

Camp Freeland

Leslie

Program

Leaders

Guide



With this guide, you as a unit leader have the knowledge of CFL at your fingertips. With us, your Scouts will experience what Scouting is all about. Join us for a week of fun which will span a lifetime of experience. We are not just a summer camp, we are adventure and tradition. We are Camp Freeland Leslie.

2011

Greetings from the Program Director

It is my honor and pleasure to welcome you, on behalf of Camp Freeland Leslie and its staff, to another year at summer camp! Camp Freeland Leslie is the Midwest's Premiere Patrol Method camp. What makes it such an extraordinary summer camp is our commitment to the "highest quality camping experience." It is our goal to meet as many needs you and your Scouts have while at CFL. Our staff is one of the best you will ever get to work with and that is because of the hard work each and every staff member puts into developing and carrying out the program at CFL for you and your Scouts.

This guide is your resource to all that your Scouts will be able to be a part of while at CFL this summer. Each program is taught and carried out by top notch staff with over +100 hours of training and strong lesson plan development. It is my goal as Program Director to ensure that your Scouts not only obtain merit badges and rank advancements but that they learn and have fun doing so.

As Program Director I hope to outline, in this guide, the best program that a summer camp can offer. But my ultimate goal is to deliver the best program to your Scouts when their week of camp begins. If at any time you have a question or concern about the program, please do not hesitate to contact me, my email is listed below.

I look forward to providing you and your troop with the best possible summer camp experience this summer at Camp Freeland Leslie.

Yours in Scouting,

Brian Zerfas

Program Director

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P.S.

You will see a lot of references to our website, www.freelandleslie.com, in this guide. Please check the website frequently as new updates and changes are posted often.

Online Merit Badge registration will be available at www.freelandleslie.org beginning on March 1st, 2011. Please come to one of the CFL Kickoff meetings to receive your login information and password. It is HIGHLY RECOMMENDED that troops register scouts for merit badges via the online registration but not mandatory.

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Program Areas

CFL has eight different program areas that are operated by enthusiastic and qualified staff. Two of these program areas, C.O.P.E. and High Adventure, are designed for the personal development of older Scouts. The other six are geared towards essential Scouting skills and merit badges. Below you will find a description of each area and any information Scouts will need to know in order to participate in the programs that each area runs. Please refer to the specific area for a list of merit badges offered and any prerequisites or additional gear that may be required.

Each program area offers a variety of unique programs. A program area may offer overnights, breakfast or lunch programs, and programs during the evening. *For the most up to date information on special programs being offered you can check our web site or refer to the daily schedule you will receive upon arrival to camp.*

Before you go any further, here are a few notes on merit badges. Scouts can complete any requirements for the merit badges we offer before arrival to camp. **Any requirements a Scout does before camp should be done with a merit badge counselor.** This means that a Scout wishing to do a merit badge at camp that has prerequisites should follow the same procedure as if he were doing a merit badge at home. He should first get permission from his Scoutmaster to do the merit badge and acquire a signed blue card. The Scout must then find a merit badge counselor locally and work on the pre-requisites. A Scout must have any requirements he does prior to camp signed off on a blue card. The Scout must then bring that blue card to camp if he wishes to complete that merit badge by the end of camp. *Worksheets completed before camp, then brought to CFL, will be reviewed extensively for mastery of the material in order to receive completion for the requirement. Many of the badges taught at CFL cannot be learned through the use of a worksheet and thus we highly recommend against this.*

Our counselors will not make a Scout redo a requirement or complete a different option of a requirement he already has signed off. However, Scouts will be encouraged to participate in the merit badge classes even if they have completed the requirements being covered. If a Scout has started a merit badge with another counselor all that is needed to show the Scouts accomplishments is a properly filled out blue card with the previous merit badge counselors signature by the requirements that the Scout has completed. The Scout must have this blue card at camp in order to continue building off his previous work.

The merit badge program at camp is an intriguing part of the camp experience. However, merit badges are not the entire program offered at camp. A Scout is encouraged to take 3 to 5 merit badges at camp. This allows time for a Scouts participation in other activities.

Scouts who finish some of the requirements of a merit badge but not all of them will be given a “partial”. A Scout can take this partial and complete the remaining requirements with a merit badge counselor at home. Being prepared before camp and completing prerequisites with a merit badge counselor at home will minimize the number of partials a Scout takes home.

Some merit badges offered at camp have requirements that are either difficult or impossible to do at camp. This guide tells you what merit badges have prerequisites. Please come to camp prepared. In some cases a Scout may not be able to take a merit badge if he has not completed the prerequisites.

Merit Badge Schedule

We run a 5 session per day merit badge program. Each session is 50 minutes long and there are 10 minutes between to allow time for a Scout to get to his next activity. Please look at the schedule closely. It is designed to allow a Scout as much versatility as possible. Most merit badges are 50 minute classes and meet four times throughout the week. However, some merit badges meet only twice a week or even just once. Other merit badges are two sessions long and/or require out of class work. To learn details about specific merit badges refer to each areas section of this guide. **The dark shaded boxes indicate when that merit badge is NOT being offered.** The 2011 Camp Freeland Leslie merit badge schedule is as follows:

1st Session 9:00-9:50	2nd Session 10:00-10:50	3rd Session 11:00-11:50	4th Session 2:00-2:50	5th Session 3:00-3:50
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Shooting Sports

Archery
Fingerprinting
Rifle Shooting
Shotgun Shooting

		Open Shoot		MB Shoot
			Tuesday Only	
		MB Shoot		Open Shoot
	Open Shoot		MB Shoot	Open Shoot

*Time slots labeled **Open Shoot** are for anyone in camp wanting to shoot.

*Time slots labeled **MB Shoot** are additional shooting opportunities open only to Scouts taking the merit badge.

Aquatics

Small-boat Sailing
Lifesaving
Rowing
Canoeing
Swimming
Instructional Swim
Mile Swim BSA
Kayak BSA
Snorkeling BSA

	<<< One Class >>>		<<< One Class >>>	
<<< One Class >>>		Open Boating	<<< One Class >>>	
<<< One Class >>>			<<< One Class >>>	
<<< One Class >>>			<<< One Class >>>	

*Kayak BSA is three day classes only: Monday, Tuesday and Thursday.

*Mile Swim BSA is a two day class only: Monday and Tuesday.

*Snorkeling BSA class size is very limited. Please register online to insure a spot in the class.

Eagles Nest

Citizenship in the Nation
Citizenship in the World

Communications				
Emergency Preparedness				
Personal Fitness				
First Class Trail				

*There is also an evening session for First Class Trail from 7:00-7:50pm

Eco/Con

Astronomy				
Bird Study				
Energy				
Environmental Science				
Fish and Wildlife Management				
Fishing	<<< One Class >>>			
Forestry				
Geology				
Insect Study	*Upon Request			
Mammal Study				
Nature				
Reptile and Amphibian Study				
Soil and Water Conservation				
Weather				

New Frontiers

Archeology				
Art	M and T	Th and F		
Basketry				
Cinematography				
Indian Lore				
Leatherwork				
Painting	M and T	Th and F		
Photography	Th and F	M and T		
Radio				
Sculpture	Th and F	M and T		
Space Exploration				
Wood Carving				

Outdoor Skills

Camping				
Cooking				
First Aid				
Geocaching				
Orienteering				
Pioneering				
Wilderness Survival				

Specialty Badges

Horsemanship
Golf

<<<< One Class, T, W, TH >>>>					

*Both badges are taught off site

*Golf will have a Monday Morning trip from 9:30-11am (approx.)

*Golf will have a Thursday afternoon trip from 2pm-3:50pm (approx.)

Blue Cards

It is advised that Scoutmasters pay close attention to how they and/or their Scouts complete blue cards prior to Scouts working on merit badges at CFL. If a merit badge card is incorrectly filled out the CFL staff will have to issue a new card per council policy. Furthermore, if the merit badge card is filled out as a complete and the scout only earns a partial, then the CFL staff will have to fill out a new blue card resulting in a waste of paper. Thus, Scoutmasters who choose to print their own blue cards are asked to print them under the assumption that the scout will obtain only a partial.

Older Boy Programs in Regards to Merit Badges

YES you can still earn merit badges when participating in older boy programs such as C.O.P.E. and High Adventure! Older scouts, ages 13 and up are encouraged to participate in one of the many older boy opportunities offered at CFL. Scouts who wish to participate in High Adventure are able to participate in one of the day trips offered during the week. Scouts simply need to discuss this with their merit badge counselor so they know what they will need to make up. The program staff is very flexible and will put in the extra time outside of class as needed to catch students up on class work as long as they are as willing to complete their requirements! Since C.O.P.E. only runs in the mornings, for youth participants, the afternoon is wide open for scouts to complete merit badges.

Ya C.O.P.E.!

Project C.O.P.E. is the exciting low and high ropes course at Camp Freeland Leslie. C.O.P.E. stands for Challenging Outdoor Personal Experience and it aims to help both scouts and leaders develop leadership, problem-solving, self-esteem, communication, trust, decision-making, and teamwork skills. Most importantly, though, C.O.P.E. is about having fun.

C.O.P.E. is a week long program that will challenge you and your team. If you are a scout we will meet at the gazebo Monday, Tuesday, Thursday, and Friday at 8:45 am and have you back with enough time to help your patrol prepare lunch. Also this gives you the chances to work on merit badges after lunch. If you are a leader we will meet at the gazebo Monday, Tuesday, and Thursday at 1:45pm and be back around 4:30.

The C.O.P.E. course is on camp property but it is a bit of a hike so we recommend you having good hiking shoes. Also since some of the events involve steel cables it is

suggested that you have long pants and gloves, especially when we go on our high course at the end of the week. Definitely carry a water bottle with you at all times as well.

If you're not sure if C.O.P.E. is right for you or if you have a lot of merit badges you want to work on while at camp that is fine but you can still join us after dinner on our newest and biggest high course event The Flying Squirrel. We open this exciting event on Monday, Tuesday, and Thursday from 7 to 9pm. This event is like nothing else at Camp Freeland Leslie. You start on the ground and, using your team, you end up flying around at 50 feet in the air in a matter of seconds. If you want to know how exactly this works you'll just have to try it for yourself.

Project C.O.P.E. is FREE to all participants. To participate in Project C.O.P.E. you must be at least 13 and you need to be ready to have the time of your life at camp. **Each participant must complete a hold harmless/consent form in order to participate in C.O.P.E. activities. This can be found in the appendix to this guide, or at www.freelandleslie.com.**

So if you are for a week of extremely fun challenges, be sure to save time for Project C.O.P.E.!

High Adventure

High Adventure is a great way for older scouts to participate in activities unlike that of your typical summer camp experience. High Adventure trips include rock climbing at Devil's Lake State Park, spelunking in Chitton, WI, white water rafting down the Wolf River, biking the Elroy-Sparta Trail, and canoeing the Wisconsin Dells. All trips are fully staffed and are the highlight of many scouts' week at camp.

Scouts will meet for High Adventure trips at 8:30am at the gazebo and will return to camp by dinner. There will be three main trips on Monday, Tuesday and Thursday. There is a half day trip on Wednesday afternoon and, depending interest, can be modified to a full day trip. The high adventure staff is very flexible and wants to make sure that all scouts get the best high adventure experience possible.

There is an additional \$25 fee to participate in the High Adventure program to offset equipment costs. As an older boy program, Scouts must be 14 by January 1, 2011 in order to participate in High Adventure. **Each participant must complete a hold harmless/consent form in order to participate in climbing activities. This can be found in the appendix to this guide, or at www.freelandleslie.com.**

For more questions about our High Adventure program please visit our website www.freelandleslie.com and go to our "Program Areas" tab.

Aquatics

This area operates at the bottom of "Heart Attack Hill" and on the shores of one of the cleanest lakes in Wisconsin. The variety of merit badges and programs offered at Aquatics are designed to improve a Scout's skills on and in the water. Because of the nature of the merit badges offered in this area it is recommended that a Scout takes no more than two Aquatics merit badges per week. It takes time to walk down to Aquatics

and punctuality is very important for these merit badges, so a Scout should plan accordingly.

Instructional swim is a time for Scouts that did not pass their swimmer test or Scouts that just want to improve their swimming to work one on one with an aquatics Staffer. The Aquatics staff is trained to work with all levels of swimmers. If a Scout is interested in improving their swimming ability it is recommended that they take advantage of this time. Instructional swim is only offered Monday, Tuesday, Thursday and Friday mornings at 11:00am.

Kayak BSA is an opportunity for a Scout to learn the proper techniques of kayaking. A Scout will learn how to use a kayak and all its equipment. Scouts will also learn different water maneuvers and capsizing skills. Kayak BSA is offered Monday, Tuesday and Thursday at 11:00am and 3:00pm.

Mile Swim BSA is a chance for Scouts to give their all. There are three preparation sessions that prepare a Scout for attempting to swim a mile. These times are on Monday and Tuesday morning at 11:00am. At Scout must show up to both practice sessions if they want to earn the Mile Swim BSA. The mile swim will take place Thursday morning during the Polar Bear Swim. A Scout wishing to do the mile swim must arrange to provide their own rower and spotter. These two Scouts can be a youth or an adult but must be swimmers. Their job will be to follow, in a row boat, the Scout doing the mile swim. One will row while the other keeps their eyes on the Scout in the water.

Snorkeling BSA has is a great program for Scouts to learn how to use snorkeling equipment, safety when snorkeling, and participate in several snorkeling dives. All scouts who wish to participate must have passed the BSA Swimmer test before participating. Class size is very limited due to equipment availability; because of this, scouts are asked to register for this class as soon as possible to insure themselves a class slot. Scouts are also encouraged to bring their own equipment (snorkel, fins, and mask) with them to camp so that more scouts can participate in the program.

BSA Lifeguard's primary purpose is no longer to provide units with the skills necessary to conduct safe swimming and boating activities and is now intended primarily for waterfront staff. Swimming and Water Rescue and Paddle Craft Safety are two new programs designed to meet unit level needs. In accordance with these changes, BSA Lifeguard is no longer offered and in its place, Paddle Craft Safety or Swimming and Water Rescue are now offered. The course offered will depend on demand from unit leaders present in camp. Each section is an eight hour course. Because of the time constraints and staff limitations we can only offer one course or the other during any given CFL week. Please be apprised that the minimum age for either certification is 16. Please contact CFL before your week at camp to arrange one of these two trainings.

The following is a list and description of the merit badges offered in the Aquatics Area.



Canoeing- Recommended for all Scouts. Learn the skill of canoeing. A Scout will learn the proper use of all

the equipment and techniques that are used in canoeing.

A Scout wishing to take this merit badge must pass the BSA Swimmers test.



Lifesaving- Recommended for older Scouts. Learn water skills that can be used in life threatening situations. Improve your own swimming and ability to recognize unsafe situations.

A Scout wishing to take this merit badge must have Second Class requirements 7a, 7b and 7c and First Class requirements 9a, 9b and 9c done prior to arriving up to camp. They must also pass the BSA swimmers test.



Rowing- Recommended for all Scouts. Learn the skill of rowing. Study knots and techniques that are used in rowing.

A Scout wishing to take this merit badge must pass the BSA Swimmers test.



Small-Boat Sailing- Recommended for all Scouts. Ride the waves of Lake Emrick. Learn to navigate a sail boat and properly use the equipment related to sailing.

A Scout wishing to take this merit badge must pass the BSA Swimmers test.



Swimming- Recommended for all Scouts. Improve your swimming skills. Learn different swimming strokes, snorkeling techniques and water survival skills.

A Scout wishing to take this merit badge must have Second Class requirements 7a, 7b and 7c and First Class requirements 9a, 9b and 9c done prior to arriving up to camp. They must also pass the BSA Swimmers test.

For more questions about our Aquatics program please visit our website www.freelandleslie.com and go to our “Program Areas” tab.

Eagles Nest

Eagles Nest is a lofty area for Scouts to work on several Eagle required merit badges. The merit badges offered in Eagles Nest are recommended for Scouts age 14 and older but are not limited to only them. Because some of the badges require out of class work, scouts are encouraged to take no more than two merit badges from Eagles Nest during the week. It is recommended to space these badges out over the scout’s entire

career. Scouts must also come to class prepared with a paper and pen. Also located in Eagles Nest is our First Class Trail Program, please refer to that section in the guide for more information about that program. The following is a list and description of the merit badges offered in Eagles Nest.



Citizenship in the Nation- Recommended for older Scouts. What does it mean to be a citizen? Learn how the United States government works and how citizens have rights and obligations.

A Scout must complete requirements 2 a, b, and c, before arriving at camp if he wishes to complete this merit badge. Requirement 2d will be done at camp. It is recommended that a Scout also do requirement 8 before camp or bring the necessary materials to complete it at camp.



Citizenship in the World- Recommended for older Scouts. How do countries interact with each other? What are the different types of governments in the world?

A Scout may complete requirement 7 before arriving at camp but this requirement will be completed at camp.



Communications- Recommended for all Scouts. Learn how people communicate and interact with each other. Deliver a speech, conduct interviews, and study teaching methods.

Scouts must complete requirement 5 and 8 before arriving to camp. Alternatively for requirement 8, a scout may plan a campfire and obtain the patrol leader council's approval before camp. The plan must then be carried out at camp.



Emergency Preparedness- Recommended for all Scouts. Be Prepared! This merit badge will teach you how to respond to emergencies in your community and home.

Scouts must earn the First Aid merit badge before completing Emergency Preparedness. They may simultaneously work on First Aid and Emergency Preparedness during their week at camp. Requirement 2 must also be done before arrival at camp. Scouts that do not do this requirement before camp can do 2a and 2b at camp but will not be able to do 2c. Personal and family emergency kits can be made prior to camp for requirement 8c but are not required.



Personal Fitness- Recommended for all Scouts. Learn ways to maintain good health. Practice preventative habits that will keep your body “physically strong”.

Scouts must have requirement 1b done before camp. Please bring a note from the dentist to show to the merit badge counselor. Requirements 7 and 8 must be done before camp in order to get a complete. If these are not done before camp then requirement 7 will be completed and requirement 8, the fitness plan, will be started.

For more questions about our Eagles Nest program please visit our website www.freelandleslie.com and go to our “Program Areas” tab.

Ecology and Conservation

Ecology and Conservation, or Eco/Con as it is referred to, is the place where Scouts learn about the natural world around them. The wide array of merit badges offered in this area, are designed to educate Scouts in the ways that millions of individual actors in the natural world interact with each other to create order and balance. Scouts will also learn the ways in which the environment can be protected and conserved. Scouts are encouraged to take as many Eco/Con merit badges as they wish to. Most of the merit badges do require out of class observation so plan accordingly. The following is a list and description of the merit badges that are offered in Eco/Con.



Astronomy- Recommended for older Scouts. Learn about the Earth’s moon, our solar system and beyond. If you want to understand the universe and all the components that make it up this merit badge is for you.

Scouts must do requirement 5b, 6 and 7b before arriving to camp. Scouts may do requirement 9 before camp, but this requirement will be done at camp. If a Scout does do requirement 9 he must present what he did to the merit badge counselor at camp.



Bird Study- Recommended for older Scouts. Study the important contributions that birds make to the environment. Learn about their markings, calls and nesting habits.

A Scout is encouraged to do requirement 5 before camp, but is not required to. The requirement can be worked on and completed at camp but will take extra out of class time.



Energy- Recommended for all Scouts. Learn the importance of energy. Find out how it works and in what ways you can better conserve it.

A Scout must do requirements 4 and 5 before arriving at camp.



Environmental Science- Recommended for all Scouts. Learn about the important contributions individuals have made in the history of environmental science. Complete experiments in the effects pollution has on land, air and water. Scouts will also do observation studies to gather information on plants and animals.



Fish and Wildlife Management- Recommended for older Scouts. Study the effect wildlife has on the environment. Learn how to protect wildlife and safely study them in their natural environment.

Requirement 5 must be done before camp. A Scout must bring his written reports for this requirement up to camp so he can discuss the results with the counselor. Requirement 6 can be done prior to camp but is not required to be.



Fishing- Recommended for all Scouts. Practice your fishing skills on the beautiful Lake Emrick. Learn how to catch and release and how to clean and cook a fish. This merit badge may take out of class time in order to catch a fish.



Forestry- Recommended for older Scouts. Learn the important role trees and ground cover play in our environment. Learn about opportunities you can take in the care and maintenance of forests.

Requirement 1 can be done before camp and the notebook brought up to camp to be shared with the merit badge counselor. However, it is not required to be done before camp. It can be worked at camp but may require out of class work.



Geology- Recommended for all Scouts. Learn about rock formations and how they create different land features. Read geologic maps, study the effects streams have on the Earth's surface and discover the role that Geologists play.



Insect Study- Recommended for older Scouts. Learn the role insects play in the ecosystem. Study the

different orders and families of insects and difference between social and solitary insects.

This merit badge is offered only upon request. If a Scout is interested in taking this badge he must talk to the Eco/Con director when he gets to camp.

A Scout must do requirement 3, 7 and 10 prior to camp. If a Scout wants to start his collection at camp he can do so. This would take a lot of out of class work. If a Scout has finished his collection he may bring it to camp to complete requirement 5. If he does not want to bring his collection to camp he would have to do requirement 5 prior to coming to camp.



Mammal Study – Recommended for all Scouts.

Study the unique contributions mammals make to the environment. Observe what mammals are attracted to what types of natural habitats and perform a project that will benefit a number of mammals.



Nature – Recommended for all Scouts. Have you ever wanted to understand how all the individual animals and plants work together to create our environment? Learn about the food chain and importance every animal and plant has.



Reptile and Amphibian Study – Recommended for all Scouts. Learn to important and unique role reptiles and amphibians have in the natural world. Study the differences among them and how their unique design enables them to perform specific functions.

Requirement 8 must be completed before arrival to camp. A Scout must bring to camp the reports of his observations.



Soil and Water Conservation – Recommended for older Scouts. Study different types of soil and where these types are. Learn about the effects water has on soil and the damage soil erosion can have on the environment.



Weather – Recommended for older Scouts. What is weather? Study the effects of weather and how modern technology predicts weather conditions. Learn about clouds, high and low pressure systems and cold or warm fronts.

The Ecology/Conservation area also has staff-led and self-directed hikes available. Ask the area staff about these hiking opportunities. Don't miss the chance to enjoy the natural beauty of Camp Freeland Leslie.

For more questions about our Eco/Con program please visit our website www.freelandleslie.com and go to our "Program Areas" tab.

First Class Trail

This is a program designed to help Scouts achieve the rank of First Class. Its goal is to familiarize boys with the basic skills that every Scout should know. The program is intended to be a time for Scouts to learn skills such as: first aid, knots and lashings, orienteering, and fire building. Once a Scout has learned the skills he must demonstrate his ability to perform and apply the skills.

The staff of First Class Trail does not sign off requirements in a Scout's handbook. Each Scout will have a progress report sheet that keeps track of what times he showed up and what requirements he worked on. This sheet will then be given to the Scoutmaster at the end of the week, or the Scoutmaster can check with the counselor daily to see a Scouts progress and review material with the Scout in the campsite. CFL encourages that the leaders of the troop take the time to review the skills that a Scouts has learned, and make sure that he can demonstrate them and fully know their usefulness before the Scout gets the requirement signed off. This ensures the best quality of teaching that a Scout can get.

Scouts can work on other Tenderfoot, Second Class, and First Class requirements not offered in the First Class Trail program during other camp programs. If a Scout would like to work on other rank requirements not offered in the First Class Trail program he just has to talk to the staff running the program.

Scouts can come and go to which ever requirements they need. They do not have to come to every session every day, unless they want to. This program is open for Scouts to walk in freely whenever a requirement that they need is being offered. Just make sure the staff record that a Scout was there and what requirements he worked on so that his progress can be tracked.

Please keep in mind that some sessions require a scout to bring his materials. All sessions benefit from the scout handbook. Others such as water rescue or orienteering require a suit and towel or compass respectively. Be prepared with these materials!

The First Class Trail program operates out of the Eagles Nest area. It runs in the morning during all three sessions and during some evenings. Every time slot covers different requirements, so please make sure the Scouts look at the schedule carefully.

The 2011 First Class Trail program reflects the Boy Scout Handbook 12th edition requirements. The 2011 First Class Trail program schedule is as follows.

Day	Session 1	Session 2	Session 3	Evening
Monday	T 12b	FC 8b 8c	SC 7c	
Tuesday	T 4a 4b 4c, FC 8a	FC 7a 7b	T 5, SC 1a, FC 1	FC 2
Wednesday				
Thursday	T 6	T 11, SC 6, FC 6	SC 2 5	SC 8c, FC 9c
Friday	T 9, SC 7a 9b, FC 9a 11	T 12a, SC 7a, FC 8d	SC 3e 3f, FC 4d	

Tenderfoot	4a	Demonstrate how to whip and fuse the ends of a rope.
	4b	Demonstrate you know how to tie the following knots and tell what their uses are: two half hitches and the taut-line hitch.
	4c	Using the EDGE method, teach another person how to tie the square knot.
	5	Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night. Explain what to do if you are lost.
	6	Demonstrate how to display, raise, lower, and fold the American flag.
	9	Explain the importance of the buddy system as it relates to your personal safety on outings and in your neighborhood. Describe what a bully is and how you should respond to one.
	11	Identify local poisonous plants; tell how to treat for exposure to them.
	12a	Demonstrate how to care for someone who is choking.
	12b	Show first aid for the following: Simple cuts and scrapes, Blisters on the hand and foot, Minor (thermal/heat) burns or scalds (superficial, or first-degree), Bites or stings of insects and ticks, Venomous snakebite, Nosebleed, Frostbite and sunburn.
Second Class	1a	Demonstrate how a compass works and how to orient a map. Explain what map symbols mean.
	2	Discuss the principles of Leave No Trace.
	3e	Discuss when it is appropriate to use a cooking fire and a lightweight stove. Discuss the safety procedures for using both.
	3f	In an approved place and at an approved time, demonstrate how to build a fire and set up a lightweight stove. Note: Lighting the fire is not required.
	5	Participate in an approved (minimum of one hour) service project.
	6	Identify or show evidence of at least 10 kinds of wild animals (birds, mammals, reptiles, fish, mollusks) found in your community.
	7a	Show what to do for “hurry” cases of stopped breathing, serious bleeding, and ingested poisoning.
	7c	Demonstrate first aid for the following: Object in the eye, Bite of a suspected rabid animal, Puncture wounds from a splinter, nail, and fishhook, Serious burns (partial thickness, or second-degree), Heat exhaustion, Shock, Heatstroke, dehydration, hypothermia, and hyperventilation.
	8a	Tell what precautions must be taken for a safe swim.
	8b	Demonstrate your ability to jump feet first into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place.
8c	Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects. Explain why swimming rescues should not be attempted when a reaching or	

		throwing rescue is possible, and explain why and how a rescue swimmer should avoid contact with the victim.
	9b	Explain the three R's of personal safety and protection.
First Class	1	Demonstrate how to find directions during the day and at night without using a compass.
	2	Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.).
	4d	Explain the procedures to follow in the safe handling and storage of fresh meats, dairy products, eggs, vegetables, and other perishable food products. Tell how to properly dispose of camp garbage, cans, plastic containers, and other rubbish.
	6	Identify or show evidence of at least 10 kinds of native plants found in your community.
	7a	Discuss when you should and should not use lashings. Then demonstrate tying the timber hitch and clove hitch and their use in square, shear, and diagonal lashings by joining two or more poles or staves together.
	7b	Use lashing to make a useful camp gadget.
	8a	Demonstrate tying the bowline knot and describe several ways it can be used.
	8b	Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
	8c	Show how to transport by yourself, and with one other person, a person from a smoke-filled room and a person with a sprained ankle, for at least 25 yards.
	8d	Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).
	9a	Tell what precautions must be taken for a safe trip afloat.
	9c	With a helper and a practice victim, show a line rescue both as tender and as rescuer. (The practice victim should be approximately 30 feet from shore in deep water.)
	11	Describe the three things you should avoid doing related to use of the Internet. Describe a cyberbully and how you should respond to one.

For more questions about our First Class Trail program, please visit our website www.freelandleslie.com and head to Eagles Nest under the “Program Areas” tab.

New Frontiers

The New Frontiers area offers a variety of hands on opportunities that enhance a Scout’s ability to be creative and resourceful. Each merit badge in this area is designed to allow a Scout to develop artistically. A Scout is encouraged to take as many New Frontiers merit badges as he would like.

Only three merit badges are offered in New Frontiers during the 3:00pm merit badge session. Those three merit badges are Basketry, Leatherwork and Wood Carving. These merit badges are designed to be open session classes. Depending on the project and the amount of out of class time spent on the project a Scout may be able to do two or

all three of the merit badges offered in the 3:00pm session. It is recommended that a Scout start and complete one of the three badges before starting another one.

The following is a list and description of the merit badges offered in New Frontiers.



Archeology- Recommended for older Scouts. The study of human cultures; learn how we understand past cultures through the recovery and analysis of artifacts and environmental records.

A Scout may do requirement 8 before camp but is not required to. Requirement 8 option c will be done at camp.



Art- Recommended for all Scouts. Discover the usefulness of art. Design your own useful tool or a logo and work with textures and subjects.

A scout must complete requirement 4 be prior to camp.



Basketry- Recommended for all Scouts. Learn the skill and art of basketry. Make your own baskets practicing different weaves.

Basketry is an open class offered once a day at 3:00pm.

Baskets are for sale in the trading post. A Scout must buy and make both the square and round basket to complete this badge. A Scout should plan on working on his projects outside of class.



Cinematography- Recommended for older Scouts. Make your own movie. Build a plot, lay out a set and cast your own actors. Learn how to use movie editing software and then premier your movie to your friends and leaders. Equipment is provided.



Indian Lore- Recommended for all Scouts. Learn about the customs and tradition of the native people that inhabited these lands for hundreds of years before European settlers came to the Americas.

The Trading Post sells Native American outfit material that can be made to fulfill part of requirement 2.



Leatherwork- Recommended for all Scouts. Make useful items out of leather. Learn how to mold, tan and lace leather to create many handy tools.

The Trading Post sells many leather items that can be bought and made to complete requirement 3.



Painting- Recommended for older Scouts. Learn and study the profession of modern day painting. Scouts will learn the technique, practice and study associated with modern day painting.



Photography- Recommended for all Scouts. Practice your skills of photography. Learn about film and digital cameras. Use the camp's digital cameras to create your project and then share it with the merit badge counselor.



Radio- Recommended for older Scouts. Ever wonder how sound waves travel through the air and are then picked up by radios? Learn about the ham radio system and its usefulness. Practice a real conversation using a ham radio and share what you learned with the merit badge counselor.



Sculpture- Recommended for all Scouts. Create your own sculpture out of clay and plaster. Learn about the tools and skills it takes to sculpt something. The Trading Post sells modeling clay that can be bought to meet part of requirement 2.



Space Exploration- Recommended for all Scouts. Build and launch your own rocket. Learn about the process that rockets have gone through and the contribution they have made to space exploration. The Trading Post sells rockets and engines that can be bought to complete requirement 3.



Wood Carving- Recommended for all Scouts. Learn the tools that are required to properly work with wood. Practice different types of cuts and carving different types of wood. The Trading Post sells many different wood carving projects that can be bought to complete requirements 4, 6 and 7.

For more questions about our New Frontiers program please visit our website www.freelandleslie.com and go to our "Program Areas" tab.

Outdoor Skills

The Outdoor Skills area, often referred to as Scout Craft, teaches the basic skills that every Scout should know. The merit badges in this area are designed to give Scouts confidence working outdoors. Every Scout in camp is encouraged to take at least one merit badge that is offered in this area. It is recommended that scouts look at the requirements and look over the merit badge books before coming to camp. The following is a list and description of the merit badges offered in Outdoor Skills.



Camping- Recommended for all Scouts. Discover the skill that is camping. Learn “Leave No Trace” and “Outdoor Code” principals. After this merit badge you should be an expert at camping.

A Scout must do requirement 4b, 9a and 9b prior to arriving at camp. It is recommended but not required that a Scout do requirements 5e, 7, 8c, and 8d before arrival to camp. These requirements can be done at camp but may take out of class work.



Cooking- Recommended for all Scouts, especially new campers. Learn to cook complete meals in a variety of conditions, and over open fires and stoves. Master the skill of menu planning and learn how to time meals properly so they are done when you want them to be.

It is recommended that a Scout plan out all menus for requirements 3 and 5 as well as complete requirements 4,6, and 7 prior to camp. Furthermore, due to time constraints a Scout may not get enough cooking time in so it is recommended that they do some before arriving to camp.



First Aid- Recommended for all Scouts. Learn the proper ways to administer first aid to yourself or others. Practice treating a variety of injuries and learn how to recognize dangerous situations to prevent injuries from occurring.

It is recommended that a Scout have all the first aid requirements for Tenderfoot, Second Class and First Class completed before taking this merit badge. Requirement 2d must be done prior to camp and brought with to show the merit badge counselor. Some first aid items are for sale in the trading post but it is recommended that a Scout complete their home first aid kit before camp.



Geocaching *NEW IN 2011!* Recommended for scouts with some background knowledge in orienteering.

Learn about Global Positioning Systems and how to use them for geocaching. Scouts will also participate in and complete a geocaching course.

A scout must complete requirements 7 and 8 before arriving at camp. Scouts may complete requirement 9 at camp but this will require a large amount of out of class work.



Orienteering- Recommended for older Scouts. Learn how to find directions with and without a compass and map. Practice your skills of compass work and create your own orienteering course.

It is recommended that a Scout do requirement 7a and 7b prior to arriving at camp. A Scout should be prepared to do several miles of hiking throughout the week and spending time outside of class to complete this merit badge.



Pioneering- Recommended for older Scouts. Create useful and creative projects while mastering the skills of knots, lashings, anchoring and leverage.

It is recommended that a Scout already have Tenderfoot requirements 4a and 4b and First Class requirements 7a, 7b, and 7c completed before taking this merit badge. It is also recommended that a scout have a working knowledge of knots and lashings. Scouts should be prepared to spend time outside of class to complete this merit badge.



Wilderness Survival- Recommended for all Scouts. Learn how to survive a night in the wilderness. Build shelters, water collection systems, and rescue methods.

It is recommended that a Scout either build prior to camp or bring supplies up to camp to build a personal survival kit. Refer to the merit badge book for a list of items to develop your kit. This kit will need to be presented to the merit badge counselor.

For more questions about our Outdoor Skills program please visit our website www.freelandleslie.com and go to our “Program Areas” tab.

Shooting Sports

The Shooting Sports area offers the chance for a Scout to experience the proper way in handling and using sport firearms. This includes: bow and arrow, shotgun, rifle and muzzle loading rifle. Scouts are taught the importance of safety when using a firearm and the technique of marksmanship shooting.

With the exception of fingerprinting, the merit badges in this area are very time consuming. **A Scout must plan on spending extra time outside of class to practice their shooting.** You will notice that the Shooting Sports schedule is designed to allow Scouts as much of an opportunity to practice their shooting as possible. It is up to the Scout to take advantage of this time. Because of the amount of time that one Shooting Sports merit badge takes to complete it is recommended that a Scout only take one shooting merit badge in this area.

The completion of these merit badges ultimately rests on the ability of a Scout to meet the required shooting. Because of this, merit badges are recommended but not limited to older Scouts. If a Scout just wants to get a chance to shoot a sport firearm it should be suggested to him to do so during the open shoots during the day or the evenings. However, if a Scout is interested in learning the interworking of a firearm, its history and the laws surrounding its use; then it is recommended that he take the merit badge.

The following is a list and description of the merit badges offered in the Shooting Sports area.



Archery– Recommended for all Scouts. The bow and arrow are among the first tools invented by humans. Learn how to properly operate them in a useful manner. You will also make your very own bow string and arrow and demonstrate your ability to string a bow.

Scouts should plan on spending extra time at the archery range to practice their shooting in order to complete requirement 5 option A: f2



Fingerprinting- Recommended for all Scouts. Learn the importance of fingerprinting and why it is used to identify people.



Rifle Shooting- Recommended for older Scouts or Scouts with shooting experience. Learn the safe and proper use and care of a rifle. Practice cleaning, sighting and firing a .22 rifle.

Scouts should plan on spending extra time at the rifle range to practice their shooting in order to complete requirements 2k and i of option A. Rifle Shooting is free to all scouts.



Shotgun Shooting- Recommended for older Scouts or Scouts with shooting experience. Learn the safe and proper use and care of a shotgun. Practice cleaning and firing a 20 gauge shotgun.

There is an extra \$10 fee for taking this merit badge to offset the ammunition costs.

For more questions about our Shooting Sports program please visit our website www.freelandleslie.com and go to our “Program Areas” tab.

Specialty Badges

An exciting part to the CFL program is our “specialty badges” in Horsemanship and Golf. Both badges are taught off site and will require more than the standard 50 minute session. Transportation will be arranged with CFL, either through the use of camp vehicles or adult volunteers. Please note, there are extra charges associated with both badges, as listed below.



Horsemanship- Learn the basics of caring for, working with, and riding horses. Scouts will work at a horse ranch with a certified horsemanship instructor. Scouts will participate in an hour long trail ride at the end of the week.

Class available on a first come first serve basis, with the maximum participate size of 10 scouts. There is an additional cost of \$50 associated with this badge.



Golf- Recommended for older scouts. Improve your golf swing, putting skills and overall knowledge basis about the game of golf. Scouts will work with a golf instructor at a local course and also participate in 9 holes of golf.

Class available on a first come first serve basis, with the maximum participate size of 10 scouts. There is an additional cost of \$15 associated with this badge. Scouts are highly encouraged to provide their own equipment.

Scouts will only be able to complete 9 holes of golf while at camp and will need to complete another 9 holes either before or after camp to obtain the badge.

For more questions about our Specialty Badges please visit our website www.freelandleslie.com and go to our “Program Areas” tab.

Order of the Arrow

The Order of the Arrow Scouting’s National Honor Society. Lowaneu Allaque Lodge will have a representative at camp to coordinate the Order of the Arrow program at camp. We hope to see many Arrowmen participating in the Lodge activities at CFL. The following is the weekly program schedule for the Order of the Arrow at camp.

Any ordeal members looking to seal their membership in the lodge can do so on Tuesday by going through their brotherhood. There is no fee for completing your Brotherhood the year after you do your Ordeal. After that, the fee is \$15. For 2011 if

they did their Ordeal in 2010, there is no fee to do their Brotherhood in 2011. If they did their Brotherhood in 2009 or before, then there is the \$15 fee. All members interested must meet at the nature center at 12:15pm.

On Wednesday evening the Order of the Arrow will do its callout ceremony for its new candidates. The ceremony will take place after the chapel service with an approximate starting time of 8:00pm. If you are looking to come up to camp on Wednesday to do your ordeal you should plan on arriving by 6:00pm. Please call ahead to make sure your visit is properly arranged. When you arrive check in at the office. Dinner on Wednesday night will not be provided so please eat a hearty meal on your way to camp.

Scouts doing their ordeal at camp should be prepared to make up merit badge work. A Scout should talk to their merit badge counselor on Monday so they can set up a time to make up the work that the Scout will miss on Thursday. If a Scout does not know that he is being called out then it is the responsibility of the Scoutmaster to talk with the merit badge counselors. In some cases doing your ordeal at camp may result in a Scout receiving a partial on a merit badge. It will take some extra work and planning on the side of the Scout in order to complete their ordeal and all their merit badges. Be prepared and plan ahead.

The cost for doing your ordeal at camp is \$55.00. This includes one ordeal sash, the Order of the Arrow handbook, your \$20.00 2011 lodge dues, and a lodge pocket patch to be worn on your uniform. This fee also includes a free brotherhood ceremony if you do your brotherhood conversion within one year from the time you do your ordeal.

There will also be a \$5.00 on site registration fee. Please register for your ordeal before you arrive at camp so that the best experience can be arranged. Bring an extra copy of paperwork and/or receipt along with a copy of your full medical form to insure smooth process.

The ordeal ceremony will take place Thursday night at 9:15pm. This is a private ceremony to order of the arrow members only. The ceremony should be done by 10:00pm. For those that came up on Wednesday just to complete your ordeal you are more than welcome to spend the night at camp. Make sure to let us know when you call ahead.

The lodge cracker barrel will be at 10:00pm Thursday night in the pavilion. All new members who went through their ordeal and current lodge members are welcomed.

For questions about the Order of the Arrow program please refer to www.OA41.org or during the summer camping season call us at camp.

Order of the Arrow Camping Award

This award can be earned by any troop which camps at summer camp. There are two requirements.

- 1) Your troop must attend a week long summer camp.
- 2) 60% of the troop's registered youth members must attend summer camp.

If your troop meets their requirements it can earn the Order of the Arrow Camping Award. While at camp ask the Order of the Arrow camp coordinator or the program director about this award.

Troop Programs

CFL offers many opportunities for a troop to build teamwork between its patrols. Here are just a few examples that your troop can prepare for. Please check our website as your week at camp draws closer for the most up to date troop programs that we will be offering.

Troop Competitions

Troop Tournaments: Troops are now able to sign up and participate in tournaments against other troops in camp. Tournaments will be scheduled by camp staff and the troop that wins will have a chance to play a staff team for the select tournament championship. Tournaments to be offered are volleyball, water polo, human foosball, and pioneering competition. See the trading post for more information

Campsite Gateway: Any troop can enter this competition. Each campsite gateway will be judged by 5:00pm Thursday evening. If a troop would like to enter this competition the SPL must register with a camp commissioner by noon on Thursday. The judges will be looking for creativity, ingenuity and proper lashings and knots. The winning troop of this competition will receive a special prize Friday night after the campfire. Anything may be used in the creation of a gateway, and bringing supplies up to camp for the sole use in the gateway is encouraged! Only one gateway per campsite will be allowed to enter this competition. If more than one troop is sharing a campsite, cooperation between them to make one gateway is encouraged.

Troop Inspection: This competition challenges a troop's ability to keep a clean, organized, and efficient camp. If a troop is interested in competing, the SPL must register their troop no later than the SPL lunch on Monday. The competition runs four days, Tuesday through Friday. During that time the CFL Staff Inspection Team will drop by, unannounced, once a day each day. Points will be awarded to the troops that meet the standards of the inspection team. On Friday the points earned throughout the week will be tallied together. The winner will be announced at the closing campfire. Here is the list of a few things that the inspection team will be judging on.

- Tents and dining tarps properly pitched with all the proper knots and ropes.
- Cooking area clean and organized, including patrol box.
- All fires properly attended or extinguished.
- Blue supply tent clean and organized.
- Outhouse clean and stocked.

Troop Overnights

Tree Top Overnight: Spend a night in the trees. Your troop can enjoy a quiet evening and night on the shore of Lake Emrick. This overnight is unstaffed, meaning that adults are required to participate to follow youth protection guidelines. The

overnight is designed to be used as an opportunity for a troop to use the facility and plan their own program. Depending on the troop's desires, a cracker-barrel the night of the overnight or a breakfast the morning after can be supplied. This overnight is offered on Monday, Tuesday, Wednesday and Thursday nights. If a troop is interested the SPL can sign up for any of these night at the SPL meetings. Spots will be assigned on a first come, first served basis.

Other Troop Opportunities

Troop Service project: Give back to the camp. Use the skills of your troop and perform a service project at camp. Come up with your own project and approve it by our ranger or do a needed service project that is on our list. Giving back to other troops that come up to camp is the best way to keep the spirit of Scouting alive.

If you have a special program or idea of a troop activity let us know. We are more than happy to help you develop a program for your own troop!

Patrol Programs

Our mission as a summer camp is to provide the best and most effective patrol method program with as much fun as possible. Here are just a few examples of the programs we offer to enhance the patrols of your troop.

Patrol Overnights

Survival Night: See if your patrol has what it takes to survive alone in the backcountry of camp. As a patrol you will be allowed to bring three items that you have chosen from personal or troop gear. Then your patrol will pick, from a supply tent, 5 more items to take with you on your trek. You will be given rations to cook breakfast in the morning. A staffer to help and guide the patrol as an advisor, not to do things for them, will accompany the patrol. "Leave No Trace" will be practiced. This overnight is offered on Monday, Tuesday and Thursday. If a Patrol is interested the patrol leader must sign up at the camp wide PLC meeting on Sunday.

Patrol Competitions

Camp Gadget: a patrol must work together to build a creative and useful camp gadget. It must be something that the patrol uses in their campsite during the week. If a patrol would like to enter this competition and be judged the patrol leader must register for it at the camp wide PLC meeting on Sunday.

Patrol Sprit: A patrol must present their flag and yell to the New Frontiers staff on Monday evening. The patrol will be judged on creativity and ENTHUSIAM!

Patrol Area Activities

From 4:00pm to 4:30pm patrols can take part in a variety of area activities designed to have fun and prepare patrols to work as a team for the Friday Night Event. For a patrol to take part in these activities the patrol leader must sign up for them at the

camp wide PLC meeting on Sunday. Please watch our website for a list of activities that will be offered.

The Golden Grommet Patrol Award

Be one of the elite. The Golden Grommet is the highest award that a patrol can earn at Camp Freeland Leslie. A patrol must prove that they can work together and accomplish goals as a team. Any patrol that earns this rank will earn a hanging golden grommet that can be worn on the pocket of the uniform. The grommet represents team work. A single grommet holding a single stake in the ground will never keep a tent in place, much less make it useful. However, when all the grommets of a tent are being properly used there is nothing that can dislodge a tent. Much like the tent, a patrol can do anything only when all its members are working together and doing their part. If your patrol is interested in the Golden Grommet the patrol leader must register for it at the camp wide PLC meeting on Sunday or talk to a camp commissioner.

Adult Programs

Adult Trainings

One of our goals at CFL is to help adult leaders get the essential training that is required to run a beneficial Scouting program. Here is a list of some of the trainings we offer at camp.

- Safe Swim Defense
- Safety Afloat
- Scoutmaster and Assistant Scoutmaster Specific
- Outdoor Leader Skills
 - Extremely popular! No need to attend the weekend training when you can complete this training while at Camp Freeland Leslie!
- Leave No Trace
- Trek Safely
- Archery Range Officer
- NRA Certification Class

Please Note - Because we wish to offer the highest quality trainings within council, certain trainings may have no flexibility, due to the availability of council trainers, and may only be available on one select day. Please reference our website, www.freelandleslie.com as camp nears, to access an up to date schedule of training events at CFL.

Provisional Scoutmaster Program

Be Scoutmaster for Scouts that want to have the summer camp experience but do not have a troop coming up to camp. There are two ways to be a Provisional Scoutmaster. First you can open your campsite and troop to a Scout or two. Add them to a patrol in your troop and make them feel like they are part of your troop. The leaders of the troop will take on the parental guardianship of the Scouts. The responsibility is the

same as if the Provisional Scouts were members of your troop. The second way to be a Provisional Scoutmaster is to volunteer for a whole week of summer camp for a troop made up of Provisional Scouts.

If you are interested in either of these opportunities please contact Denny Wowra Camp Director or Brian Zerfas Program Director.

The Camp Freeland Leslie Open

CFL is offering adults (leaders and parents) the opportunity to play a round of golf while at camp this summer. The outing is scheduled for every Tuesday morning at Thal Acres Golf Course just a few miles from CFL, directly following the leaders meeting.

Join Camp Director Denny Wowra for an opportunity to get away for a few hours and play a relaxing yet challenging round of golf, while your Scouts are busy working on Merit Badges and their other activities. Cost is \$35.00 for 18 holes and a golf cart. Rental clubs are available for an additional \$12.00.

Bring your clubs and your best game to CFL this summer and enjoy a round of golf! For additional information please contact Denny Wowra at wowra325@comcast.net or call him at 630-362-0854.

Other Adult Opportunities

Camp is always looking for people with special skills. If you would like to volunteer some time using your trade or hobby skills please let us know. Our camp ranger has a list of projects and is always willing to use people whose professions are related to the work that needs to be done at camp.

Adult patrols are always welcomed to participate in camp wide events. Patrols in your troop love seeing their leaders do the things they are doing, especially when the leaders are struggling too. If any adult patrols would like to participate they can sign up at the leaders meeting on Sunday.

We are always looking for adults to assist with large merit badge classes. If you would like to help teach or just assist one of our merit badge counselors please fill out the Adult Volunteer Interest form which can be located on our website.

Camp Wide Programs

The CFL Challenge

On Wednesday morning troops will assemble at flags. After the flag ceremony patrols will compete in the CFL Challenge. This is a series of events that will take place in the different program areas around camp. Each event will be scored and the event will end with a camp wide meal behind the staff kitchen. The winning patrol will be announced and prizes will be allocated. The prizes awarded are directly related to the Friday Night Event. Patrols will want to work hard on Wednesday so that they earn the necessary supplies for success in the Friday Night Event.

Chapel

Wednesday evening at 7:15pm troops will assemble at flags for our weekly chapel service. After flags, everyone will be led to our camp chapel. Directly after chapel the Order of the Arrow callout ceremony will begin.

The chapel may be used during the week by troops wanting to do their own service or by Scouts for personal reflection. Please remember to be courteous to other they may be using it at the same time.

Friday Night Event

At 2:00pm Friday afternoon, the final camp wide event will begin. Senior Patrol Leaders and Patrol Leaders will be briefed throughout the week on what everyone will have to know to participate in this event. Patrols will work together to accomplish a series of challenges and tasks to complete the event. Other than that, not much more information can be given. It's a surprise! The event will include a pig roast for dinner and will go until about 8:00pm Friday night, closing with an extravagant campfire.

The Friday Night pig roast dinner will begin with camp wide flags at 6:00pm. Visitors wanting to join us for the Friday night festivities should plan to arrive at camp by 5:30pm. All visitors must check in at the main office.

