CAMP PHILLIPS



Youth Guide Summer 2024

There's something here for everybody.

Aquatics



With three Aquatics areas, there are endless possibilities for fun at Aquatics.

Merit Badges Offered:

Canoeing Kayaking Lifesaving Rowing Swimming

Activity Patches:

Aquatics Adventure Instructional Swimming Stand Up Paddleboard Snorkeling

Shooting Sports

Camp Phillips is home to World-Class firearms instruction and facilities. Thursday and Friday special muzzleloading and competitions. Come see us at the range!

Merit Badges & Open Activities

Archery Cowboy Action Shooting Davey Crockett-Muzzleloading, Shotgun





Outdoor Skills



Scoutcraft is the place to learn an exciting new skill and to fine tune your Scouting abilities.

Merit Badges Offered:

Camping Cit. in the World Cooking Emergency Prep First Aid Fire Safety Fishing

Fly Fishing Geocaching Orienteering Pioneering Search and Rescue Wilderness Survival

Ecology / Conservation

The best place for Scouts to become familiar with the natural world. ECO/CON offers 8 merit badges and fun open time activities every day.

Merit Badges Offered:

COPE/Climbing

Astronomy Chemistry Forestry Environ mental Science

Nuclear Science Oceanography Plant Science Space Exploration

Handicraft / Civics

Your place for crafts, STEM, and citizenship. We're always open for you to work on projects, even if you're not enrolled in a merit badge class. We're here to help!

Merit Badges Offered:

Cit. in the Nation Communication Law

Moviemaking Robotics Theater Woodcarving







Come hang with us at COPE!

During the week, you'll have opportunities to sign up for open experiences including crate stacking, climbing, and zip line.

We also offer a week-long COPE experience (13+), and Climbing Merit Badge.

Welding & Skilled Trades

Metalworking, Welding, Electricity, and Electronics merit badges. Power your future at Camp Phillips.



First Year Camper Program

The First Year Camper (FYC) program provides many opportunities for Scouts to learn new skills and take part in terrific adventures. This program will develop areas of outdoor skills, Scout skills, and citizenship. The First Year Camper (FYC) program focuses on helping young Scouts advance through the ranks of Scout, Tenderfoot, Second Class, and/or First Class.

Scouts wishing to cover all requirements should take Tenderfoot at 9:00, then choose a morning OR afternoon session of 1st & 2md Class.

After that, it's your choice of which merit badges or activities you'd like to sign up for!





Aquatics Adventure

A week filled with fun on the water where scouts can help choose their adventure. Sailing, swimming, paddleboarding, kayaking, canoeing, pontooning, motorboating, and a trip to our private floating island are some of the great options that our experienced aquatics guides can lead.

Davey Crockett

Black powder rifle, Tomahawk and Knife Throwing. If time allows primitive games and Cowboy Action Shooting will take place. Please fill out a Cowboy Action Shooting permission slip prior to arrival at camp. This can be found our camp registration site.



Daily Schedule- All Scouts

Monday thru Thursday:

9:00 AM to 12:00 PM - Classes 1:30 PM to 3:00 PM - Open Areas 3:00 PM to 5:00 PM - Classes

Sunday:

1:00 PM to 5:00 PM - Arrival, Swim Checks

8:30 PM - Opening Campfire Program

Monday Evening:

7:30 PM-Open Areas

Tuesday Evening:

7:30 PM-Phillips Phestival

Thursday Evening:

Overnight Adventures and Open Activities

Friday:

9:00 AM - 4:00 PM The Phillips Cup

5:45 PM— Flag, Followed by Dinner

7:00 PM- Awards

7:30 PM- Scout-Led Camp Show

8:15 PM- Chapel Service

8:30 PM- OA Ceremony

Program Schedule

		Camp Phillips Pr	ogram Schedule - 20	024	27	
	9:00 AM 9:30 AM 10:00 AM	10:30 AM 11:00 AM 11:30 AM	12:00 PM 12:30 PM 1:00 PM	1:30 PM 2:00 PM 2:30 PM	3:00 PM 3:30 PM	4:00 PM 4:30 PM
Aquatics	Kayaking	Snorkling	Lunch / Prep Time	OPEN Areas	Stand Up	Paddleboarding
Aquatics	Lifesaving	Canoeing/Rowing	Lunch / Prep Time	OPEN Areas	Swimming / Instructional Swimming	
Aquatics	Aquatics Adventure	Swimming	Lunch / Prep Time	OPEN Areas	TBD	
COPE	Climbing	Climbing	Lunch / Prep Time	OPEN Areas	COPE	
Ecology Conservation	Nuclear Science	Environmental Science	Lunch / Prep Time	OPEN Areas	Forestry/Plant Science	
Ecology Conservation	Oceanography	Chemistry	Lunch / Prep Time	OPEN Areas	Astronomy /	Space Exploration
Handicraft	Citizenship in the Nation	Citizenship in the Nation	Lunch / Prep Time	OPEN Areas	Moviemaking	Art
Handicraft	Robotics	Communication	Lunch / Prep Time	OPEN Areas	Woodcarving	Theater
Handicraft	Law	Electronics/Electricity	Lunch / Prep Time	OPEN Areas	Pottery	
Outdoor Skills	Pioneering	Orienteering	Lunch / Prep Time	OPEN Areas	First Aid	Fishing
Outdoor Skills	Cooking	Cooking	Lunch / Prep Time	OPEN Areas	Camping	Wilderness Survival
Outdoor Skills	Emergency Prep	Fire Safety	Lunch / Prep Time	OPEN Areas	Fishing	Fly Fishing
Outdoor Skills	Citizenship in the World	Citizenship in the World	Lunch / Prep Time	OPEN Areas		3 100 100 100 100 100 100 100 100 100 10
Outdoor Skills (FYC)	Tenderfoot	First & Second Class	Lunch / Prep Time	OPEN Areas	First & Second Class	
Shooting Sports	Archery	Archery	Lunch / Prep Time	OPEN Areas	Archery	
Shooting Sports	Chatava	Davey Crockett	Lunch / Prep Time	OPEN Areas	Rifle	Chataun
Shooting Sports	Shotgun	Rifle	Lunch / Prep Time	OPEN Areas		Shotgun
Skilled Trades	Welding	TBD	Lunch / Prep Time	OPEN Areas	Welding	
Skilled Trades	Metalwork (Blacksmithing)	Metalwork (Blacksmithing)	Lunch / Prep Time	OPEN Areas	Metalwork (Blacksmithing)	

Use this area to make your selections for Programs. Note that some merit badge sessions are 1½ hours long or longer; check the length of your sessions.

Use waiting lists; if there is a lot of interest, we may add a second session!

Time	9:00-10:00	10:00-11:00	11:00-12:00	3:00-4:00	4:00-5:00
1 st choice					
2 nd choice					