

# Camp Robert Drake 2016 Program Schedule

	<b>Shooting Sports</b>	<b>R.O.A.P.</b>	<b>Handicraft</b>	<b>Aquatics (Pool)</b>	<b>Poncho Pond</b>	<b>Ecology</b>	<b>First Aid</b>	<b>Sports</b>	<b>First Year</b>	<b>Lantern Program</b>	<b>Vermillion Trex</b>
<b>6:30 a.m.</b>	-\$Troop Shoot\$ (By Appointment)	●	●	- <u>Mile Swim</u> - <u>Snorkeling</u> <u>BSA</u>	Canoe Hikes (By Appointment)	●	●	-Personal Fitness	●	●	●
<b>8:00 a.m.</b>	<b>Breakfast</b>										
<b>9:00 a.m.</b>	--\$Shotgun*\$ --\$Archery*\$	- <b>Camping</b> -Pioneering*	-Woodcarving*	- <b>Swimming</b> - <b>Swimming and Water Rescue*</b>	-Fishing -Whitewater	- <b>Environmental Science</b> -Soil & Water	- <b>First Aid</b>	-Cycling	<b>Pollywog Program For First Year Scouts</b>	- <b>Communication*</b>	<b>Older Scout Adventure!</b> (See Vermillion Trex flyer for program and registration information)
<b>10:00 a.m.</b>	-\$Archery*\$	-Wilderness Survival* -Geocaching	-Woodwork*	- <b>Swimming</b> - <b>Lifesaving</b>	-Canoeing -Rowing	-Plant Science -Fish & Wildlife	- <b>First Aid</b>	-\$Golf\$		-Photography	
<b>11:00 a.m.</b>	-\$Rifle*\$ -\$Archery*\$	- <b>Cooking*</b>	-Woodcarving*	- <b>Swimming</b> - <b>Lifesaving</b>	-Canoeing -Kayaking	-Archaeology -Bird Study	- <b>E Prep</b>	-Athletics		- <b>Personal Management*</b>	
<b>12:15 p.m.</b>	<b>Lunch</b>										
<b>2 p.m.</b>	-\$Rifle*\$	- <b>Cooking*</b> - <b>Camping</b>	-\$Basketry\$ -\$Leatherwork\$	-Instructional Swim - <b>Swimming</b>	-Sailing -Canoeing	- <b>Environmental Science</b> -Nature	- <b>First Aid</b>	-Sports	●	- <b>Citizenship in the World*</b>	<b>Older Scout Adventure!</b> (See Vermillion Trex flyer for program and registration information)
<b>3 p.m. Bonus Badge Bonanza</b>	-\$Open Rifle\$ (M) (W) (F) -\$Open Shotgun\$ (T) (R) -Advanced Archery* (M, T, W)	-Orienteering - <u>Fireman/Totin</u> (M) (T) (W) (R) (F)	-Indian Lore (W, R, F) -Art (M, T)	-Open Swim (M) (T) (W) (R) (F)	- <u>Stand Up Paddleboarding</u> -Open Boating -Paddlecraft Safety (ALL Activities Meet Every Day)	-Mammal Study (M, T) (R, F) -Geology (M, T, W)	●	-Bugling (M, T, W)	●	-Fingerprinting (M) (F) -Entrepreneurship (W, R, F)	
<b>4 p.m.</b>	-\$Open Rifle\$ (M) (W) (F) -\$Open Shotgun\$ (T) (R) -Open Archery	-Backpacking - <b>Hiking</b>	-Woodcarving* -\$Basketry\$ -\$Leatherwork\$	-Open Swim	-Kayaking - <u>Stand Up Paddleboarding</u> -Open Boating	- <b>Environmental Science</b> -Insect Study	- <b>E Prep</b>	●	●	-Chess	
<b>5:45 p.m.</b>	<b>Dinner</b>										

### KEY

**Eagle Badges**  
BSA Awards  
\$Fee\$  
\*Age or Rank Requirement: See Pre-Reqs Sheet

- Wilderness Survival participants are *required* to participate in an overnight experience.
- Golf participants will have the *option* to spend Friday playing a USGA-regulation 18-hole round to complete the badge.
- Cooking participants will have the *option* to prepare and eat lunch at ROAP.
- Advanced Archery Activity will allow *Scouts 14 and older* to shoot various types of bows including, atlats.

### The Pollywog Path

All first-year scouts are *highly* encouraged to participate in our first year campers program from 9AM to 12PM.

The following are recommended afternoon sessions specifically designed for first years, please note that you may want to leave space for open swim/shoot:

Basketry, Leatherwork, First Aid, Sports, Instructional Swim, Canoeing, Kayaking. Any badge offered in the 3PM *Bonus Badge Bonanza* is suitable for first years.

### WHAT'S HAPPENING AT 3PM??

The 3PM hour looks complicated, the good news is, it's not! We at Camp Drake realize that some badges can be thoroughly taught in less than 5 days—so why should we make you sit through a stretched out class when you can maximize your time earning lots of badges and attending open areas?!

The *Bonus Badge Bonanza* program allows you to plan out your week using the days in parenthesis. FYI, (R)= Thursday and the rest are self-explanatory. If multiple days are in parenthesis, the badge meets all these days...for example Geology meets Monday, Tuesday, and Wednesday. Activities with one day per parenthesis can be visited on any of those days, e.g. Open Shoot.

So, how would this work? Johnny Scout wants to visit 4 different program areas during *Bonus Badge Bonanza*: Lantern, Aquatics, Ecology, and ROAP. He schedules this by choosing Mammal Study (Monday, Tuesday), Fireman/Totin (Wednesday), Open Swim (Thursday), and Fingerprinting (Friday). Instead of being committed to one class, Johnny is walking away with 2 Merit Badges, 1 BSA Award, and a little extra time in the cool water. Johnny loves *the Bonus Badge Bonanza* program!

### EAGLE FLIGHT

If you wish to take an Eagle-required Merit Badge every hour, you can do that now!

6:30-	Personal Fitness
9:00-	Communications, Swimming, EnviSci, Camping, First Aid
10:00-	First Aid, Swimming, Lifesaving
11:00-	Personal Management, E Prep, Cooking, Swimming, Lifesaving
2:00-	Cit in the World, Cooking, Swimming, EnviSci, First Aid
3:00-	Camping
4:00-	EnviSci, E Prep