

Griswold Scout Reservation 2021 Program Guide



GSR Schedule 2021

- **6:45**
 - Coolers get dropped off

- **7:00-7:45, 8:00-8:45**
 - **Dining Hall Breakfast for Groups A and B**

 - Flags at your own site
 - **When Appropriate (i.e. before breakfast for Dining Hall Group B, before program for Group A and groups cooking their own site)**

- **8:45-9**
 - Patrols going to Bell will be transported

- **9-1:**
 - Half Day Program 1
 - With lunch and travel time

- **1-4:30:**
 - Half Day Program 2

- **4:30**
 - Coolers are dropped off

- **5:00-5:45, 6:00-6:45**
 - **Dining Hall Dinner for Groups A and B**

 - Flags at your own site
 - **When Appropriate (i.e. before dinner for the 6:00 p.m. group, before evening program for the 5:00 pm and cooking groups)**

- **7:00-9:00**
 - Evening Activities

Patrol (Cohort) Program Planning

Each program day is separated into three parts. You should approach each part carefully!

Mornings= Bell Units choose Bell Programs

Valley Units choose Valley Programs

Afternoons = All Programs open to Bell and Valley units

Evenings = All Programs open to Bell and Valley units

[NOTE: Please understand that we need to adhere to the Patrol sized classes. We are aware that many Units have mixed aged Patrols. We ask that you work with the Program Director regarding accommodations for your Patrol.]

The Cohort

The ideal Cohort (Patrol) is 6 to 10 Scouts.

Accommodations can be made for **smaller** patrols.

How to Plan Your Program

Please see the Program Planning Worksheet

Use the Program Planning for Morning and Afternoon Programs

Programs marked with a B are Bell Programs

Programs marked with a V are Valley Programs

Choose a total of 15 programs

Use the evening program planning worksheet

Choose a total of 5 programs

Attend the Pre-Camp meeting (Zoom) 2 weeks prior to camp for program finalization

Programs To Choose From

<u>Area of Camp</u>	<u>Program</u>	<u>Run Time</u>	<u>Program Description</u>
Valley Waterfront	Swimming MB	9-1, 1 to 4:30	Hop in the water and strengthen your swimming abilities with the Swimming Merit Badge! Scouts will have the opportunity to practice their strokes, learn how to dive, and try their hand at some aquatic emergency skills.
Valley Waterfront	Rowing MB	9-1, 1 to 4:30	"Row, row, row your boat while working on Rowing M-B..." Join the waterfront staff for some rowing challenges and fun as your patrol works on the Rowing MB!
Valley Waterfront	Canoeing MB	9 to 4:30	Canoeing is an important part of the wilderness experience and an enjoyable activity that combines teamwork and physical fitness. Work as a patrol to develop this skill with the possibility of utilizing what you learned for a future troop adventure!
Valley Waterfront	Canoeing (non-MB)	9-1, 1 to 4:30	Take your patrol on a canoe tour of our waterfront and play some fun canoe-centric games.
Valley Waterfront	Small Boat Sailing MB	9 to 4:30	Take your entire Patrol out on the water in one of our sailboats for a majestic ride around the beautiful waters of GSR.. Become masters of the high seas and let the wind sweep you away as you work on Small Boat Sailing Merit Badge!
Valley Waterfront	Small Boat Sailing (non-MB)	9-1, 1 to 4:30	If you've got the merit badge or want to get a feel for the sailboats this block is perfect for your patrol! Enjoy the water and take a relaxing trip around the lake.
Valley Waterfront	Motorboating MB	9-1, 1 to 4:30	From start to finish you'll work on the skills needed to learn how to drive a motorboat with a chance of driving one too!
Valley Waterfront	Lifesaving	9 to 4:30	Lifesaving Merit Badge will push your skills from Swimming Merit Badge to the limit. With scouting spirit and perseverance this Eagle Required badge has the potential of creating long lasting memories for your patrol.
Valley Waterfront	Kayaking MB	9-1, 1 to 4:30	Through the badge your patrol will put their paddling knowledge to use by demonstrating their skills on the water.
Valley Waterfront	Kayaking BSA	9-1, 1 to 4:30	Complete the Kayaking BSA Award to earn one of several non-merit badge aquatic awards that the program has to offer!
Valley Waterfront	Aquatic Patrol Challenge	9-1, 1 to 4:30	You can certainly look forward to laughter and fun as your patrol works together through a series of aquatic challenges!

Scoutcraft	Camping MB	9-1, 1-4:30	GSR's unique terrain offers numerous styles for camping: in the field, the woods, the ledge, etc.. Work on fun camping basics as you seek to achieve much of the Camping Merit Badge through your efforts here!
Scoutcraft	Orienteering MB	9 to 4:30	The ability to survive the land means being able to find your way around the land! Develop your orienteering knowledge and participate in orienteering courses that'll challenge what you know.
Scoutcraft	Pioneering MB	9 to 4:30	This is pioneering like you have never seen it before!. Spend the day sharpening your rope techniques with the Pioneering Merit Badge and conclude the day by completing an awesome pioneering project.
Scoutcraft	Pioneering (Non-MB)	9-1, 1 to 4:30	Work together as a Patrol to build a tower, a catapult, a bridge, a Ferris wheel, or anything you can imagine! Scouts have the whole program block to create the most impressive structure they can.
Scoutcraft	Wilderness Survival MB (and non-MB)	9-4:30 (With an outpost option)	Patrols will learn and enhance their skills needed to survive in the woods. Work on the Wilderness Survival Merit Badge or do the program for fun in a Scout versus Wild format! The overnight outpost is optional with this event, but if you do choose it you'll have a few options to choose from for a possible outpost site.
Scoutcraft	Geocaching MB	9 to 4:30	There are millions of geocaches hidden around the world and this program will help introduce you to a possible lifelong hobby! Learn the basics of geocaching and go out and find a GSR geocache!
Scoutcraft	Geocaching	9-1, 1-4:30	Gotta geocache them all! Spend a program block looking for GSR's geocaches!
Scoutcraft	Fire Safety MB	9-1, 1 to 4:30	The Outdoor Code states that a scout is to "be careful with fire." With the Fire Safety Merit Badge you'll learn key tactics to living up to the code with some awesome activities throughout the program block.
Scoutcraft	Signs, Signals, and Codes MB	9-1, 1-4:30	Through hands-on activities your patrol will learn about the various methods of communications, including: distress signals, Morse code, American sign language, braille, and semaphore!
Shooting Sports	Archery MB	9-1, 1-4:30	Improve your archery skills and learn some helpful tips as you work on the Archery Merit Badge!

Shooting Sports	Archery (non-MB)	9-1, 1-4:30	You don't need to be working on the merit badge to spend some quality time with a bow and arrow. Plus, there'll be some cool archery challenges for your patrol!
Shooting Sports	Rifle Shooting (MB)	9-1, 1-4:30	Scouts can enjoy some time on the range while working on the Rifle Merit Badge!
Shooting Sports	Rifle Shooting (Non-MB)	9-1, 1-4:30	Line this up in your sights and take the shot. You can decide to do some rifle shooting without working on the badge.
Shooting Sports	Shotgun Shooting MB	9-1, 1-4:30	Scouts who meet the age requirement can participate in some shotgun shooting fun, while working on the Shotgun Merit Badge!
Shooting Sports	Shotgun Shooting (Non-MB)	9-1, 1-4:30	Scouts who meet the age requirement can still get shotgun shooting in, even if they choose to not work on the badge.
Ecology	Mammal Study MB	9-1, 1 to 4:30	The Mammal Study Merit Badge is a great way to take your patrol's appreciation of wildlife to the next level. Your patrol will learn about the animal kingdom, food chains, human's impact on our environment, and more while doing hands-on tasks.
Ecology	Forestry MB	9-1, 1 to 4:30	Through the badge your patrol will find out why forests are important to various parts of life, investigate how forests are managed, and learn to identify trees and their qualities..
Ecology	Geology MB and Mining in Society MB	9-4:30	With loads of hands on experiments you'll see why this program truly rocks!
Ecology	Nature MB	9-1, 1-4:30	Through the badge scouts will learn about the importance of plants and wildlife and its connection to all living things.
Ecology	Weather MB	9-1, 1 to 4:30	Weather you believe it or not, our understanding of meteorology has a huge impact on our daily life. Don't mist your opportunity to wind the day by working on the Weather Merit Badge.
Ecology	Envi-Sci MB	9 to 4:30	Through experiments and activities your patrol will learn about the importance that conservation has on this planet. Roll-up your sleeves and put your scientist caps on as this challenging Eagle Required Badge will surely give knowledge that'll impress those you know.
Ecology	Reptile and Amphibian Study MB	9-1, 1 to 4:30	Through working on most of the Reptile and Amphibian Study Merit Badge, Scouts will complete some interactive tasks to learn about the identifying characteristics of alligators, toads, frogs, salamanders, lizards, snakes and more.

Ecology	Fish and Wildlife Management MB	9-1, 1 to 4:30	Without fish and wildlife, our lives would be much less exciting. Who can dispute the feeling of awe felt when we see creatures in their native habit. Through the badge, patrols will be able to expand their knowledge with activities throughout the program block.
Ecology	Fishing MB	9-4:30, 1-8:45	Got any 2's?...Go Fish! The fishing merit badge is a great badge for patrols that want to relax while having fun! Patrols will also get to cook a fish (not caught) for lunch or dinner!
Ecology	Soil and Water Conservation MB	9-1, 1 to 4:30	Your patrol has been selected to help protect Earth's vital soil and water systems. If you choose to accept the mission, your patrol will brainstorm ways to better the Earth, complete group tasks, and fulfill a service project that'll help GSR's soil and water.
Handicraft	Basketry	9-1, 1 to 4:30	In this program you'll work through the basics of basketry as you build three different types of iconic baskets!
Handicraft	Leatherworking MB	9-1, 1 to 4:30	Need a belt? How bout a new knife sheath? Maybe even a wallet or chester bar holder? Through the Leatherworking Merit Badge you'll be able to complete a project of your choosing as you complete the badge!
Handicraft	Woodcarving MB	9-1, 1 to 4:30	If a tree falls in the woods (outside of GSR) and no one is there to see it does it make a cool wood carving project?...No, but you can! Work on the Woodcarving Merit Badge and make some cool wood carving projects!
Handicraft	Chess MB	9 to 4:30	Learn the ins and outs of Chess as your patrol prepares for a Chess Tournament to determine who'll join the ranks of Chess Masters. No matter your chess experience this is a program you'll want to "Check" out!
Handicraft	Chess (non-MB)	9-1, 1 to 4:30	Do you want to play chess but not do it for the merit badge? Well you're in luck because your patrol can choose to play chess from the dusk of Pawn to the dark of Knight!
Handicraft	Game Design MB	9 to 4:30	It's all fun and games until you decide to take this program...Then it's fun, games, and a merit badge too! Play some common games, re-design aspects of said games, and then go through the process of designing your own games from scratch!
EMS	EPrep	9 to 4:30	The Scout Motto is Be Prepared, but will your patrol be prepared for the emergency scenarios the GSR staff will have in store? Sign up to find out and work on the Emergency Preparedness Merit Badge in the process!

EMS	Communication MB	9-1	Communication...It's something we do in our everyday lives. In fact we're doing it right now! Work on your communication skills through a series of fun tasks that'll help earn the Communication Merit Badge.
EMS	First Aid MB	9 to 4:30	It's not second aid...It's not third aid...It's not even fourth aid...It's First Aid! After your patrol is caught up with the basics, the staff will give scenarios that'll see your patrol's expertise in action.
EMS	Search and Rescue MB	9 to 4:30	It takes a steady and strong mind to remain poised when disaster strikes. Not only must a Scout understand how to treat injuries correctly, but they must be able to help get those who are in need of help to safety. Work with the GSR staff on the key skills found within the Search and Rescue Merit Badge before embarking on some Search and Rescue scenarios of your own!
EMS	Search and Rescue (non-MB)	9-1, 1 to 4:30	Feel like your Search and Rescue skills are fine without needing to work on the badge? Put your skills to the test by completing an array of hypothetical situations.
STEM	Welding MB	9 to 4:30	The Welding Merit Badge fuses excitement with the hands on technological experience of burning metal!
STEM	Welding (Non-MB)	9-1, 1 to 4:30	Want to do some welding without doing the badge? This program block is for you!
STEM	Robotics MB	9 to 4:30	The future is coming and it starts with your patrol. Learn about the fun of robotics as a patrol to design, build, program, and test a robot of your own!
STEM	Programming MB	9-1, 1 to 4:30	We use programs written by other people every day. In this program you'll learn how to write your own simple programs and explore the ways that programming makes our lives easier.
STEM	Space Exploration MB	9-1, 1 to 4:30	Up, up, and away your patrol will go as you help the Griswold Reservation's Aeronautic and Space Squad (G.R.A.S.S.) plan a model rocket launch! Utilizing the Space Exploration Merit Badge your patrol will train to become G.R.A.S.S. scientists and get special clearance to launch a model rocket.
STEM	Electricity (MB) and Electronics (MB)	9 to 4:30	We rely on electricity and electronics to power our homes, connect our society, provide an online version of this program guide, and much more. You'll learn and experiment in this hands-on program centered around the Electricity Merit Badge and Electronics Merit Badge.

STEM	Radio MB	9 to 4:30	Welcome to WGSRR, the best scout-run radio station this side of Lake Eileen. Work on requirements for the Radio Merit Badge as your patrol creates their very own patrol radio broadcast! WGSRR, providing camp with hit music since 1971.
Frontier	First Year Program	* By Request **9-1, 1-4:30	* Have a new scout(s) mixed in with an older scout patrol? No problem! When available (and by request) we can send a staff member to work with the scout on scouting skills during certain activities. ** Got a patrol full of new scouts? We can provide a multi-block first year program that'll help the scouts with their skills! Feel free to contact the Program Director before your patrol comes to camp to discuss some options that can occur with the program.
	Public Speaking MB	9-1, 1 to 4:30	Public Speaking is a useful life tool that allows us to form connections and motivate change.No matter your patrol's comfort level with Public Speaking our staff will utilize the Public Speaking Merit Badge to give tips to strengthen this much important skill.
	Scouting Heritage MB	9-1, 1 to 4:30	Participate in this living history experience as one of the first summer campers in scouting! In this program you'll learn about the history of scouting and play some of the original games that were present at the birth of this movement.
Bell Climbing Barn	Climbing MB	9-4:30	Scale the walls in our indoor climbing gym! The Bell Climbing Barn has multiple climbing walls to choose from and throughout the day you'll learn how to rappel and belay, tie some climbing knots, and spend time climbing while working on the Climbing Merit Badge.
Bell Climbing Barn	Climbing (Non-MB)	9-1, 1 to 4:30	Spend the program block focusing on the technique of rock climbing while inside the climbing barn. Scouts feeling adventurous can try to take on the mighty Kraken or attempt to complete the ultimate bouldering challenge! Do it and you, too, will have your name in the Camp Bell record book!
Bell Farm	Horsemanship	9-1, 1 to 4:30	A mastery of horsemanship is not common today but was once an essential skill back in the 1800s. The Camp Bell stables feature well-trained riding horses and some dynamic staff members. Chances are, you will make some new four- legged friends before long!
Bell Farm	Animal Science	9-1, 1-4:30	Old McGriswold had a farm, E-I-E-I-O, and on that farm there was some...ANIMAL SCIENCE! This program is often centered around completing tasks for the Animal

			Science Merit Badge but can be customized simply to spend time with the animals!
Challenge Valley	Extreme Obstacle	9-1, 1 to 4:30	Work with your patrol as you climb, run, crawl, sprint, and exert yourselves through the super muddy course. It'll take strategy, teamwork, and loads of scouting spirit to get through the obstacles with the fastest time of the summer! Make sure to bring a pair of clothes you don't mind getting messy!
Challenge Valley	The Amazing T-Race	9-1, 1 to 4:30	Put your scout skills to the test as you complete challenges throughout the reservation. Build a Travois to carry your supplies and see if you can complete all 12 tasks to earn the title of Travois Champion!
Challenge Valley	Peak Bagging	9-1, 1-4:30, 9-4:30 (1-4:30 and 9-4:30 also has an outpost option)	Explore the beauty of GSR by conquering the mighty peaks of the reservation! Patrols can choose to do a leisurely hike or do the Extreme Hiking Challenge by doing Mt. Anna, Mt. Mack, Mt. Klem, and Mt. Shannon all in one day!
Bell Waterfront	Water Skiing and Tubing	9-1, 1 to 4:30	This activity is fun for the whole Patrol, but provides a challenge for the Older Scouts. Scouts will have the chance to attempt to waterski and tube from speedboats that are designed for professional competition!. Courageous and advanced Scouts could even try going for the Water Sports Merit Badge.
Bell Waterfront	Kayaking and Snorkeling	9-1, 1 to 4:30	A Patrol activity that includes snorkeling and kayaking will allow Scouts to drop anchor in the middle of Lake Manning for the sole purpose of exploring the rocky shallows found beneath the crystal-clear water.
Bell Waterfront	Castaway	9-4:30 + An Outpost Option	One of the best outposts around, Castaway is sure to refresh and renew your spirits as you navigate your Patrol to a secret stowaway by way of a makeshift boat you have created. What are you waiting for? Your adventure awaits!
ATV	ATV	9-1, 1-4:30	Scouting is Outing! And, can you think of a better way to enjoy the many acres of Griswold Scout Reservation than on an All-Terrain Vehicle? Patrols who reach the age requirements but don't have experience riding the ATV's can choose to participate in our ASI riding course to get familiarity with the ATVs. Experienced patrols can take their ATV ride to the next level by choosing to explore different parts of the reservation with an extended trail ride!
FoxFire	Blacksmithing	9 to 4:30	At FoxFire you'll be able to harness your inner

			blacksmith and complete a series of projects under the guidance of our skilled staff. You'll even get the chance to work on the Metalworking Merit Badge as you work with "hot metal!"
Logging Camp	Extreme Lumberjack	9 to 4:30 with an Outpost Option	Prove your strength as one of the roughest and toughest of characters to wield an ax or a two-man saw! Participate in a series of lumberjack games and then showcase your woodcraft skills. Eager scouts can choose to expand their program and add an outpost option!
Logging Camp	GSR Trail Crew Ranger	9-1, 1 to 4:30	Learn how trails in the great outdoors are created and maintained. Then perform some assistance to a section of the GSR back-country with your new-found knowledge!
Logging Camp	Pulp and Paper MB	9-1, 1 to 4:30	Once a tree has been cut down, there are many ways to put it to good use... including, turning its materials into a sheet of paper! Spend the day working on Pulp and Paper Merit Badge and experience the process of papermaking as you make your own sheet of paper in the process!
Logging Camp	Hatchet	9-4:30 with a outpost option	Relive the stories of Brian Robeson and learn to survive in the wild with only your hatchet! Learn survival techniques, fire-starting and more! This day will test your patience and your skills, alike!
Logging Camp	Mt Man	9-4:30	Understand how the Mountain Man lived by spending a day living and working alongside our staff. While there, they will teach you some cool skills that were utilized many years ago. Scouts will also try their hand at throwing tomahawks and get the option of cooking some delicious Mountain Man Mush!

EVENING ACTIVITIES

<u>Evening Activities To Sign Up For</u>	<u>Description</u>
Free Swim	A nice swim after an awesome day of camp sure is great!
Mile Swim	With this program you'll literally go the extra mile.
Kayak Soccer	Combines balance, speed, and creativity to stay afloat yet also score on your opponent's goal!
Canoe Race	Find out who can paddle out to the island in the middle of Sunset Lake and back the fastest???
Patrol Sail	Patrols may reserve Hidden Valley's Hobie-Bravo Catamaran sailboats for an evening sail.

Patrol Kayak	Kayaking on a summer night is a great way to end any day of camp.
Patrol Canoe	Canoe believe it? There's also a canoeing evening program!
Water Basketball	It's amazing how the 'compete level' rises when you add a few feet of water to this American classic!
GSR Sports!	A time for your patrol to play Wiffle Ball, Kick Ball, 2 Hand Touch Football, or Ultimate Frisbee!
Realistic First Aid	Learn how to create a life-like emergency situation using everyday household items. It is an easy, fun way to spice up First Aid instruction and a great idea to bring back and use at regular Troop meetings!
Disabilities Awareness MB	The Disabilities Awareness Merit Badge is an important badge that helps scouts understand and appreciate experiences of people with differing abilities.
Woodland Rescue	Practice (with the assistance of the Hidden Valley Staff) those all-important Tenderfoot-through-First Class First Aid skills on a realistic "victim." But first, you have to find them... treat their wounds... and bring them back safely!
Patrol Shoots	Can't get enough archery, rifle shooting, or shotgun shooting? Well you should give this evening program block a shot because it'll be a blast!
Chess and Board Game Extraordinaire!	Can you out-strategize the other members of your Unit? Can you be thrifty in the manner you approach the competition?
Ice Cube Candle Making	Grab a paper cup, add a wick, pour some wax and then add some ice cubes...what do you get? One of the most incredible – and easy – candles you've ever seen! You'll have to try it to believe it!
Leather Slide Making	Take this opportunity to build a slide for your neckerchief that would make even Baden-Powell proud!
Patrol Flag Making	The Patrol Method is the most important method in all of Scouting. What better way to show your Patrol Spirit, than with a Patrol Flag you can be proud of having made as a team!
Miniature Catapult & Castle Making	In this activity, Patrols compete against each other to create catapults out of popsicle sticks and build the strongest castle structure they can out of film canisters! Who can destroy the enemy's castle first or win the accuracy contest?
Totem Making	Have you ever wanted to make a three-dimensional 'monogram' for yourself using Scout-approved materials? Now is your chance!
Monkey Fist Making	So, you want to learn how to make a monkey fist? Here's your chance! (will require supplies – buy at the Trading Post or bring from home.)
Fire Building Challenges	Put your fire building skills to the test through a series of challenges.
Master Ropes Course	Learn to make ¼ inch rope using bow string and twine. Who knew it

	was this easy and fun? Forget having to whip or fuse the end of your rope...learn to splice the ends like back in the good ol' days! Crown knots, round splice, eye splice, etc, etc...rekindle a lost art and learn effective splicing techniques!
Dutch Oven Deep Fry	Can't make it to Dunkin' Donuts? No problem! Learn the secrets and try it yourself with guidance from our Staff! It's easy!
Swamp Canoe	Get an inside view of the Ecology Swamp through a guided canoe trip across the murky swamp and beyond.
Star Gazing	The Ecology Staff will help your patrol learn about the sky's celestial bodies and the myths which accompany their storied history. (Note this activity is dependent on a variety of factors including weather.)
Aquatic Exploration	Explore the underwater plant and wildlife community while snorkeling the glacial Sunset Lake shallows.
Eco Conservation Project	Help maintain GSR and practice the Outdoor Code! Choose between tasks varying both in skill level and levels of 'dirtiness!'
Night Hike	Patrols can request to do a night hike up Mt. Shannon to watch the sunset or check out the 10,000 year-old glacial caves located near Shannon!
Service Project	Patrols can choose to complete a service project assigned by our Commissioner Staff.
Patrol Welding	Not able to sign up for welding during the day-time program? Here's your chance to join the STEM staff for some good ol' fashion welding!

EVENING ACTIVITIES ON SPECIFIC NIGHTS

Day of the week	Program	Time	Description
Monday	Night Monkey	7-9	Join in some climbing games, traverse the indoor bouldering walls or simply climb as much as you can!
Monday	The Davinci Patrol Code	7	Solve a secret scattered code by participating in a series of team building challenges that'll unlock the key to your patrol's success!
Tuesday	Catapult Challenge	7	Put your lashing skills to the test by making a catapult that'll be used to complete a series of tasks!
Thursday	Open Smithy	7	Didn't quite perfect that knife at Blacksmithing? Come finish or start a new project! Foxfire opens for an

			evening of fun and hot metal.
Tuesday	Night Ride	7	For those riders who are ASI-certified, you can spend some more time with the ATV's!
Wednesday	Iron Man	7	Does your Patrol have what it takes to rise above the rest? Challenges on land, sea and sky await you!
Wednesday	Night Monkey	7-9	If your patrol wasn't able to participate in Monday's climbing festivities, tonight is your lucky night!
Wednesday	First Aid Extravaganza	7	A race to see how many first aid scenarios your patrol can properly treat within an hour with each scenario getting harder than the last.
Thursday	Cast Iron Competition	6-7:00	Demonstrate your Patrol's prowess in the campsite kitchen by preparing a full meal utilizing any form of cast iron implements. Bring your final products for tasting and judging to see who will win the coveted 'Golden Spatula'!
Thursday	Fingerprinting	7-8, 8-9	A Hidden Valley Merit Badge Traditio (moved to a new night.) Interested patrols who haven't earned the Fingerprinting Merit Badge can work on this awesome badge.
Thursday	Night Ride	7	Weren't able to do Tuesday's night ride? Thursday is another chance to have some ATV-styled fun!
Thursday	Open Smithy	7	Another night of blacksmithing fun!

OUTPOST OPTIONS

<u>Outpost</u>	<u>Day of The Week</u>
Wilderness Survival MB w./ Outpost	Monday, Wednesday
Logging Camp w./ Outpost	Tuesday, Thursday
Peak Bagging w./ Outpost	Tuesday, Thursday
First Year Outpost (Optional)	Tuesday/By Request
Hatchet w./ Outpost	Monday, Wednesday
Cast Away w./ Outpost	Monday, Wednesday
Create Your Own Outpost!	By Appointment with the Program Director

NOTE: ALL PROGRAMS ARE SUBJECT TO CHANGE

Program Planning Worksheet

B---All-TERRAIN VEHICLES (ATVs) 14+ and 16+

- ASI Training Course & Trail Ride \$
- ATV Trail Ride # must be ASI certified

B---CHALLENGE VALLEY

- Extreme Obstacle Course
- Peak Bagging
- The Amazing T-Race

B---CLIMBING

- Climbing Merit Badge
-

V---ECOLOGY

- Environmental Science Merit Badge
- Fish and Wildlife Conservation MB
- Fishing Merit Badge
- Forestry Merit Badge
- Geology Merit Badge
- Mining in Society Merit Badge
- Geology and Mining in Society
- Mammal Study Merit Badge
- Nature Merit Badge
- Soil and Water Conservation Merit Badge
- Weather Merit Badge

V---EMS

- Communication Merit Badge
- Emergency Preparedness Merit Badge
- First Aid Merit Badge
- Search and Rescue Merit Badge
- Search and Rescue

B---FARM

- Animal Science
- Horsemanship \$

B---FOXFIRE

- Blacksmithing

V---Handicraft

- Basketry
- Chess Merit Badge
- Chess
- Game Design Merit Badge
- Leatherworking Merit Badge
- Woodworking Merit Badge

B---LOGGING CAMP

- Extreme Lumberjack_
- GSR Trail Crew Ranger
- Hatchet
- Mountain Man
- Paper Making Merit Badge

V---Scoutcraft

- Camping Merit Badge
- Pioneering Merit Badge
- Pioneering
- Orienteering Merit Badge
- Fire Safety Merit Badge
- Geocaching Merit Badge
- Geocaching
- Signs Signals and Codes Merit Badge
- Wilderness Survival Merit Badge
- Wilderness Survival

V---Shooting Sports

- Archery Merit Badge
- Archery
- Rifle Shooting Merit Badge
- Rifle Shooting
- Shotgun Shooting Merit Badge 13+
- Shotgun Shooting 13+

V---STEM

- Electricity and Electronics
- Programming Merit Badge
- Radio Merit Badge
- Robotics Merit Badge
- Space Exploration Merit Badge
- Welding Merit Badge
- Welding

B/V---WATERFRONT

- Aquatic Patrol Challenge
- Castaway +Tu or +Th
- Canoeing Merit Badge
- Canoeing
- Kayaking & Snorkeling
- Kayaking Merit Badge
- Kayaking BSA
- Sailing Merit Badge
- Sailing
- Lifesaving
- Motorboating Merit Badge 14+
- Rowing Merit Badge
- Swimming Merit Badge
- Water Skiing & Tubing

B/V---UNIT-LED OPPORTUNITIES

- Day Hike to Overnight Outpost
- Multi-Day Outpost (Talk to Program Director!)

OTHER PROGRAM OPTIONS

- Brownsea Frontier! (First Year Program)
- GSR Sports!
- Public Speaking Merit Badge
- Scouting Heritage Merit Badge

Program Planning Worksheet

EVENING PROGRAMS OFFERED ON SPECIFIC NIGHTS

ECOLOGY EVENING PROGRAMS

- Aquatic Exploration
- Eco Conservation Project
- Star Gazing
- Swamp Canoe

EMS EVENING PROGRAMS

- Disabilities Awareness Merit Badge
- Realistic First Aid
- Woodland Rescue

HANDICRAFT EVENING PROGRAMS

- Chess and Board Game Extraordinaire!
- Ice Cube Candle Making
- Leather Slide Making
- Miniature Catapult & Castle Making
- Patrol Flag Making
- Totem Making

SCOUTCRAFT EVENING PROGRAMS

- Fire Building Challenges
- Master Ropes Course
- Monkey Fist Making

SHOOTING SPORTS EVENING PROGRAMS

- Patrol Shoot Archery
- Patrol Shoot Rifle
- Patrol Shoot Shotgun 13+

STEM EVENING PROGRAMS

- Patrol Welding

WATERFRONT EVENING PROGRAMS

- Free Swim
- Mile Swim
- Kayak Soccer
- Canoe Race
- Patrol Sail
- Patrol Kayak
- Patrol Canoe
- Water Basketball

MONDAY EVENING PROGRAMS

- The Davinci Patrol Code
- Night Monkey

TUESDAY EVENING PROGRAMS

- ATV Night Ride must be ASI certified
- Catapult Challenge
- Opensmithy

WEDNESDAY EVENING PROGRAMS

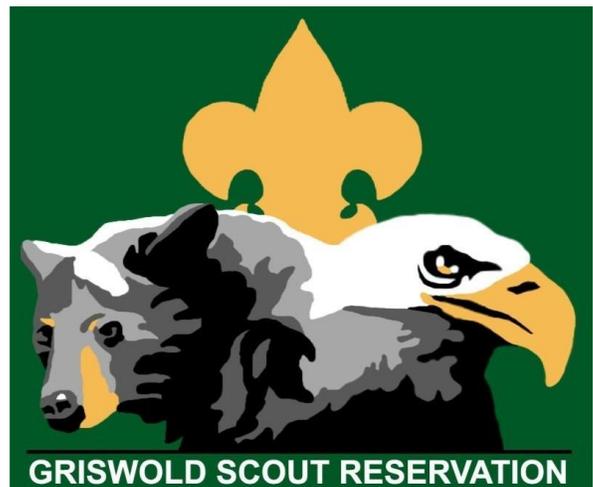
- First Aid Extravaganza
- Iron Man_
- Night Monkey 2

THURSDAY EVENING PROGRAMS

- ATV Night Ride 2 must be ASI certified
- Cast Iron Competition
- Fingerprinting MB
- Opensmithy

OTHER PROGRAM OPTIONS

- GSR Sports! Evening Edition
- Night Hike
- OA Elections
- Service Projects
- Talk to the Program Director for Requests



**NOTE: ALL PROGRAMS ARE SUBJECT TO
CHANGE**