



Over a Century of Scouting

2024 PROGRAM GUIDE

FOR SCOUTS AND ADULT PARTICIPANTS

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2024 Program & Schedule Changes

In 2020 Camp Easton celebrated 100 years of scouting on Lake Coeur d'Alene!

In both 2020 and 2021, Camp Easton worked very closely with the Panhandle Health District to create a system of screening, cleaning, and social distancing that allowed us to be one of very few camps in the country that continued to function during the pandemic.

In 2022, many restrictions in Idaho were removed (such as removal of the mask mandate) however, we will still maintain the high standards of pre-screening, disinfection, and appropriate social distancing practices. While the state of Idaho is not requiring masks or vaccinations, they are strongly encouraged as an additional layer of protection for you and your scouts while in our care at camp.

Check out some of the main changes and updates you will see this year!



Camp Easton 1950's

2024 Updates & Changes

Traditional Class Model – With easing Restrictions, the cohort model will not be used in 2023. Most classes will return to a traditional class schedule model.

Meals – Breakfast and Dinner will be prepared in the kitchen and delivered hot to the sites by our very own meal delivery Service!
Lunches will be served out of the dining hall and eaten in the main camp area picnic style.
Each unit will have opportunities throughout the week to eat in the dining hall with other units and staff.

Pre-Camp Swim Tests – Allowing Swim Tests by certified lifeguards before camp begins has smoothed the check-in process considerably and will now be a permanent part of our processes.

Weekly Schedule Change – We have changed our classes from 4-day one-hour classes to 2-day 2-hour classes. This block scheduling, while still allowing up to six classes, will reduce excess travel time and increase completion rates.

Most classes will require attendance Monday and Tuesday, **OR** Thursday and Friday. Wednesday will be utilized for our camp-wide inter-patrol activities.

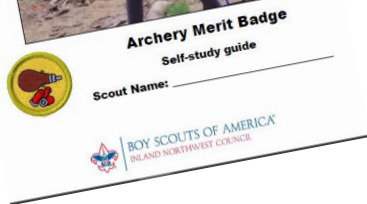
Class & Activity Schedules

Traditional Scheduled Classes:

These classes follow what is considered the more traditional camp model and include all classes offered in the swimming, boating, and scout skills areas. SCUBA and Zip-Line will also fall into this category. Youth build their own schedule by signing up for classes by class period in a similar format to high school or college classes.

Shooting Sports:

In 2024 we have added the Cowboy Action program to our Shooting Sports line-up. This program will feature the firearms: Lever-action Rifle, .22 Revolver, Break action coach style shotgun. This will be offered at limited times during the week and for 14 yrs old and up. A special specific parental permission slip will be **required** for this event. Permission slip can be found on our website at www.nwscouts.org/campeaston



PRO TIP!

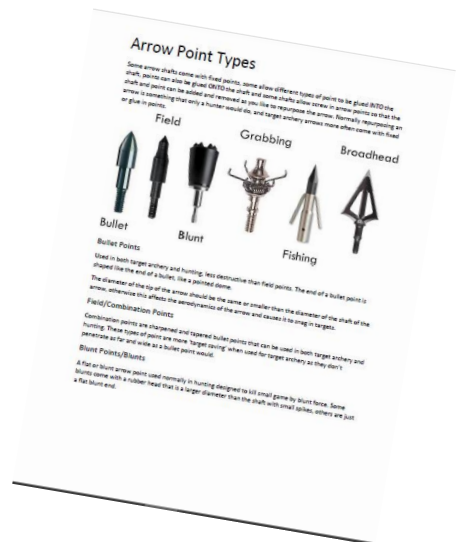
Don't Necessarily "Fill" your Schedule

There are 3 scheduled periods for classes each day, but you don't need to use them all!

While merit badges are important, they are not the only benefit of summer camp and the scouting program.

Leaving an open or empty period in your schedule can also have other benefits:

- Ensure extra time for completion of difficult classes
- Reduce stress of difficult classes or travel between classes in summer heat
- Enjoy personal activities like fishing or reading a book in the shade
- Give unstructured time to spend with friends and family in the outdoors
- It is advised to not sign up for a class that is up the hill and the next class down the hill right after each other due to travel time. On the class schedule, classes are separated by the area of camp.



Class Locations

As Scouts and leaders plan their schedules, it is important to remember that there is considerable distance between some of the program areas. It is highly recommended that schedules are planned so that travel time doesn't delay arriving at classes or unnecessarily tire Scouts.

For instance, the trail distance from the Waterfront to the Scoutcraft is approximately half a mile and includes a 200-foot elevation change, while the distance from the Waterfront to Handicraft is only about 600 feet. We wouldn't recommend scheduling classes that go from the Boating area to Scoutcraft then back down to Handicraft all before lunch. It makes arriving on time for classes difficult and tires out Scouts and leaders quickly.

Age/Size Appropriate Classes

The Guide to Advancement states that "No council, committee, district, unit, or individual has the authority to add to, or subtract from, advancement requirements." (see Guide to Advancement p. 2) With that in mind, Camp Easton does not impose any age restrictions on our merit badge classes not already included in the badge itself.

We do, however, make note that younger, smaller or less experienced scouts may have difficulties with certain classes and activities. Such as manipulating the rigging on a sailboat in Small-Boat Sailing, using large tools and lumber in Woodworking or attempting Wilderness Survival before completing the knot and fire-building requirements leading up to Second Class.

While not required, we urge you to make note of these suggestions as you plan your visit to Camp Easton and create your daily schedule.



Please use the camp map (page 15) to help plan your schedules accordingly.

Cardiac Hill

One of the quickest ways to get to the upper program areas (Ranges, Scoutcraft, Nature Etc.) is to take a trail which we call "Cardiac Hill". It is a somewhat steep incline with a few switchbacks, so be prepared to climb. Take it easy if you have to. There is a bench about half way up that has a great view of the lake.



Thanks to our Donors for Providing Correct Equipment!

Thanks to our friends at the NRA, Riverstone CDA and many other donors we can have correctly sized equipment at our ranges, waterfront and more to best serve all our Scouts!

Scuba Program Schedule

The Scuba Program is one of Camp Easton's claims to fame. Not many summer camps can offer this merit badge because of facility, equipment, staff or time constraints. Our partnership with Jake's Scuba Adventures in Coeur d'Alene has allowed us to offer this program consistently for many years.

Because of the time-intensive nature of this program, **this class begins on Sunday afternoon.** Those taking SCUBA need to arrive as close to 1pm as possible on Sunday and be ready to begin immediately upon arrival to complete the classroom material. These participants are rushed through the check-in process ahead of their unit to ensure they can complete the program.

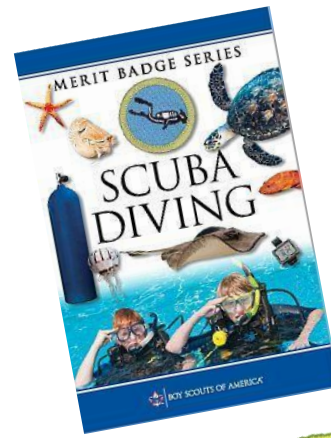
Also, to save time, please complete the additional scuba medical form (available on our website) www.nwscouts.org/campeaston before arriving and bring it with you.

Timberline Adventures Schedule

Timberline is an outside provider that does Zipline tours on Lake Coeur d'Alene year-round. They have a world class facility that boasts one of the largest zipline courses in the western US. They offer this 7-zipline tour to our scouts every year during their peak season; this means the timeslots they offer us vary somewhat from week to week.

Check the online class registrations for your week regularly to see what times are available.

*Timberline generally provides transportation, but we may ask for help transporting scouts to zip, aprox. 8 miles.



Camp Wide Events

There are many opportunities in camp to interact with other troops from across the country and occasionally even international scouts who come to Easton!

Vespers

(Sunday Evening)

After everyone gets checked-in and settled in on Sunday, we hold a short, non-denominational worship service in the parade field area. All Scouts and leaders are invited to attend for an inspirational experience overlooking beautiful Lake Coeur d'Alene.

Campfire Programs

(Monday & Friday Evenings)

The staff will provide a campfire program on Monday night for all to enjoy. The scouts under the guidance of their SPL's and our Program Director will provide a campfire program on Friday night.

Tuesday evening is unscheduled and is a great opportunity for your troop to plan and practice what they may want to contribute to the program on Friday night!

Polar Bear Swim

(Tuesday & Thursday Mornings)

Wake up bright and early and come down to the waterfront at 6:00 am to take a short swim in the brisk morning water! Scouts and leaders who participate will receive a Polar Bear Swim patch to take home with them.

Flag Ceremonies

(Evenings after dinner)

Each troop will conduct their own flag ceremony at their campsite each morning. In the evening, there will be a camp-wide ceremony for the whole camp conducted by the staff in the Parade Field.

Campfire Skit and Song Tips

Here are some things to think of as your Scouts prepare for their campfire:

- Keep it simple
- Keep it short (no more than 5 minutes)
- No jokes that insult or make fun of others
 - Keep it Scouting appropriate
 - Practice ahead of time
- Speak up and face the audience



Scoutmaster Dinner

(Thursday Evening)

In honor of those who volunteer and sacrifice so much for our youth in Scouting, every week we hold a special dinner just for the Adult Leaders and SPLs who give their time to be with us in camp and lead their scouts. These leaders get to have a specially prepared steak dinner and spend an evening with the camp management team.

Wednesday Camp-wide Games

(Wednesday Morning)

Scouts compete against each other in the world-famous Banana Relay Race! This is a patrol competition, where scouts work together to demonstrate their scouting prowess while carrying a banana! The Banana Relay will include challenges across many areas of camp requiring full patrol participation. There will, of course, be an opportunity to earn bonus points for adult "participation".

The Scoutmaster Bellyflop

(Wednesday End of Camp wide Games)

In an ultimate test of endurance and gut-busting humor, Scoutmasters and other unit leaders are invited (not required in any way) to compete in an epic belly flop competition! Each troop can select one adult representative to compete for the championship title and ultimate bragging rights.

The winner will be announced at evening flag ceremony.

Movie Night

(Wednesday Evening)

To finish out a fun and exciting day, the staff enjoy a movie on the main parade grounds. Troops are welcome to join as an alternative option to hosting a campfire in their campsite.



Family Night

(Friday Afternoon & Evening)

Family members are invited to come join us Friday evening for dinner and the closing campfires. Guests need to check in at the business office when they arrive in camp.

Meal tickets for those who plan on joining the scouts for dinner can be purchased at the trading post.

Camp Wide Event Participation

All participation in camp wide events is voluntary. We encourage participation by both Scouts and leaders in as many of these events as possible, however it is not required.



Patrol Leader Responsibilities

We believe that Patrol Leaders and Senior Patrol Leaders should lead their Scouts as much as possible. We offer several opportunities in camp for youth leaders to organize and lead their Scouts.

Every day during lunch there will be a short meeting for Scoutmasters and Senior Patrol Leaders with a member of the camp management to make sure that troops are aware of all the activities going on in camp and see if any issues or needs need to be addressed.

During the Monday Senior Patrol Leader's meeting (Patrol Leaders also welcome) youth leaders will have an opportunity to sign up for the various tasks below.

- Ranger Service Projects
- Evening Flag Ceremony Responsibilities
- Restroom/Shower Cleaning & Restocking
- Friday Night Campfire Program

Theme Days!

We are pleased to present this year's Theme Days! This is fun, yet optional activity that is different every day!

Monday: Mustache Monday

Tuesday: Tacky Tourist Tuesday

Wednesday: Banana Theme Wednesday

Thursday: Throwback Thursday

Friday: Fancy Friday



"Go Ask Your SPL"

At Camp Easton we believe that youth should lead youth as much as possible. We encourage Patrol Leaders and Senior Patrol Leaders to take an active role in the planning of their troop activities while in camp.

We also encourage adults to drive this in camp as much as is reasonable by sending Scouts to their youth leadership when issues arise. Simply put, learn to say:



"Go Ask Your SPL" Shirts are available in the Camp Easton Trading Post for those Adults who REALLY want to encourage youth leadership!

Special Activities & Awards

Outside of classes, there are additional activities at camp for both Scouts and Leaders as well as special awards for both individuals and patrols. These activities fall outside of scheduled classes and need to be done during open program time to be completed.

Silver Paddle Award

The silver paddle award encourages adult participation in camp by challenging adults to be involved in all aspects of camp programs.

Iron Scout Award

Are you an Iron Scout? Test yourself in multiple areas of Camp to earn this prestigious award.

Gold Paddle Award

The gold paddle award encourages patrol participation in camp and offers additional opportunities for developing patrol leadership through the patrol method.

Honor Patrol

Every week the commissioner staff will select a patrol who has gone above and beyond expectations to participate in camp, assist others and live the values of the scout law.

Knot Ninja

Prove your knot skills to the scoutcraft staff during open program time, by tying the eight basic knots of the pioneering merit badge in under 75 seconds!

Tomahawk Throwing

Schedule a time with Handicraft staff to come visit the Tomahawk Throwing range throughout the week. It's a great opportunity for scouts to come and test their skills!



Have Fun at Easton Your Way!

The schedule at camp offers a variety of both scheduled and open program time as well as free time. Troops, Scouts and leaders are welcome to be as busy as they would like or take the extra time to just relax and enjoy being in the great outdoors!



Weekly Schedule

2024 Camp Easton Weekly Schedule							
Times	Sunday	Monday	Tuesday	Wednesday*	Thursday	Friday	Saturday
6:15 AM				Polar Bear Swim		Polar Bear Swim	
6:30 AM							
6:45 AM		Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony
7:00 AM							
7:15 AM		Breakfast (Campsites)	Breakfast (Campsites)	Breakfast (Campsites)	Breakfast (Campsites)	Breakfast (Campsites)	Breakfast
7:30 AM							
7:45 AM							
8:00 AM							
8:15 AM							
8:30 AM		Block 1	Block 1	Themed Campwide Games	Block 1	Block 1	CHECK-OUT, QUESTIONS AND MERIT BADGE CONCERNS
8:45 AM							
9:00 AM							
9:15 AM							
9:30 AM							
9:45 AM							
10:00 AM	Break/Travel Time	Break/Travel Time		Break/Travel Time	Break/Travel Time		
10:15 AM							
10:30 AM							
10:45 AM							
11:00 AM	Block 2	Block 2	Scoutmaster Bellyflop	Block 2	Block 2		
11:15 AM							
11:30 AM							
11:45 AM							
12:00 PM	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time		
12:15 PM							
12:30 PM	Lunch (Dining Hall)	Spl/Leader Meeting	Lunch (Dining Hall)	Spl/Leader Meeting	Lunch (Dining Hall)	Spl/Leader Meeting	
12:45 PM							
1:00 PM	CHECK-IN & RESOLVE REGISTRATION, CAMP TOUR, MEDICAL CHECK, SWIM AND MERIT BADGE CHECKS						
1:15 PM							
1:30 PM							
1:45 PM							
2:00 PM							
2:15 PM							
2:30 PM							
2:45 PM		Block 3	Block 3	Instructional Stations	Block 3	Block 3	
3:00 PM							
3:15 PM							
3:30 PM							
3:45 PM	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time	COLOR KEY	
4:00 PM						PROGRAM AND CLASS INSTRUCTION	
4:15 PM						CAMP-WIDE EVENTS	
4:30 PM						ADMINISTRATIVE EVENTS	
4:45 PM	Open Program time	Open Program time	Open Program time	Open Program time	Open Program time	MEALS	
5:00 PM							
5:15 PM							
5:30 PM							
5:45 PM	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time		
6:00 PM					Flag Ceremony		
6:15 PM	Dinner (Campsites)	Dinner (Campsites)	Dinner (Campsites)	Dinner (Campsites)	Scouts Dinner (Parade Field)	Dinner (Campsites)	UNSTRUCTURED TIME (PROGRAM AREAS NOT AVAILABLE)
6:30 PM							
6:45 PM					Leader & SPL Dinner (Dining Hall)		
7:00 PM							OPEN PROGRAM TIME
7:15 PM							
7:30 PM	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony		Flag Ceremony	
7:45 PM	Emergency Drill				Game Night		
8:00 PM	SPL & Leader Orientation			OA Fellowship & Service Project			
8:15 PM							
8:30 PM	Vespers	Campfire Program (Brought to you by the Easton Staff)		Movie Night (Movie announced each Sunday)		Campfire Program (Brought to you by Scouts & SPL's)	
8:45 PM							
9:00 PM							
9:15 PM							
9:30 PM							
9:45 PM							
10:00 PM	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	

*Wednesday is OA Day, All Order of the Arrow Members are invited to wear their sashes on Wednesday and participate in the evening service project

Class Catalog

Image	Class Name	Cost	Description/Prerequisites	Location	Class Blocks
	Archery	\$25	Fee includes Archery Maintenance Fee and Arrow Kit	Archery Range	1, 2, 3
	Art	Free	No Prerequisites	Handicraft	3
	Basketry	Up to \$20 in Trading Post	No Prerequisites Requires purchase of kit in trading post	Handicraft	1, 2
	Bugling	Free	No Prerequisites	Scoutcraft	3
	BSA Lifeguard	Free	Must be Strong Swimmer Long course, requires guarding during free/open program time.	Swimming (Depending on availability)	X,X Extends into Free Time for Practical Guard Practice
	Cowboy Action	\$15	Must Be 14yrs or older and have A parent signed permission slip	Ranges	3, 4
	Camping	Free	Please Complete Requirements 4a, 4b, 5e, 7a, 7b, 8c, 8d, 9a, 9b, 9c prior to camp in order to finish the Merit Badge at camp.	Scoutcraft	1, 2
	Canoeing	Free	Must pass BSA Swim Test before starting badge*	Boating	1, 2
	Chess	Free	Great for First Year Scouts	Handicraft	1, 2
	Environmental Science	Free	Time intensive outside of class, requires observation and book work	Scout Skills	1, 2
	Finger Printing	Free	Great for first year Scouts	Handicraft	Unscheduled Open Program
	First Aid	Free	Requires either bringing First Aid Kit to camp, or building/purchasing one from the trading post	Scout Craft	2, 3
	Forestry	Free	No Prerequisites	Scout Craft	1, 2
	Kayaking	Free	Must pass BSA Swim Test before starting badge*	Boating	1, 2, 3
	Leatherwork	Up to \$20 in Trading Post	Requires kit purchase in trading post	Handicraft	1, 3
	Lifesaving	Free	Must have Swimming Merit Badge and be a strong swimmer, Must pass BSA Swim Test before starting badge* Badge specific swim test will be administered on Sunday check in.	Swimming	1, 3
	Mammal Study	Free	Not a Scheduled class, available during open program only. Great for first year Scouts	Handicraft	Unscheduled Open Program
	Mile Swim	Free	Must pass BSA Swim Test before starting badge* Must have a partner to follow in a canoe or kayak during swim (can be adult or youth)	Swimming	X



Image	Class Name	Cost	Description/Prerequisites	Program Area	Class Sessions Offered
	Motorboating	\$20	Must pass BSA Swim Test before starting badge*	Boating	1, 2
	Music	Free	No Prerequisites	Scoutcraft	3
	NRA/Winchester Marksmanship – Rifle	\$70	Must have Rifle Shooting Merit Badge or be over 18 Learn and practice advanced target shooting skills in order to advance in the NRA/Winchester Marksmanship Program, cost includes up to 800 rounds of ammunition and all targets.	Rifle Range	1, 3
	NRA/Winchester Marksmanship – Shotgun	\$150	Must have Shotgun Shooting Merit Badge or be over 18 Learn and practice advanced trap and skeet shooting skills in order to advance in the NRA/Winchester Marksmanship Program, cost includes up to 300 shells and clays.	Shotgun Range	2
	Orienteering	Free	No Prerequisites	Scoutcraft	1, 2, 3
	Paddle Craft Safety	Free	Must pass BSA Swim Test before starting badge*	Boating	X
	Pioneering	Free	No Prerequisite. Materials for model will be provided in class, Scouts must purchase their own model materials if they wish to keep it.	Scoutcraft	1, 3
	Rifle Shooting	\$30	Great for First Year Scouts Cost includes Rifle Maintenance fee and up to 150 shots and targets.	Rifle Range	1, 2, 3
	Robotics	Free	No Prerequisites	Lodge	3
	Rowing	Free	Must pass BSA Swim Test before starting badge*	Boating	2, 3
	Scuba Diving	\$450	Available for both Youth & Adults Must pass BSA Swim Test before starting badge* Also must have completed Swimming Merit Badge* Course materials, equipment rental and Full PADI Certification included (\$900+ Value!) Great opportunity to learn from Professional Scuba Instructors	Swimming	1PM Sunday Afternoon + Blocks 1-2 Mon-Thurs (See “Scuba” on page 7)
	Sculpture	Free	No Prerequisites	Handicraft	2, 3
	Shotgun Shooting	\$50	Great for all Scouts, cost includes Shotgun Maintenance Fee and 75 shots and clays. May be difficult for smaller scouts	Shooting Sports	1, 2, 3
	Signs, Signals and Codes	Free	No Prerequisites	Scoutcraft	2, 5












	Small Boat Sailing	Free	Must pass BSA Swim Test before starting badge* Not recommended for smaller Scouts	Boating	1, 3
	BSA Snorkeling	Free	Must pass BSA Swim Test before starting badge*	Swimming	2, 3
	Stand Up Paddle Boarding	Free	Adults & Youth Must pass BSA Swim Test before starting badge*	Boating	2, 3

Image	Class Name	Cost	Description/Prerequisites	Program Area	Class Sessions Offered
	Swimming	Free	Must pass BSA Swim Test before starting badge*	Swimming	1, 2, 3
 	The Great Adult Leader Training Course	Free	Adults Only This training will prepare you to be an amazing leader in your Troop! Become a Nap Safely Instructor! Plus, earn your S'more Cooking, Hot Beverage Drinking and Heart Attack Badges!	Lodge	2
	Trail to First Class	Free	No Prerequisites Work on the outdoor skill requirements, such as knots and first aid, for the ranks leading up to First Class Rank	Scoutcraft	1, 2
	Watersports	\$40	Must pass BSA Swim Test before starting badge* Not recommended for younger scouts, requires good upper body strength	Boating	1, 3
	Wilderness Survival	Free	Recommended for Scouts who are 2 nd class or higher in rank. It is required to participate in a survival campout on Thursday Evening	Scoutcraft	1, 3
	Woodcarving	Up to \$20 in Trading Post	Totin-Chip required, can be earned in camp	Handicraft	1, 3
	Zipline Adventure Course	\$109	Experience Timberline Adventure's high-flying, 7-zipline course above the beautiful forest around Lake Coeur d'Alene.	Outside Provider	Schedule Varies from week to week, see schedule online

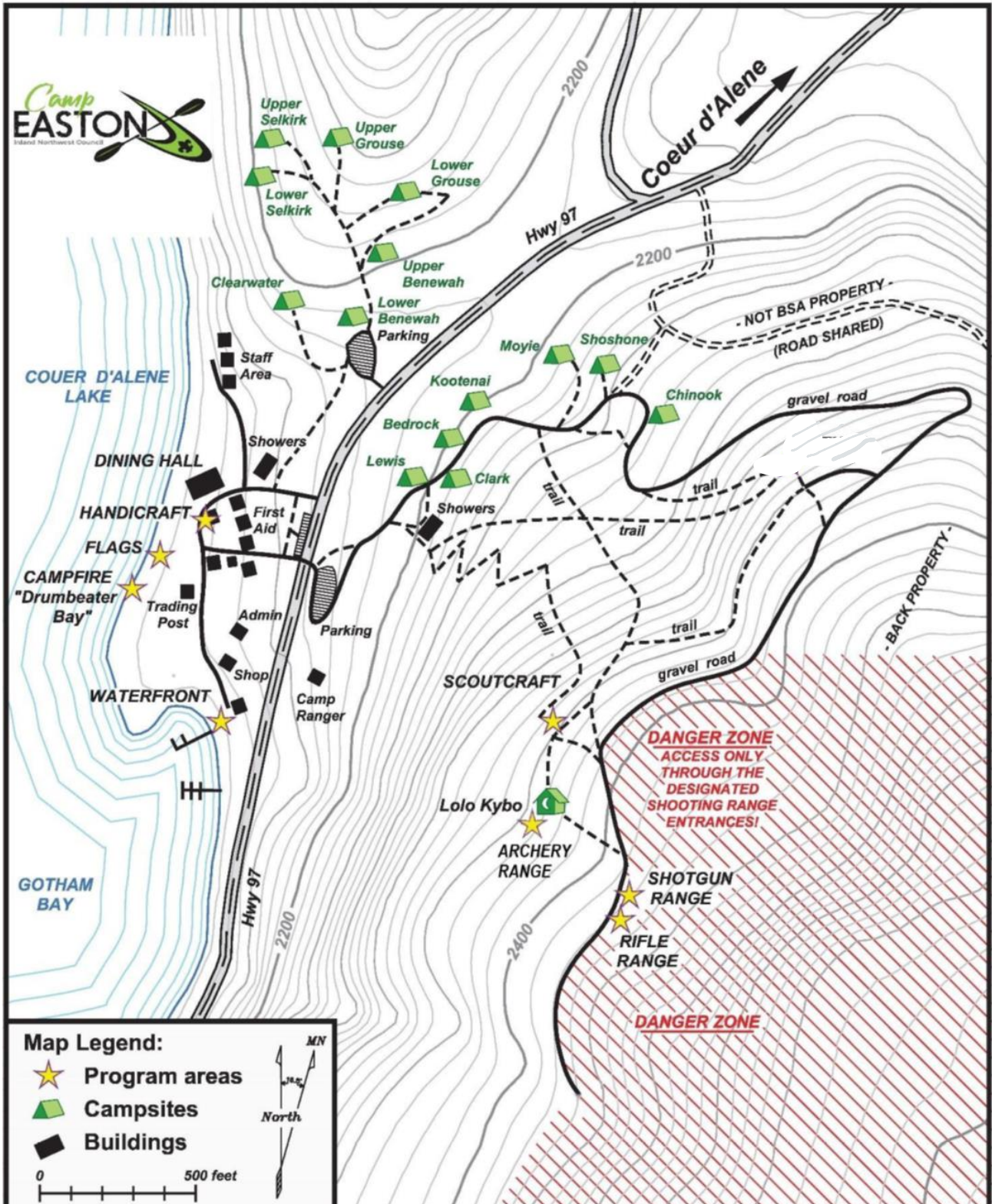
*All aquatics merit badges (see requirement #2 on each badge) and achievements specify that a scout must complete the BSA Swim Test before doing any other requirements. If a scout cannot complete either the "beginner" or "swimmer" swim test (See guide to safe scouting) by the end of the first day of classes their schedule may be adjusted, and they may be moved to other classes outside of aquatics.



Class Schedule

Aquatics	8:15-10:00am		10:15-Noon		2:00-3:30pm		Down The Hill
	M-T	Th-F	M-T	Th-F	M-T	Th-F	
Canoeing	x	x	x	x			
Kayaking	x	x	x	x	x	x	
Lifesaving	x	x			x	x	
Motorboating	x	x	x	x			
Rowing			x	x	x	x	
Scuba	Special Class						
Smallboat Sailing	x	x	x	x	x	x	
Swimming	x	x	x	x	x	x	
Watersports	x	x			x	x	
Paddleboard /Snorkeling			x	x	x	x	
Scoutcraft	8:15-10:00am		10:15-Noon		2:00-3:30pm		Up The Hill
	M-T	Th-F	M-T	Th-F	M-T	Th-F	
Camping	x		x	x			
Environmental Science	x		x				
First Aid			x	x	x	x	
Forestry	x		x	x			
Geocaching				x		x	
Mammal Study	Open Program Time						
Orienteering	x		x			x	
Pioneering	x				x		
Signs signals and Codes		x		x	x		
Wilderness Survival		x			x	x	
Trail to First Class	x		x				
Music/Bugling					x	x	
Handicraft	8:15-10:00am		10:15-Noon		2:00-3:30pm		Down The Hill
	M-T	Th-F	M-T	Th-F	M-T	Th-F	
Art					x	x	
Basketry	x	x	x	x			
Chess	x	x	x	x			
Fingerprinting	Open Program Time						
Leather Working	x	x			x	x	
Robotics					x	x	
Sculpture			x	x	x	x	
Woodcarving	x	x			x	x	
Ranges	8:15-10:00am		10:15-Noon		2:00-3:30pm		Up The Hill
	M-T	Th-F	M-T	Th-F	M-T	Th-F	
Archery	x		x		x		
Rifle	x		x		x		
Shotgun	x		x		x		
NRA Marksmanship Rifle	x				x		
NRA Marksmanship Shotgun			x				
Cowboy Action W/TH only					W	TH	
	This class doesnt happen Here						
x	This is a 2 day class (Monday/tuesday or Thursday/Friday)						
x	This is a 4 day class (M/T/TH/F)						
	This class happens only during open program time						
x	This is a 1 day class (M or T or TH or F)						
	Scuba M T TH F						
	Cowboy Action W TH						

Camp Easton Map



The Golden Paddle Patrol Award

The Golden Paddle <u>Patrol</u> Award			
	Possible Points	Points Earned	Staff Initials
All Participate in the Polar Bear Plunge	20/day		
Be Flag Patrol at Camp-Wide Ceremony	20/time		
Be Flag Patrol at In-Site Ceremony	10/time		
Be in Uniform for Flag Ceremony	5/day		
Create a 1-3 Minute TikTok Style Video	25		
Have or Create a Patrol Flag	20		
Have or Create a Patrol Yell	20		
Hold a Mid-Week Patrol Meeting	25		
Host a Troop Campfire Program	20		
Perform a Skit/Song at Your Campfire	20/skit		
Keep Your Campsite Clean - Monday	1-10		
Keep Your Campsite Clean - Tuesday	1-10		
Keep Your Campsite Clean - Wednesday	1-10		
Keep Your Campsite Clean - Thursday	1-10		
Keep Your Campsite Clean - Friday	1-10		
Patrol Leader Attends Leader Meetings	10/meeting		
Service Project for Ranger	25+		
Set Up a Tent While Blindfolded	15		
Teach Advancement to Younger Scouts	25		
Patrol earns Polar Bear 50%/75%/100%	10/20/30		
Patrol earns knot ninja 50%/75%/100%	10/20/30		
Patrol earns blind knot ninja 50%/75%/100%	10/20/30		
Patrol Participates in Game night	25		
Other (Management's Discretion)	?		
TOTAL POINTS EARNED		/ 400	
NAME: _____			
UNIT: _____			
CAMPSITE: _____			
Must be returned to Business Office by 4pm on Friday			



The Silver Paddle Leader Award

The Silver Paddle Leader Award			
	Possible Points	Points Earned	Staff Initials
Assist Range Area	15/day		
Assist Scout Skills or Handicraft Area	15/day		
Assist Aquatics Area	15/day		
Assist in the Kitchen	15/day		
Assist with Conservation Project	15		
Assist with Firem'n Chit	5/scout		
Assist with Totin' Chip	5/scout		
Attend Leader's Meetings	10/meeting		
Complete a Neckerchief Slide	15		
Complete the Great Adult Leader Course	15		
Complete Snorkeling	10		
Complete Paddleboarding	10		
Complete or assist the Scuba Course	30		
Complete Paddlecraft Safty	10		
Earn Dime Club award at Rifle	15		
Cook a Dessert at Your Site	25/dessert		
Donate a Staffer	50		
Earn Polar Bear Patch	15		
Go Ziplining	25		
Register for Easton 2025	50		
Service Project for Ranger	25+		
Take Swim Test (+5 for swimmer)	10		
Take & Upload photos (max 100pts)	5/photo		
Other (Management's Discretion)	?		
TOTAL POINTS EARNED		/ 400	
NAME: _____			
UNIT: _____			
CAMPSITE: _____			
Must be returned to Business Office by 4pm on Friday			



Iron Scout Award

IRON SCOUT AWARD

All scouts and adult leaders may participate in this award. In order to receive the Iron Scout award, you must complete all tasks in all areas. Each program area has a task that you must complete during open time 3:30-5:00 pm. Each task below must be initialed by a staff member in that specific area. All areas will supply any materials needed to complete the tasks. Have your initialed sheet turned into the Program Director by Thursday evening dinner time. Awards will be given at the Friday night campfire!

Area	Staff Initials
Scout Craft	
Explain the 7 principles of Leave No Trace.	
Identify 15 plants and describe their characteristics	
Make a report on any 2 animals that make camp Easton their home, list eating habits, where the sleep and any interesting characteristics.	
Start a fire using flint and steel	
Demonstrate the 8 knots required for the Pioneering Merit Badge	
Lash a Tripod that can hold at least 50lbs	
With a Compass, successfully orient a map	
Explain 5 signs of a heart attack	
Explain in what situation you could use a Fireman's Carry? Then demonstrate a Fireman's Carry by carrying someone.	
Waterfront	
Complete the Polar Bear Swim	
Handicraft	
Name five rules of knife safety	
Using safe knife techniques carve your initials into a piece of wood	
Sculpt something that is related to scouting	
Archery Range	
Shoot five arrows at the range and score a minimum of 15 points	

