

Camp M. K. Brown - 1968 - 2020
52 years of Camping



2020 Program Guide



Golden Spread Council, Boy Scouts of America

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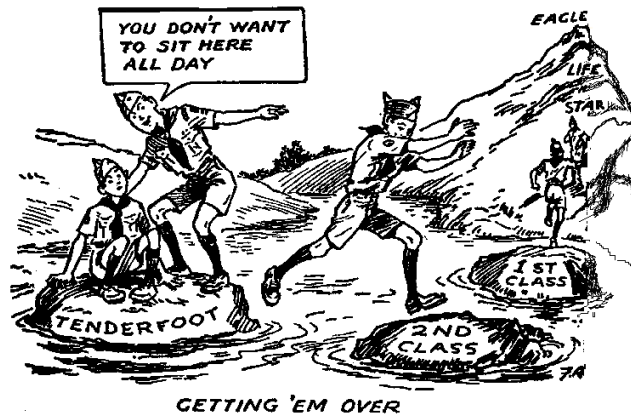
B.P.

Most experienced Scout leaders recognize the initials of Scouting's founder, Baden Powell, and will also know that "B.P." means "Be Prepared".

The most important job of Scout leaders is to prepare their Scouts for summer camp. Preparing them to have a fun-filled and positive learning experience involves more than collecting their fees and preparing their gear. In the weeks and days before camp, leaders need to discover what each Scout desires to experience while at camp; help him/her prepare ahead of time so that his/her time is well used and his/her efforts are rewarded with the recognition that comes with earning badges.

The following pages of information include forms that are designed to help you guide and prepare your Scouts. Your role as his/her leader will make his/her camp experience the memory of a lifetime.

See you at camp!



Handbook for Patrol Leaders BSA 1964

Advancement in Camp

The opportunity for a boy/girl to spend time in a Scout summer camp is a very important part of their life; it should stand out as an experience in shaping his character. Don't make advancement the only reason for going to camp. Scout advancement should not be an end in itself; it should be a direct result of what naturally happens at camp. It must be remembered that no scout can advance beyond the rank of Tenderfoot Scout if he/she does not have a hiking and camping experience as a member of his/her patrol and troop. It is, therefore, important that boys/girls, patrols, and troops know the method of Scout advancement as it applies in the home, community, and camp.

Keep in mind as you make your program plans that they should include activities for the patrol and troop as well as the individual boy/girl. Camp provides the best atmosphere for building patrol and troop teamwork, but be alert to the needs of each boy/girl and do not over schedule his/her time. Allow him/her the opportunity to have time for what he/she wants to do: whittle, hike, sit and watch the clouds, or whatever.

We hope you read through this Program Guide and use it to better plan your Camping experience.

First Year Camper Program (Polaris)

This program has been developed especially for Scouts attending camp for the first time. This program will emphasize “hands on” activities so Scouts can master their outdoor skills.

The focus of the first "year" camper program is based on the Tenderfoot through First Class requirements. Not all of the requirements of each rank will be completed at Camp M.K. Brown but those listed below, will be taught by our counselors. This program is not designed to “make” a Scout First Class in one session!

The Scoutcraft area will be the headquarters for this program, but activities will take place at various locations in camp. Assistant Scoutmasters are highly encouraged to attend and assist with instruction and supervision.

Attendees in the Polaris Program will report to the Scoutcraft area every day at their scheduled time. This is an all day program. The mornings will concentrate on the items listed below and in the afternoon, the Scout will take First Aid and Swimming and maybe one other badge!

With proper meeting planning and activities upon your return home, your Scout will be a First Class Scout within three months! The BSA states that if a boy/girl attains the rank of First Class within the first year of his/her Scouting experience, the chances of him/her remaining in the program is upwards of 90 percent!

The following requirements, which will be part of the Polaris Program, will be completed:

Note: These are the current requirements as of January 1, 2020

Scout

- 1a. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meaning.
- 1b. Explain what Scout spirit is. Describe some ways you have shown Scout spirit by practicing the Scout Oath, Scout Law, Scout motto, and Scout slogan.
- 1c. Demonstrate the Scout Scout sign, salute, and handshake. Explain when they should be used.
- 1d. Describe the First Class Scout badge and tell what each part stands for. Explain the significance of the First Class Scout badge.
- 1e. Repeat from memory the Outdoor Code. In your own words, explain what the Outdoor Code means to you.
- 1f. Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning.
- 3a. Explain the patrol method. Describe the types of patrols that are used in your troop.
- 4a. Show how to tie a square knot, two half-hitches, and a taut-line hitch. Explain how each knot is used.
- 4b. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.
5. Demonstrate your knowledge of pocketknife safety.

Tenderfoot

- 3a. Demonstrate a practical use of the square knot.
- 3b. Demonstrate a practical use of two half-hitches.
- 3c. Demonstrate a practical use of the taut-line hitch.
- 3d. Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used.
- 4a. 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
 - Choking

- 4b. Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.
- 4c. Tell what you can do while on a campout or other outdoor activity to prevent or reduce the occurrence of injuries or exposure listed in Tenderfoot requirements 4a and 4b.
- 5a. Explain the importance of the buddy system as it relates to your personal safety on outings and in your neighborhood. Use the buddy system while on a troop or patrol outing.
- 5b. Describe what to do if you become lost on a hike or campout.
- 5c. Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night.
- 6a. Record your best in the following tests:
- Pushups (Record the number done correctly in 60 seconds.)
 - Situps or curl-ups (Record the number done correctly in 60 seconds.)
 - Back-saver sit-and-reach (Record the distance stretched.)
 - 1-mile walk/run (Record the time.)
- 7a. Demonstrate how to display, raise, lower, and fold the U.S. flag.

Second Class

- 2a. Explain when it is appropriate to use a fire for cooking or other purposes and when it would not be appropriate to do so.
- 2b. Use the tools listed in Tenderfoot requirement 3d to prepare tinder, kindling, and fuel wood for a cooking fire.
- 2c. At an approved outdoor location and time, use the tinder, kindling, and fuel wood from Second Class requirement 2b to demonstrate how to build a fire. Unless prohibited by local fire restrictions, light the fire. After allowing the flames to burn safely for at least two minutes, safely extinguish the flames with minimal impact to the fire site.
- 2d. Explain when it is appropriate to use a lightweight stove and when it is appropriate to use a propane stove. Set up a lightweight stove or propane stove. Light the stove, unless prohibited by local fire restrictions. Describe the safety procedures for using these types of stoves.
- 2f. Demonstrate tying the sheet bend knot. Describe a situation in which you would use this knot.
- 2g. Demonstrate tying the bowline knot. Describe a situation in which you would use this knot.
- 3a. Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.
- 3d. Demonstrate how to find directions during the day and at night without using a compass or an electronic device.
4. Identify or show evidence of at least 10 kinds of wild animals (such as birds, mammals, reptiles, fish, or mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken.
- 5a. Tell what precautions must be taken for a safe swim.
- 5b. Demonstrate your ability to pass the BSA beginner test: 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.
- 5c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects.
- 5d. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible. Explain why and how a rescue swimmer should avoid contact with the victim.
- 6a. Demonstrate first aid for the following:
- Object in the eye
 - Bite of a warm-blooded animal
 - Puncture wounds from a splinter, nail, and fishhook
 - Serious burns (partial thickness, or second-degree)
 - Heat exhaustion
 - Shock
 - Heatstroke, dehydration, hypothermia, and hyperventilation
- 6b. Show what to do for “hurry” cases of stopped breathing, stroke, severe bleeding, and ingested poisoning.
- 6c. Tell what you can do while on a campout or hike to prevent or reduce the occurrence of the injuries listed in Second Class requirements 6a and 6b.
- 6d. Explain what to do in case of accidents that require emergency response in the home and backcountry. Explain what constitutes an emergency and what information you will need to provide to a responder.

- 6e. Tell how you should respond if you come upon the scene of a vehicular accident.
- 8a. Participate in a flag ceremony for your school, religious institution, chartered organization, community, or Scouting activity.
- 8b. Explain what respect is due the flag of the United States.
- 9a. Explain the three R's of personal safety and protection.
- 9b. Describe bullying; tell what the appropriate response is to someone who is bullying you or another person.

First Class

- 3a. Discuss when you should and should not use lashings.
- 3b. Demonstrate tying the timber hitch and clove hitch.
- 3c. Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together.
- 3d. Use lashings to make a useful camp gadget or structure.
- 4a. 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.).
- 4b. Demonstrate how to use a handheld GPS unit, GPS app on a smartphone, or other electronic navigation system. Use GPS to find your current location, a destination of your choice, and the route you will take to get there. Follow that route to arrive at your destination.
- 5a. Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location. You may show evidence by identifying fallen leaves or fallen fruit that you find in the field, or as part of a collection you have made, or by photographs you have taken.
- 5b. Identify two ways to obtain a weather forecast for an upcoming activity. Explain why weather forecasts are important when planning for an event.
- 5c. Describe at least three natural indicators of impending hazardous weather, the potential dangerous events that might result from such weather conditions, and the appropriate actions to take.
- 5d. Describe extreme weather conditions you might encounter in the outdoors in your local geographic area. Discuss how you would determine ahead of time the potential risk of these types of weather dangers, alternative planning considerations to avoid such risks, and how you would prepare for and respond to those weather conditions.
- 6a. Successfully complete the BSA swimmer test.
- 6b. Tell what precautions must be taken for a safe trip afloat.
- 6c. Identify the basic parts of a canoe, kayak, or other boat. Identify the parts of a paddle or an oar.
- 6d. Describe proper body positioning in a watercraft, depending on the type and size of the vessel. Explain the importance of proper body position in the boat.
- 6e. 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.)
- 7a. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
- 7c. Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).
- 7f. Explain how to obtain potable water in an emergency.

Earning Merit Badges at Camp

1. Working on merit badges is especially enjoyable when Scouts work together.

The requirements for each merit badge appear in the current BSA merit badge pamphlet for that award and in the book *Scouts BSA Requirements*, available at the Scout shop and Camp Trading Post. When a Scout has decided on a merit badge he would like to earn at Camp M. K. Brown, he must follow these steps:

- The Scout obtains permission from his Scoutmaster to attend the sessions per the published schedule. The Camp M. K. Brown staff provides qualified merit badge counselors for the subjects listed in this guide.
- The counselor will explain the requirements for the badge and help the Scout plan ways to fulfill them so that he can get the most out of the experience.
- The Scout completes the requirements, meeting with his counselor whenever necessary until he has finished working on the badge.

The advancement program allows the Scout to move ahead in his/her own way and at his/her own speed. Rather than competing against others, he/she challenges himself/herself to go as far as his/her ambition will carry him/her. The rate of advancement depends upon his/her interest, effort, and ability.

2. The Scout is expected to meet the requirements as stated—no more and no less. Furthermore, he/she is to do exactly what is stated. If it says “show or demonstrate,” that is what he/she must do. Just telling about it isn’t enough. The same thing holds true for such words as “make,” “list,” “in the field,” and “collect, identify, and label.”

On the other hand, we cannot require more of a Scout than stated. Counselors must not, for example, say, “I want to be sure you really know your stuff, so instead of the 20 items in your collection, you must have 50 to get my signature.” They can suggest, encourage, and help the Scout to get 50 things, but they must not require it.

If the requirements as stated are the limits, what is there for the counselor to do other than help the Scout with the specifics of these requirements? Actually, we can go far beyond the requirements in our discussions with the Scout. He probably will welcome our willingness to share knowledge well beyond the requirements, and counselors will make a sincere contribution to him/her by doing so. But it isn’t required. That’s the key. The Scout does not have to show his knowledge of those things beyond the requirements.

Counselors might stress the fact that while knowledge is necessary, whether the Scout can put his knowledge to work is the important thing in life. Work with the Scout can give him/her indirect career guidance. Many merit badge subjects acquaint a Scout with the job opportunities in various fields. In these cases the merit badge work serves an exploration in an adult work experience, showing him/her whether or not he/she has the interest or ability along such lines.

3. *Group Instruction.* Frequently the skills of a subject can be taught to several Scouts at one time. This has a time advantage for the counselor. However, completing the requirements must always be done on an individual basis. A Scout may not qualify for merit badges by just being a member of a group that is instructed in skills. Some counselors will give a written review to ensure the Scout has comprehended the material. This in no way is a “test” but it does allow the counselor the opportunity to adjust teaching techniques and to make sure the Scout has met the requirements of the badge.

Scouts must qualify by personally satisfying their merit badge requirements to the counselor. This may be hard to do in a group. When one Scout in a group answers a question, that can’t possibly prove all the other group members know the answer. Each Scout learns at his own pace and no Scout should be held back or pushed ahead by his association with a group.

So remember — we can coach more than one at a time, but only one Scout at a time can satisfy a counselor that he/she has met the requirements.

Not all requirements for merit badges offered at camp can be completed at camp. When requirements are done at camp, in the presence of the merit badge counselor or instructor, it is usually clear that the Scout has the knowledge or skill level required. Requirements completed outside the presence of a counselor, will result in a partial merit badge completion from Camp M. K. Brown unless the Scout can produce valid evidence of prior completion.

To work on a merit badge a Scout:

1. May show up on the first day of instruction at the place and time designated on the schedule.
2. May ask for any instructional assistance that he/she believes necessary to his success in the badge.
3. May interview for completion of the badge at any time during the session by making an appointment with the counselor.

NOTE: If qualified, we encourage units to use the resources of their troop leaders to assist and instruct when necessary.

Records of progress and attendance will be available in each program area during instruction periods. Leaders are encouraged to check these records beginning on day three to monitor a Scout's progress.

4. *Program Scheduling* - In order to help Scouts make the most efficient use of the advancement possibilities in camp, Scout leaders are asked to help each Scout make an individual program schedule before coming to camp. Remember, flexibility is the rule!

NEW in 2020!! – We are offering an exciting new program for the older scouts in 2020! A Shotgun Sporting Clays Class will be offered after lunch for eligible scouts! We will have multiple clay throwers throwing targets from a variety of locations and speeds. This will give the participating scouts an opportunity to experience the excitement of a real Sporting Clays course. At the end of the week (Thursday evening) the participating scouts will compete against each other in a tournament attended by the rest of the camp! The winner will receive year-long bragging rights and a unique award!





To participate, the scout must meet **ALL** of the following requirements:

*14 years old or older






*Star Scout rank or higher




*Already have the Shotgun Shooting Merit Badge (Be prepared to provide proof)

Merit Badges Offered at Camp (subj. to change)

<p style="text-align: center;">Canoeing</p> 	<p>Location: Lake</p> <p>Prerequisites: Must be BSA Swimmer qualified to take this class</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None</p> <p>Helpful hints: Not for new Scouts or those without physical strength to complete the requirements.</p>
<p style="text-align: center;">Emergency Preparedness</p> 	<p>Location: Dining Hall area</p> <p>Prerequisites: Should be First Class rank or above.</p> <p>Advance Preparation: None</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p style="text-align: center;">First Aid</p> 	<p>Location: Admin Building Porch</p> <p>Prerequisites: Bring home made first aid kit to session.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p style="text-align: center;">Fishing</p> 	<p>Location: Eco Lodge</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Bring your fishing equipment to camp. Barbless hooks are mandatory.</p>

<p>Fish & Wildlife Management</p> 	<p>Location: Eco Lodge</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Must bring Pen and paper or notebook</p>
<p>Kayaking</p> 	<p>Location: Lake</p> <p>Prerequisites: Must be classified as a BSA Swimmer</p> <p>Advance Preparation: None</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p>Rowing</p> 	<p>Location: Lake</p> <p>Prerequisites: Must be classified as a BSA Swimmer</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None</p> <p>Helpful hints: Recommended for older Scouts</p>
<p>Lifesaving</p> 	<p>Location: Lake</p> <p>Prerequisites: Must be classified as a BSA Swimmer to take this class AND be at least a First Class Scout</p> <p>Advance Preparation: None</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p>Leatherwork</p> 	<p>Location: Eco Lodge</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: Craft kits available at trading post. Range \$8.50-\$15. (Subject to change)</p> <p>Helpful hints: None</p>

<p>Motor Boating</p> 	<p>Location: Lake</p> <p>Prerequisites: Scouts must be classified as a BSA Swimmer</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: \$15.00 fee is required of you want to be certified with a Texas Boaters Safety certification (must be 13 years old or older to get certification). (Cost is subject to change)</p> <p>Helpful hints: None</p>
<p>Reptile & Amphibian Study</p> 	<p>Location: Eco Lodge</p> <p>Prerequisites: Requirement # 8 should be done before camp.</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None</p> <p>Helpful hints: Very difficult class. Not recommended for Scout or Tenderfoot ranks.</p>
<p>Rifle Shooting</p> 	<p>Location: Rifle Range</p> <p>Prerequisites: None.</p> <p>Advance Preparation: Read merit badge pamphlet</p> <p>Costs: None</p> <p>Helpful hints: May need extra time to practice.</p>
<p>Shotgun Shooting</p> 	<p>Location: Shotgun Area</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: None</p>
<p>Swimming</p> 	<p>Location: Lake</p> <p>Prerequisites: Must be classified as a BSA Swimmer.</p> <p>Advance Preparation: Read merit badge pamphlet.</p> <p>Costs: None</p> <p>Helpful hints: Not for non-swimmers or beginners.</p>

<p>Wilderness Survival</p> 	<p>Location: Scoutcraft Area</p> <p>Prerequisites: None</p> <p>Advance Preparation: None</p> <p>Costs: None</p> <p>Helpful hints: Must be willing to build and sleep in a self-made shelter on the last day of class.</p>
<p>Woodcarving</p> 	<p>Location: Eco Lodge</p> <p>Prerequisites: Totin' Chip required</p> <p>Advance Preparation: Read merit badge pamphlet. Bring a good carving knife or purchase one at the Camp Trading Post.</p> <p>Costs: Woodcarving kits available in trading post. \$5.00 to \$6.50 range. (Subject to change)</p> <p>Helpful hints: None</p>
<p>First Year Camper Program Polaris Program</p> 	<p>Times Offered: See Polaris information on page 4</p> <p>Location: Scoutcraft Area</p> <p>Prerequisites: None</p> <p>Advance Preparation: Read and bring Scout Handbook. Bring paper and pencil/pen</p> <p>Costs: None</p> <p>Helpful hints: Leaders should periodically attend classes and assist where/when necessary and record their progress. Bring your own knife.</p>

Merit Badge Sign-up Details

*Each Troop is **REQUIRED** to complete an online registration to indicate what merit badges/activities your scouts will be attending. This will allow us to better utilize our staff and prepare merit badge classes based on attendance. The individual who made the initial registration will receive an email with a registration link to their respective week. The registration **MUST** be completed by June 7 at 11:55pm so that the information can be used during Staff Week planning. The Scoutmaster or other designated adult will collect the information from each scout and enter their desired merit badges and activities at the same time. This registration will be the same format as registration for MBU and OKPIK.*

Miscellaneous Program Details

Swimming

We will offer instruction for Scouts who need help in swimming (see schedule).

Open Crafts

We will offer a time for any scout who has free time and wants to do a craft.

Ice Cream Social/ Cup Branding

We invite everyone to an Ice Cream Social at the Dining Hall. This will surely take the edge off of a hot day! **This will take place on Tuesday. Purchase a “Camp Mug’ in the Trading Post and the bring it to get branded with the MKB Brand!!!!**

Church Service

There will be a non-denominational church service held for anyone who wishes to attend. **This will take place on Wednesday.**

Scoutmaster Cobbler Cook-off

Each Troop Scoutmaster can participate in a Cobbler Cook-off. We can provide a Dutch Oven and charcoal if needed. More information at the Scoutmaster Meeting on Sunday! **This will take place on Wednesday after church!**

Campwide Challenge

Compete against other troops or other teams from your troop in a challenging race across camp! **This will take place on Friday afternoon!**

Mountain Biking

We have lots of unimproved trails for you to ride your mountain bike. Please bring your own bike if you have one. This is a great Troop program that can be arranged at almost any time in the evening after the scheduled day is over. Bring your water bottles with you! This program is available **every day**. Helmets are required and available at Camp

Polar Bear Swim

Are you up for an early morning swim? This is a popular program that everyone can participate in! This will be offered on **Thursday at 6:30am to 7:30am.**

Adult Leader Programs

- Camp Leader Meal- Tuesday. Location to be determined

2020 Summer Camp Merit Badge Planning Worksheet

(For Scoutmaster and Scout use)

Name _____ Troop _____

Age _____ Rank _____

Please mark badges already earned with an X	Show Order of Choice (1,2,3,4,5,6)	Merit Badges Offered (Based on Class Size, interest and counselor availability)	Restrictions/Prerequisites/ Special Instructions Each Scout should have a copy of each Merit Badge Book
		Basketry	Kits are \$7-\$12 @ Trading Post
		Canoeing	Must be a swimmer
		Emergency Preparedness	Recommended for older Scouts
		First Aid	Difficult for 1 st year/ Complete CPR and bring 1 st Aid Kit
		Fish and Wildlife Management	None
		Fishing	Scouts should bring their own fishing equipment
		Kayaking	Must be a swimmer
		Leather Work	Kits are \$8.50-\$15 @ Trading Post
		Life Saving	Must be a 1 st Class Rank AND must be a swimmer
		Motorboating	Must be a swimmer
		Polaris	Work on Tenderfoot, 2 nd Class & 1 st Class Ranks
		Reptile and Amphibian	Complete requirement #8 before camp. Not recommended for young Scouts. Can be difficult
		Rifle	None
		Shotgun	None. Should be able to lift a shotgun
		Rowing	Recommended for older Scouts, must be a swimmer
		Swimming	MUST have passed the BSA Swimmers Test
		Wilderness Survival	Be prepared to sleep in a self-made shelter overnight
		Woodcarving	Need Totin Chip before arriving at camp
		Sporting Clays Class	See requirements on p.12

Make copies as needed for each scout attending camp. Do not turn in to the Camp.
This is for your planning purposes only.

2020 Daily Schedule

WELCOME TO CAMP M.K. BROWN			Daily Activity Schedule	
2020 MERIT BADGE SCHEDULE			Sunday	
Polaris Area			1:00 P.M.	Troops Arrive
Time:	Monday Through Friday:			Check-in
9:00 – 11:50	POLARIS First Year Scout Program (All 5 Days)			Medical Checks
1:30 – 5:20	POLARIS First Year Scout Program (All 5 Days)			Swim Checks
Scoutcraft Area			6:15 P.M.	Troops & Staff report to Flagpole
Time:	Monday Through Thursday:	Friday:	6:30 P.M.	Evening meal
9:00 -10:20	Wilderness Survival MB	Finish Badge Work	7:30 P.M.	Troop Adult Leaders Meeting/SPL Meeting
10:30 – 11:50	Emergency Preparedness MB	Finish Badge Work	8:00 P.M.	Schedule Revisions
Rifle Range/Shotgun Range			9:00 P.M.	Campfire
Time:	Monday Through Thursday:	Friday:	11:00 P.M.	Lights Out (Camp Quiet)
9:00 -10:20	Rifle MB	Qualifying	Monday	
10:30 – 11:50	Shotgun MB	Qualifying	7:45 A.M.	Flag Raising/Breakfast
1:30 – 2:40	Sporting Clays Class	Qualifying	12:15 P.M.	Lunch
Aquatics Area			2:50 – 4:00	Troop Time/Work on Merit Badges
Time:	Monday Through Thursday:	Friday:	6:15 P.M.	Flag Lowering/Evening Meal
9:00 – 10:20	Rowing MB/Lifesaving MB	Finish Badge Work	7:30 P.M.	Water Polo Tournament (Staff v. Troops)
10:30 – 11:50	Canoeing MB/Swimming MB	Finish Badge Work	10:00 P.M.	Lights Out (Camp Quiet)
1:30 – 2:40	Kayaking MB/Instructional Swimming	Finish Badge Work	Tuesday	
2:50 – 4:00	Swimming MB (Polaris ONLY)/Standup Paddleboarding MB/Motorboating MB	Finish Badge Work	7:45 A.M.	Flag Raising/Breakfast (CD & SPL Breakfast)
4:10-5:20	Free Swim/Mile Swim		12:15 P.M.	Lunch
Ecology Lodge			2:50 – 4:00	Troop Time/Work on Merit Badges
Time:	Monday Through Thursday:	Friday:	6:15 P.M.	Flag Lowering/Evening Meal
9:00 – 10:20	Fishing MB	Finish Badge Work	8:00 P.M.	Ice Cream Social/Adult Leader Rifle Shoot
10:30 – 11:50	Fish & Wildlife Mgmt. MB	Finish Badge Work	10:00 P.M.	Lights Out (Camp Quiet)
1:30 – 2:40	Reptile & Amphibian Study MB	Finish Badge Work	Wednesday	
Handicrafts Area			7:45 A.M.	Flag Raising/Breakfast
Time:	Monday Through Thursday:	Friday:	12:15 P.M.	Lunch
9:00 – 10:20	Woodcarving MB	Finish Badge Work	2:50 – 3:50	Troop Time/Work on Merit Badges
10:30 – 11:50	Basketry MB	Finish Badge Work	4:00 - 5:15	Campwide Triathlon
1:30 – 2:40	Leatherwork MB		6:15 P.M.	Flag Lowering/Evening Meal
Administration Bldg Porch			7:00 P.M.	Church Service
Time:	Monday Through Thursday:	Friday:	7:45 P.M.	Scoutmaster Cobbler Cookoff
9:00 – 10:20	First Aid MB	Finish Badge Work	10:00 P.M.	Lights Out (Camp Quiet)
10:30 – 11:50	First Aid MB	Finish Badge Work	Thursday (OA Day - Wear your sash)	
NOTE: WAITER Call is 10 MINUTES before each Meal time. Report to Dining Hall!			6:30 A.M.	Polar Bear Swim
			7:45 A.M.	Flag Raising/Breakfast
			12:15 P.M.	Lunch
			2:50 – 4:00	Troop Time/Work on Merit Badges
			6:15 P.M.	Flag Lowering/Evening Meal
			7:30 P.M.	Sporting Clays Tournament/OA Callout
			10:00 P.M.	Lights Out (Camp Quiet)
			Friday (Family Night)	
			7:45 A.M.	Flag Raising/Breakfast
			12:15 P.M.	Lunch
			3-5:00 P.M.	Campwide Challenges
			6:30 P.M.	Flag Lowering/Evening Meal
			8:00 P.M.	Campfire
			10:00 P.M.	Lights Out (Camp Quiet)
			Saturday	
			7:45 A.M.	Breakfast in Campsite
			9-10:00 A.M.	Area Directors available for consult at DH Porch
			Troops Depart by 11:00am	
			Medication Times	
			Daily Meds - Prior to each meal on the DH porch	
			Bedtime Meds - 9:30 PM to 10:00 PM at the Medical Lodge.	