CAMP SCHOELLKOPF 2013

Young Braves Outdoor Adventure

Young Braves is Camp Schoellkopf's first year camper program. It provides new Scouts with a fun and exciting program that instills the ideals of Scouting, prepares them to be an active member of their troop, and gives them the opportunity to advance in rank. It is each troop's responsibility to verify that the skills have been mastered by the Scouts before signing off. Rank Requirements to be covered are (scheduled to change):

TENDERFOOT

1 & 2 – Camping Gear and Overnighter
3 – Assist in Preparing a Meal
4b – Two Half-Hitch and Taut-Line Hitch
5 – Safe Hiking
6 – Flag Etiquette
7 – Scout Oath/Law/Motto/Slogan
8 – Patrol Participation
9 – Buddy System
11 – Poisonous Plant ID

SECOND CLASS

1a – Orienting a Map
2 – Leave No Trace
3b – Sleep in Tent Pitched
3c – Totin'Chip
3d – Firem'n Chit
3e – Cooking Fires
4 – Flag Ceremony
8a – Safe Swim Procedures
8c – Water Rescues

FIRST CLASS

1 – Working without a Compass
6 – Local Plant ID
7a – Lashings
7b – Clove Hitch, Types of Lashings
8a – Bowline, Square Knot
9a – Safety Afloat
9c – Water Rescues

The Young Braves program will be offered in both the Morning and Afternoon, with a limit of 35 Scouts in each session. Scouts need to participate in only one of those sessions.

Scouts that choose the morning session of Young Braves will be able to register for merit badges in the afternoon following the following the Camp Schoellkopf merit badge schedule available in January.

Scouts that choose the afternoon session of Young Braves will be able to register and take merit badges in the morning following the Camp Schoellkopf merit badge schedule available in January.

The Ultimate Overnighter

The Ultimate Overnighter takes place on Thursday night and is one of the highlights of Young Braves. Young Braves leave at 5 pm (or a time announced by the Young Braves Director) and hike to Jim Pace Lean-To where they will eat dinner with their patrols. Following a snack and spirited campfire, they may choose to sleep out under the stars, on a tarp, or in a tent provided from their troop. Each troop with Scouts on the overnighter must have an adult leader spend the night.