

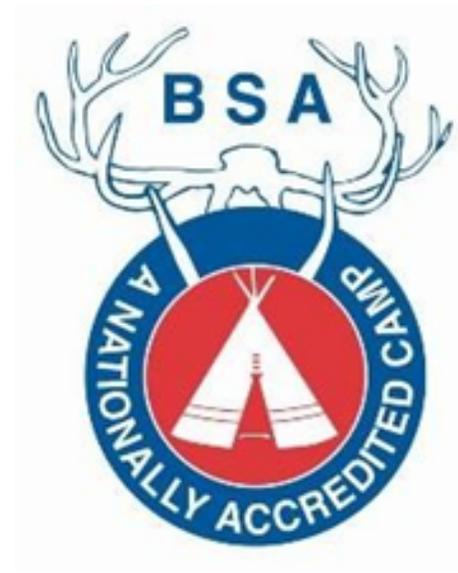
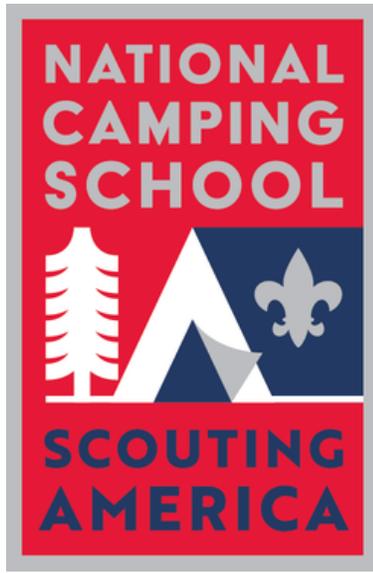


SUMMER CAMP GUIDE

2026



LAKE COEUR D'ALENE, IDAHO



Camp Easton is proud to be a
Scouting America Nationally
Accredited Camp



"The mission of Scouting America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law."



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Welcome to Camp Easton!

Welcome to beautiful Camp Easton! Located in Gotham Bay on the east side of Lake Coeur d'Alene in Northern Idaho, Easton's defining feature is our amazing waterfront and beautiful lakeside view.



Easton strives to be the premier aquatics camp of the BSA, by offering all but one of the BSA's aquatics merit badges, many additional BSA aquatics certifications and awards, a full SCUBA program, and advanced aquatics programs for youth who have already completed the merit badges and other awards. In addition, Camp Easton offers a variety of programs in Shooting Sports, Nature, Scoutcraft, First Year Scouting and more! (see page 26). Thank you for choosing Camp Easton as your destination for Scouting this Summer!

Location

Address

Camp Easton
23516 S Hwy 97, Harrison, ID 83833

Camp Easton is located on the Eastern shore of Lake Coeur d'Alene on Idaho State Highway 97, about 30 minutes south of Coeur d'Alene, Idaho. To get to camp, turn south from interstate 90 at exit 22 to State Route 97. After 11 miles, the camp's main parking lot will be on the east side of the road.



Camp Leadership

Jason "With the Beard" Charland
Camp Director
Council Program Executive
(509) 242-8233
jason.charland@scouting.org



Sean "Chewy" Weiler
Camp Easton Ranger
(208) 661-3175
sean.weiler@scouting.org

Rachel Burgess
Business Manager
Head Commissioner
(509) 242-8238
rachel.burgess@scouting.org



To Be Determined
Program Director



Arrival

Check-in time is 1:00pm-4:00pm on Sunday. Please contact us if there are any additional circumstances or considerations in your arrival (i.e. early or late arrival). We do not provide any meals before dinner on Sunday. Anyone arriving before then will be responsible for their own meals. See *Early Arrivals* section.

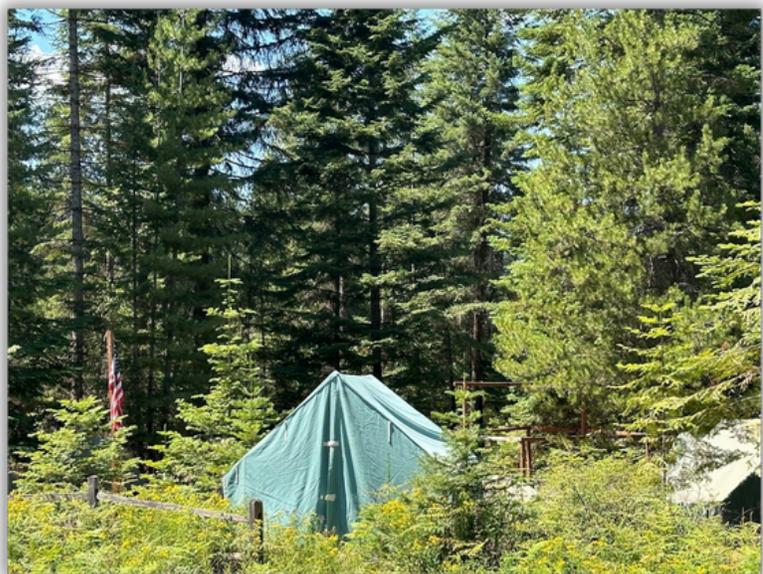
One of our Commissioner Staff, as well as your Troop Guide for the week, will greet you in the parking lot, and direct you to your assigned camp site. Please note that only one vehicle at a time may be allowed to drive up to the campsite, and vehicles may not remain parked at campsites after loading or unloading. At this point, your Troop Guide will have an assigned time to walk you through our Troop Check-In Process.

Early Arrival

Some troops like to arrive earlier than the scheduled check-in time on Sunday to avoid long travel times. If a troop wanted to arrive Saturday and stay the night, there is an additional fee of \$50. Troops may not arrive until Saturday 3:00pm, after the previous week's troops have left, to avoid overlap.

Only overnight camping space is provided for those who arrive early: no meals or services will be provided. Program facilities such as the waterfront and the shooting ranges will be unavailable and off limits until regularly scheduled activities begin.

Staff will be unavailable to facilitate your unit's early arrival unless prior arrangements have been made. Any troop planning to arrive early **MUST** make these arrangements 2 weeks before their scheduled week with our Head Commissioner.



Check-In Process

Things to bring for Check-In:

- Full roster of everyone in your troop
- Current Medical Forms Part A, B, and C for each youth and adult
- Any additional permission slips: PADI Scuba Questionnaire, Cowboy Action form
- Final payment, if any

Medical Checks

Your Troop Guide will lead you to the First Aid center for medical form turn-ins. Make sure everyone coming to camp has a completed Medical Form (Parts A,B, & C) signed by a licensed healthcare provider!

Medical/Dietary Needs

If you have any youth or adults with special needs or dietary requirements, please indicate these needs on your registration or contact us as soon as possible so we can ensure we meet your needs as best we can. During the check-in process, your troop will have an opportunity to meet our Kitchen staff and you can connect with them about specifics for your troop needs.

Business Manager Check-In

While the troop is checking in with the Medic, you need to send one adult to visit our Business Manager. Make sure you have an accurate attendance roster, as well as any final payments required.

Please note that our registration system, 247Scouting, creates a report that uploads directly into ScoutBook for recording advancement. We do not use blue cards for recording merit badges, instead they are recorded by our staff directly into your reservation and the records are retained for several years after your visit.

Range and Target Activities

Safety Check

During the check-in process, your Troop Guide will introduce you to our Range and Target Activities Staff for an overview of our ranges and safety.



Check-In Process Continued

Swim Checks

Each youth and adult who plans on participating in activities or classes at the waterfront will take a Scouting America Swim Test in Lake Coeur d'Alene. Many of the aquatics merit badges and programs require passing this before completing any other requirements. If someone who is signed up for any of these programs fails to pass the swim test, there will be an opportunity to change classes or retake the swim test.

Scouting America Swim Test Procedure:

"Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, Trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating."

- Guide to Safe Scouting -

Swim Tests can be taken prior to arrival with a certified lifeguard using the "BSA Unit Swim Classification Record" available online. However, please note that the lake is much colder than a swimming pool, and our Aquatics Director and Lifeguard Staff may alter a swim classification after arrival if necessary to ensure the safety of our youth.

SWIM CHECK EASY-GUIDE

- Jump feet-first into deep water (over head-height)
- 100 Yards without stopping
 - 75 yards "power-stroke" including a sharp turn
 - 25 yards resting backstroke
- Rest by floating



Camp Tour

Your check in process will conclude with a camp-wide tour of our major facilities and areas, including our dining hall and meeting with our Head Cook and the kitchen staff.



Meals in Camp

Meal Rotation Schedule

Breakfast and dinner will be served in the campsites with a rotating schedule. Lunches will be served walk-through style out of the dining hall for everyone for outside eating. Each unit will have opportunities throughout the week to eat in the dining hall with other units and staff.

Campsite meals will be prepared in the Dining Hall and served in the sites; all will be cooked prior to delivery. Please check the *What to Bring List* to see what additional supplies we recommend for facilitating meals in the campsite, i.e. **Mess Kits**.

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Breakfast		Dining Hall: Lower Camp	Dining Hall: Upper Camp	All Troops eat in campsites	Dining Hall: Lower Camp	Dining Hall: Upper Camp	All Troops eat in campsites
		Campsite: Upper Camp	Campsite: Lower Camp		Campsite: Upper Camp	Campsite: Lower Camp	
Lunch		Picnic Style: All Camp	Picnic Style: All Camp	Picnic Style: All Camp	Picnic Style: All Camp	Picnic Style: All Camp	
Dinner	All Troops eat in campsites	Dining Hall: Upper Camp	Dining Hall: Lower Camp	Dining Hall: Upper Camp	Scoutmaster Dinner	Dining Hall: Lower Camp	
		Campsite: Lower Camp	Campsite: Upper Camp	Campsite: Lower Camp	All Scouts eat picnic style	Campsite: Upper Camp	

Lower Camp: Clearwater, Benewah, Hayden, Kilarney, Grouse, Selkirk, Fernan
Upper Camp: Lewis, Clark, Bedrock, Kootenai, Moyie, Shoshone, Chinook

Final Weekly Menu will be posted in campsites upon arrival!

REMINDER - Make sure that any allergies and/or dietary needs are listed on camper registrations prior to May 31st so that we may be properly prepared to accommodate these needs. We do provide gluten free, nut free, vegetarian and more meal options if we are informed. Our kitchen staff will do their best to meet dietary needs, however additional options may be limited and not as varied as our typical menu.



Camp Safety and Health

Prescription Medicine

All prescription medications must be under locked supervision while in camp. If troops do not bring their own lockable storage for keeping medication at their campsite, medications may be stored at the First Aid cabin with Camp Health Officer. Refrigeration is also available at the First Aid cabin for those whose medication needs to be kept cool.

The only exception is for life-threatening conditions, such as heart issues or severe allergies. Medications for these (such as an inhaler or EpiPen) should be carried and self-administered as instructed by a personal physician.

Some campsites have electricity available for medical devices such as a CPAP machine. If you require electricity for such equipment, please contact us as early as possible to ensure we get you in the correct camp site. Any other site requests may be waived in favor of medical equipment needs.

Camp Cleanliness and Sanitation

Additional staff positions were created in recent years to ensure a clean and sanitary camp. These staff members ensure that all common facilities such as restrooms and showers are cleaned and disinfected several times daily.

All program staff are responsible for cleaning and disinfecting the supplies and equipment in their areas regularly. This includes all common items such as rifles and bows, paddles and life jackets, and supplies in areas such as Scoutcraft or Handicraft.

To assist with your scout's ability to stay clean, handwashing stations have been installed in every campsite and in common areas such as the ranges, Trading Post, and Waterfront. Scouts are encouraged to use these stations often and to always maintain cleanliness.



Camp Policies

Items to Leave at Home

Some things have no place in a Scout camp, either for safety reasons or to meet with the mission and focus of summer camp programs. If something is not listed and you would like to know if it is allowed, please reference the Guide to Safe Scouting or contact us to ask.

Please do not bring:

- Pets (other than licensed service animals)
- Firearms
- Personal watercraft
- Illegal drugs (including marijuana)
- Fireworks
- Chainsaws
- Non-scouting knives (i.e. machetes, overly large sheath knives, double bladed, etc.)



Guests at Camp

Guests are welcome at camp during your visit. All guests must check in to Business Office upon arrival to sign in and receive a wrist band. They must also check out before leaving.

Any guest staying in camp overnight will be considered participants and their corresponding unit will be charged. These guests will be considered adult leaders in camp, must be registered members, youth protection trained, and provide completed BSA medical form parts A, B and C.

Guests may purchase meals at the trading post to eat with their fellow scouts or family members. The cost is \$8 for breakfast or lunch and \$10 for dinner.

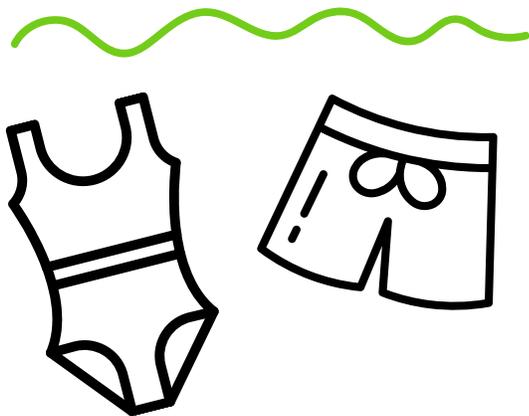


Camp Policies Continued

Technology and Internet Use

We do not prevent the use of cellphones, tablets, portable music or gaming devices by campers **except** during class time. If unit leaders choose to regulate that in their own unit then we leave it up to them. However, there are limited locations and opportunity throughout camp to charge these devices.

There is limited Wi-Fi available in the dining hall for adult leader use. Internet use is limited to email and basic internet browsing - no streaming or gaming is allowed.



Swimwear

We recommend that swimwear should be comfortable, functional, and appropriate for the specific aquatic activity. It should be designed as swimwear and secure enough to not shift or fall off during the activity.

Water Toy Use

Water Toy use is open to all participants. Life-vests are always required on the toys in accordance with both BSA safe-swim and manufacturer guidelines.



Safety Concerns

Our location and environment at Camp Easton present some unique safety concerns.

Tunnel

Idaho State Highway 97 cuts straight through the middle of our property, dividing Easton into Upper and Lower Camp. In 2019 a pedestrian tunnel was built that goes under the highway. Be sure to **always** use the tunnel whenever going to and from upper camp to ensure everyone is safe.



Buddy System

All Scouts need to travel with a scout buddy while in camp. Remind your senior patrol leaders and other scouts to buddy up when they leave your campsite.

Wildlife

During your stay with us you are bound to see plenty of birds, squirrels and rabbits, and perhaps some larger wildlife as well. Do not disturb the wildlife in any way; no feeding, chasing, teasing or trapping. Camp was their home before you arrived and will continue to be long after you leave! Please respect their home!

Bears have rarely been seen on property, but every season we do have several moose sightings. Believe it or not, moose can be just as dangerous as bears! If you spot a moose on property, **STOP!** Do not approach it, try to take its picture, call out to or yell at it. Put something large between you and the moose, like a tree or large rock and back away slowly. Inform a staff member of the sighting and location immediately.



Wildlife Safety Tips

- Keep food in your campsite secure in sealed containers
- Stay on the trails
- Take care of your trash
- Don't approach or yell at wildlife
- Don't feed wildlife
- Report large wildlife sightings to staff once safely away



Safety Concerns Continued

Our location and environment at Camp Easton present some unique safety concerns.

Insects

Amazingly, there is very little mosquito population on lake Coeur d'Alene; however there are some yellowjackets. We do our best to control it, but the best action you can do is keeping your site trash and garbage free. Don't give them a reason to be near your campsite!

Dehydration and Overheating

Something about being at a lake lulls people into a false sense of security about drinking water and staying hydrated. Please make sure that everyone who attends camp brings a water bottle and uses it! It can get hot and we want to make sure everyone stays cool and safe!

Always carry a water bottle with you in camp. If you don't have one with you, staff may ask you to go get it. When you hear a one of our staff shout "KYHO!", it means everyone should stop what they are doing for a moment and take a drink of water!



**Keep
Yourself
Hydrated
Often**



Trading Post

Our trading post is a daily hub of activity with snacks of all sorts available as well as supplies, knives, and fun Scouting apparel. It is also a great place to pick up small items that are usually forgotten at home, like toiletry items or camping gear.



Money in Camp

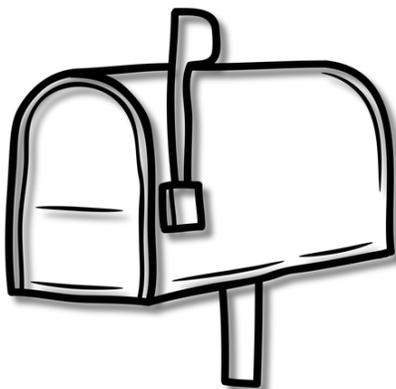
Scouts should plan to bring some money to camp to cover the cost of any snacks, apparel, knives, Easton gear, crafting items or ammunition vouchers for the ranges. Many families find that \$50-100 is plenty of spending money for snacks and souvenirs. We do our best to have a wide variety of snacks available. All of your program fees for merit badges are added at the time of registration.

However, even though “A Scout is Trustworthy”, please ensure that all belongings and especially money are well cared for in camp and not left lying around.

Mail at Camp

Friends, family and fellow Scouters are welcome to mail letters, notes or packages to their Scouts while they are at camp. Mail is distributed daily at the evening flag ceremony. We recommend mail be sent so that it arrives early in the week or even before your scouts arrive, and is marked with the date we should deliver it to them.

If mail arrives after a unit has already left camp, we will do our best to contact the sender to arrange a return of the package.



Address

Scout Name, Troop ####, Date to be Delivered
Camp Easton
23516 S Hwy 97
Harrison, ID 83833



Trading Post Continued

The Camp Easton Trading Post is now offering Swag Collection Bundles.



Scan the QR code or visit our website at councilstuff.com/611-CampEaston to order and we will have them delivered to your scout during their time at Camp Easton.

Crewneck High Adventure Pack \$55 Hoodie High Adventure Pack \$60

- Choice of Crewneck or Hoodie
- Choice of Camp Shirt
- Easton Beanie
- Easton Sunglasses
- Easton Lanyard
- Easton Sticker



Happy Camper Kit \$45

- Choice of Camp Shirt
- White Easton Shirt
- Easton Beanie
- Easton Sunglasses
- Easton Lanyard
- Easton Sticker



Scout Survival Bottle \$35

- 32oz Easton Nalgene
- Emergency Blanket
- Survival Whistle
- Fire Striker Buckle
- Adhesive Bandages
- Paracord
- Glow Sticks
- Carabiner
- Easton Sticker



Trail Treats Bundle \$25

- 16 oz Easton Nalgene
- Easton Sticker
- Sour Patch Kids
- Chex Mix
- Soda



Extra Fun Stuff

Custom Troop Shirts

Troops can pre-order customized camper shirts with their troop number on them that will be ready when they arrive in camp. Must be added to registration by May 10th.



Theme Days



Mustache Monday



Tropical Tuesday

Banana Wednesday



Tie Dye Thursday



Fantastic Friday



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! All participation in camp wide events is voluntary. We encourage participation by both Scouts and leaders in as many of these events as possible!

Flag Ceremonies (*Mornings & Evenings*)

If your troop is scheduled to be in the dining hall for breakfast, you will participate in our morning flag ceremony beforehand. If your troop is scheduled to have breakfast in your campsite, you are invited to join us, but not required. In the evening there will be a camp-wide ceremony for the whole camp.

Scouts Own Service (*Sunday Evening*)

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

Campfire Programs (*Monday and 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 a great opportunity for your troop to plan and practice what they want to contribute to the program on Friday night!

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



Camp Wide Events Continued

Polor 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! We recommend attending on the morning your troop is eating breakfast in your campsite.



Friendship Fires (Tuesday Evenings)

While we don't have any special programs scheduled on Tuesday evenings, we encourage troops to invite their campsite neighbors for a combined Friendship Fire. Make dessert, share stories, perform campfire songs and skits, and make new friends!

Wednesday Banana Games (Wednesday Morning)

Join us for our world-famous Banana Games! 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".

Scoutmaster Bellyflop (Wednesday - End of Banana 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.



Camp Wide Events Continued

Movie Night *(Wednesday Evenings)*

To finish out a fun and exciting day, members of the local OA Lodge host a movie on the main parade grounds. Troops are welcome to join as an alternative option to hosting a campfire in their campsite. Bring your camp chairs, blankets and snacks!

Scoutmaster Classic *(Thursday Mornings)*

Tee off on the wildest course in camp! Build your own "clubs" from whatever you can find in the woods, launch pinecone golf balls, and aim for gopher-hole greens in this unforgettable Camp Easton golf challenge.



Game Night *(Thursday Evenings)*

After dinner, field games open up in main camp. Hit up the volleyball court for some fun or find some friends and play a round of frisbee golf. You can even head down to the fire bowl to sing your heart out at our Lakeside Karaoke!



Scoutmaster Dinner *(Thursday Evenings)*

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 Scoutmasters 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 and special guests from the Inland Northwest Council.



Family Night *(Fridays Evenings)*

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.



Senior Patrol Leader Responsibilities

At Camp Easton, 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
- Breakfast/Dinner Kitchen Patrol

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. A copy of each award sheet can be found at the end of this guide.

- Golden Paddle Award (Honor Patrol)
- Iron Scout (scouts & adults)
- Knot Ninja (scouts & adults)
- Chopstick Champion (scouts & adults)
- Silver Paddle Award (adult only)



Adult Leadership in Camp

Each unit in camp must always be under the leadership of at least two adults. All Scouting America Safeguarding Youth rules will apply during your stay at Camp Easton. Unit Leaders are responsible for ensuring registered adults have current youth protection training, and that interactions with youth meet all established policies.

“All adults staying overnight in connection with a Scouting activity must be currently registered in an adult fee–required position as listed or as an adult program participant”.
<https://www.scouting.org/health-and-safety/gss/gss01/>

There is a wide variety of activities for adult leaders to participate in at camp, including training courses, high adventure opportunities, service projects and more.

Scouting’s Barriers to Abuse



- 2-deep adult leadership **always**
 - No one-on-one contact
 - Respect of Privacy
 - Separate Accommodations
 - Constructive Discipline
 - Appropriate Attire
 - No Hazing
 - No Bullying
 - No Secret Organizations
 - Youth Monitored by Adults
 - Appropriate Attire
 - Act according to Oath and Law
- Everyone is responsible for enforcing Youth Protection

REMEMBER

Empower your troop’s youth leadership. Make sure to involve your Senior Patrol Leader in every possible phase of camp planning, including planning youth merit badge classes!



What to Bring to Camp (Troop)

TENTS ARE PROVIDED – Troops may bring their own tents if they want, however extra tent space in the sites is limited as our tents are on permanent mounted platforms.

Troop Gear

- Lanterns
- Rope and/or Twine
- Tarps
- Troop Flag (on its own pole)
- Axe, Hatchet or Saw
- Troop First Aid Kit
- Sunscreen
- Insect Repellant
- Food Cooler
- Lock-box for Medications
- American Flag (flagpole is provided)
- Cooking needs for dessert on Troop Campfire night (if desired)
- Paper/Notebooks
- Pens/Pencils/Markers
- Leader Handbooks/Guides
- Merit Badge Pamphlets
- Camp Chairs

Scoutmaster Gear

- Complete Troop Roster
- All Medical Forms for youth and Adults
- Copies of All Medical Forms
- Pens/Pencils
- Notebook
- Cash for Emergencies during Travel
- Check for \$200 for next year's camp deposit!!

Senior Patrol Leader Gear

- Complete Troop Roster
- Senior Patrol Leader's Handbook
- All Patrol Rosters
- Notebook
- Pens/Pencils

Patrol Leader Gear

- Patrol Leader's Handbook
- Patrol Roster
- Pens/Pencils
- Notebook
- Patrol Flag
- Patrol Name, Cheer, & Spirit!

Kitchen Gear

- Plates, cups, & silverware
- Stove for heating dish water
- Pots for heating dish water
- Wash bins for washing & rinsing
- Dish soap
- Towels



What to Bring to Camp (Scout)

Parents/Leaders: Please use the following checklist and ensure that all items are clearly labeled with your Scout's Name (preferably in permanent marker)

Necessary Clothing/Gear

- Pack or Duffel bag
- Sleeping Bag
- Jacket or Sweatshirt (evenings/mornings can be quite cool)
- Several T-shirts
- Shorts
- Pants
- Several Pairs Underwear
- Several Pair Socks
- Sturdy Shoes (no open toes/sandals)
- Scout Uniform
- Hat
- Swimsuit/Towel*
- **Mess Kit**
- Leather/Work Gloves
- Sunscreen
- Pocket Knife
- Personal First Aid Kit
- Personal Hygiene Items: Soap, Toothbrush, Comb, Shampoo, etc.
- Flashlight
- Pen/pencils
- Notebook/pad of paper
- Insect repellent
- Scout Handbook
- Supplies for merit badges
- Water bottle
- Money for Trading Post!

**Swimsuit and towel will be required almost immediately upon arrival for swim checks, make sure they are readily accessible or wear them upon your arrival.*

Recommended Gear

- Compass
- Sunglasses
- Washcloth
- Laundry Bag
- Camera
- Ground Cloth
- Cot, Foam Pad or Air Mattress (NOT provided)
- Pillow
- Money for Activities or Trading Post
- OA Sash
- Small backpack/daypack for carrying materials around camp
- Sharpening stone
- Twine or Rope
- Chapstick
- Raincoat or Poncho
- Pajamas
- Extra Socks
- Sandals/flip flops (for showers only, not to be worn around camp)

DO NOT BRING

- Pets (other than licensed service animals)
- Firearms
- Personal watercraft
- Illegal drugs (including marijuana)
- Alcohol
- Fireworks
- Open Toed Shoes
- Chainsaws
- Non-scouting Knives (i.e. throwing knives, large sheath knives, double-bladed knives)



Class Info Overview

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 example, 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. Proper planning can prevent scouts and leaders from missing classes or tiring out easily. On the class schedule, we have denoted the location of each class to schedule appropriately.



Please use the camp map (page 30) 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 steep incline with a few switchbacks, so be prepared to climb! Take it easy if you have to.

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 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.



Class Info Continued

Block Class Scheduling

In 2023, Camp Easton moved to a block class schedule for our merit badge classes. In the first summer alone, we saw drastic improvement in understanding and completion rates. The block schedule allows for more time in class that is spent on the actual learning material and hands on. Scouts are still able to take the same amount of classes as before but with more time to truly learn and grow!

Range and Target Activities

In 2024, we added the Cowboy Action program to our Range line-up. This program features the firearms Lever-action Rifle, .22 Revolver, and Break-action coach-style shotgun. This will be offered at limited times during the week and for 14-year-olds and up or 13-year-olds and has completed the 8th grade.

A special specific parental permission slip will be required for this event. The permission slip can be found on our website at www.nwscouts.org/campeaston.



PRO TIP! You don't necessarily need to "FILL" your schedule

There are three 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



Specialty Classes

Scuba Diving

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, ID has allowed us to offer this program consistently for many years.



www.jakescubaadventures.com

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.



Anyone attending Scuba classes, needs to complete the additional scuba medical form (available on our website) www.nwscouts.org/campeaston before arriving and bring it with you.

Zip Lining

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

Timberline Adventures



www.ziptimberline.com

Check the online class registrations for your week regularly to see what times are available. Once registered, you will get an email with a link to fill out their online waiver.

**Each time block can accommodate up to 10 people. To comply with SYT requirements, there needs to be 2 adults at every session.*

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



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		Breakfast (Dining Hall/Campsites)	Breakfast (Dining Hall/Campsites)	Breakfast (Campsites)	Breakfast (Dining Hall/Campsites)	Breakfast (Dining Hall/Campsites)	Grab and Go Breakfast				
7:15 AM											
7:30 AM		Block 1	Block 1	Themed Campwide Games	Block 1	Block 1	CHECK-OUT, QUESTIONS AND MERIT BADGE CONCERNS				
7:45 AM											
8:00 AM		Break/Travel Time	Break/Travel Time		Break/Travel Time	Break/Travel Time		Break/Travel Time			
8:15 AM											
8:30 AM		Block 2	Block 2	Scoutmaster Bellyflop	Block 2	Block 2					
8:45 AM											
9:00 AM		Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time					
9:15 AM											
9:30 AM		Lunch (Outside)	Spl/Leader Meeting	Lunch (Outside)	Spl/Leader Meeting	Lunch (Outside)	Spl/Leader Meeting				
9:45 AM											
10:00 AM		Optional Troop Time	Optional Troop Time	Optional Troop Time	Optional Troop Time	Optional Troop Time					
10:15 AM											
10:30 AM	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time						
10:45 AM											
11:00 AM	Block 3	Block 3	Instructional Stations	Block 3	Block 3						
11:15 AM											
11:30 AM	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time						
11:45 AM											
12:00 PM	CHECK-IN & RESOLVE REGISTRATION, CAMP TOUR, MEDICAL CHECK, SWIM AND MERIT BADGE CHECKS						COLOR KEY				
12:15 PM							PROGRAM AND CLASS INSTRUCTION				
12:30 PM							CAMP-WIDE EVENTS				
12:45 PM							ADMINISTRATIVE EVENTS				
1:00 PM							MEALS/TROOP TIME				
1:15 PM							Open Program time	Open Program time	Open Program time	Open Program time	Specialized MB Instruction
1:30 PM											
1:45 PM							Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time
2:00 PM											
2:15 PM							Block 3	Block 3	Instructional Stations	Block 3	Block 3
2:30 PM											
2:45 PM							Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time
3:00 PM											
3:15 PM							Dinner (Campsites/Dining Hall)	Dinner (Campsites/Dining Hall)	Dinner (Campsites/Dining Hall)	Scouts Dinner (Parade Field)	Dinner (Campsites/Dining Hall)
3:30 PM											
3:45 PM							Optional Troop Time	Optional Troop Time	Optional Troop Time	Leader & SPL Dinner (Dining Hall)	Optional Troop Time
4:00 PM											
4:15 PM	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony						
4:30 PM											
4:45 PM	Emergency Drill		Friendship Fire - Meet your camp neighbors	Game Night							
4:55 PM											
5:00 PM	SPL & Leader Orientation	Campfire Program (Brought to you by the Easton Staff)			Campfire Program (Brought to you by Scouts & SPL's)						
5:15 PM											
5:30 PM	Scout's Own Service		Movie Night (Movie announced each Sunday)								
5:45 PM											
6:00 PM	Dinner (Campsites/Dining Hall)	Dinner (Campsites/Dining Hall)	Dinner (Campsites/Dining Hall)	Scouts Dinner (Parade Field)	Dinner (Campsites/Dining Hall)						
6:15 PM											
6:30 PM	Optional Troop Time	Optional Troop Time	Optional Troop Time	Leader & SPL Dinner (Dining Hall)	Optional Troop Time						
6:45 PM											
7:00 PM	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony						
7:15 PM											
7:30 PM	Emergency Drill		Friendship Fire - Meet your camp neighbors	Game Night							
7:45 PM											
7:45 PM	SPL & Leader Orientation	Campfire Program (Brought to you by the Easton Staff)			Campfire Program (Brought to you by Scouts & SPL's)						
8:00 PM											
8:15 PM	Scout's Own Service		Movie Night (Movie announced each Sunday)								
8:30 PM											
8:45 PM											
9:00 PM											
9:15 PM											
9:30 PM											
9:45 PM	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT						
10:00 PM											

*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 Schedule

Color Key	
	This class is not available during this block
x	This is a 2 day class (Monday/tuesday or Thursday/Friday)
x	This is a 4 day class (M/T/TH/F)
Open Program	This class happens only during open program time
x	This is a 1 day class
Special Class	Scuba M T TH F

Waterfront	8:15-10:00am		10:15-Noon		2:00-3:30pm		
	M-T	Th-F	M-T	Th-F	M-T	Th-F	
Canoeing	x	x	x	x			Down The Hill
Fishing	x	x					
Instructional Swim					x	x	
Kayaking	x	x	x	x	x	x	
Lifesaving	x		x		x		
Motorboating			x	x	x	x	
Rowing			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		
	M-T	Th-F	M-T	Th-F	M-T	Th-F	
Camping	x			x			
Emergency Preparedness			x		x		
Environmental Science	x		x				
First Aid	x		x		x		
First Aid	x		x		x		
Forestry	x		x				
Knot Ninja	Open Program Time - No Wednesday						
Mammal Study	Open Program Time - No Wednesday						
Pioneering	x				x		
Signs Signals and Codes		x		x	x		
Weather			x			x	
Wilderness Survival		x			x	x	
Eaglecraft	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	
Entrepreneurship			x	x			
Geocaching	x			x	x	x	
Knot Ninja	Open Program Time - No Wednesday						
Music/Bugling					x	x	
Orienteering		x	x		x	x	
Trail to Scout/Tenderfoot	x	x	x				
Trail to 2nd Class	x	x		x			
Trail to 1st Class			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						
Leatherwork	x	x			x	x	
Sculpture			x	x	x	x	
Textile			x	x			
Tie Dye	Open Program Time						
Woodcarving	x	x			x	x	
Range and Target	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		
Cowboy Action		x		x		x	
NRA Marksmanship Rifle	Open Program Time						
NRA Marksmanship Shotgun	Open Program Time						
Rifle	x		x		x		
Shotgun	x		x		x		
Sporting Arrows							
Tomahawks	Open Program Time - No Wednesday						



Class Catalog

Image	Class Name	Cost	Description/Prerequisites	Location	Class Blocks
	Archery	\$15	Archery Maintenance Fee and Arrow Kit	Archery Range	1, 2, 3
	Art	Free	No prerequisites	Handicraft	3
	Basketry	\$25	Basketry Kit Fee	Handicraft	1, 2
	Bugling	Free	Prerequisites: Req. 6, in order to finish MB at camp	Eaglecraft	3
	Camping	Free	Prerequisites: Req. 4a-b, 5e, 7a-b, 8c-d, 9a-c, in order to finish the MB at camp	Scoutcraft	1,2
	Canoeing	Free	Must pass BSA Swim Test before starting badge*	Waterfront	1,2
	Chess	Free	Great for First Year Scouts	Handicraft	1,2
	Cowboy Action	\$15	14 yrs old and up. All need a signed consent form.	Ranges	1,2,3
	Emergency Preparedness	Free	Prerequisites: Reg. 3ab, 9 (or be signed up for the First Aid Merit Badge during your session)	Scoutcraft	2,3
	Entrepreneurship	Free	No prerequisites	Trading Post	2
	Environmental Science	Free	Time intensive outside of class, requires observation and book work	Scoutcraft	1,2
	Fingerprinting	Free	Great for First Year Scouts	Handicraft	Open Program
	First Aid	Free	Prerequisites: Req 2b1 or purchase a First Aid kit from the Trading Post	Scoutcraft	1,2,3
	Fishing	\$5	Fee for bait/tackle	Waterfront	1
	Forestry	Free	No prerequisites	Scoutcraft	1,2
	Geocaching	Free	No prerequisites	Eagle Craft	1,2,3
	Intro to Outdoor Leader Skills	Free	Adults Only. Builds and expands on the concepts and themes introduced in Scoutmaster Specific Training.	Dining Hall	2
	Instructional Swim	Free	No prerequisites	Waterfront	3
	Kayaking	Free	Must pass BSA Swim Test before starting badge*	Waterfront	1,2,3



Image	Class Name	Cost	Description/Prerequisites	Location	Class Blocks
	Leatherwork	\$15	Leather kit fee - wallet or knife pouch option	Handicraft	1,3
	Lifesaving	Free	Prerequisites: Swimming Merit Badge and be a strong swimmer.	Waterfront	1,2,3
	Mammal Study	Free	Great for first year scouts	Scoutcraft	Open Program
	Mile Swim	Free	Must pass BSA Swim Test before starting* Must have a partner to follow in a canoe or kayak during swim (can be adult or youth)	Waterfront	TBD
	Motorboating	\$20	Must pass BSA Swim Test before starting badge*	Waterfront	2,3
	Music	Free	No prerequisites	Eaglecraft	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.	Ranges	Open Program
	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.	Ranges	Open Program
	Orienteering	Free	No prerequisites	Eaglecraft	1,2,3
	Pioneering	Free	No Prerequisite. Materials for model will be provided.	Scoutcraft	1,3
	Rifle Shooting	\$15	Great for First Year Scouts. Cost includes Rifle Maintenance fee and up to 150 shots and targets.	Ranges	1,2,3
	Rowing	Free	Must pass BSA Swim Test before starting badge*	Waterfront	2
	Scuba Diving	\$450	Adults and Youth Must pass BSA Swim Test before starting badge and have completed Swimming Merit Badge* (More info on pg. 24)	Waterfront	1PM Sunday + Blocks 1-2 M-Th
	Sculpture	Free	No prerequisites	Handicraft	2,3
	Shotgun Shooting	\$30	Great for all Scouts, cost includes Shotgun Maintenance Fee and 75 shots and clays. May be difficult for smaller scouts	Ranges	1,2,3



Image	Class Name	Cost	Description/Prerequisites	Location	Class Blocks
	Signs, Signals, and Codes	Free	No prerequisites	Scoutcraft	1,2,3
	Small Boat Sailing	Free	Must pass BSA Swim Test before starting badge* Not recommended for smaller Scouts	Waterfront	1,2,3
	Snorkeling	Free	Must pass BSA Swim Test before starting badge*	Waterfront	2,3
	Sporting Arrows	\$5	No prerequisites	Ranges	TBD
	Stand Up Paddleboarding	Free	Adults & Youth Must pass BSA Swim Test before starting badge*	Waterfront	2,3
	Swimming	Free	Must pass BSA Swim Test before starting badge*	Waterfront	1,2,3
	Textile	\$5	No prerequisites. Materials fee.	Handicraft	2
	Tomahawks	Free	No prerequisites	Ranges	Open Program
	Trail to Scout/Tenderfoot	Free	No Prerequisites - Work on patrol method and outdoor skill requirements, such as knots and first aid.	Eaglecraft	1,2
	Trail to Second Class	Free	No Prerequisites - Work on the outdoor skill requirements, such as knots, navigation, and first aid.	Eaglecraft	1,2
	Trail to First Class	Free	No Prerequisites - Work on the outdoor skill requirements, such as knots, navigation, and first aid.	Eaglecraft	1,2
	Water Sports	\$30	Must pass BSA Swim Test before starting badge* Not recommended for younger scouts.	Waterfront	1,3
	Weather	Free	No prerequisites	Scoutcraft	2,3
	Wilderness Survival	Free	Recommended for Scouts who are 2 nd class or higher. Required to participate in a survival camp out T or Th.	Scoutcraft	1,3
	Woodcarving	\$5	Totin' Chip required, can be earned in camp	Handicraft	1,3
	Zipline Adventure Course	\$120	No prerequisites - See page 24 for details	Timberline Adventure	Schedule Varies



Camp Easton Map



The Golden Paddle Patrol Award

	Possible Points	Points Earned	Staff Initials
Be Flag Patrol at Camp-Wide Ceremony	20/time		
Be Flag Patrol at In-Site Ceremony	10/time		
Be in Uniform for Camp-Wide Flag Ceremony	5/day		
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 Fri Campfire	20		
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: _____

***Must be returned to Business Office by lunch
on Friday***

UNIT: _____

CAMPSITE: _____



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 program time from 3:30-5:00pm. 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 completed sheet turned into the Program Director or Business Manager by lunch on Friday. May the odds be ever in your favor!

Scoutcraft	Staff Initials
Identify 15 plants and describe their characteristics.	
Explain in what situation you could use a Fireman's Carry, then demonstrate the carry.	
Demonstrate the 8 knots required for the Pioneering Merit Badge.	
Lash a Tripod that can hold at least 50lbs.	
Explain 5 signs of a heart attack.	

Eaglecraft	Staff Initials
Explain the 7 principles of Leave No Trace.	
Make a report on any 2 animals that make Camp Easton their home. List eating habits, where they sleep and any interesting characteristics.	
Start a fire using flint and steel.	
With a compass, successfully orient a map.	

Aquatics	Staff Initials
Complete the Polar Bear Swim.	

Handicraft	Staff Initials
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.	

Target and Range Activities	Staff Initials
Shoot five arrows at the range and score a minimum of 15 points.	
Successfully hit a playing card with a Tomahawk on the range.	

NAME: _____

UNIT: _____

CAMPSITE: _____

***Must be returned to Business Office by
lunch on Friday***



Silver Paddle

Adult Leaders

	Possible Points	Points Earned	Staff Initials
Assist Range Area	15/day		
Assist Scout Craft Area	15/day		
Assist 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 SPL Meetings (max 60 points)	10/meeting		
Complete a Neckerchief Slide	15		
Complete the Great Adult Leader Course	15		
Learn knots from a scout using EDGE method	10		
Participate in Scoutmaster Classic	10		
Have a joke of the day for Office	2/day		
Earn Dime Club Award at Rifle	15		
Cook a Dessert at Your Site	25/dessert		
Earn Polar Bear Ribbon	15		
Bellyflop During Banana Games	25		
Register for Easton 2027	25		
Service Project for Ranger	25+		
Take Swim Test (+5 for swimmer)	10		
Take & Upload photos (max 50pts)	1/photo		
Follow us on Facebook & Instagram	10		
Other (Management's Discretion)			
		/400	

NAME: _____

Must be returned to Business Office by lunch on Friday

UNIT: _____

CAMPSITE: _____



Inland Northwest Council Refund Policy

The Inland Northwest Council's refund policy has been established to better control and account for funds during event or camp close out reports. The Inland Northwest Council retains final decision authority on all refunds.

For cancellations because of medical reasons, a medical certificate is requested, and fees may be waived.

For cancellations because of family emergencies - a death in the family or a major unseen event, a statement from the family is needed and fees may be waived.

If for any reason a participant youth or adult is removed for cause, violation of camp rules, or fails to provide any required medical forms or registration documentation, there will not be any reimbursement.

Requesting refunds is the responsibility of the unit leadership.

For activities such as camporees, klondikes, and recognition dinners, the refund request must be coordinated **IN WRITING** with the council staff advisor or council service center within 72 hours of the event.

For Summer Camps or Cub Scout Resident camps, the refund request must be coordinated **IN WRITING** with the Camp Director or Council Service Center prior to the completion of camp session. Be sure to have an e-mail or other written confirmation of the cancellation from either the council office or camp director.

Note for Youth Registrations: Being sent home for cause, disciplinary action or changing your mind about attending does not constitute a reason for a refund.

Again: The Inland Northwest Council retains final decision authority on all refunds.

