



K-M Scout Ranch Program Guide 2020



BOY SCOUTS
OF AMERICA®
MONTANA COUNCIL

Welcome

We are very excited you are joining us at K-M this summer. This Program Guide is here to help you plan your exciting week to come. For each of the activities listed below, you will find all the information Scouts and Scouters need. This includes any pre-paid fees, kits needing to be purchased and requirements that are not able to be completed while at camp.

The Scout Motto is “Be Prepared.” Therefore, it is expected that, before arriving at camp, Scouts will consult with their parents and Scout Leaders, review the merit badge books and complete requirements that they are not able to complete at camp.

Our staff has developed plans that provide specific instruction for the required skills and will guide Scouts through those plans in the appropriate time slots. In the instance that additional instruction is required, there are opportunities throughout the week to complete those requirements.

At the end of this guide, there are materials to make your planning process streamlined. The schedule of offerings varies based on the week you are attending; the two versions are included. There is also an easy reference guide to the offerings, which includes information about additional costs, age restrictions, requirements that won't be completed at camp and other useful information. There is also a worksheet to help Scouts plan their week.

We hope you find this guide helpful and encourage you to contact us with any further questions you might have.

Come and experience a “World Class Camp in the Heart of Big Sky Country”

--K-M Scout Ranch Administration and Staff



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Program Areas



Aquatics

Canoeing:



For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

Kayaking:



This exciting merit badge will help Scouts to learn the skills needed to be a successful kayaker as well as educating them on the risks and rules of the high adventure activity.

Life Saving:



The Lifesaving Merit Badge is an optional requirement for the Eagle Scout rank. Participants will be expected to learn the order of rescue methods, victim identification, non-contact assists, contact rescues with and without equipment, escapes, and spinal injury management.

Rowing:



Rowing is the use of oars as a means of propelling boats and has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.

Snorkeling:



Completion of this course entitles the participant to receive and wear the Snorkeling BSA patch. Participants will be expected to learn proper fit and use of snorkeling equipment, entries and exits, signaling, survival skills, and Safe Swim Defense. While the camp has needed equipment, Scouts are encouraged to bring their own if they have some.

Swimming:



The Swimming Merit Badge is an optional requirement for the Eagle Scout rank. Participants will be expected to learn clothing inflation, different strokes, flotation, entry and surface dives, and overall fitness from swimming. Options for snorkeling or competitive swimming will be chosen by each participant.



Fine Arts

Artist Adventure:



From planning the perfect camp-out to designing an Eagle project, creativity is at the heart of the Scouting experience. In this one-day adventure, Scouts will unleash this creativity to share their personality and Scouting spirit in a physical way. Scouts can expect to complete the Art and Sculpture Merit Badges while learning more about the importance of the visual arts in their lives.

Photography:



Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

Cowboy Artist Adventure:



Experience art as it may have been known to the people of Kendall. In this one-day adventure, Scouts will explore elements of leatherwork and woodcarving, completing those merit badges along the way and connecting with the folk artists of the Old West!

Director Adventure:



Steven Spielberg once credited earning the Photography Merit Badge as the start of his Hollywood career. Today, Scouts can explore the multi-faceted world of entertainment through several more targeted merit badge experiences. In this two-day adventure, Scouts will create a mixed-media short film, completing elements of the Theater, Moviemaking, and Animation Merit Badges.

Inventor Adventure:



Invention is the process of creating something new to somehow improve the lives of others. This two-day adventure is a partnership between STEM and Fine Arts that explores the creative process that underlies the products we use every day. Scouts will spend their first day in the STEM area and the second in the Fine Arts area, and can expect to complete elements from the Model Design and Building and the Inventing Merit Badges.



Music:



The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. Today, the possibilities for creating new music are limitless. Scouts will explore these possibilities through this activity.



Nature

Environmental Science:



While earning the Environmental Science Merit Badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world. Several requirements (3, 4, & 5) need to be worked prior to camp in order to complete this badge.

Forestry:



In working through the Forestry Merit Badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

Mining in Society:



Mining has been an important part of our nation since the 19th century. Today, the industry employs 3 million Americans, directly and indirectly, and is a major contributor to the global mining landscape. This merit badge covers the history of mining, explores the status of mining in the 21st century, introduces Scouts to modern mining careers, and explores the all-important topic of mining safety.

Soil and Water Conservation:



Soil and water quality stands as the foundation of agriculture, forestry and wildlife management. Keeping these resources healthy is critical for our environmental health. In this merit badge, Scouts will explore ways to mitigate erosion and protect watershed resources from our increasingly industrialized world.

World Conservation Award:



For the first time, Scouts have the opportunity to earn the World Conservation Award during their time at camp. To do so, Scouts must attend or already have earned the following merit badges: Environmental Science (or Sustainability), Soil and Water Conservation (or Fish and Wildlife Management), and Citizenship in the World. Additionally, a session will be offered at the end of the week which will include an appropriate service project for the award, an opportunity to wrap up any partial requirements, and guidance in the application process for the award.



Scout Craft

Communications:



This clear and concise definition comes from the U.S. Department of Education: “Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media.” Scouts will grow their communication skills through presentation and guidance from the instructor and other Scouts. Please note this merit badge requires a town meeting to complete (requirement 5).

Pioneer Adventure:



The ability to create structures through the manipulation of rope is one of the most traditional Scouting skills and can become a fun cornerstone of any camping trip. In this two-day adventure, Scouts will learn and practice their lashing skills as they help to create and spend the night in a wooden village. Scouts can expect to complete the Pioneering Merit Badge as well as elements from the Camping Merit Badge.

Fishing:



Originally designated “Angling”, Fishing is among the original 57 merit badges offered by the BSA, which speaks to its timeless charm as an enjoyable pastime for all ages. Learning how to fish properly helps to improve your chance of catching something and makes fishing all the more fun. Due to its designation as a private pond, no fishing license is required to fish in Taylor Lake, so any Scout is welcome to participate in this merit badge.

Citizenship in the Nation:



Citizenship has always been the cornerstone of the Scouting experience. In a particularly divisive political climate, discussing civic responsibility and government can be a tricky issue, especially in an election year! Scouting provides an important medium through which to learn about the US Government in a non-biased format. Scouts can expect to nearly complete this badge, needing only to complete one requirement outside of camp.

Citizenship in the World:



With organizations present in 216 different countries, the Scouting movement is truly international experience. In this badge, Scouts will explore what it means to be a global citizen and how their experiences may differ from those in other countries. Scouts can expect to complete this badge.



Wilderness Survival:



In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

Taking Action:



This two-day adventure prepares Scouts to act when action is needed. By teaching the concepts from the First Aid, Emergency Preparedness, and Search and Rescue. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. Scouts will be prepared by learning the actions that can be helpful and needed before, during, and after an emergency. Scouts will also learn the important differences between a search and a rescue.



Shooting Sports

3 D Archery:

Test your archery skills on a guided walk, stalking life-sized targets of Montana game animals through a lush forest glade. Realistic presentations will hone your shooting skills and shot placement preparing you for exciting hunts to come. Small groups are guided through our 3D range maximizing learning opportunities in range estimation, correct shot angle selection and aim point to develop ethical hunters (archery proficiency required).



Tomahawk Throw:

Join in the fun while experiencing Kendall. Everyone is welcome to try their hand at throwing a tomahawk on our Kendall range. Challenge your buddy to a throw off or try to improve your skills at sticking the hawk in the target butts. Skilled instruction on-site, controlled access range for safety.

Sporting Clays:

Expand your capabilities with a scattergun. Receive alternate presentations from multiple target throwers in our sporting clays introduction range. Realistic field presentations of differing target angles and approaches prepare you for better success in the field or at your home sporting clays range. Learning opportunities in advanced safe shotgun handling, lead estimation and follow-through in small group coaching format (Shotgun Shooting Merit Badge or previous trap/skeet experience preferred).

Archery:



Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery. An arrow kit is needed to complete this course and are available at the Trading Post.

Black Powder:



There are two options for completing the Rifle Merit Badge for a more challenging experience or a chance to connect to the past Scouts can choose to shoot Black Powder. Scouts will learn and practice the universal safety rules used in all shooting sports activities as well as the specifics related to muzzleloader style rifles.

Cowboy Shoot:

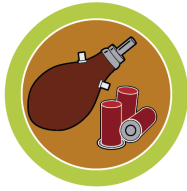
The program offers a fun and safe introduction to cowboy action shooting with pistols, rifles, and shotguns. While attending camp, Scouts 14 years of age or older can take part in a special shooting experience. In various old-time western scenarios. Scouts can prove their accuracy by shooting at targets, like metal ones that spin, where they hit the spinner to “ring the bell.”

Rifle Shooting:

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices. This course shoots .22 caliber rifles.



Shotgun:



A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

Primitive Shooting Sports:

Long before the advent of modern firearm, human beings have enjoyed testing their accuracy in various ways. This course does not address any merit badge or rank requirements, but provides a fun opportunity for Scouts to explore less common shooting sports including atlatl, tomahawk, slingshot and trebuchet.

S.T.E.M.

Aviation:



For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird, to float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher than they ever could. Scouts in this class will have an opportunity to build and fly their own R/C Airplane.

Robotics:



Earning the Robotics Merit Badge requires a Scout to understand how robots move (actuators), sense the environment (sensors) and understand what to do (programming); they should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for them as a career.

Welding:



The image of Industrial Age welders toiling away in dimly lit factories is long gone. Today's welders must learn cutting-edge technology to create the products we use everyday—cars, buildings, bicycles. Scouts will be given the opportunity to work on this equipment under the supervision and guidance of a qualified instructor. They will work on multiple projects as well as examine the career possibilities this skill provides.

Inventor Adventure:



Invention is the process of creating something new to somehow improve the lives of others. This two-day adventure is a partnership between STEM and Fine Arts that explores the creative process that underlies the products we use every day. Scouts will spend their first day in the STEM area and the second in the Fine Arts area, and can expect to complete elements from the Model Design and Building and the Inventing Merit Badges.



The Ropes

C.O.P.E.:



COPE is an exciting outdoor activity that can attract and keep older Scouts. It is designed to meet the needs of today's youth who are seeking greater physical and mental challenges. The underlying goals of a Project COPE course are consistent with the methods of Scouting. Our course consists of both high and low ropes elements including a flying squirrel and a zip line.

Climbing:



Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors. Scouts will get to develop these skills on our tower. Our tower consists of two repelling faces and one climbing face that.



The Tracks

ATV Program:

The aim of the ATV activities is safety, and teaching Scouts the basic operation of the vehicle while respecting the environment. Scouts must be age 14 or older to drive an ATV, and the program requires youth to wear long pants, long-sleeve shirts and over-the-ankle boots. Protective headgear and goggles will be provided, but Scouts are welcome to bring their own. A long sleeve jersey will also be given to each Scout to take home with them. If space is available, adult leaders may participate in these courses as well.



There is a \$25.00 fee for this course.

All participants in the ATV program must take the ASI E-course training prior to attending camp. The E-course is available at: <https://atvsafety.org/atv-ecourse/>. In order to take part in the riding portion, participants must bring a printed certificate that is provided upon completion of the E-course.

Camp Brownsea (formerly Trail to First Class)

In 1907, Lord Robert Baden Powell conducted an experiment that would become the basis for the Scouting movement. He took a group of boys for a week-long camping trip to England's Brownsea Island, where he taught them woodcraft, tracking, and citizenship. This legendary camp set the precedent for every summer camp and lends its name to our new and improved first year camper adventure. In this two-day adventure, young Scouts will function independently in their own mock troop, learning the skills they will need to become a First Class Scout, spending a night in their very own outpost, and sampling many of the exciting programs K-M has to offer. Counselors will keep track of rank requirements addressed, but will not sign off on any requirements addressed. This is the perfect adventure for those new to Scouting or those coming to their very first summer camp.



Trek

Mountain Man Adventure:

Our Mountain Man program is designed for the older Scouts who do not wish to work on more merit badges but would rather put their Scout skills to the test. Scouts taking this adventure will spend the first three days in camp where they will be challenged on our C.O.P.E course, develop their aquatic and canoeing skills in preparation for a river trek and spend a day on our ATV range and trails culminating in an overnight in the Kendall Ghost town. The end of their week will be spent on a two-day canoe trek down the Missouri River. While there are no merit badges earned during this adventure, if a Scout wishes to complete the Canoeing Merit Badge they should talk to their guide.



Photo Courtesy Paul Queneau

All participants in the Mountain Man program must take a the ASI E-course training prior to attending camp. The E-course is available at: <https://atvsafety.org/atv-ecourse/>. In order to take part in the riding portion, participants must bring a printed certificate that is provided upon completion of the E-course. There is a \$50.00 fee and a 14+ age restriction for this course.

Biking and Hiking Adventure:

Explore some of the beautiful scenery of the Moccasin Mountains and travel deep

into the heart of camp in this new two-day adventure. Scouts can expect to complete some of the harder-to-arrange requirements of the Hiking and Cycling Merit Badges.

Adult Leader Opportunities

“Every Scout deserves a trained leader.” And youth aren’t the only ones who can have fun at summer camp! Our adult leader training provides opportunities to complete Youth Protection Training and Hazardous Weather Training in an in-depth, face-to-face format, as well as Introduction to Outdoor Leader Skills. Recreation opportunities will allow adult leaders to try their hand at archery, aquatics, COPE, and climbing, including opportunities for Leave No Trace, Safe Swim Defense, Safety Afloat, and Climb on Safely trainings.



Additional Opportunities



Camp Wide Programs

OA Program:



Order of the Arrow is an integral part of Scouting. One day each week is designated as OA day and all Arrowmen are encouraged to wear their sashes throughout the day. The OA will host an evening event to foster brotherhood and the Scouting spirit. This event is open to all Scouts and Scouters regardless of their affiliation with the OA.

Kendall Ghost Camp:

Kendall is the only ghost town that is owned by the Boy Scouts of America. K-M will offer a special patch only to Scouts and leaders that will join us in a special nighttime hike and then camp overnight in the Kendall ghost town. Plan on being part of the fun as Kendall comes alive again for just one night.

Scoutmaster Golf:

At the end of each week Scoutmasters and Scout Leaders will have the opportunity to golf on the best course in Kendall in the Scoutmaster Open. Preparations should be occurring throughout the week as tournament rules dictate that all clubs and balls must be handmade. The course changes from year to year (and sometimes week to week) so look for most of the course details during your time at camp.

Honor Troop:

The K-M Honor Troop program is designed to recognize those units who exemplify the Scout spirit during their time at camp. The program features three areas; Campsite Appearance, Leadership Attendance, and Unit Participation. Throughout the week the SPL will work with the Camp Commissioner to keep track of these areas. Any unit that completes the program will be recognized at the closing campfire.

Flag Retirement Ceremony:

The staff will host a flag retirement ceremony to honor our great country. Unit participation is a crucial role in this ceremony and all are encouraged to attend.



Planning Resources



How Classes Work

Registration:

Class registration and availability can be accessed through our online portal at: <https://www.tentaroo.com/montana/>

Each unit will be assigned a user name and password once they have completed making their reservations. Scouts will select the classes they want and then look at the weekly offerings to plan their week. Classes do have maximum capacities so Scouts should have second choices ready.

Course Structure:

Courses range from half day to five-day long courses. Scouts will not be switching between courses multiple times each day. The staff lesson plans will spread the requirements through the entire scheduled time while still ensuring that the Scouts are having fun, staying busy, and making progress.

Courses are offered four days during your week. Typically, this is Monday through Thursday. Friday mornings are an opportunity for Scouts to visit an area they need to finish up in. Scouts can also participate in activities they haven't been able too as long as there are no Scouts waiting to complete that activity as part of a course. Friday afternoons are when the Moccasin Mountain Challenge will take place.

Additional Cost

Some of the classes or adventures have additional fees or costs associated with them. These fees will need to be paid with registration. Here is a list of the courses that will have additional costs and the amounts needed. Please help your Scouts to be prepared to take care of these costs.

Pre-Camp Fees:

These fees are calculated and added to your troop registration bill handled through the Council Service Center and finalized when you arrive at camp.

Course	Cost	
ATV	\$25.00	Fuel surcharge
Mountain Man Adventure	\$50.00	Transportation and fuel surcharge



Program Schedule 2020

Monday	Tuesday	Wednesday	Thursday
Scoutcraft			
Wilderness Survival	Wilderness Survival	Wilderness Survival	Fishing
Taking Action		Taking Action	
Communication	Citizenship in the Nation	Citizenship in the World	Communication
Navigator Adventure		Pioneer Adventure	
Nature			
Environmental Science	Environmental Science	Environmental Science	World Conservation Award Project
Forestry	Soil and Water Conservation	Mining in Society	Forestry
STEM			
Welding		Welding	
Robotics		Robotics	
Aviation		Inventor Adventure Day 1	
Fine Arts			
Cowboy Artist Adventure	Cowboy Artist Adventure	Photography	Cowboy Artist Adventure
Director Adventure		Music	
Artist Adventure		Inventor Adventure Day 2	
Aquatics			
Canoeing	Rowing	Kayaking	Kayaking
Swimming	Adult Aquatics	Swimming	Swimming
Snorkeling	Lifesaving	Snorkeling	Lifesaving
Shooting Sports			
Rifle	Rifle	Rifle	Cowboy Action
Shotgun	Shotgun	Black Powder	Shotgun
Archery	Primitive Shooting Sports	Adult Archery	Archery
The Ropes			
Mountain Man COPE	COPE	Adult COPE	COPE
Climbing	Climbing	Climbing	Adult Climbing
The Tracks			
ATV	ATV	Mountain Man ATV	ATV
Camp Brownsea			
Brownsea Scout Adventure		Brownsea Scout Adventure	
Trek			
River Trek (Returns Fri)			
Mountain Man Adventure (Returns Fri)			
Biking and Hiking Adventure		Biking and Hiking Adventure	
Adult Leader Opportunities			
YPT + Hazardous Weather	Leave No Trace	IOLS	
Archery	Aquatics	COPE	Climbing

Course Reference Guide

Course	Days	Age	Fee	Anticipated Prerequisites
Scoutcraft				
Wilderness Survival	1	-	-	-
Fishing	1	-	-	Req. 10
Taking Action	2	-	-	-
Communication	1	-	-	Reqs. 5, 8
Citizenship in the Nation	1	-	-	Req. 3
Citizenship in the World	1	-	-	-
Navigator Adventure	2	-	-	Backpacking Reqs. 8, 11; Orienteering Reqs. 7 - 10; Signs Signals and Codes Reqs.
Pioneer Adventure	2	-	Pioneering Kit	-
Nature				
Environmental Science	1	-	-	-
World Conservation Project	1	-	-	No merit badge
Forestry	1	-	-	-
Soil and Water Conservation	1	-	-	-
Mining in Society	1	-	-	-
STEM				
Welding	2	-	-	-
Robotics	2	-	-	-
Aviation	2	-	-	-
Inventor Adventure	2	-	-	Inventing Req. 8
Fine Arts				
Cowboy Artist Adventure	1	-	Woodcarving and Leatherwork Kits	-
Photography	1	-	-	-
Director Adventure	2	-	-	-
Music	1	-	-	-
Artist Adventure	2	-	-	Art Req. 6
Inventor Adventure	2	-	-	Inventing Req. 8
Aquatics				
Canoeing	1	-	-	-
Rowing	1	-	-	-
Kayaking	1	-	-	-
Swimming	1	-	-	-
Snorkeling	1	-	-	-
Lifesaving	1	-	-	-
Shooting Sports				
Rifle	1	-	-	-
Cowboy Action	1	14+	-	-
Shotgun	1	-	-	-
Black Powder	1	-	-	-
Archery	1	-	Arrow Kit	-
Primitive Shooting Sports	1	-	-	No merit badge
The Ropes				
COPE	1	14+	-	No merit badge
Climbing	1	-	-	-
The Tracks				
ATV	1	14+	-	\$25 No merit badge
Camp Brownsea				
Brownsea Scout Adventure	2	-	-	No merit badge
Trek				
Mountain Man Adventure	4	14+	-	\$50 No merit badge; Canoeing reqs. tracked on request
Biking and Hiking Adventure	2	-	-	Hiking Req. 4; Cycling Req. 7c
Adult Leader Opportunities				
YPT + Hazardous Weather	1	18+	-	-
Leave No Trace	1	18+	-	-
IOLS	2	18+	-	-
Archery	1	18+	-	-
Aquatics	1	18+	-	-
COPE	1	18+	-	-
Climbing	1	18+	-	-

Notes

The Ropes:

Scouts who have their own climbing gear are welcome to bring it but it must be inspected by the Ropes Director prior to its use in any of the Ropes areas.

ATV's:

Participants in the ATV Safety Course or any ATV ride are required to wear the proper personal protective equipment. Scouts should arrive at the ATV Range prepared with this equipment. Each Scout will need to provide their own:

- Long Pants
- Long Sleeve Shirt
- Over Ankle Boots

Any Scout arriving without these items will be sent back to camp. The following items are provided by the camp:

- Helmet with proper ratings
- Gloves
- Goggles

Scouts are welcome to bring their own equipment but use of personal equipment is based on instructor inspection and approval.

Mountain Biking:

The camp provides the necessary personal protective equipment for the mountain biking course however if a Scout wishes to bring their own they are more than welcome to. Use of this equipment is subject to instructor approval. Scouts are not permitted to ride mountain bikes outside of the structured course.

Welding/ Metalworking:

Scouts will need to wear proper clothing for all activities involving welding or metal work. This includes cotton pants, closed toed shoes, and long sleeve shirt. Specialty safety gear is provided and Scouts are welcome to bring their own from home. Use of personal safety gear is subject to instructor approval.

Aquatics:

All Scouts and adults will have an opportunity to complete the BSA Swim test on the day of check in. Any Scout who wishes to participate in one of these activities should complete the test to the best of their abilities. If a Scout does not complete the test they will be given the opportunity to during the program time.

Blue Cards:

Scouts are not required to bring blue cards to their activities, the camp will print and distribute completed and partial blue cards at the end of the week.



Scout Camp Planning Sheet

Scout Name: _____

Rank: _____ Age: _____

Day 1:

1st Choice: _____

2nd Choice: _____

Day 2:

1st Choice: _____

2nd Choice: _____

Day 3:

1st Choice: _____

2nd Choice: _____

Day 4:

1st Choice: _____

2nd Choice: _____

