

Non-Adventure Open Programming Schedule (Monday/Thursday 7:00PM - 8:30PM)

	Train Room Train Station	Trading Post	Nature by the bog	Scoutcraft at Optimist Campsite	A Glance at Scouts BSA Goldminer's Village	OA Bowl (Waterfront Field)	Fishing at Waterfront	Waterfront	Ranges at Rotary
7:00 PM - 7:25 PM	Open Train Room	Trading Post Open Lawn games outside Trading Post	Prehistoric Plants Extinct Animals Edible Glacier	Knot Tying Open Fire Building	Webelos & AOLs can get a taste of what it will be like in the Scouts BSA program	Geocaching Astroids In Space Game	Open Fishing	Adult Mile Swim	Wooden Tomohawk Throwing
7:30 PM - 7:55 PM									
8:00 PM - 8:25 PM									

Special Programming Notes

- To complete the fishing requirements you must fish with your scout for the following times independently - Fishing (Arrow Of Light) + 1 hour, Catching The Big One (Webelos) + 1 hour, A Bear Goes Fishing (Bear) + 30 min

- Please bring a device to geocaching activity

Adventure Open Programming Schedule (Tuesday/Friday 1:30PM - 5:25PM)

Time	Train Room Train Station	Trading Post	Nature by the bog	Scoutcraft at Optimist Campsite	Fishing at Waterfront	Swimming at Waterfront	Boating at Waterfront	Ranges	Adult Programming
1:30 PM - 1:55 PM			Champions For Nature	Whittling	Open Fishing	Open Swim	Floats And Boats Ends 2:15		Safety Afloat Waterfront
2:00 PM - 2:25 PM			Champions For Nature	Yo-Yo	A Wolf Goes Fishing	Tigers in the Water*	Paddle Craft Starts 2:15		Safe Swim Defence Waterfront
2:30 PM - 2:55 PM			Edible Glacier	Let's Camp	Catching The Big One	Aquanaut*			
3:00 PM - 3:25 PM	Train Room	Triassic Tie Dye	Finding Your Way		A Bear Goes Fishing	Swimming*			
3:30 PM - 3:55 PM			Digging In The Past		Fish On	Salmon Run			
4:00 PM - 4:25 PM			Nap on Safety (Adult Program)	Let's Camp	Fishing		Paddle Onward Ends 4:15	Slingshot, BB Guns, and Archery Free Shoot	
4:30 PM - 4: 55 PM			Champions For Nature	Knife Safety	Open Fishing		Bears Afloat Starts 4:15		
5:00 PM - 5:25 PM			Forensics			Open Swim			Nap On Safety Nature

Special Programming Notes

- To participate in slingshots each shooter needs to be accompanied by an adult partner
- Please bring a white article of clothing to the tie dying event (Clothing is also available for purchase from the Trading Post)
- To complete Paddle Craft (Arrow Of Light), Paddle Onward (Webelos), or Bears Afloat (Bear) you must pass a swimmers test.
- To complete the fishing requirements you must fish with your scout for the following times independently - Fishing (Arrow Of Light) + 1 hour, Catching The Big One (Webelos) + 1 hour, A Bear Goes Fishing (Bear) + 30 min
- To complete the BB gun and archery requirements scouts will need to shoot at least two separate rounds. In archery some scouts will be able to earn complete that during the normal programming session, in BB guns it is unlikely that scouts will get multiple rounds of shooting without open programming.

Key	Tiger Adventure	Wolf Adventure	Bear Adventure	WEBELOS	Arrow Of Light Adventure	Open For Everyone
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