



Pride of the Palouse Since 1938

2026 PROGRAM GUIDE

Table of Contents

Unique to Camp Grizzly	1
Class Catalog.....	3
Age/Size Appropriate Classes	6
Swimwear	6
Camp Wide Events	7
Flag Ceremonies	7
Family Night.....	7
Grizzly Games “LOOK A BEAR!”	7
Troop Activities.....	7
Friendship Fires	7
Laird Park.....	7
Game Night.....	7
Leader Activities	8
Scoutmaster Dinner.....	8
Commissioner Challenges	8
Patrol Leader Responsibilities.....	8
SPL meetings.....	8
The Order of the Arrow	8
Empower your Youth Leadership!.....	8
“Go Ask Your SPL”	8
Special Activities & Awards	9
Silver Paw Award	9
Golden Paw Award	9
Honor Patrol	9
SAMPLE	
CLASS AND DAILY/WEEKLY	
SCHEDULES	10
Class Schedule	11
Weekly Schedule.....	12
Camp Map	13



Unique items for Camp Grizzly

Since 1938, Camp Grizzly has been a hub of summer adventure to countless Scouts. Camp Grizzly is located on the Palouse river which feeds our intimate lake and is bordered by thousands of acres of national forest and endless wildlife.

In addition to a full offering of the traditional programs that make scout camp what you love, Camp Grizzly has exciting and unique opportunities in our famous trades craft program and shooting sports areas.



We also offer a phenomenal Eagles Nest program designed to get your newest scouts up to speed, have a great time, make new friends and still leave some space for earning merit badges just like their older troop mates.



Unique to Camp Grizzly:

Scheduled Arrival Times

Scheduling arrival times helps smooth the flow of the check-in process. During this time, we also transport your gear to your site for you. It is important that you do your best to arrive together and on time.

Weekly Schedule

Classes will happen on Mondays, Tuesday, Thursdays and Fridays. Wednesday are our mid-week break day. Wednesdays will include patrol games, a camp-wide relay and whole camp picnic. A mid-week change up will allow scouts time to have simple fun and start classes on Thursday refreshed and ready to go!

Block Class Schedules:

Scheduled Classes are offered across 3 blocks each day. There are two morning blocks and one afternoon block. Most classes are Monday/Tuesday or Thursday/Friday. The schedule of classes is at the end of the guide.

Class signup occurs through the online registration portal in each scout's *UPDATE INFORMATION* button. As you select classes, the system removes incompatible classes so scouts don't double book themselves.

If you would like to have parents select classes for their scouts and pay for their classes, you may set up the Parent Portal in your registration portal and allow parents access to their own scout only.

Unique items for Camp Grizzly cont.

Tradescraft Program

Expanded Metalworking program

We have doubled the square footage of our forge and doubled the number of forges and anvils, meaning more scouts get to try their hand at blacksmithing and metalwork merit badge!

Woodwork Program

We have a wonderful new wood shop facility that will be available during open period some days each week. Unfortunately, skilled staff have been a challenge to hire so if you have wood working skills, let us know and we will open a woodwork merit badge class!

Automotive Maintenance

Change a tire, change oil, and other maintenance tasks on one of our camp vehicles.

Test Lab Merit Badges

When we have staff interested in running one of the Test Lab merit badges, we will work them into our schedule. Upon completion of the requirements, scouts will earn a certificate that can be converted to a merit badge if the program becomes a merit badge.

Other Adult Help

We would love to offer other specialty merit badges or classes if any of the adults coming to camp would like to instruct a class (or two!). Summer Camp is a wonderful opportunity for professionals and experienced hobbyists to share their experience and passion with scouts. Let us know what you have a passion for and we can set up another class, arrange a special free time opportunity or get you involved with instructing!

If you would like to assist in instructing one of our scheduled merit badges, please let us know!

PRO TIP!

Don't Necessarily "Fill" your Schedule

There are 3 blocks 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 period in your schedule can also have other benefits:

- Ensure extra time for completion of difficult classes
- Reduce stress of difficult classes
- Enjoy personal activities like fishing or reading a book in the shade
- Give unstructured time to spend with friends in the outdoors









Class Catalog

Image	Class Name	Cost	Description/Prerequisites	Location
	Archery	\$15	This merit badge can provide a thorough introduction to those who are new to the bow and arrow Fee includes Archery Maintenance Fee and Arrow Kit	Archery Range
	Art	Free	This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications No Prerequisites	Handicraft Lodge
	Astronomy	Free	Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky No Prerequisites – Combined class with Space Exploration Scouts will need to complete evening observations, offered to the group on at least one night. Observations may not conclude until very late at night	Eco-Science
	Automotive Maintenance	\$15	Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate.	Tradecraft
	Basketry	Free	Basketry is a handy skill for a Scout! No Prerequisites Kits provided in class. Additional kits available for purchase in trading post	Handicraft Lodge
	Bird Study	Free	*Prerequisite: Requirement 5 may take more time than available at camp to complete. Start early or complete after camp	Eco-Science
	Canoeing	Free	For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness. *Must pass BSA Swim Test before starting badge*	Aquatics
	Chess	Free	Chess builds critical thinking, forward thinking, and proper sportsmanship in young people. No Prerequisites Great for First Year Scouts	Handicraft Lodge
	Cowboy Action	\$10	The Cowboy Action range introduces you to Galley-Style shooting at reactive targets with lever action rifles and single action revolvers, cowboy style! *Minimum age 14, additional permission slip required. (Activity, NOT a Merit Badge)	Cowboy Action Range
	Dance (Test Lab MB)	Free	In the Dance Test Lab Badge, you'll learn how to move safely, warm up properly, and understand what makes every dance unique. You'll explore different styles of dance, learn about famous dancers, and even perform your own routine. *This badge will take place in the evenings after dinner. No prerequisites	Dining Hall

Image	Class Name	Cost	Description/Prerequisites	Location
	Emergency Preparedness	Free	Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. *Must have First Aid Merit Badge or take concurrently*	Scoutcraft
	Environmental Science	Free	Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world. Recommended for 2 nd + year scouts: merit badge can have an intense schedule and improved focus and time management skills are very helpful.	Eco-Science
	Fire'n' Chit	Free	Offered Monday Evening in the Eagles Nest area	Eagle's Nest
	First Aid	Free	Requires either bringing First Aid Kit to camp, or building/purchasing one from the trading post Helpful to have completed first aid rank requirements.	Scoutcraft
	Fish and Wildlife Management	Free	The Fish and Wildlife Merit Badge is a conservation-based merit badge recognizing our ecological impact and responsibility to preserve and protect animal life. No Prerequisites	Eco-Science
	Forestry	Free	Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. No Prerequisites	Eco-Science
	Foundry	\$25	Learn the Fundamentals of melting metal to make fun and interesting projects. Students will learn basic safety while making a project they can take home. (Activity, NOT a merit badge)	Tradecraft
	Game Design	Free	Games come in almost every shape, size, format, and flavor imaginable. Scouts will have the opportunity to design and prototype a game of their own creation. Participation in the Thursday Game Night is required	Handicraft Lodge
	Home Repair	Free	Doing basic home repairs provides a sense of personal pride in one's achievements and increases self-confidence. *Partial MB	Tradecraft
	Introduction to Outdoor Leadership Skills	Free	ADULT ONLY CLASS Complete the second part of required Scoutmaster and Assistant Scoutmaster training while assisting Eagles Nest participants	Eagles Nest
	Kayaking	Free	A basic-level merit badge for flat-water kayaking *Must pass BSA Swim Test before starting badge*	Aquatics
	Leatherwork	Free	Scouts will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond. One kit will be provided in class. Additional kits available in the trading post	Handicraft Lodge

Image	Class Name	Cost	Description/Prerequisites	Location
	Learn-to-Swim	Free	Great for all scouts! Work with our lifeguards and/or your own adults to become a stronger swimmer and get ready for the swimming merit badge	Aquatics
	Lifesaving	Free	The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents. *Must have Swimming Merit Badge *Must pass BSA Swim Test before starting badge	Aquatics
	Mammal Study	Free	Good class for first year scouts!	Eco-Science
	Metalwork	\$30	Scouts will learn about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. *Difficult for smaller or younger Scouts: hammers are heavy and used for long period.	Tradecraft
	Mile Swim	Free	Swimming a mile without stopping is a significant accomplishment on your way to being proficient in the water. *Must pass Swimmer level swim test before starting.	Aquatics
	Muzzleloading Rifle	\$5	Step back in time using a muzzleloading rifle. Learn the steps needed to load and fire a rifle before cartridges were invented. Take your shot at a variety of targets and see if you would have survived in historic times! (Activity, not a merit badge)	Muzzleloading Range
	Nature	Free	There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.	Eco-Science
	NRA Marksmanship - Rifle	\$70	Learn and practice advanced target shooting skills in order to advance in the NRA/Winchester Marksmanship Program; includes up to 800 rounds of ammunition and all targets. Must have Rifle merit badge or be over 18 years of age. *May work on during Open time using Shot Cards	Rifle Range
	NRA Marksmanship - Shotgun	\$150	Learn and practice advanced target shooting skills in order to advance in the NRA/Winchester Marksmanship Program; includes up to 250 shells and clays. Must have Shotgun merit badge or be over 18 years of age. *May work on during Open time using Shot Cards	Shotgun Range
	Orienteering	Free	Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.	Scoutcraft
	Pioneering	Free	The knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars-is among the oldest of Scouting's skills.	Scoutcraft

Image	Class Name	Cost	Description/Prerequisites	Location
	Plant Science	Free	Plant scientists use their curiosity and knowledge to develop questions about the world of plants.	Eco-Science
	Plumbing	\$20	Plumbing covers installations and repairs. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes. Cost includes all materials used including pipes and solder	Tradecraft
	Rifle Shooting	\$15	Great for First Year Scouts! By earning this badge, Scouts can develop their shooting skills while learning safe practices. Cost includes Rifle Maintenance fee and up to 150 shots and targets.	Rifle Range
	Rowing	Free	Rowing is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising. *Must pass BSA Swim Test before starting badge*	Aquatics
	Search and Rescue	Free	By working on the Search and Rescue merit badge, you will learn and practice many skills that may someday save a life. *Recommend completion of Orienteering and First Aid Merit Badges prior to this class.	Scoutcraft
	Shotgun Shooting	\$20	Cost includes Shotgun Maintenance Fee and 75 shots and clays. May be difficult for smaller Scouts	Shotgun Range
	Shotgun 5-Stand	\$25	*To participate in this activity, scouts must have earned Shotgun merit badge or be taking the class concurrently or be 18+. * A challenging course of fire utilizing multiple clay throwers firing from a variety of positions!	Shotgun Range
	Signs, Signals and Codes	Free	The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Great for first year scouts!	Scoutcraft
	Soil & Water Conservation	Free	It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.	Eco-Science
	Space Exploration	\$20	Each time we send explorers into space, we learn something we didn't know before. Cost includes Rocket, class is combined with Astronomy	Science Lodge
	Sporting Arrows	\$5	Attempt to shoot flying foam targets! (Activity, NOT a Merit Badge)	Archery Range
	Sustainability	Free	Scouts will develop and implement a plan to reduce their water usage, household food waste, and learn about the sustainability of different energy sources, including fossil fuels, solar, wind, nuclear, hydropower, and geothermal.	Eco-Science
	Swimming	Free	Swimming is a leisure activity, a competitive sport, and a basic survival skill. *Must pass BSA Swim Test before starting badge*	Aquatics

Image	Class Name	Cost	Description/Prerequisites	Location
	Totin' Chip	Free		Eagle's Nest
	Trail to First Class	Free	Scouts will be divided up into patrols and will follow a program that introduces them to advancement as well as many of our camp programs.	Eagle's Nest
	Weather	Free	In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.	Eco-Science
	Welding	\$60	Welding is the process of joining or combining similar pieces of metal by heating them with a flame torch or an electric current, then hammering or pressing them together while they are soft. Recommended for older Scouts: equipment can be heavy and smaller scouts are challenged with equipment.	Tradecraft
	Wilderness Survival	Free	When things go wrong, the skills of wilderness survival can help make everything right again. Recommended for Scouts who are 2 nd class or higher in rank. Required to participate in a survival campout on Thursday Evening	Scoutcraft
	Wood Carving	Free	As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. Totin-Chip required, can be earned in camp Slide kit options provided in class – additional kits available in the trading post.	Handicraft lodge

*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

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 Grizzly does not impose any age restrictions on our merit badge classes not already included in the badge itself.

We do make note that younger, smaller, or less experienced Scouts may have difficulties with certain classes and activities. Examples include holding up a shotgun for long enough to complete the required shots, using the large gloves or helmets in Welding,

using a heavy hammer for long periods in Metalwork or attempting Wilderness Survival before completing the knot and fire-building requirements leading up to Second Class. Many of our exciting programs do have open times where all youth and adults are able to sample the activities.

Also of note, is that some merit badges offered, particularly in the Eco-Science area, are more academic in nature or will require time outside of the class block time to complete. It is recommended that scoutmasters review merit badge requirements to ensure a match of expectations. Some merit badges have received significant updates recently as well.

Open Program

Also worth mentioning is that Open Program time is a great time to work on previously incomplete merit badges even if they were begun elsewhere. Scouts are not required to take the merit badge class to complete a partial badge or to start a badge! If your scouts wish to work on a partial badge, communicate with the area director to find out what can be facilitated.

Open Program time is a great opportunity for your scouts to explore what each area has to offer! You could open a merit badge that's not on the current schedule, complete one you started previously at Grizzly or elsewhere, go on the Adventure of the Day with the Nature staff or try your hand at earning a Knot Ninja award at Scoutcraft. Handicraft has projects and supplies to get creative or you could visit the forge and try your hand at blacksmithing a small project. Area Directors will be able to answer questions about what is possible, what might be possible and will be sharing their afternoon activities daily!

We urge you to make note of these suggestions as you plan your visit to Camp Grizzly and create your daily schedule.



Thanks to our Donors for Providing Correct Equipment!

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

Early Completion Classes and Mid-Session class changes

If a scout completes a class early, they are welcome to begin another class. Classes with fees must be approved and paid for by a parent/adult leader through the business manager in the office. If a scout is entering the class part-way through the offering, (start on a Tuesday of a Monday/Tuesday class) they may be required to spend a portion of their free period on the safety section of the badge and completion is not guaranteed.

Scouts are always welcome to withdraw from a class if they need to for any reason. Their completion thus far will be recorded and available for export into your unit's preferred tracking system along with all your other scouts. Scouts may swap into another class or pick a new merit badge under the same conditions as above.

Swimwear

Swimsuits should be comfortable, functional, and appropriate for the specific aquatic activity.

Your swimwear must be:

Clean

Designed as swimwear

Appropriate to the activity

Secure enough to not shift or fall off while participating





Camp Wide Events

Adult Leader and SPL Meetings

Updates to the daily/weekly schedule will be shared during leader meetings. Be sure and send at least one representative to the adult leader meeting each day. Every Unit should have a SPL and they should plan to attend the SPL meeting each day after lunch. SPLs are welcome to bring their ASPL as well. SPL and Adult Leader meetings are important daily check-ins between the units and the camp staff to help keep your unit happy, healthy and up to date!

Campfire Programs

(Sunday & Friday Evenings)

Our staff will host the opening campfire program on Sunday. The scouts under the guidance of their SPLs and our Program Director will provide a campfire program on Friday night.

Campfire Skit and Song Tips

All skits and songs will need to be approved by the Program Director. Here are some things to think of as your Scouts prepare for their campfire:

- Keep it simple
- Keep it short (no more than 3 minutes)
- No jokes that insult or make fun of others
- Keep it Scouting appropriate
- Practice ahead of time
- Speak up and face the audience

Chapel

(Sunday Evening)

Sunday evening after dinner and before gathering for campfire, we hold a short, non-denominational worship service in the camp chapel. All Scouts and leaders are invited to attend. If you would like to help with another chapel service later in the week, please let the program director know. The chapel is always open for those that wish a quiet and calm space for worship or reflection.

Polar Bear Swim

(Wednesday)

At least once each week, occasionally twice, scouts and leaders are encouraged to wake up bright and early and come down to the waterfront to take a short swim in the brisk morning water and help disperse the lake fog! Scouts and leaders who participate will receive a Polar Bear Swim patch.

Flag Ceremonies

(Mornings and Evenings before Breakfast and Dinner)

Flag ceremonies happen daily prior to Breakfast and Dinner. Units will be expected to be on the parade field on time with their unit and patrol flags. SPLs will be able to sign up their unit to perform the flag ceremony during SPL Meetings. Each campsite has a flag pole and flags may be checked out at camp if your troop would like to practice or perform flag ceremonies in your own campsite.

Grizzly Games

“LOOK A BEAR!”

(Wednesdays)

These are campwide patrol games. This is an opportunity for your patrols to test their scouting prowess, the patrol method, teamwork and most of all scout spirit. Patrols should come ready with yells, flags, and an overflowing abundance of scout spirit.

Troop Activities

Friendship Fires

Units are encouraged to host friendship fires with other units in camp on nights without a camp-wide campfire program. Bring campfire snacks or pick up some in the trading post and enjoy your evening getting to know your neighbors.

Laird Park

Take a hike into Laird Park down the James E. Dewey Trail during lunch for a jump off the dam into the swimming area. A guaranteed good time! SPLs should sign up with the Program Director at the SPL meetings. This will allow us to dismiss your unit to eat lunch first so that you can hit the trail with plenty of time to make afternoon class sessions.

Game Night

(Thursday)

There will be one evening during the week where all scouts and scouters will be invited to enjoy playing board games and fellowship in the dining hall. This evening will also include the Art Show for Art merit badge, game testing for Game Design merit badge as well as at least one Commissioner Challenge!

Leader Activities

Scoutmaster Dinner

(Wednesday 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 leaders who take their time to be with us in camp. Scoutmasters and other unit leaders get to have a specially prepared dinner and spend some time with the camp management team and each other.

Commissioner Challenges

Several Commissioner Challenges will be offered throughout the week. While you are primarily here to support your scouts, there will be time when they won't need you. Enjoy your week away from home, meet

other adult leaders from other units and show your stuff in our challenges!

Patrol Leader Responsibilities

Patrol Leaders and Senior Patrol Leaders should be the primary leaders of their troop. Adult leaders should be present for support and guidance when needed. There are many opportunities in camp for youth leaders to organize and lead their Scouts. The first leadership meeting on Sunday will be with adult and youth leaders for each unit. Daily meetings during the rest of the week for SPLs and PLs will be after lunch while scoutmasters will have their daily meeting in the mornings.

SPL meetings

These daily meetings between SPLs and PLs and key camp leadership will cover any necessary schedule updates and notices. There are also many camp duties for which SPLs and PLs can sign up their troop. There are both service and program opportunities available and they all are good leadership practice and great bonding activities for your units. If there are any issues or needs that require addressing, these will be the meetings to make camp leadership aware.

The Order of the Arrow

The Order of the Arrow (OA) recognizes Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. OA service, activities, adventures, and training for youth and adults are models of quality leadership development and programming that enrich and help to extend Scouting to America's youth.

Each Thursday at Camp Grizzly is Order of the Arrow Day. Any Scouts or Scouters involved with the OA are asked to wear their OA sash. Other OA opportunities during camp will be shared during daily leader and SPL meetings.



Empower your Youth Leadership!

At Camp Grizzly, we encourage scouting efforts and activities to be truly Youth Led as much as possible. While we do expect adult leaders to be actively aware of what is going on with their youth in camp, we believe that primary leadership efforts for the youth should be done by the youth. One of the best sentences adult leaders can learn to say is:

“Go Ask Your SPL”

Special Activities & Awards

Outside of classes and training 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 Paw Award

The Silver Paw award encourages adult participation in camp by encouraging adults to be involved in all aspects of camp programs.

Honor Patrol/Honor Troop

Troops and patrols will have the opportunity to earn points all week towards their Honor award. Troops and Patrols that go above and beyond expectations to participate in camp, assist others and live the values of the Scout law may earn it. Your SPLs will receive a check-list to guide you at the beginning of the week.



Have Fun at Grizzly Your Way!

The schedule at camp offers a variety of both scheduled and open program 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!



CLASS AND DAILY/WEEKLY SCHEDULES

An updated Daily schedule will be provided to units upon arrival at camp.

If merit badge class revision is required prior to start of your session, every reasonable effort will be made to keep scouts in their requested classes though the days of those classes may change.

Final revisions may be made upon arrival at camp.

Class Schedule

AQUATICS	8:45-10:15		10:30-noon		2:00-3:30	
	M-T	Th-F	M-T	Th-F	M-T	Th-F
Learn to Swim					M, T	TH, F
swimming*					a	b
lifesaving*					a	
kayaking	a	b	a	b		
canoeing	a	b	a	b		
rowing	a		a			
first aid	a	b	a	b		
adult classes				TH, F		
Open Swim, Open Boats	Open Program Time					
TRADESCRAFT	8:45-10:15		10:30-noon		2:00-3:30	
	M-T	Th-F	M-T	Th-F	M-T	Th-F
welding	a	c			b	
home repair					a	
plumbing						a
metalwork	a	b	a	b		
automotive maintenance			a	b		
foundry (non-MB)					M, T	TH, F
Metalwork/Foundry Projects	Open Program Time					
HANDICRAFT LODGE	8:45-10:15		10:30-noon		2:00-3:30	
	M-T	Th-F	M-T	Th-F	M-T	Th-F
leatherworking		a		b		
wood carving		b	a			
chess	a					b
basketry				b	a	
art	a					b
Game Design			a		b	
Self Study MB, Other Side Quests	Open Program Time					
ECO-SCIENCE	8:45-10:15		10:30-noon		2:00-3:30	
	M-T	Th-F	M-T	Th-F	M-T	Th-F
bird study	a					
mammal study		a				
fish and wildlife management						a
environmental science				a		
nature			a			
forestry					a	
sustainability	a					a
soil and water conservation				a		
astronomy & space exploration					a	
plant science		a				
weather			a			
Adventure of the Day	Open Program Time					
Self Study MB, Other Side Quests	Open Program Time					
SCOUTCRAFT	8:45-10:15		10:30-noon		2:00-3:30	
	M-T	Th-F	M-T	Th-F	M-T	Th-F
search and rescue*	a					
wilderness survival	a					
emergency preparedness*		b			a	
signs signals and codes			a			b
orienteering				a		
pioneering					a	
first aid*	a	b	a	b		
Self Study MB, Other Side Quests	Open Program Time					
EAGLE'S NEST	8:45-10:15		10:30-noon		2:00-3:30	
	M-T	Th-F	M-T	Th-F	M-T	Th-F
TTFC	a	b	a	b	a	b
Totin' Chit & Fire'n Chip	Monday evening - sign up requested					
Adult IOLS skills	Sign-up not required					
Other Side Quests	Open Program Time					
RANGE SPORTS	8:45-10:15		10:30-noon		2:00-3:30	
	M-T	Th-F	M-T	Th-F	M-T	Th-F
rifle	a	b	a	b		
archery	a	b	a	b		
shotgun	a	b	a	b		
shotgun 5-stand						TH, F
muzzleloading					M	
cowboy action					Tu, W	
sporting arrows					M, T	TH, F
shotgun 5-stand, cowboy	Open Program Time – registration requested					
NRA Marksmanship Rifle	Open Program Time – registration requested					
NRA Marksmanship Shotgun	Open Program Time – registration requested					

	2-day, multiple period class (M/TU or TH/F)
	2-day class (M/TU or TH/F)
	1 day class (M or TU or TH or F)
	4-day class (M/TU/TH/F)
	Only during open period
	This class does not happen here

How to Read the Schedule

Each letter is a separate section of the class. Scouts will choose ONE section for their schedule. The color coding key is above and should help to distinguish between different types of course blocks.

Classes with a (*) have a note available in the catalog about Pre-requisites or suggestions.

We recommend using this grid and the following page of Class Choices Sheets to help your scouts select compatible classes prior to entering classes into the online system.

Examples

Blue classes are two-day, single block classes. Swimming is the first example and has two sections from which to choose.

Kayaking (yellow) is a 2-day, multi period class and has two sections of the class: M/T from 8:45-noon or Th/F from 8:45-noon.

Lifesaving (green) is a four day class and has a single section that runs all week during the afternoon block.

Purple classes, such as Learn to Swim are non-merit badge classes and each section is a single day, single block. Some may be repeated, some you may not repeat in your initial schedule but may be able to purchase additional tickets for if there is space during camp. Some may have additional times scheduled at camp.



Class Choices Sheets

Print this page to have scouts create their preferred schedules as well as pre-selecting some desirable alternatives

Name:	8:45-10:15		10:30-noon		2:00-3:30	
	M-T	Th-F	M-T	Th-F	M-T	Th-F
Class Choices	<i>check sections to ensure compatibility</i>					
Alternative Choices						

Name:	8:45-10:15		10:30-noon		2:00-3:30	
	M-T	Th-F	M-T	Th-F	M-T	Th-F
Class Choices	<i>check sections to ensure compatibility</i>					
Alternative Choices						

Name:	8:45-10:15		10:30-noon		2:00-3:30	
	M-T	Th-F	M-T	Th-F	M-T	Th-F
Class Choices	<i>check sections to ensure compatibility</i>					
Alternative Choices						

Name:	8:45-10:15		10:30-noon		2:00-3:30	
	M-T	Th-F	M-T	Th-F	M-T	Th-F
Class Choices	<i>check sections to ensure compatibility</i>					
Alternative Choices						



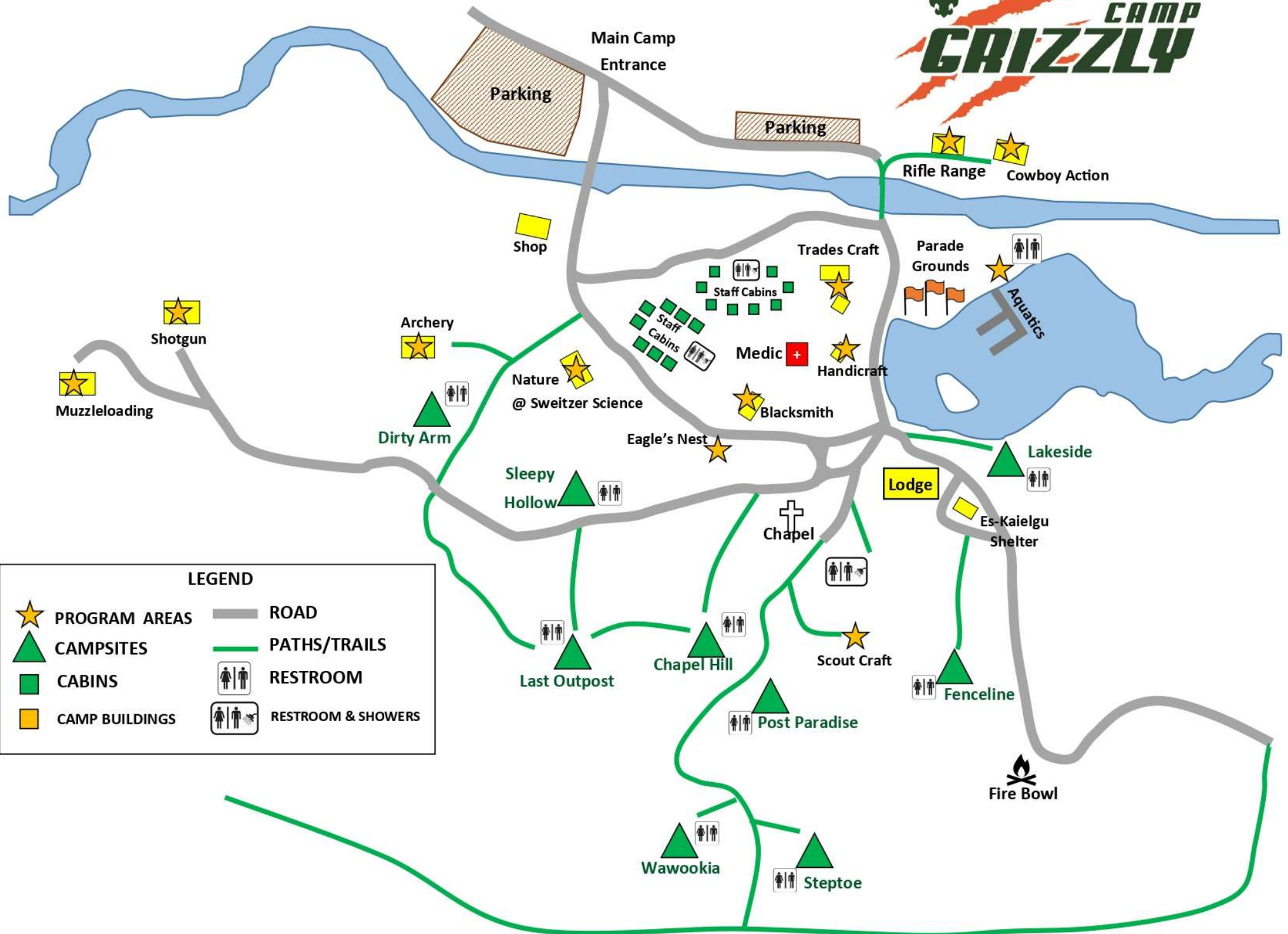
Weekly Schedule

TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	TIME	
6:00			Polar Bear Swim 6:00		Polar Bear Swim 6:00			6:00	
7:00							Breakfast Available	7:00	
7:20			Breakfast Waiters Report						7:20
7:20								Closing Flags 7:30	7:20
7:30								MB Questions 7:45	7:30
8:45			Merit Badges: 8:45-12:00 Adult Leader Meeting 9:30am IOLS 10:00am-noon		Grizzly Games		Merit Badges: 8:45-12:00 Adult Leader Meeting 9:30am IOLS 10:00am-noon	Campsite Check-out 7:00- Troop Departure 10:30	8:45
								Have a Safe Trip Home!	
12:20			Lunch Waiters Report						12:20
12:30			Lunch						12:30
1:00		Welcome to Camp!							1:00
1:30				SPL Meeting 1:30pm				1:30	
2:00		Merit Badges 2-3:30pm		Grizzly Challenge		Merit Badges 2-3:30pm		2:00	
				Open Program					
		Open Program 3:30-5:30pm				Open Program 3:30-5:30pm			
	Adult Leader and SPL Meeting @ Es-Kaielgu Shelter 5:00			Evening Flags 5:45 ALL TROOPS 6:00					
5:30		Troop Time		Picnic Dinner @ Dining Hall		Troop Time		5:30	
6:15		Evening Flag Ceremony				Evening Flag Ceremony		6:15	
6:30		Dinner		Scoutmaster Dinner 6:30		Dinner		6:30	
	Chapel 7:30	Totin' Chit Fireman Chip 7pm	Flag Retirement Meet @ Parade Field	Youth Field Games @ Metalwork Shelter 7:00	Game Night @ Dining Hall 7:30				
	Opening Campfire Meet @ Parade Field 7:45	Adult Program @ Program Area 7:30		Adult Leader Shoot @ Ranges 7:30	Adult Program @ Program Area 7:30		Closing Campfire Meet @ Parade Field 7:45pm		
		8:30-10:00 Astronomy Viewing** Meet @ Parade Field <i>Nightly until Complete</i>		Wilderness Survival Overnighter Meet @ Parade Field 8:00					
10:00				Friendship Fires 8:30				10:00	
		TAPS/LIGHTS OUT							

** Will be rescheduled if cloudy



CAMP GRIZZLY



LEGEND

	PROGRAM AREAS		ROAD
	CAMPSITES		PATHS/TRAILS
	CABINS		RESTROOM
	CAMP BUILDINGS		RESTROOM & SHOWERS