

# Friday

## 9:00 – 10:00

- Demonstrate the patrol method by choosing a patrol name and electing a patrol leader. Discuss the benefits of using the patrol method.
  - Bobcat Requirement 1
- Get to know members of your patrol.
  - Bobcat Requirement 2
- Recite the Scout Oath and Scout Law with your patrol.
  - Bobcat Requirement 3
- Create a Code of Conduct with your patrol.
  - Bobcat Requirement 4
- Demonstrate the Scout Sign, Scout Salute, and Scout Handshake used by Scouts BSA. Show how each are used.
  - Bobcat Requirement 5
- Learn the Scouts BSA slogan and motto.
  - Bobcat Requirement 6

## 10:30 – 11:30

- Learn about the Scout Basic Essentials
  - Outdoor Adventurer Requirement 1
- Review the four points of Scouting America's SAFE checklist and how you will apply them on the campout.
  - Outdoor Adventurer Requirement 3
- Locate the campsite where you will be camping on a map.
  - Outdoor Adventurer Requirement 4
- Determine what you will bring on an overnight campout – including a tent and sleeping bag/ gear – and how you will carry your gear.
  - Outdoor Adventurer Requirement 2

- Explain how to keep food safe and the kitchen area sanitary at the campsite. Demonstrate your knowledge during the campout.
  - Outdoor Adventurer Requirement 7

## **2:00 – 4:00**

- Learn Knots
  - Square Knot, Taught Line Hitch, Two Half Hitches, Sheet Bend, Bowline
- Team building exercise: knot relay between scouts and parents
  - Scout knot book will be provided
- Nature Hike
  - Discussions will include topics such as invasive species of plants and trees as well as other aspects of nature that appear on the hike.

## **Saturday**

### **9:00 – 11:30**

- Explain what you should do if you encounter someone in need of first aid.
  - First Aid Requirement 2
- Demonstrate what to do for “hurry” cases of first aid: serious bleeding, heart attack/ sudden cardiac arrest, stopped breathing, stroke, poisoning.
  - First Aid Requirement 3
- Demonstrate how to help a choking victim.
  - First Aid Requirement 4
- Demonstrate how to treat shock.
  - First Aid Requirement 5
- Demonstrate how to treat the following: cuts and scratches, burns and scalds, bites and stings of insects and animals, nosebleeds.
  - First Aid Requirement 6
- Make a personal first aid kit. Demonstrate the proper use of each item in your first aid kit.

- First Aid Requirement 7

## **2:00 – 3:15**

- Group A
  - Escape Room
- Group B
  - Activities in the Arrow of Light Field of Dreams™
    - Gaga Ball
    - Tug-o-War
    - Outdoor Board Games

## **3:30 – 4:00**

- Rehearse *The Lion* by Mike Cross
  - A transcendent journey through time and space featuring a score composed by the gods themselves – every note a revelation, every line a masterpiece.

## **After Dark**

- Movie Night
  - *A Minecraft Movie (2025)*

## **Sunday**

### **9:00 – 10:30**

- Know the safety rules for handling and using a knife.
  - Knife Safety Requirement 1
- Demonstrate the knife safety circle.
  - Knife Safety Requirement 2
- Choose the correct looking knife and demonstrate how to properly slice, chop, and mince.
  - Knife Safety Requirement 5

- Demonstrate the proper use of a pocketknife to make a useful object on a campout.

## **10:30 – 11:30**

- Visit an area with trees and plants and conduct a tree inventory. Select one tree and complete the remaining requirements based on that tree.
  - Into the Woods Requirement 1
- Determine if your tree is deciduous or evergreen.
  - Into the Woods Requirement 2
- Determine if your tree was native or was introduced to your area.
  - Into the Woods Requirement 3
    - Bonus: If it was introduced to the area, how?
- Find out how your tree deals with wildfire.
  - Into the Woods Requirement 4
- Learn how wildlife uses your tree.
  - Into the Woods Requirement 5

## **2:00 – 3:15**

- Group A
  - Activities in the Arrow of Light Field of Dreams™
    - Gaga Ball
    - Tug-o-War
    - Outdoor Board Games
- Group B
  - Escape Room

## **3:30 – 4:00**

- Perform *The Lion* by Mike Cross for parents
  - Let the heavens tremble and the Earth sing, for this is no mere performance. This is *art* – unlimited, unfathomable, and as eternal as the stars themselves.