

Scout name: _____ **Rank:** _____

would like to buddy with

Buddy name: _____ **Rank:** _____

Years at camp: _____

Signing up for merit badges is easy! List the courses they wish to take in priority order. See the detailed course list for the course names to choose from. Up to 3 courses can be scheduled in the allotted Winter Camp day. Additional course names are collected in case some of the top 3 are not available

Keep in mind each merit badge class is 50 minutes in length over 3 days total; Merit Badge counselors may offer additional "lab times" in the afternoon or evening to facilitate completion of certain requirements and it will be up to the Scout to listen and follow up with any lab times offered in the afternoon.

Priority

Course Name

1. _____

2. _____

3. _____

Should the above classes not be available due to scheduling conflicts,
please sign me up for one or more of these alternatives:

4. _____

5. _____

WINTER CAMP! CAMPSITE / ACTIVITY MAP

WINTER CAMP!

MERIT BADGE

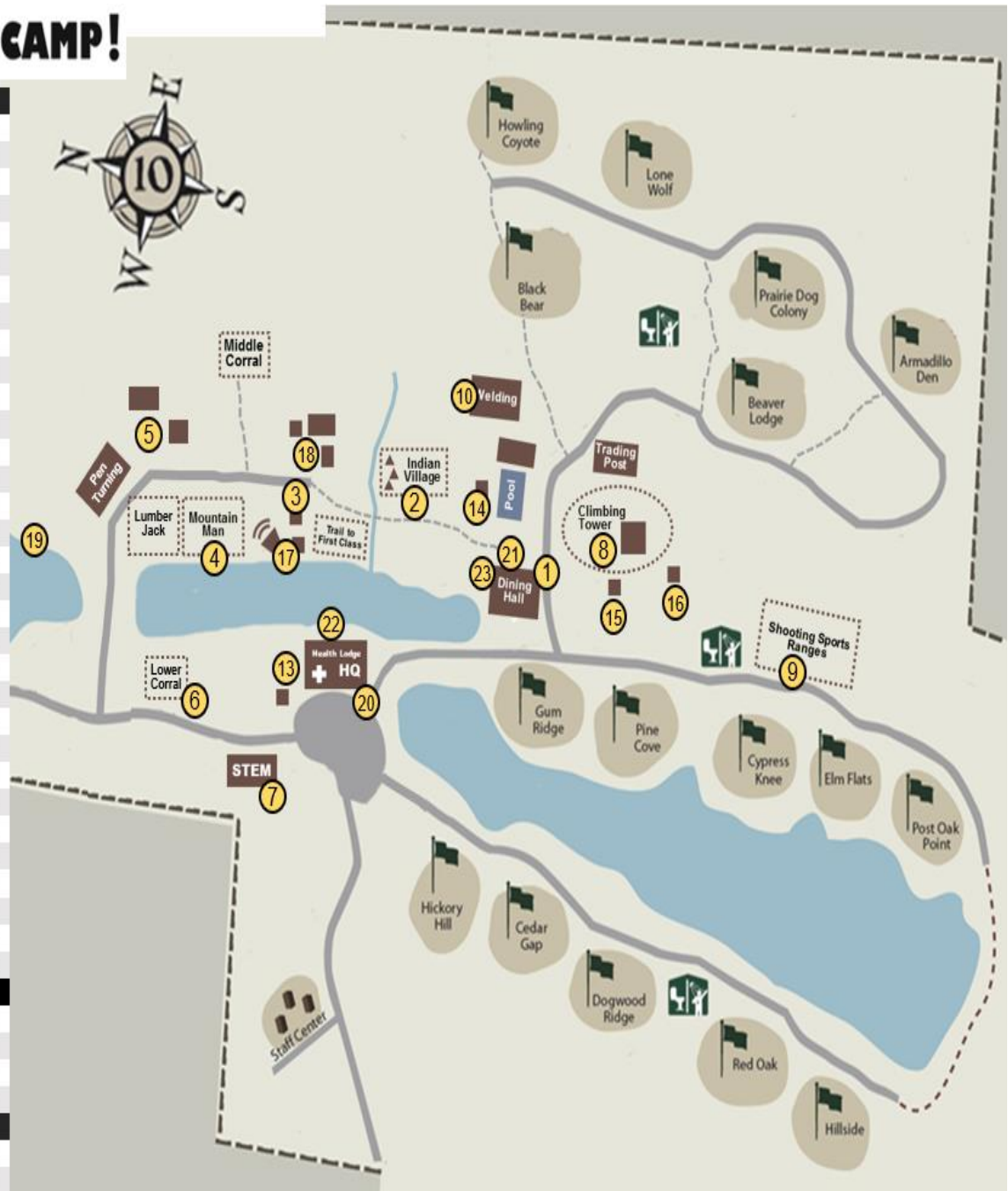
Archery	9
Astronomy	15
Basketry	2
Camping	3
Climbing	8
Cooking	3
Crime / Fingerprint	23
Cycling	13
Digital Tech	7
Disabilities Aware	21
Electricity	20
Enviro Science	14
First Aid	4
Fish & Wildlife	17
Fishing	17
Forestry	5
Geology	18
Horsemanship	6
Indian Lore	2
Leatherwork	2
Orienteering	4
Photography	7
Pioneering	4
Rifle Shooting	9
Robotics	7
Shotgun Shooting	9
Space Explore	22
Sports	16
Weather	7
Welding	10
Wilderness Survival	4
Woodcarving	2

ADULT TRAINING

First Aid / CPR	1
Wilderness First Aid	1
NRA Instructor	9
Climbing Instructor	8

OTHER

Horseback Trail Rides	6
Polar Bear Swim	19



DAY 0, SUNDAY, DEC 26 – STAFF ARRIVAL & SET-UP

10:00 am Staff starts arriving at camp
 10:00 – 12:00 am **Check-In & set up housing**
 12:15 pm Staff Lunch (on your own on arrival day)
 1:00 – 5:00 pm **Continue setting up program areas**
 6:00 pm Staff Dinner
 7:00 pm Staff Meeting (mandatory for all staff)

DAY 1, MONDAY, DEC 27 – CAMPER ARRIVE & SET-UP

7:00 am Staff breakfast @ Dining Hall
MORNING ACTIVITIES
 8:00 am Flag Ceremony @ Dining Hall
 8:00 – 4:00 am Staff continue setting up program areas
 9:00 am **Units start arriving, check-in & campsite set-up**
AFTERNOON ACTIVITIES
 12:15 pm Staff Lunch @ Dining Hall
 1:00 – 4:00 pm **MB Add/Drop @ STEM Building**
 4:00 – 6:00 pm **3M / 3PL Leaders Meeting @ Dining Hall**
 5:00 pm Flag Ceremony @ Dining Hall
EVENING PROGRAMS
 6:00 pm Staff Dinner @ Dining Hall
 8:00 pm **Opening Camp Fire**

DAY 2, TUESDAY, DEC 28 – FIRST PROGRAM DAY

7:00 am Staff breakfast @ Dining Hall, Campers prepare breakfast
MORNING PROGRAMS
 8:45 am Flag Ceremony @ Dining Hall
 9:00 – 12:00 am Adult Leader Training (CPR @ SM Lounge, Climbing @ Climbing Tower, Shooting Sports @ Ranges)
 9:00 – 9:50 am Merit Badge Session 1
 10:00 – 10:50 am Merit Badge Session 2
 11:00 – 11:50 am Merit Badge Session 3
AFTERNOON PROGRAMS
 12:15 pm Staff Lunch @ Dining Hall
 1:00 – 3:00 pm Adult Leader Training (CPR @ SM Lounge, Climbing @ Climbing Tower, Shooting Sports @ Ranges)
 1:30 – 2:30 pm **3M / 3PL Leaders Meeting @ Dining Hall**
 1:30 pm **QA Brotherhood candidates meet at HQ**
 1:30 – 4:00 pm Field Games, Open Shooting @ Ranges, Horseback Rides,
 4:30 pm Flag Ceremony @ Dining Hall
EVENING PROGRAMS
 6:00 pm Staff Dinner @ Dining Hall
 7:00 pm **QA Vigil Callout (staff only) @ Dining Hall**
 8:00 pm **QA Brotherhood Walk @ Indian Village**
 9:00 pm **Extreme Mountain Man Overnighter**

DAY 3, WEDNESDAY, DEC 29 – SECOND PROGRAM DAY

7:00 am Staff breakfast @ Dining Hall, Campers prepare breakfast
MORNING PROGRAMS
 8:45 am Flag Ceremony @ Dining Hall
 9:00 – 12:00 am Adult Leader Training (WFA @ SM Lounge, CPR @ HQ Climbing @ Climbing Tower, Shooting Sports @ Ranges)
 9:00 – 9:50 am Merit Badge Session 1
 10:00 – 10:50 am Merit Badge Session 2
 11:00 – 11:50 am Merit Badge Session 3
AFTERNOON PROGRAMS
 12:15 pm Staff Lunch @ Dining Hall
 1:00 – 3:00 pm Adult Leader Training (WRFA @ SM Lounge, CPR @ HQ Climbing @ Climbing Tower, Shooting Sports @ Ranges)
3M / 3PL Leaders Meeting @ Dining Hall
 Field Games, Open Shooting @ Ranges, Horseback Rides, Conservation Project. Meet at HQ.
 4:30 pm Flag Ceremony @ Dining Hall
EVENING PROGRAMS
 6:00 pm Staff Dinner @ Dining Hall
 8:00 pm **Winter Camp Pow Wow @ Dining Hall**
 8:00 pm **Cowboy Action Shooting Competition @ Shooting Sports**

DAY 4, THURSDAY, DEC 30 – FINAL PROGRAM DAY

6:00 am **Polar Bear Swim @ Waterfront**
 7:00 am Staff breakfast @ Dining Hall, Campers prepare breakfast
MORNING PROGRAMS
 8:45 am Flag Ceremony @ Dining Hall
 9:00 – 12:00 am Adult Leader Training (WFA @ SM Lounge, CPR @ HQ Climbing @ Climbing Tower, Shooting Sports @ Ranges)
 9:00 – 9:50 am Merit Badge Session 1
 10:00 – 10:50 am Merit Badge Session 2
 11:00 – 11:50 am Merit Badge Session 3
AFTERNOON PROGRAMS
 12:15 pm Staff Lunch @ Dining Hall
 1:00 – 3:00 pm Adult Leader Training (WRFA @ SM Lounge, CPR @ HQ Climbing @ Climbing Tower, Shooting Sports @ Ranges)
3M / 3PL Leaders Meeting @ Dining Hall
 Field Games, Open Shooting @ Ranges, Horseback Rides
 4:30 pm Flag Ceremony @ Dining Hall
EVENING PROGRAMS
 5:00 pm **BBQ Dinner for Campers & Guest @ Dining Hall**
 6:30 pm **BBQ Dinner for staff @ Dining Hall**
 8:00 pm **Closing Campfire**
 9:30 pm **Wilderness Survival Overnighter @ Mountain Man**