

# **Troop 179**

## **Summer Camp**

**Edward N. Cole Canoe Base**  
Silver Springs/Silver Creek Campsite

June 30 through July 6, 2024  
Participant's Guide



# General Information

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## Mail and Phone

In extreme emergencies you can call the camp and leave a message for your Scout to call home, be sure to tell them they're with Troop 179. We do not recommend sending mail to the Scouts since it usually takes several days to get through the US mail offices and the camps mail distribution. Please use discretion in deciding to mail a letter, if something must be mailed or shipped because it was left behind, we provide this information.

**The camp's address is:**

(Scout's Name)  
Troop 179/Silver Springs  
Cole Canoe Base  
1356 E. Greenwood Road  
Alger, Michigan, 48610

**The camp's office number is:** (989) 873-1516

**The Camp's Fax number is:** (989) 873-1517

## Transportation

Summer Camp always has a lot of equipment to haul so every parent is asked to help with transportation of the Scouts to and from camp by driving one way or the other. If you are planning to drive to camp, you should plan on arriving at camp by 12:00 noon on Sunday for check-in. If you will drive home from camp, the closing Court of Honor is at 11:00 a.m. on Saturday and we depart about noon. You should plan a stop for lunch at a fast-food restaurant for the Scouts to purchase lunch on both trips and the Scouts should have money to purchase their own lunch with them. If you have transportation or registration concerns contact Lisa Hayes, (248) 471-2691, t179transportation@gmail.com.

## Adults at Camp

The Boy Scouts of America's policy states that any Scout or Adult spending a night at Summer Camp must be registered with the Boy Scouts of America and have a BSA Health Form A, B, & C. Leaders (21 or older) must also apply for a clearance letter from the State of Michigan Department of Human Services. Any adult (18 or older) wishing to help staff Summer Camp this summer should talk to Scoutmaster, Chuck Williams at a Tuesday night meeting. He will help to find a job in our Troop or Crew that you will fit into and make sure that your BSA membership is secured along with the State of Michigan DHHS Clearance.

## Scouts Leaving the Camp

We always keep track of where the Scouts are very seriously. For this reason, we ask that no parent should ever remove their son or daughter from camp without first checking in with our leader in charge. No person may remove a Scout from the camp without their name appearing on the National Health Form (authorization section on part A).

## Health Forms & Medications

Every Scout and adult attending camp must have a current National Health Form Parts A, B, & C (No Exceptions). This form is renewed annually by a physician. New forms are available at the Scout meetings and on our web site. All medications must be checked-in with the Health Officer during medical checks on Sunday. All prescription drugs (including those needing refrigeration) are to be locked up. An exception may be made for a limited amount of medication to be carried by a camper, leader, or staff member for life-threatening conditions, including EpiPen's, heart medication and inhalers, or for a limited amount of medication approved for use in a first aid kit. Campers that are going to be taking medications need to have filled out the "Parent Medication Control Permission Form" include with this enough medication for the week in the original bottle (your pharmacist can help you by making out a special labeled bottle for camp). Put everything in a gallon sized zip-lock bag and use a marker to put the campers name on the outside of the bag. We will have our own Health Officers in camp to make sure that the medications are distributed using the instructions you give us on the form.

# What to Bring to Camp

## What We Wear Every Day!

Scout Field Uniform	Activity Uniform
Scout shirt (long or short sleeve)	Red Scout t-shirt or a blank red t-shirt
Scout trousers & shorts	Scout trousers & shorts
Scout socks (any length)	Scout socks (any length)
Troop hat (red ball cap)	Troop hat (red ball cap)
Web Scout Belt	Web Scout Belt

We will wear the Scout Field Uniform while traveling to and from camp and every day for flag ceremonies. The Activity Uniform can be worn at all other times throughout the day. The leaders will encourage the Scouts to only wear uniforms when required and to change anytime a dirty activity is about to happen. Please mark all clothing, especially uniforms, with the Scout's name to avoid mix-ups. On Wednesday the leaders will collect Scout Uniforms only and launder them.

## Personal Equipment

Uniforms
2 Blankets or Sleeping Bag
Sheet
Foam Pad or Small Cot
Pillow
Jacket
Rain Gear
Extra Shorts
Extra Trousers
6 Blank Red or Troop T-shirts
6 Pairs Underwear
Pajamas
6 Pairs Socks
Swim Trunks
2 Pairs of Shoes (no opened toes)
Toilet Kit
2 Beach Towels
Laundry Bag
Flashlight
Insect Repellant (no aerosol)
Scout Handbook
Closing Pocket Knife
Compass
3 Pens and Ruled Paper
Clothing required for Advancement*
Blank Red or Troop Sweatshirt

Optional Items	
Fishing Gear	
Camera and Film	
Books	
Leisure Toys	
Mess Kit (plate, bowl, cup, fork, knife & spoon)	
Extra Batteries	

## Advancement Items

Scouts should read merit badge books for courses they will take and use common sense to be sure they are wearing the right clothing to participate in the activity the merit badge requires. Examples are climbing required shoes you can climb with, welding required jeans and leather boots.

## What Not to Bring

There are many common items that are not recommended bringing to camp that distract the Scouts and can serve to get them in trouble. These include expensive Items such as phones & tablets, (see paragraph below). Other items are water guns, fixed blade knives and aerosols of any kind.

## Valuables

Troop 179 and camp will not be responsible for valuables brought to camp. We suggest that you do not bring them. However, if you must, you may want to consider bringing a trunk or suitcase that can be locked. For the Scout's convenience, they may deposit their money at the Troop Bank in the adult camp, the bank will be available twice a day just prior to the flag assemblies (please place the money in an envelope with the Scout's name on it; singles are best). Many Scouts like to hold onto their money but regret their decision after the money is lost or stolen. As with any valuable item, the fewer Scouts that know you have it, the less likely it will be bothered with, so keep your stuff to yourself.

# Scout Field Uniform

- Official Hat
  - Red Ball Cap (New or Boy Scouts)
  - Campaign Hat (Paul Bunyans)
  - Black Ball Cap (Venturers)

- Scout Shirt (with appropriate patches)

\* indicates official patches that are optional

- Michigan Crossroads Council Strip
- "179" Numerals
- Badge of Office
- Rank Badge
- USA Flag
- Patrol Patch
- \*50 Year Bar
- \*Trained Strip
- \*Year Pins
- \*World Crest
- \*Arrow of Light
- \*OA Flap
- \*Activity Patch
- \*Jamboree Patch
- \*Quality Unit Patch

- Scout Pants or Shorts
- Bolo Tie or other
- Socks
- Belt



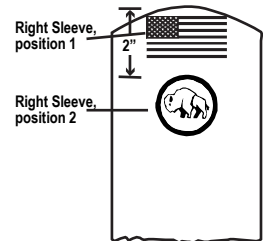
Scout Uniform

Activity Uniform

## PATCH PLACEMENT

### Right Sleeve

- U.S. Flag emblem, position 1
- Patrol Patch, position 2 (2" below the seam)



### Left Sleeve

- Michigan Crossroads Council patch
- Troop Numerals (179)
- Position Patch
- Trained Patch

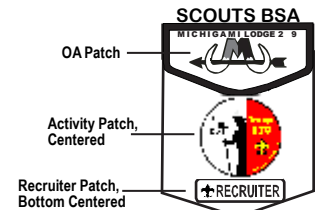
*(Patches should be lined up, centered below each other, with each patch touching each other.)*



LEFT SLEEVE

### Right Pocket

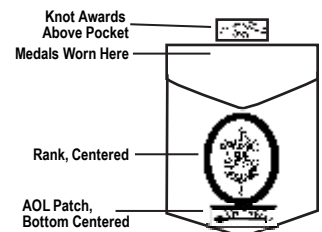
- OA Patch on Flap, (optional)
- Centered on pocket, the Activity Patch of your choice (optional).
- Above the pocket:
  - Interpreter Strips (optional)
  - Name Plate (optional, worn on flap if not O-A)
  - Jamboree Patch (optional)



RIGHT POCKET

### Left Pocket

- Centered on pocket, current Rank patch
- Bottom of pocket, Arrow of Light patch (optional)
- Above the pocket:
  - Knot awards (religious emblem, for saving life)
  - 3/8" above, service stars (optional)



LEFT POCKET

World Crest (optional) worn 3" below left shoulder seam and centered over left pocket.

# While at Camp

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## Homesickness

### TIPS FOR PARENTS TO HELP US COMBAT HOMESICKNESS:

If a Scout calls home, ask to talk to a Scoutmaster to get the facts. (Scouts sometime embellish the situation to get sympathy i.e., "Someone is being mean to me." "The food is bad." "I don't feel well.") Talk to the Scout about the positive experiences they have had as well as those they can look forward to. Encourage them to continue and let them know how proud you are of them. Don't write to your Scout telling them how much you miss them and don't send special items or food to camp. If you are in camp, try to stay away from your Scout and their activities, let them know that you are there to help the troop and that they should continue to work with their leaders.

## The law of camp is the Scout Law!

A Scout will be asked to return home if the following policies are broken:

- Possession, consumption, or being under the influence of alcohol or dangerous drugs.
- Illegal, immoral, or other activities considered unacceptable by society.
- No Scout should be in a tent or facility other than their own (Scouts may not enter another Scout's tent EVEN when the other Scout has invited them, no exceptions).
- The BSA respects the privacy of Scouts and leaders but reserves the right of its leaders to enter quarters and/or duffels during reasonable hours, when necessary, for repair, maintenance, fire safety inspections, or to ensure compliance with BSA regulations and policy.

## Venture Recognitions

Cole supports many of the Venture Recognitions; whether you are on a track to earn Ranger or one of the other Venturing Awards they will help you with signing off requirements. The troop will also present a Venture Conservation project during the 9:00 session. All Ventures must sign up for the Venture Conservation Project unless they have gained the permission of the Adviser.

## Scout, Tenderfoot and Second-Class Scouts

The program that is designed for Scouts who have joined Troop 179 in the six months prior to summer camp is Camp Tenderfoot. The basic skills of Scouting are incorporated into a program of fun and adventure as it orients the new Scout in the ways of Scouting and helps them along the path to First Class. We concentrate on working on requirements, having fun, learning about Scouting, and getting to know our Patrols and Troop members. The Scouts will be learning the skills that may be applied toward meeting requirements for the Scout, Tenderfoot, Second Class, and First-Class ranks. For Scouts who need to work on these early ranks that have been with the troop for longer than six months there is a session called "First Class Skills" where the Scout will have the opportunity to work one on one so that they can meet the specific requirements they need to earn their rank.

## First Class, Star, Life, and Eagle Scouts

Scouts and parents need to keep in mind that earning the rank of Star, Life, and Eagle is much, much, more than earning Merit Badges. There are requirements that deal with Participation, Scout Spirit, and Positions of Responsibilities; it is these requirements that the Scouts will be able to spend the most time on accomplishing. These requirements are what make up the essence of each of the ranks and what tells us, has a Scout really earned the right to hold the status that comes with the ranks they are going for. There is no other activity like Summer Camp that allows the Scouts to work on these requirements and hone their abilities to understand their esoteric meanings. The Scoutmasters at camp will be available to give conferences for ranks throughout the week. Boards of Review will also be available for ranks. The key to successful advancement at summer camp is to plan for it. Prior to going to camp a Scoutmaster will meet with each Scout to help create a plan for advancement.

# Instructional Schedule

Program Area	9:00 am	10:00 am	11:00 am	2:00 pm	3:00 pm	4:00 pm
<b>COLE CANOE BASE MERIT BADGES</b>						
<b>Aquatics</b>	Canoeing MB	Kayaking MB	Kayaking MB	Kayaking MB	Kayaking MB Canoeing MB	
		Small Boat Sailing MB				
<b>Cosgro</b>	Graphic Arts MB	Animation MB Digital Technology Photography MB	Digital Technology	Theater	Photography MB	
<b>Crafts</b>	Art MB		Art MB	Leatherwork MB	Basketry MB Leatherwork MB	
<b>Eco-Con</b>	Astronomy MB Bird Study MB Fishing MB	Geology MB Soil & Water MB	Fish & Wildlife MB Fishing MB Space Exploration	Rep & Amphib MB		
<b>Shooting Sports</b>	Archery MB Rifle Shooting MB Shotgun Shooting MB			Archery MB Rifle Shooting MB Shotgun Shooting MB		
<b>Outdoor Skills</b>	Geocaching MB		Orienteering Search & Rescue	Chess MB Geocaching MB	Chess MB	
	Pioneering MB					
<b>Skills Trades</b>	Welding MB	Automotive Maintenance MB			Plumbing MB	
<b>High Adventure</b>		Climbing MB ATV Instructions (must be 16)		ATV Instructions (must be 16) (ATV costs an extra \$65.00)		
<b>179 Campsite</b>	American Heritage* Cit Community MB* Moviemaking* Nature* Woodcarving*	Cit in Nation MB* Cooking MB* Emer. Prep MB* Env. Science* Game Design MB* Public Speaking*	Personal Mgt MB* Signs Signals & Codes MB*	Communication*	Camping MB* Cit in World MB*	Law MB* Traffic Safety*
				First Aid MB* Swimming Merit Badge*		
<b>TROOP 179 SCOUT SKILLS INSTRUCTION (ALL IN 179 CAMPSITE)</b>						
<b>Traditional</b>	Scout Skills	Scout Skills	Service Project	Scout Skills	Scout Skills	Scout Skills
<b>Camp Tenderfoot</b>	Knots, Lashings & Pioneering	Land Navigation	Service Project	Instructional Swim, Shooting, Free Swimming & Boating		First Aid
<b>VENTURING RECOGNITION ACTIVITIES</b>						
<b>Venture Activities</b>	Conservation Project*	Mountaineering Ranger Elective				Scout Skills
		Cooking Ranger Core*		1st Aid Ranger Core*		

(\* Merit Badge meets in the Troop 179 campsite)

### RECOMMENDED ACTIVITIES BY AGE

**First Year Scouts**  
Camp Tenderfoot  
**Second Year Scouts**  
American Heritage MB  
Archery MB  
Art MB  
Basketry MB  
Camping MB  
Chess MB  
Citizenship in the Community MB  
Citizenship in the Nation MB  
Citizenship in the World MB  
Cooking MB  
Electricity MB  
First Aid MB  
Fishing MB

Game Design MB  
Geocaching MB  
Geology MB  
Graphic Arts MB  
Hiking MB  
Indian Lore MB  
Leave No Trace/Cyber Chip  
Leatherworking MB  
Mammal Study MB  
Nature MB  
Photography MB  
Pioneering MB  
Reptile & Amphibian Study MB  
Rifle Shooting MB  
Sports MB  
Swimming MB

**Third Year Scouts**  
Astronomy MB  
Automotive Maintenance MB  
Canoeing MB  
Climbing MB  
Climbing MB  
Communication MB  
Digital Technology MB  
Emergency Preparedness MB  
Environmental Science MB  
Fish & Wildlife MB  
Kayaking MB  
Moviemaking MB  
Shotgun MB  
Signs, Signals & Codes MB  
Small Boat Sailing MB  
Soil & Water Conservation MB

Welding MB  
Wood Carving MB  
**Fourth - Fifth - Sixth Year Scout**  
ATV Instructions  
Search & Rescue MB  
Personal Management MB  
Law MB  
Mountaineering Ranger Elective  
Cooking Ranger Elective  
Ranger Land Navigation Ranger Core  
First Aid Ranger Core  
Fishing Ranger Elective

(\* Merit Badge meets in the Troop 179 campsite)

# Merit Badge Pre-Camp Work

**American Heritage\*** | 3c (family history), 4a (local historic places) OR 4b (local historic event) OR 4c (town history) OR 4d (American History Program) OR 4e (Historic Trail).

**Animation** | 4a (animation studio tour)

**Archery** | None. Arrow Kits are available for purchase in the River Store for approximately \$5.00.

**Art** | 6 (visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop).

**Astronomy** | 8 (observation). It is recommended that Scouts complete 4c (Big Dipper), 5b (visible planets), and 6b (moon phases) prior to arrival.

**ATV Program** | Participants must be 16 years old by the first day of the course and have an ATV Hold-Harmless form

(<https://michiganscouting.org/wp-content/uploads/2019/03/ATV-Hold-Harmless.pdf>) signed by a parent or guardian. They also must have a long sleeve shirt, long pants, and boots that cover the ankle. A bandana is recommended. Gloves, helmets, and goggles will be provided. This is a **two-hour session** per day merit badge. Cost is \$65.00

**Automotive Maintenance** | None. This is a **two-hour session** per day merit badge.

**Basketry** | One round basket kit and one square basket kit are needed. The correct kits contain a pre-measured piece for the base of the basket.

**Bird Study** | 5 (observe and identify 20 birds). It is recommended that scouts complete 2 (bird sketches), 6 (bird characteristics), and 7 (bird songs).

**Camping (Eagle Req.) \*** | Req. #4 Leave no Trace, 5a. List of clothing, 5d. Outdoor essentials.

**Canoeing** | 2 (BSA Swimmer test) will be conducted at the start of camp.

**Chess** | It is suggested that Scouts bring a chess set. If this is not possible, a limited amount of equipment is available at camp.

**Citizenship in the Community (Eagle Req.) \*** | 2 (map and govt. chart), 3 (meeting), 4 (community issue), and 7 (research and volunteer). Scouts are also expected to begin preparations for requirement 8 (presentation) prior to coming to camp.

**Citizenship in the Nation (Eagle Req.) \*** | 5 (national news for 5 days); Do Two: 7a (visit landmark), 7b (visit state capitol), 7c (visit federal facility), 7d (national monument). It is suggested Scouts bring a speech to discuss for 6. If Scouts have already written the letter for requirement 8, please bring response (if any) to camp.

**Citizenship in the World (Eagle Req.) \*** | None. It is suggested that Scouts research current world events for requirement 3 to be prepared for discussion.

**Climbing** | None. Scouts need appropriate clothing and footwear (closed-toed shoes).

**Communications (Eagle Req.) \*** | The requirements that we DO NOT do together at camp are 1, 5, 7, 9. The requirements that they could do at camp are 2, 3, 4, 6, 8. To be successful at completing those "at camp" requirements, it is strongly recommended that they bring topics and outlines to camp.

**Cooking (Eagle Req.) \*** | All of req. 1 Health & Safety, 2 Nutrition, 3 Cooking Basics, & 7 Food Related Careers, Also start to create menus 4a, 5a&b, 6a&b | At Camp we will work on 4a&b, 5a,b&c, 6a,b&c | After Camp you will need to do the Cooking in 4c,d&e, 5d,e,f,g&h, 6d.e.&f.

**Digital Technology** | 1 (view BSA Digital Safety video) and do internet research for 7c (legal dispute), 8 (recycling), & 9 (careers or visit). It is recommended that scouts begin working on some of Req. 6 options prior to camp, or that can be completed during free time. Scouts can view the Digital Safety video at [scouting.org/training/youthprotection/scouts-bsa/](https://scouting.org/training/youthprotection/scouts-bsa/)

**Electricity** | 2 (home safety inspection), 8 (electrical floor plan), and 9a (electric meter and bill).

**Emergency Preparedness (Eagle Req.) \*** | 1 (First Aid Merit Badge), 2c (family meeting), 6c (community emergency management director info), 7b (troop mobilization plan), 8b (personal emergency service pack).

**Environmental Science (Eagle Req.) \*** | Scouts are encouraged to complete 3c (water pollution), 3d (land pollution), 3e (endangered species), 3f (pollution), 3g (pollination), and 4 (observations) prior to camp.

**First Aid (Eagle Req.) \*** | 1 (basic first aid knowledge from Tenderfoot, Second Class, and First Class), and 5a (home first aid kit). This is a **two-hour session** per day merit badge.

**Fish and Wildlife Management** | 7 (Fish age, census, stomach contents, or aquarium). Scouts are encouraged to complete requirements 5 (construct or design). Recommended for second year Scouts.

**Fishing** | Scouts are encouraged to attempt requirements 9 and 10 prior to camp. Please bring your state's fishing regulations. It is recommended that Scouts bring fishing gear to camp. If this is not possible, a limited amount of camp equipment is available.

**Game Design** | 8 (meet with a game development professional). It is suggested that scouts complete 5a (design), 6 (prototype), and 7a (instruction sheet) prior to arrival, but this can be completed at camp.

**Geocaching** | 7 (local caches), 8a (cache to eagle) OR 8b (travel bug) OR 8c (public geocache) OR 8d (CITO), and 9 (geohunt). It is suggested that Scouts bring a GPS. If this is not possible, a limited amount of equipment is available.

**Geology** | None. It is suggested that Scouts complete requirements 4 (geology careers) and 5 (resource / history options) prior to camp.

**Graphic Arts** | 6 (visit options).

**Kayaking** | 2 (BSA Swimmer Test, can be completed at camp).

**Law\*** | 6 (attend a civil or criminal court, or mock trial) and 7 (lawyer).

**Leatherwork** | 5a (commercial tanning process) OR 5b (tan a skin) OR 5d (visit leather related business). If none of these options have been done, Scout may complete 4 (a vinyl or leather braid) at camp. Kit(s) for requirement 3 are available in the River Store for approximately \$8.00

**Mammal Study** | None. It is suggested Scouts research for requirements 3c (nongame mammal) unless they choose to do 3a at camp OR 3b prior to camp.

**Moviemaking** | None. It is suggested Scouts bring their own camera. If this is not possible, a limited amount of camp equipment may be available.

**Nature\*** | 4a (birds) OR 4d (insects and spiders) OR 4f (mollusks and crustaceans). Scouts may find it easier for requirement 4 to collect items or identify species prior to camp.

**Personal Management (Eagle Req.) \*** | 1 (large family purchase), 2 (budget with 13-week record of income and expenses), 8 (to do list/ schedule for 7 days). It is suggested Scouts prepare for 9 (project) prior to camp.

**Photography** | 1b (BSA Digital Safety video). It is suggested scouts bring their own camera and begin working on 7 (visual story or topic). If scouts cannot provide their own camera, a limited amount of camp equipment may be available. Scouts can view the BSA Digital Safety video online at [scouting.org/training/youth-protection/scouts-bsa/](https://scouting.org/training/youth-protection/scouts-bsa/)

**Public Speaking\*** | For Requirement #4, strongly recommend that you know your topic and bring an outline.

**Reptile and Amphibian Study** | 8a (maintain reptile) OR 8b (observe reptile).

**Rifle Shooting** | 1f (Complete Hunters Education course or obtain a copy of your state's hunting laws). Scouts are strongly encouraged to obtain a Rifle Shooting merit badge pamphlet.

**Shotgun Shooting** | Bring a copy of your state's hunting laws.

**Signs, Signals, & Codes** | Scouts should work on requirement 7 prior to camp.

**Small-Boat Sailing** | 2 (BSA Swimmer Test). This is a two-hours per day badge.

**Soil and Water Conservation** | None. Scouts are encouraged to work on their 500-word report (requirement 7) prior to camp, if choosing that option.

**Space Exploration** | Please bring rockets and engines for two launches to complete requirement 3, ensuring they are stored safely with an adult.

**Traffic Safety** | None

**Swimming (Eagle Req.) \*** | 2 (BSA Swimmer Test) and 3 (150-yard swim) need to be completed at camp. Young Scouts often find that this badge is more physically demanding than they anticipate.

**Welding** | None. Scouts must be at least 14 and have close-fitting long sleeve shirt and long pants made of natural fibers. Leather work boots are also required (steel toe preferred).

**Wood Carving\*** | 2a (Totin' Chip). This badge is not recommended for first year Scouts due to skill level required. Wood carving kits are recommended and available in the River Store for approximately \$4.00, or scrap pieces are available at the Crafts Pavilion.

# Program Sign-up

Scouts Name: \_\_\_\_\_

## MY SCHEDULE AT COLE CANOE BASE

<b>9:00 AM -Venture Service Time</b>
_____
Merit Badge or Activity

<b>2:00 PM</b>
_____
Merit Badge or Activity

<b>10:00 AM</b>
_____
Merit Badge or Activity

<b>3:00 PM</b>
_____
Merit Badge or Activity

<b>11:00 -Scouts Service Time</b>
_____
Merit Badge or Activity

<b>4:00 PM</b>
_____
Merit Badge or Activity

**NEW SCOUTS ARE NOT REQUIRED TO USE THIS FORM,  
YOUR DAILY SCHEDULE WILL BE DISCUSSED AT UP COMING TROOP MEETINGS.**

## Merit Badges

Cole Canoe Base offers many different merit badges to choose from; added to that Troop 179 will also have merit badges available at our campsite. After the Scout has signed-up for the Merit Badges they should next secure a current copy of the BSA Merit Badge Pamphlet. One of the best tools for earning a Merit Badge are the worksheets available at Merit Badge Worksheets ([usscouts.org](http://usscouts.org)). Most Merit Badge Counselors recommend using the worksheets to keep organized. Beginning in June, our Troop leaders will meet with the Scouts for their first Merit Badge session.

Whether a Scout returns home with a completed Merit Badge, or a partial is most often dependent on whether they have completed the pre-camp work assigned by the counselor. Merit Badges are earned with the advice of the Scoutmaster. The list of Merit Badges on the Instructional Schedule has been recommended by the 179 Scoutmaster.

Suggestions for Scheduling Your Day: Keep in mind that most Scouts only have time prior to camp to complete three to four merit badges. While there are six slots of time, filling them all with merit badges is not necessarily going to be successful. Pick your merit badges, then start now work the merit badges until you have mastered the skill or knowledge contained within. Throughout the day there are free time activities and you do not need to register for them specifically.

Keep in mind that all Axmen and Paul Bunyan Patrol members will have a slot for leadership (see Scoutmaster Chuck Williams). Scouts BSA (including new Scouts) will use the 11:00 time slot for service time and activities. Venturers will use the 9:00 time slot for their conservation projects.

Scoutmaster Approval: \_\_\_\_\_



# Troop Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
7:00	Reveille	Reveille	Reveille	Reveille	Reveille
7:30	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
8:30	<b>FLAGS</b>	<b>FLAGS</b>	<b>FLAGS</b>	<b>FLAGS</b>	<b>FLAGS</b>
9:00	Instructional	Instructional	Instructional	Instructional	<b>ADVANCEMENT WRAP-UP</b>  <b>NEW SCOUT LAZY RIVER</b>
10:00	Instructional	Instructional	Instructional	Instructional	
11:00	Instructional	Instructional	Instructional	Instructional	
12:30	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
2:00	Instructional	Instructional	Instructional	Instructional	<b>SCOUT BSA TREK</b>  <b>VENTURE TREK</b>
3:00	Instructional	Instructional	Instructional	Instructional	
4:00	Instructional	Instructional	Instructional	Instructional	
5:15	<b>FLAGS</b>	<b>DINNER (patrol cook)</b>	<b>DINNER (patrol cook)</b>	<b>FLAGS</b>	<b>FLAGS</b>
6:00	<b>6:30 BEAST FEAST DINNER (patrol cook)</b>			<b>FLAGS</b>	<b>FLAGS</b>
6:45		<b>PATROL FREE NIGHT</b> Rifle Open Shoot Open Swim 3D Archery Cosgro Online Crafts Game Night Night Zip Line	<b>VENTURE PATROL COMPETITION GAMES</b>		
7:00	<b>PATROL FREE NIGHT</b> Crafts on Fire 5 Mile Hike			<b>VENTURE PATROL COMPETITION GAMES</b>	
8:00		Program Fire	179 Desert Contest		
9:30	Scouts Campfire			Taps	Taps
10:30		Taps	Taps		
11:00	Taps			Taps	Taps

## Sunday

12:00 Arrive at Cole Canoe Base  
Set Up Camp/Med Check  
5:00 SM Meeting/Swim Checks  
5:30 Dinner (patrol cook)  
7:15 Flag Lowering (1<sup>st</sup> troop, 2<sup>nd</sup> camp)  
8:30 Special Event Sign Up  
9:30 Troop Opening Campfire @ Cosgro  
10:30 Patrol Leaders Council Meeting  
11:00 Taps

## Saturday

6:30 Reveille  
7:30 Breakfast  
8:30 Break Camp  
11:00 Closing Court of Honor  
Flag Lowering  
12:00 Leave for Home

# Troop Duty Roster

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
Clean Camper Showers		Paul Bunyan Patrol		Paul Bunyan Patrol			
Clean North Latrine		Venture Crew 1	Venture Crew 2	GOAT Patrol	Venture Crew 1	Venture Crew2	Paul Bunyan Patrol
Clean South Latrines		Raging Rams Patrol	Moosey Goosey Patrol	Horrifying Hawks Patrol	Emo Eagle Patrol	Alpha Wolves Patrol	New Scout Patrols
Take Trash to Dumpster		Moosey Goosey Patrol	Horrifying Hawks Patrol	Emo Eagle Patrol	Alpha Wolves Patrol	Raging Rams Patrol	Venture Crew 1 & 2
Morning Flags		Alpha Wolves Patrol	Raging Rams Patrol	Moosey Goosey Patrol	Horrifying Hawks Patrol	Emo Eagle Patrol	Paul Bunyan Crew
Evening Flags		Paul Bunyan Patrol	New Scout Patrols 1	Venture Crew 2	New Scout Patrols 2	Venture Crew 1	Paul Bunyan Patrol

**Clean Camper Showers:** Pick up keys from Camp office. Follow directions that the camp has established. Return the Keys when done. Sweep all debris from inside each shower, throw away all garbage, place any soap left behind in lost and found tub, hose down the showers (floors and walls) with water, police area all around the shower, change out the trash bag and take trash bag to dumpster at commissary. This should be done at the end of the day.

**Clean Latrines:** Sweep out stalls and all cement floor area, throw away all garbage, clean around toilet holes with cleanser and brush, clean out sink with cleanser and rag, hose down everything with water, police area all around the bathroom including paths leading to the latrine, change out the trash bag and take trash bag to GOAT camp. This should be done prior to evening activities.

**Take Trash to Dumpster:** Following dinner collect up trash/garbage from Patrol campsites and load on wagons, Take to Commissary parking lot and throw into dumpster.

**Flags:** One-half hour before flags have five (5) patrol members meet at the Flagpole to practice; 1 caller, 2 at American Pole Guards, 2 Featured Flagpole (Paul Bunyan Patrol will raise Troop and Crew Flags).

## LEGION OF MERIT

The Legion of Merit is an award handed out daily around the cleanliness of your patrol's cooler. You will be judged against your peers. **The expectation is that no food comes back.** Notes may be left in the cooler when you drop them off if you want to communicate quantity changes, new allergy concerns or just score some brownie points. The commissary staff will try to accommodate your needs.

