



CAMP AUGUSTINE



Summer
Camps | **2019**

PROGRAM GUIDE



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PROGRAM - SCOUTS BSA RESIDENT CAMP

Program Description

Scouts BSA Resident Camp is a 7-day, 6-night camp for youth in the Scouts BSA program (ages 11-17). It is a place for first-year Scouts to learn the skills needed to get close to First Class Rank, and for more experienced Scouts to experience new things and earn merit badges.

New in 2019!

Each year, we review our program offerings to make sure we are concentrating our efforts on programming that is relevant to today's youth. This year, we added a few programs that we hope will be attractive to older youth, as well as removed some programs that have not been well attended over the last few years. We are excited about the changes this year!

Merit Badges Added



Automotive Maintenance - Modern automobiles are important to many aspects of American life. 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. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.



Farm Mechanics - From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder—this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.



Fly-Fishing - Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.



Home Repairs - Successfully completing this badge's requirements can lead to a lifetime of personal and financial rewards: Doing basic home repairs provides a sense of personal pride in one's achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family thousands of dollars in repair bills over the years.



Welding - Opportunities in the welding field are endless, and Scouts earning their welding merit badge can not only explore the fundamentals of welding, but also learn about the different career paths within the industry.



PROGRAM - SCOUTS BSA RESIDENT CAMP

Constant Improvement

Do you have ideas for improving programs we offer? We'd love to hear from you! Give us a call or drop us a note.

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Daily Schedule

TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
6:00 AM		Mile Swim Practice	Mile Swim Practice	Mile Swim Practice	Mile Swim Practice	Mile Swim	
6:30 AM		Polar Bear Club	Polar Bear Club	Polar Bear Club	Polar Bear Club	Polar Bear Club	
7:30 AM		Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony
7:45 AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
8:30 AM to 9:30 AM		Program Period 1	Program Period 1	Program Period 1	Program Period 1	Program Period 1	Pack up and check out by 10:00 AM
9:45 AM to 10:45 AM		Program Period 2	Program Period 2	Program Period 2	Program Period 2	Program Period 2	
11:00 AM to 12:00 PM		Program Period 3	Program Period 3	Program Period 3	Program Period 3	Program Period 3	
12:30 PM		Lunch	Lunch	Lunch	Lunch	Lunch	
1:15 PM		Inter-Troop Activities	Inter-Troop Activities	Inter-Troop Activities	Inter-Troop Activities	Inter-Troop Activities	
2:00 PM to 3:00 PM	Check-in starts at 1:30 PM	Program Period 4	Program Period 4	Program Period 4	Program Period 4	Program Period 4	
3:15 PM to 4:15 PM		Program Period 5	Program Period 5	Program Period 5	Program Period 5	Program Period 5	
4:30 PM to 5:30 PM		Open Areas	Open Areas	Open Areas	Open Areas	Open Areas	
5:45 PM	Flag Ceremony	Flag Ceremony	Flag Ceremony	Troop Time	Flag Ceremony	Flag Ceremony	
6:00 PM	Supper	Supper	Supper		Supper	Supper	
7:00 PM	Leaders Meeting Shooting Sports Meeting Open Tower Open Swim	Free Time Astronomy MB	Free Time Astronomy MB		Chapel	Banana Relay	
8:00 PM		Open Tower Open Lake	Staff Hunt				
8:30 PM	Opening Campfire	Open Tower Open Swim			Flag Retirement	Closing Campfire and OA Callout	
9:15 PM		Climb on Safely					
10:00 PM	Lights Out	Starry Night	Starry Night		Lights Out	Starry Night	Lights Out

PROGRAM - SCOUTS BSA RESIDENT CAMP

Programs Offered - All Weeks

PROGRAM	DIF	CAP	LOCATION	DESCRIPTION & NOTES
 Action Archery Period 4 2:00-3:00 PM	III	12	Archery Range	Take archery to a whole new level! Action Archery will shoot at 3-D targets in a realistic environment. NOTE: Must have the Archery Merit Badge before signing up for this program.
 Animal Science MB Period 1 8:30-9:30 AM	II	20	Ecology Area	Cattle, horses, sheep, goats, hogs, poultry, and other domesticated animals are important to people for many reasons. They supply us with food and clothing, we use them for recreational purposes, they work with and for us.
 Archery MB Period 1 8:30-9:30 AM Period 2 9:45-10:45 AM Period 3 11:00-12:00 PM	II	12	Archery Range	Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.
 Astronomy MB Evenings 7:00-8:00 PM	III	20	Ecology Area	In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.
 Automotive Maintenance MB Period 3 11:00-12:00 PM	III	6	Ranger Shop	Modern automobiles are important to many aspects of American life. 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. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.
 Camping MB Period 2 9:45-10:45 AM Period 5 3:15-4:15 PM	II	20	Outdoor Skills Area	Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too. NOTE: Requirements 9a and 9b must be completed outside of summer camp.
 Canoeing MB Period 1 8:30-9:30 AM Period 2 9:45-10:45 AM	II	10	Lakefront	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. NOTE: Must be a blue swimmer.



PROGRAM - SCOUTS BSA RESIDENT CAMP

Programs Offered - All Weeks (continued)

PROGRAM	DIF	CAP	LOCATION	DESCRIPTION & NOTES
 Chess MB Period 5 3:15-4:15 PM	II	16	Dining Hall	Chess is an exercise of infinite possibilities for the mind, one which develops mental abilities used throughout life: concentration, critical thinking, abstract reasoning, problem solving, pattern recognition, strategic planning, creativity, analysis, synthesis, and evaluation, to name a few. Through chess, we learn how to analyze a situation by focusing on important factors and by eliminating distractions. We learn to devise creative solutions and put a plan into action. Chess works because it is self-motivating. The game has fascinated humans for almost 2000 years, and the goals of attack and defense, culminating in checkmate, inspire us to dig deep into our mental reserves.
 Climbing MB Period 1 8:30-9:30 AM Period 2 9:45-10:45 AM	III	24	Climbing Tower	Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors. NOTE: Should bring tennis shoes to climb in.
 Cooking MB Period 3&4 11:00-3:00 PM	II	10	Outdoor Skills Area	The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available. NOTE: Requirements 4a - 4e must be done at home. Scout will be cooking and eating multiple meals away from the dining hall.
 Emergency Preparedness MB Period 3 11:00-12:00 PM	II	12	Bosselman Pavilion	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. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency. NOTE: Must have First Aid Merit Badge to satisfy requirement 1.
 Environmental Science MB Period 3&4 11:00-3:00 PM	III	20	Ecology Area	While earning the Environmental Science merit badge, 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. NOTE: Requirements 4a and 4b must be completed outside of summer camp.
 Farm Mechanics MB Period 2 9:45-10:45 AM	III	6	Ranger Shop	From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder—this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.

PROGRAM - SCOUTS BSA RESIDENT CAMP

Programs Offered - All Weeks (continued)

PROGRAM	DIF	CAP	LOCATION	DESCRIPTION & NOTES
 First Aid MB Period 1 8:30-9:30 AM Period 5 3:15-4:15 PM	I	12	Bosselman Pavilion	First aid – caring for injured or ill persons until they can receive professional medical care – is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life. NOTE: Requirement 2d must be done BEFORE arriving at camp.
 Fishing MB Period 1 8:30-9:30 AM Period 4 2:00-3:00 PM	I	20	Lakefront	Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish. NOTE: May bring fishing pole or use one provided by camp.
 Fly Fishing MB Period 3 11:00-12:00 PM Period 5 3:15-4:15 PM	I	20	Lakefront	Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people. NOTE: May bring fishing pole or use one provided by camp.
 Geology MB and Mining in Society MB Period 5 3:15-4:15 PM	III	20	Ecology Area	Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence. Mining has been an important part of our nation since the 19th century. Today, the industry employs 3 million Americans, directly and indirectly, and is a major contributor to the global mining landscape. This merit badge covers the history of mining, explores the status of mining in the 21st century, introduces Scouts to modern mining careers, and explores the all-important topic of mining safety.
 Home Repairs Period 4 2:00-3:00 PM	III	10	Ranger Shop	Successfully completing this badge's requirements can lead to a lifetime of personal and financial rewards: Doing basic home repairs provides a sense of personal pride in one's achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family thousands of dollars in repair bills over the years.
 Indian Lore MB Period 5 3:15-4:15 PM	II	20	Outdoor Skills Area	Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.



PROGRAM - SCOUTS BSA RESIDENT CAMP

Programs Offered - All Weeks (continued)

PROGRAM	DIF	CAP	LOCATION	DESCRIPTION & NOTES
 Kayaking MB Period 4 2:00-3:00 PM Period 5 3:15-4:15 PM	III	6	Lakefront	America's fastest-growing paddle sport now has its very own merit badge. The Kayaking merit badge teaches entry-level skills. It's designed as a flat-water experience – quiet water without significant wind, waves or current. NOTE: Must be a blue swimmer.
 Leatherwork MB Period 5 3:15-4:15 PM	I	20	Eagle Lodge	Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They 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.
 Lifesaving MB Periods 4&5 2:00-4:15 PM	III	10	Pool	No Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies. NOTE: Must be a blue swimmer. Requirement 1a must be done BEFORE arriving at camp.
 NRA Marksmanship Qualification Program Period 5 3:15-4:15 PM	III	8	Rifle Range	From a young shooter's first BB gun to sophisticated air rifles, shotguns, and rifles, the NRA Marksmanship Qualification Program offers shooters a training platform to develop their shooting skills beyond the merit badges. Progression is self-paced and scores are challenging but attainable. Performance is measured against established par scores and any shooter who meets or exceeds those scores is entitled to the corresponding recognition awards for that rating. NOTE: Must attend shooting sports meeting on Sunday evening. It is recommended that Scouts have Rifle and/or Shotgun Shooting merit badges before signing up for this program.
 Orienteering MB Period 3 11:00-12:00 PM	II	20	Outdoor Skills	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.

PROGRAM - SCOUTS BSA RESIDENT CAMP



Programs Offered - All Weeks (continued)

PROGRAM	DIF	CAP	LOCATION	DESCRIPTION & NOTES
 Project C.O.P.E. Periods 4&5 2:00-4:15 PM	III	24	Climbing Tower	Challenging Outdoor Personal Experience, or C.O.P.E., is the challenge course (ropes course) program of the Boy Scouts of America. It is a series of physical, mental and emotional challenges facilitated by a trained staff directed at enhancing personal growth. The recognized goals of the program are : <ul style="list-style-type: none"> • Leadership • Self Esteem • Communication • Trust • Decision Making • Teamwork • Problem Solving • Planning <p>NOTE: Must be 13-years-old or older. Minimum of 6 participants required to run the program.</p>
 Rifle Shooting MB Period 1 8:30-9:30 AM Period 2 9:45-10:45 AM	II	16	Rifle Range	Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices. <p>NOTE: Must attend shooting sports meeting on Sunday evening.</p>
 Search and Rescue MB Period 2 9:45-10:45 AM	III	12	Bosselman Pavilion	Scouts aiming to earn the Search and Rescue merit badge will first learn the important differences between a search and rescue. A search is an emergency situation requiring a team of trained searchers to locate, access, stabilize, and transport a lost person to safety. A rescue is an emergency situation where the person's location is known but he or she must be removed from danger and returned to safety.
 Shotgun Shooting MB Period 3 11:00-12:00 PM	III	10	Rifle Range	A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning. <p>NOTE: Must attend shooting sports meeting on Sunday evening.</p>
 Signs, Signals, and Codes MB Period 4 2:00-3:00 PM	II	12	Bosselman Pavilion	American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives?
 Space Exploration MB Period 3 11:00-12:00 PM	II	20	Eagle Lodge	Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.



PROGRAM - SCOUTS BSA RESIDENT CAMP

Programs Offered - All Weeks (continued)

PROGRAM	DIF	CAP	LOCATION	DESCRIPTION & NOTES
 Swimming MB Period 1 8:30-9:30 AM Period 2 9:45-10:45 AM Period 3 11:00-12:00 PM	II	10	Pool	Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills NOTE: Must be a blue swimmer.
 Trail to Blue Swimmer Period 5 3:15-4:15 PM	I	12	Pool	Trail to Blue is designed to give white and red swimmers the chance to get personalized swimming instruction in order to get them closer to being a blue swimmer. The goals of the program are to give the Scout confidence in the water and to teach proper swimming techniques. NOTE: White and red swimmers only.
 Trail to First Class Period 1-4 8:30-3:00 PM	I	40	Trail to First Class Campsite	The Trail to First Class Program is designed to fully integrate new Scouts into the Scouting method. To that end, the program is set up like a troop, with the Trail to First Class Director acting as a Scoutmaster, his assistant as a Senior Patrol Leader, and so on. Participants will be split up into patrols with Patrol Leaders. There is a daily Patrol Leaders' Council meeting, designed to expose the participants to the Patrol Method and operation of an ideal troop. This is a departure from prior years as feel it is important to not only teach the requirements of the ranks, but also to teach and demonstrate the methods of Scouting. The class periods will no longer be available to be taken independently of each other. We hope this provides more value to your unit and your Scouts.
 Welding MB Period 1 8:30-9:30 AM	III	6	Ranger Shop	Welding is an important part of our country's growth and stability. A large portion of the U.S. economy depends on welders who can do quality work. Get ready to grab your safety mask and learn about slag and oxidation: the Welding merit badge is here.
 Wilderness Survival MB Period 4 2:00-3:00 PM	III	20	Outdoor Skills Area	In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again. NOTE: Requirement 5 must be done BEFORE arriving at camp. Personal survival kit must be brought to class.
 Wood Carving MB Period 2 9:45-10:45 AM	I	20	Eagle Lodge	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. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

PROGRAM - SCOUTS BSA RESIDENT CAMP

Programs Offered - All Weeks (continued)

Program Difficulty Rating

Each merit badge and program is rated by level of difficulty. This is intended to help match programs to your Scouts' ages and ability levels.

I - Easy merit badges and programs appropriate for beginning Scouts.

II - Merit badges and programs appropriate for advancing Scouts in their second or third year at camp.

III - Difficult merit badges appropriate for older Scouts in at least their third year of camp.

Requirements Not Done at Camp

Any requirements not completed at camp are listed in the Notes section. If proof that the requirement was done prior to camp is presented to the counselor, it will be signed off at camp. If there is no proof the requirement was done, the Scout will receive a partial and will need to find an approved Merit Badge Counselor to finish at home.

Merit Badges

More information about each Merit Badge offered can be found by visiting <https://www.scouting.org/meritbadges.aspx>. Merit Badge Pamphlets may be purchased from the Scout Shop in either the Grand Island or North Platte Service Centers.

Advancement Reports

Advancement reports for each Scout and for the troop as a whole can be downloaded from our website. At check-in each leader will receive a sheet with QR Codes that can be scanned to let him or her see each Scout's program details.

Project C.O.P.E.

Project C.O.P.E. stands for "Challenging Outdoor Personal Experience". It's a program provided by the Boy Scouts of America that was created for those with a desire for high adventure. C.O.P.E. offers a set of stimulating activities designed to meet the needs of today's youth and adults who are seeking greater mental challenges. Group initiative games, as well as low- and high-course activities, offer a chance to solve problems and scenarios designed to test both group and individual skills. COPE provides an opportunity for each participant to achieve success by helping him or her recognize their strengths and weaknesses. Participants will learn how to use these skills to help the team and themselves. Most participants accept the challenge, stretching their abilities and comfort levels to accomplish more than they ever dreamed possible. COPE is an effective tool for attracting and keeping older boys in Scouting.



PROGRAM - SCOUTS BSA RESIDENT CAMP

Programs Offered -All Weeks (continued)

Project C.O.P.E. (continued)

The objectives of C.O.P.E. are to provide an exciting outdoor learning experience and to develop eight key skills:

- Leadership
- Teamwork
- Decision-making
- Problem-solving
- Planning
- Communications
- Trust
- Self-esteem

A successful C.O.P.E. experience builds a strong bond among the team members. C.O.P.E. initiatives are based on non-competitive games where everyone is a winner. Team challenges are designed to facilitate learning through events where progress is measured by performance not product. The C.O.P.E. program provides an opportunity for every participant to achieve success as an individual and as a member of a team.

All participants are expected to respect the experiences of others and to have a positive mental attitude throughout the activities. No one is asked to do more than he or she is willing to undertake, but each is invited to do as much as they can, setting and striving toward their own goals and contributing to the team objectives.

C.O.P.E. is not just games. Through guided discussion of the experience of each element, what was learned and what goals were achieved is just as important as the actual activity, and vital to the learning process. Games and low-course elements are a constructive prerequisite to high-course elements, and are not to be discounted. C.O.P.E. is not an obstacle course, nor a physical skill eliminator. There are parts of C.O.P.E. for everyone!

Trail to Blue Swimmer

Trail to Blue Swimmer is designed to give white and red swimmers the chance to get personalized swimming instruction in order to get them closer to being a blue swimmer. The goals of the program are to give the Scout confidence in the water and to teach proper swimming techniques.



Programs Offered -All Weeks (continued)

NRA Marksmanship Qualification Program

From a young shooter's first BB gun to sophisticated air rifles, shotguns, and rifles, the NRA Marksmanship Qualification Program offers shooters a training platform to develop their shooting skills beyond the merit badges. Progression is self-paced and scores are challenging but attainable. Performance is measured against established par scores and any shooter who meets or exceeds those scores is entitled to the corresponding recognition awards for that rating.

For more information about the program, visit <https://mqp.nra.org/>

Trail to First Class Program

The Trail to First Class Program is designed to fully integrate new Scouts into the Scouting method. To that end, the program is set up like a troop, with the Trail to First Class Director acting as a Scoutmaster, his assistant as a Senior Patrol Leader, and so on. Participants will be split up into patrols with Patrol Leaders. There is a daily Patrol Leaders' Council meeting, designed to expose the participants to the Patrol Method and operation of an ideal troop. This is a departure from prior years as it is important to not only teach the requirements of the ranks, but also to teach and demonstrate the methods of Scouting. The class periods will no longer be available to be taken independently of each other. We hope this provides more value to your unit and your Scouts.

Requirements Completed

Scout: 1a, 1b, 1c, 1d, 1e, 1f, 3a, 3b, 4a, 4b, 5

Tenderfoot: 2a, 2b, 2c, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 6a, 6b, 7a, 7b, 8

Second Class: 1b, 2a, 2b, 2c, 2d, 2e, 2f, 2g, 3a, 3b, 3c, 3d, 4, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6d, 6e, 8a, 8b, 8e, 9a, 9b

First Class: 1b, 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6d, 6e, 7a, 7b, 7c, 7d, 7e, 7f

Adult Leader Programs

Since the adults have to take off work to hang out for the week with the Scouts, we want you to have fun too! We have planned a daily activity for every adult leader to optionally participate in. Activities will include, but not be limited to:

- Shooting competition
- Round of golf at Elks Country Club in Hastings (bring your clubs)
- Dutch oven competition
- Horseshoes
- Service project
- Much more



PROGRAM - SCOUTS BSA RESIDENT CAMP

Programs Offered - Week 3 Only

In addition to the programs offered in the previous pages, the following programs will be offered only during week 3:

PROGRAM	DIF	CAP	LOCATION	DESCRIPTION & NOTES
 Aviation MB Period 1 8:30-9:30 AM	III	12	Visitors' Center	<p>For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird, to float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher than they ever could.</p> <p>Thursday morning will be spent at the Grand Island airport:</p> <ul style="list-style-type: none"> • Touring the control tower • Performing a pre-flight inspection on an aircraft • Taking a flight in an airplane <p>NOTE: Must be at least 14-years-old.</p>
 Citizenship in the World MB Period 2 9:45-10:45 AM	III	10	Visitors' Center	<p>Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.</p>

Flight is provided at no cost by the Experimental Aircraft Association



PROGRAM - WEBELOS RESIDENT CAMP



Program Description

Webelos Resident Camp is a 4-day, 3-night camp for youth that will be a Webelos or Arrow of Light in the upcoming program year (ages 9-10). The Scouts will work on Webelos Elective Adventures.

Daily Schedule

TIME	DAY 1	DAY 2	DAY 3	DAY 4
6:45 AM		Polar Bear Club	Polar Bear Club	
7:45 AM		Flag Ceremony	Flag Ceremony	Flag Ceremony
8:00 AM		Breakfast	Breakfast	Breakfast
9:15 AM to 10:30 AM		Program Period 1	Program Period 5	Pack up and check out by 10:00 AM
10:45 AM to 12:00 PM		Program Period 2	Program Period 6	
12:15 PM		Lunch	Lunch	
1:30 PM to 2:45 PM	Check-in starts at 1:30 PM	Program Period 3	Program Period 7	
3:00 PM to 4:15 PM		Program Period 4	Program Period 8	
4:30 PM to 5:30 PM		Open Areas	Open Areas	
5:45 PM	Flag Ceremony	Flag Ceremony	Flag Ceremony	
6:00 PM	Supper	Supper	Supper	
7:00 PM	Leaders Meeting Open Swim	Chapel	Open Tower Open Swim	
8:00 PM	Opening Campfire	Staff Hunt	Closing Campfire	
10:00 PM	Lights Out	Lights Out	Lights Out	



PROGRAM - WEBELOS RESIDENT CAMP

Programs Offered

Webelos Elective Adventures

We focus on the elective adventures instead of required adventures because we realize that more often than not, there are one or two members in a Webelos den that can't make resident camp work with their family's schedule. We don't want to put those Scouts at a disadvantage when the den's program year starts up again in the fall.

Advancement Reports

Advancement reports for each Scout and for the Pack as a whole can be downloaded from our website.

	ELECTIVE	CAP	LOCATION	DESCRIPTION
	Air Rifles Period 1 9:15-10:30 AM Period 2 10:45-12:00 PM Period 3 1:30-2:45 PM Period 4 3:00-4:15 PM Period 5 9:15-10:30 AM Period 6 10:45-12:00 PM Period 7 1:30-2:45 PM Period 8 3:00-4:15 PM	16	Rifle Range	Every Scout loves the challenge of hitting the target while learning how to safely handle a gun. Scouts will have a chance to earn their rank-level shooting sports patch along with the BB Guns Discipline Device (pin).
	Aquanaut Period 1 9:15-10:30 AM Period 2 10:45-12:00 PM Period 3 1:30-2:45 PM Period 4 3:00-4:15 PM Period 5 9:15-10:30 AM Period 6 10:45-12:00 PM Period 7 1:30-2:45 PM Period 8 3:00-4:15 PM	15	Pool	Swimming and boating are great exercise and a whole lot of fun. They're also the only way you can explore the 70 percent of the earth that is covered in water. In this adventure, you'll discover how to enjoy swimming and boating safely and how to respond to water emergencies. You'll also learn some skills that will help you have even more exciting adventures after you become a Boy Scout. So grab your swim trunks and your buddy tag, and let's hit the water!
	Archery Period 1 9:15-10:30 AM Period 2 10:45-12:00 PM Period 3 1:30-2:45 PM Period 4 3:00-4:15 PM Period 5 9:15-10:30 AM Period 6 10:45-12:00 PM Period 7 1:30-2:45 PM Period 8 3:00-4:15 PM	12	Archery Range	Test your skill with this ancient shooting sport. You will learn to safely handle a bow and arrows. Scouts will have a chance to earn their rank-level shooting sports patch along with the Archery Discipline device (pin).
	Art Explosion Period 1 9:15-10:30 AM Period 8 3:00-4:15 PM	20	Eagle Lodge	Many things inspire artists to create their work. People, nature, feelings, textures (how things feel), colors—almost everything can be an inspiration! In this adventure, Webelos Scouts will have the opportunity to find what inspires them by viewing multiple pieces of art and creating their own pieces from materials they choose.

PROGRAM - WEBELOS RESIDENT CAMP



Programs Offered (continued)

	ELECTIVE	CAP	LOCATION	DESCRIPTION
	Aware and Care Period 4 3:00-4:15 PM Period 5 9:15-10:30 AM	20	Eagle Lodge	Everyone has differences, and understanding the challenges of others leads to acceptance. In this adventure, Webelos Scouts will learn firsthand how people live with disabilities that affect their sight, hearing, dexterity, and mobility; with this new understanding, they can help educate their peers and prevent the hurtful exclusion of others.
	Build It Period 3 1:30-2:45 PM Period 4 3:00-4:15 PM Period 6 10:45-12:00 PM	12	Bosselman Pavilion	If you visit a lumber store, you'll see rows and rows of all sorts of wood: boards, dowel rods, sheets of plywood, cedar shingles, and more. With some tools and time, a skilled craftsman can turn that wood into toys, bookcases, or even an entire house. You won't build a house in this adventure, but you will build a smaller carpentry project. You'll also learn about the tools you could one day use to build just about anything you can dream up. So grab your tool belt, and let's get started.
	Build My Own Hero Period 3 1:30-2:45 PM Period 6 10:45-12:00 PM	20	Eagle Lodge	Heroes are all around us, sometimes in uniform and sometimes in disguise. The Build My Own Hero adventure lets you discover what it means to be a hero. You'll learn about heroes in your community and other parts of the world and find out how you can be a hero too!
	Castaway Period 2 10:45-12:00 PM Period 3 1:30-2:45 PM Period 5 9:15-10:30 AM	20	Trail to First Class	<p>Lost on a desert island! Separated from your group in the middle of a jungle! Trapped on the side of a cliff that you can't climb! What do you do? How can you survive?</p> <p>To survive in the wilderness, you need to learn survival skills long before you have to use them. This adventure will help you learn some of these important skills in case you ever get lost. Learning these skills will make you a better Scout and increase your chances of survival in an emergency.</p>
	Climbing Period 1 9:15-10:30 AM Period 2 10:45-12:00 PM Period 3 1:30-2:45 PM Period 4 3:00-4:15 PM Period 5 9:15-10:30 AM Period 6 10:45-12:00 PM Period 7 1:30-2:45 PM Period 8 3:00-4:15 PM	16	Climbing Tower	Are you afraid of heights? Either way, push yourself to the limit on our climbing tower.
	Earth Rocks Period 1 9:15-10:30 AM Period 7 1:30-2:45 PM	20	Ecology Area	Rocks and minerals are more than just things that lie in the ground. Yes, they help form our planet, but people also use them to create things that make our lives easier. In this adventure, you'll dig into the world of rocks and minerals and discover some surprises about the science of geology-like how the ground beneath your feet is constantly on the move.
	Engineer Period 2 10:45-12:00 PM Period 7 1:30-2:45 PM Period 8 3:00-4:15 PM	20	Ecology Area	Lots of people have great ideas: flying to the moon, tunneling under rivers, building robots that walk and talk, making triple-loop rollercoasters. Engineers turn those ideas into reality. They use science, math, and creative thinking to improve people's lives. In this adventure, you will learn what engineers do. Even better, you will do some engineering projects of your own. So put on your thinking cap, and get ready to think like an engineer!



PROGRAM - WEBELOS RESIDENT CAMP

Programs Offered (continued)

ELECTIVE	CAP	LOCATION	DESCRIPTION
 Fix It Period 2 10:45-12:00 PM Period 5 9:15-10:30 AM Period 7 1:30-2:45 PM	20	Bosselman Pavilion	As a Webelos Scout, you are old enough to help out around the house. Besides doing everyday tasks like picking up after yourself, you can help your family in many other ways. In the Fix It adventure, you will learn how things around your house work-and how you can make them better. Then, the next time your lights go out, your sink clogs, or your bike tire goes flat, you'll be able to say, "I can fix it!"
 Game Design Period 1 9:15-10:30 AM Period 7 1:30-2:45 PM	12	Visitors' Center	Who doesn't enjoy a fun game? How are games created? In this adventure, scouts will get to make fun games fueled by their own ideas. They will learn to plan, organize, and execute those ideas while working as a team to create a finished product. The cyber chip is not required, but is helpful to allow them to try computer game design.
 Into the Wild Period 2 10:45-12:00 PM Period 8 3:00-4:15 PM	20	Outdoor Skills Area	Do you wonder what makes the howling, hooting, whistling, and humming sounds you hear at night? Do you wonder where flocks of birds are going when they fly overhead? Do you wonder why rabbits look like statues in the grass or how deer can end up in a city backyard? When you go "into the wild," you will begin to understand some of the mammals, birds, reptiles, amphibians, and insects that live with us day and night and how they contribute to the world in which we live.
 Into the Woods Period 4 3:00-4:15 PM Period 6 10:45-12:00 PM	20	Outdoor Skills Area	<p>Trees and plants play important roles in nature. In this adventure, you will get to learn about the plants and trees in your community by exploring your area on a walk or visit to a local nature center, tree farm, or park.</p> <p>If you've ever stood beneath a towering redwood or enjoyed the colors of fall leaves or watched pine trees swaying in the wind, you know that trees and plants are beautiful. But they are also important to life on Earth. As you go into the woods in this adventure, you'll learn what trees and plants do for us and for animals and why taking care of them is important to our planet's well-being.</p>
 Looking Back, Looking Forward Period 4 3:00-4:15 PM Period 6 10:45-12:00 PM	20	Visitors' Center	Have you ever wondered what life was like before you were born? Have you ever imagined what things will be like in 50 or 100 years from now? In this adventure, you'll get to explore questions like those. You'll take virtual journeys into the past to learn about topics that interest you, and you'll imagine how those topics will change in the future. You'll also get to create a Scouting scrapbook and time capsule that your children or grandchildren may one day discover!
 Movie Making Period 3 1:30-2:45 PM Period 5 9:15-10:30 AM	20	Visitors' Center	Let's make a movie! This adventure will give you the chance to direct your own movie through a visual storytelling experience. Do you ever watch movies and think, "I could do that?" In this adventure, you will get the chance! You will learn about the moviemaking process by exploring storytelling and animation. You'll also get to share your creations with your friends. Are you ready? Lights! Camera! Action!
 Sports Period 1 9:15-10:30 AM Period 8 3:00-4:15 PM	20	Bosselman Pavilion	America is a sports-loving country. We go to games and watch all kinds of sports on television. Big events like the Olympic Games and national championships capture the attention of millions of people. It's fun to watch sports, but the real adventure happens when you get on the field or court yourself. In this adventure, you will get to play both individual and team sports. You may even try a sport that you will like enough to enjoy all of your life.

PROGRAM - CUB SCOUT RESIDENT CAMP



Program Description

Cub Scout Resident Camp is a 3-day, 2-night camp for youth that will be a Tiger, Wolf, or Bear in the upcoming program year (ages 6-8). The Scouts will work on Elective Adventures for their rank.

Daily Schedule

TIME	DAY 1	DAY 2	DAY 3
6:45 AM		Polar Bear Club	
7:45 AM		Flag Ceremony	Flag Ceremony
8:00 AM		Breakfast	Breakfast
9:30 AM to 10:30 AM		Program Period 1	Pack up and check out by 10:00 AM
10:50 AM to 11:50 AM		Program Period 2	
12:15 PM		Lunch	
1:30 PM to 2:30 PM	Check-in starts at 1:30 PM	Program Period 3	
2:50 PM to 3:50 PM		Program Period 4	
4:00 PM to 5:00 PM		Open Areas	
5:45 PM	Flag Ceremony	Flag Ceremony	
6:00 PM	Supper	Supper	
7:00 PM	Leaders Meeting Open Swim	Chapel	
8:00 PM	Opening Campfire	Field Games	
10:00 PM	Lights Out	Lights Out	



PROGRAM - CUB SCOUT RESIDENT CAMP

Programs Offered

ELECTIVE	CAP	LOCATION	DESCRIPTION
			
 A Bear Goes Fishing Period 1 9:30-10:30 AM Period 2 10:50-11:50 AM Period 3 1:30-2:20 PM	15	Lakefront	Fishing is a skill that can become a lifelong hobby, or possibly a career. It can be done alone, or with family or friends. This adventure lays some groundwork for the Fishing merit badge once the Bear becomes a Boy Scout. This adventure is meant to be fun and can be used for teaching several points of the Scout Law such as trustworthy, helpful, courteous, obedient, thrifty, cheerful, clean, and even reverent.
 Archery Period 1 9:30-10:30 AM Period 2 10:50-11:50 AM Period 3 1:30-2:20 PM Period 4 2:50-3:50 PM	12	Archery Range	Test your skill with this ancient shooting sport. You will learn to safely handle a bow and arrows. Scouts will have a chance to earn their rank-level shooting sports patch along with the Archery Discipline device (pin).
 A World of Sound Period 2 10:50-11:50 AM Period 3 1:30-2:20 PM Period 4 2:50-3:50 PM	15	Eagle Lodge	Every culture has its own unique instruments. In this adventure, Scouts will “visit” three different parts of the world and explore some of their musical sounds. Boys will get the chance to make their own versions of three instruments from those places and take them home to share with their family.
 BB Guns Period 1 9:30-10:30 AM Period 2 10:50-11:50 AM Period 3 1:30-2:20 PM	16	Rifle Range	Every Scout loves the challenge of hitting the target while learning how to safely handle a gun. Scouts will have a chance to earn their rank-level shooting sports patch along with the BB Guns Discipline Device (pin).
 Bouldering Period 1 9:30-10:30 AM Period 2 10:50-11:50 AM Period 3 1:30-2:20 PM Period 4 2:50-3:50 PM	15	Climbing Tower	Scouts are naturally drawn to climbing on things. Bouldering is an introduction to the skills of rock climbing in a safe manner. Scouts will climb horizontally across the climbing wall getting no higher than shoulder-height.
 Roaring Laughter Period 1 9:30-10:30 AM Period 4 2:50-3:50 PM	15	Bosselman Pavilion	Laughing provides many health benefits. It also enhances teamwork and improves alertness, creativity, and memory. In this adventure, Bear Scouts will share laughter with others, strengthening their bond with those around them.
 Rock Throwing Period 1 9:30-10:30 AM Period 2 10:50-11:50 AM Period 3 1:30-2:20 PM	12	Rock Throwing Range	A structured approach to a simple activity that many youth enjoy.
 Salmon Run Period 1 9:30-10:30 AM Period 2 10:50-11:50 AM Period 3 1:30-2:20 PM Period 4 2:50-3:50 PM	15	Pool	This adventure will introduce Bear Scouts to swimming safety, boating safety, physical development and fitness, skill development, and fun in the water. Bears in nature like to swim and play in the water, and so can Bear Scouts.
 Slingshots Period 1 9:30-10:30 AM Period 2 10:50-11:50 AM Period 3 1:30-2:20 PM	12	Slingshot/Tomahawk Range	With a simple design that possesses strategic power, slingshots have been challenging youth for over a century. Scouts will have a chance to earn their rank-level shooting sports patch along with the Slingshot Discipline device (pin).

PROGRAM - CUB SCOUT RESIDENT CAMP



Programs Offered (continued)

ELECTIVE	CAP	LOCATION	DESCRIPTION
			
 Air of the Wolf Period 2 10:50-11:50 AM Period 3 1:30-2:20 PM Period 4 2:50-3:50 PM	15	Ecology	This STEM-based adventure helps Wolves explore basic aspects of air—often an overlooked substance. Then they discover some of the many things that air can do for us.
 Archery Period 1 9:30-10:30 AM Period 2 10:50-11:50 AM Period 3 1:30-2:20 PM Period 4 2:50-3:50 PM	12	Archery Range	Test your skill with this ancient shooting sport. You will learn to safely handle a bow and arrows. Scouts will have a chance to earn their rank-level shooting sports patch along with the Archery Discipline device (pin).
 BB Guns Period 1 9:30-10:30 AM Period 2 10:50-11:50 AM Period 3 1:30-2:20 PM	16	Rifle Range	Every Scout loves the challenge of hitting the target while learning how to safely handle a gun. Scouts will have a chance to earn their rank-level shooting sports patch along with the BB Guns Discipline Device (pin).
 Bouldering Period 1 9:30-10:30 AM Period 2 10:50-11:50 AM Period 3 1:30-2:20 PM Period 4 2:50-3:50 PM	16	Climbing Tower	Scouts are naturally drawn to climbing on things. Bouldering is an introduction to the skills of rock climbing in a safe manner. Scouts will climb horizontally across the climbing wall getting no higher than shoulder-height.
 Digging in the Past Period 1 9:30-10:30 AM Period 3 1:30-2:20 PM Period 4 2:50-3:50 PM	15	Ecology Area	This elective adventure will help Wolf Scouts understand the formation of fossils.
 Germs Alive! Period 1 9:30-10:30 AM Period 2 10:50-11:50 AM Period 3 1:30-2:20 PM	15	Donut Lake Pavilion	Why is it important to wash your hands? Why is the slimy mucus in your nose (yep, snot) important to your health? What happens if you sneeze into the air instead of the bend of your elbow? How does keeping your room clean keep you healthy? We will explore all of these questions while we journey through the yucky world of germs!
 Motor Away Period 1 9:30-10:30 AM Period 2 10:50-11:50 AM Period 4 2:50-3:50 PM	15	Outdoor Skills Area	We live in an electronic world. This adventure gives Wolf Scouts the chance to rely on the power in their own bodies by blowing air, throwing planes, or using rubber bands. They will have the chance to explore propulsion in its most basic form. Motor Away, Wolves!
 Rock Throwing Period 1 9:30-10:30 AM Period 2 10:50-11:50 AM Period 3 1:30-2:20 PM	12	Rock Throwing Range	A structured approach to a simple activity that many youth enjoy.
 Slingshots Period 1 9:30-10:30 AM Period 2 10:50-11:50 AM Period 3 1:30-2:20 PM	12	Slingshot/Tomahawk Range	With a simple design that possesses strategic power, slingshots have been challenging youth for over a century. Scouts will have a chance to earn their rank-level shooting sports patch along with the Slingshot Discipline device (pin).



PROGRAM - CUB SCOUT RESIDENT CAMP

Programs Offered (continued)

ELECTIVE	CAP	LOCATION	DESCRIPTION
			
	Curiosity, Intrigue, and Magical Mystery Period 1 9:30-10:30 AM	15 Trail to First Class Campsite	This adventure helps Tigers explore how things work. Tigers and their adult partners will learn about cracking codes and solving mysteries, as well as discover how science helps us solve problems and understand why things work in certain ways.
	Floats and Boats Period 3 1:30-2:20 PM	15 Trail to First Class Campsite	Ahoy there, Tiger mates! Swimming and boating are a big part of Scouting life. In this adventure, you will be building your own toy boat to float. You will learn about different types of boats. You will learn how to rescue someone in the water. You will buddy up to enjoy the water safely. So get ready with your adult partner to have a splash-blast while floating and boating!
	Good Knights Period 2 10:50-11:50 AM	15 Trail to First Class Campsite	This adventure will help Tigers realize that the Scout Law is a code of conduct they can follow to make their bodies and minds stronger.
	BB Guns, Slingshots, and Rock Throwing Period 4 2:50-3:50 PM	15 Trail to First Class Campsite	Limited shooting sports are now available to Tigers! Tigers will participate in rock throwing, slingshots, and BB guns with their adult partners.

PROGRAM - CUB SCOUT FAMILY CAMP



Program Description

Cub Scout Family Camp is a 2-day, 1-night camp for families that have at least one youth registered as a Cub Scout at any level. This is an introduction to the camping program with activities that will be fun for the whole family.

Daily Schedule

TIME	SATURDAY	SUNDAY
6:00 AM		Polar Bear Club
7:00 AM		Breakfast
7:45 AM		Flag Ceremony
8:15 AM to 9:15 AM		Session 5
9:30 AM to 10:30 AM		Session 6
10:30 AM		Pack up and check out by 11:30 AM
12:00 PM	Check-in	
1:00 PM	Opening Ceremony	
1:30 PM to 2:30 PM	Session 1	
2:45 PM to 3:45 PM	Session 2	
4:00 PM to 5:00 PM	Session 3	
5:15 PM to 6:15 PM	Session 4	
6:30 PM	Supper	
7:15 PM	Flag Ceremony	
7:30 PM	Chapel	
8:00 PM	Campfire	
9:00 PM	Campsite Time	
10:00 PM	Lights Out	



PROGRAM - CUB SCOUT FAMILY CAMP

Programs Offered

Cub Scout Family Camp focuses on fun for the whole family. This should be your introduction to Scout camping. It is open to all ages and programs, but the focus will be on Lions, Tigers, and Cub Scouts. This is a volunteer-run program.

Programs offered will include, but not be limited to:

- Archery
- BB Guns
- Canoeing
- Games
- Swimming

PROGRAM - STEM CAMP



Program Description

This is a new program that will offer science, technology, engineering, and mathematics (STEM) based activities for all ages. There will be age-appropriate activities offered for the whole family.

Families are encouraged to camp out on Saturday night, but there will be no meal service provided.

Schedule

TIME	SATURDAY
8:00 AM	Check-in
8:30 AM	Flag Ceremony
9:00 AM to 10:30 AM	Program Session 1
10:45 AM to 12:15 AM	Program Session 2
12:30	Lunch
1:30 PM to 3:00 PM	Program Session 3
3:15 PM to 4:45 PM	Program Session 4
5:00 PM	Closing Flag Ceremony

Programs Offered

NOVA Awards



We will be working on the STEM NOVA awards for both Cub Scout and Scouts BSA Levels. For Cub Scouts, we'll work on (but not limited to) the following programs:

- Down and Dirty
- Fearful Symmetry
- Out of this World
- Swing

For Scouts BSA, we will work on (but not limited to) the following programs:

- Shoot!

