



2022 Camp Grizzly Summer Camp

Class Catalog

Event Contacts

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Registration opens October 11, 2021
Visit www.scoutingevent.com/611-Grizzly2022 to register



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Class Catalog

2022 Camp Grizzly Summer Camp

Camp Grizzly Youth Classes (Scheduled Classes)



CGYC34 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.

8:30-10:45 AM **Days:** Mo Tu We Th **Instructor:** Shooting sports archery

Additional Fee: \$25.00

Maximum number of participants: 16

Sessions: All

2-4:15 PM **Days:** Mo Tu We Th **Instructor:** Shooting sports archery

Additional Fee: \$25.00

Maximum number of participants: 16

Sessions: All

Prerequisites: Fee includes Archery Maintenance Fee and Arrow Kit, which is required to complete the merit badge. Kits can be purchased in the Trading Post at camp.



CGYC56 Art

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art

8:30-9:30 AM **Days:** Mo Tu We Th

Sessions: All

9:45-10:45 AM **Days:** Mo Tu We Th

Sessions: All

11-12 PM **Days:** Mo Tu We Th

Sessions: All

2-3 PM **Days:** Mo Tu We Th

Sessions: All

3:15-4:15 PM **Days:** Mo Tu We Th

Sessions: All



CGYC57 Basketry

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

8:30-9:30 AM **Days:** Mo Tu We Th

Sessions: All

9:45-10:45 AM **Days:** Mo Tu We Th

Sessions: All

11-12 PM **Days:** Mo Tu We Th

Sessions: All

2-3 PM **Days:** Mo Tu We Th

Sessions: All

3:15-4:15 PM **Days:** Mo Tu We Th

Sessions: All

Prerequisites: Requires purchase of kit in Trading Post, up to \$20.



CGYC8 Camping

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

8:30-9:30 AM **Days:** Mo Tu We Th **Instructor:** Scout Skills 3


Maximum number of participants: 15

Sessions: All


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11-12 PM **Days:** Mo Tu We Th **Instructor:** Scout Skills 1
Maximum number of participants: 15
Sessions: All
Prerequisites: The Camping Merit Badge cannot be completed at camp without the Scout completing the following requirements prior to the start of camp: 4a, 4b, 5e, 7a, 7b, 8c, 8d, 9a, 9b, 9c.




CGYC2 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 an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.
8:30-9:30 AM **Days:** Mo Tu We Th **Instructor:** Aquatics 3
Maximum number of participants: 10
Sessions: All
11-12 PM **Days:** Mo Tu We Th **Instructor:** Aquatics 3
Maximum number of participants: 10
Sessions: All
Prerequisites: Participants must successfully pass a BSA Swimmer Test to take class. Great for first year scouts!




CGYC21 Chess
 Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.
3:15-4:15 PM **Days:** Mo Tu **Instructor:** STEM 1
Maximum number of participants: 20
Sessions: All
3:15-4:15 PM **Days:** We Th **Instructor:** STEM 1
Maximum number of participants: 20
Sessions: All
Prerequisites: Great for first-year Scouts!



CGYC60 Citizenship in Society
 "Discussion" requirements will be either with a counselor and another individual (in accordance with Youth Protection Guidelines <https://www.scouting.org/health-and-safety/gss/gss01/>), or with your counselor and a small group (of Scouts), depending upon your preference.
4:30-5:30 PM **Days:** Mo Tu We Th
Maximum number of participants: 10
Sessions: All



CGYC24 Citizenship in the World
 Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.
11-12 PM **Days:** Mo Tu We Th **Instructor:** STEM 2
Maximum number of participants: 15
Sessions: All



CGYC20 Communication
 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. The field of communication promotes the effective and ethical practice of human communication."
8:30-9:30 AM **Days:** Mo Tu We Th **Instructor:** STEM 2
Maximum number of participants: 15
Sessions: All

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CGYC54 Cooking

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.

9:45-10:45 AM **Days:** Mo Tu We Th **Instructor:** Scout Skills 1

Maximum number of participants: 15

Sessions: All

3:15-4:15 PM **Days:** Mo Tu We Th **Instructor:** Scout Skills 1

Maximum number of participants: 15

Sessions: All

Prerequisites: May not be able to finish at camp unless you complete requirements 4c-e, 5d-f, and 6d-e before arriving.



CGYC30 Electricity

Electricity is a powerful and fascinating force of nature. As early as 600 BC, observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

8:30-9:30 AM **Days:** Mo Tu We Th

Additional Fee: \$5.00

Maximum number of participants: 10

Sessions: Session 2

11-12 PM **Days:** Mo Tu We Th

Additional Fee: \$5.00

Maximum number of participants: 10

Sessions: Session 2

3:15-4:15 PM **Days:** Mo Tu We Th

Additional Fee: \$5.00

Maximum number of participants: 10

Sessions: Session 2

4:30-5:30 PM **Days:** Mo Tu We Th

Additional Fee: \$5.00

Maximum number of participants: 10

Sessions: Session 2



CGYC27 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.

3:15-4:15 PM **Days:** Mo Tu We Th **Instructor:** STEM 2

Maximum number of participants: 15

Sessions: Session 1

3:15-4:15 PM **Days:** Mo Tu We Th **Instructor:** STEM 2

Maximum number of participants: 15

Sessions: Session 2, Session 3

Prerequisites: Recommended for 2nd year scouts as this is a very time intensive merit badge and younger Scouts may have trouble focusing.



CGYC19 First Aid

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

11-12 PM **Days:** Mo Tu We Th **Instructor:** Scout Skills 2

Maximum number of participants: 20

Sessions: All

3:15-4:15 PM **Days:** Mo Tu We Th **Instructor:** Scout Skills 2

Maximum number of participants: 20

Sessions: All

Prerequisites: Requires either bringing First Aid kit to camp or building/purchasing one from the Trading Post.

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CGYC28 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.

9:45-10:45 AM **Days:** Mo Tu We Th **Instructor:** STEM 2

Maximum number of participants: 10

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Instructor:** STEM 2

Maximum number of participants: 10

Sessions: All



CGYC23 Indian Lore

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

8:30-9:30 AM **Days:** Mo Tu We Th

Sessions: All

9:45-10:45 AM **Days:** Mo Tu We Th

Sessions: All

11-12 PM **Days:** Mo Tu We Th

Sessions: All

2-3 PM **Days:** Mo Tu We Th

Sessions: All

3:15-4:15 PM **Days:** Mo Tu We Th

Sessions: All

Prerequisites: Indian Lore has an additional cost of \$8-\$25 depending on the kit chosen by the scout to complete the merit badge. Kits can be purchased in the Trading post.

Great for first-year Scouts!



CGYC5 Kayaking

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

8:30-9:30 AM **Days:** Mo Tu We Th **Instructor:** Aquatics 4

Maximum number of participants: 12

Sessions: All

9:45-10:45 AM **Days:** Mo Tu We Th

Maximum number of participants: 12

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Instructor:** Aquatics 4

Maximum number of participants: 12

Sessions: All

Prerequisites: Participants must be able to successfully pass a BSA Swimmers Test in order to participate in the Kayaking Merit Badge.

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CGYC52 Leatherwork

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

8:30-9:30 AM **Days:** Mo Tu We Th
Sessions: All

9:45-10:45 AM **Days:** Mo Tu We Th
Sessions: All

11-12 PM **Days:** Mo Tu We Th
Sessions: All

2-3 PM **Days:** Mo Tu We Th
Sessions: All

3:15-4:15 PM **Days:** Mo Tu We Th
Sessions: All



CGYC25 Metalwork

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

8:30-9:30 AM **Days:** Mo Tu We Th **Instructor:** TradesCraft 1
Additional Fee: \$30.00
Maximum number of participants: 4
Sessions: All

9:45-10:45 AM **Days:** Mo Tu We Th **Instructor:** TradesCraft 1
Additional Fee: \$30.00
Maximum number of participants: 4
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Instructor:** TradesCraft 1
Additional Fee: \$30.00
Maximum number of participants: 4
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Instructor:** TradesCraft 1
Additional Fee: \$30.00
Maximum number of participants: 4
Sessions: All

3:15-4:15 PM **Days:** Mo Tu We Th **Instructor:** TradesCraft 1
Additional Fee: \$30.00
Maximum number of participants: 4
Sessions: All
Prerequisites: Metal Working required the Scout to have enough strength to wield a hammer to strike the metal. Can be tough for small Scouts. There is an additional Cost of \$25 to cover the cost of materials.



CGYC51 Nature

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

2-3 PM **Days:** Mo Tu We Th **Instructor:** STEM 1
Maximum number of participants: 10
Sessions: All



CGYC14 Orienteering

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

8:30-9:30 AM **Days:** Mo Tu We Th **Instructor:** Scout Skills 2
Maximum number of participants: 10
Sessions: All

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CGYC15 Pioneering

Pioneering-the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars-is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

9:45-10:45 AM **Days:** Mo Tu We Th **Instructor:** Scout Skills 2

Maximum number of participants: 20

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Instructor:** Scout Skills 2

Maximum number of participants: 20

Sessions: All

Prerequisites: Materials for the model will be provided in class. Scouts must purchase their own model materials if they wish to keep it.



CGYC46 Plumbing

Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes.

8:30-9:30 AM **Days:** Mo Tu We Th **Instructor:** TradesCraft 2

Additional Fee: \$20.00

Maximum number of participants: 5

Sessions: All

9:45-10:45 AM **Days:** Mo Tu We Th **Instructor:** TradesCraft 2

Additional Fee: \$20.00

Maximum number of participants: 5

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Instructor:** TradesCraft 2

Additional Fee: \$20.00

Maximum number of participants: 5

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Instructor:** TradesCraft 2

Additional Fee: \$20.00

Maximum number of participants: 5

Sessions: All

3:15-4:15 PM **Days:** Mo Tu We Th **Instructor:** TradesCraft 2

Additional Fee: \$20.00

Maximum number of participants: 5

Sessions: All

Prerequisites: Cost includes all materials used including pipes and solder.



CGYC29 Radio

Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can't reply) as well as two-way radio (where the same person can both receive and send messages).

9:45-10:45 AM **Days:** Mo Tu We Th **Instructor:** STEM 3

Maximum number of participants: 10

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Instructor:** STEM 3

Maximum number of participants: 10

Sessions: All

4:30-5:30 PM **Days:** Mo Tu We Th

Maximum number of participants: 10

Sessions: Session 2

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CGYC35 Rifle Shooting (Option A - Modern Cartridge)

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.

8:30-10:45 AM **Days:** Mo Tu We Th **Instructor:** Shooting SPorts Rifle

Additional Fee: \$30.00

Maximum number of participants: 16

Sessions: All

2-4:15 PM **Days:** Mo Tu We Th **Instructor:** Shooting SPorts Rifle

Additional Fee: \$30.00

Maximum number of participants: 16

Sessions: All

Prerequisites: Great for first-year Scouts.

Cost includes rifle maintenance fee and up to 150 shots and targets.



CGYC4 Rowing

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

9:45-10:45 AM **Days:** Mo Tu We Th **Instructor:** Aquatics 3

Maximum number of participants: 8

Sessions: All

Prerequisites: All participants must successfully pass a BSA Swimmer test in order to participate in the Rowing Merit Badge.



CGYC36 Shotgun Shooting

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.

2-4:15 PM **Days:** Mo Tu We Th **Instructor:** Shooting Sports Shotgun

Additional Fee: \$50.00

Maximum number of participants: 12

Sessions: All

Prerequisites: Great for all Scouts.

Cost includes Shotgun maintenance fee and 75 shots and clays.

May be difficult for smaller Scouts.



CGYC61 Shotgun Shooting (hybrid)

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.

Bookwork is done on your own time. This period is strictly for shooting.

4:30-5:30 PM **Days:** Mo Tu We Th Fr

Additional Fee: \$50.00

Maximum number of participants: 1

Sessions: Session 1, Session 2

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CGYC16 Signs, Signals, and Codes

American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives?

8:30-9:30 AM **Days:** Mo Tu We Th **Instructor:** Scout Skills 1

Maximum number of participants: 10

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Instructor:** Scout Skills 1

Maximum number of participants: 10

Sessions: All



CGYC31 Space Exploration

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.

8:30-9:30 AM **Days:** Mo Tu We Th **Instructor:** STEM 1

Additional Fee: \$20.00

Maximum number of participants: 10

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Instructor:** STEM 1

Additional Fee: \$20.00

Maximum number of participants: 10

Sessions: All

Prerequisites: Cost includes rocket.



CGYC6 Swimming

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.

2-3 PM **Days:** Mo Tu We Th **Instructor:** Aquatics 5

Maximum number of participants: 10

Sessions: All

3:15-4:15 PM **Days:** Mo Tu We Th **Instructor:** Aquatics 5

Maximum number of participants: 10

Sessions: All

4:30-5:30 PM **Days:** Mo Tu We Th

Maximum number of participants: 10

Sessions: All

Prerequisites: In order to pass the Swimming Merit badge swimmers must be able to successfully pass the BSA Swimmer Test. Any Scouts who are unable to successfully pass the BSA Swimmer Test will work towards passing their test prior to starting work on other requirements.



CGYC12 Trail to First Class

Scout rank, Tenderfoot rank, Second Class rank, First Class rank advancement will be covered in the classes. Participants will show up and work on any skills they choose according to what they need to have signed off. Scoutmasters may work with their youth in the area as well on any skills using the available supplies.

8:30-11:30 AM **Days:** Mo Tu We Th **Instructor:** First Year Camper 1

Maximum number of participants: 50

Sessions: All

Prerequisites: Please note that Camp Staff are not able to sign off in a Scout's book.

Scoutmasters/Assistant Scoutmasters are the only ones who can sign off requirements and reserve the right to test the Scout before doing so.

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CGYC42 Welding

Welding is the process of joining with a weld: joining or combining similar pieces of metal by heating them with a flame torch or an electric current, then hammering or pressing them together while they are soft.

8:30-9:30 AM **Days:** Mo Tu We Th **Instructor:** TradesCraft 3

Additional Fee: \$60.00

Maximum number of participants: 4

Sessions: All

9:45-10:45 AM **Days:** Mo Tu We Th **Instructor:** TradesCraft 3

Additional Fee: \$60.00

Maximum number of participants: 4

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Instructor:** TradesCraft 3

Additional Fee: \$60.00

Maximum number of participants: 4

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Instructor:** TradesCraft 3

Additional Fee: \$60.00

Maximum number of participants: 4

Sessions: All

3:15-4:15 PM **Days:** Mo Tu We Th **Instructor:** TradesCraft 3

Additional Fee: \$60.00

Maximum number of participants: 4

Sessions: All

4:30-5:30 PM **Days:** Mo Tu We Th **Instructor:** TradesCraft 3

Additional Fee: \$60.00

Maximum number of participants: 4

Sessions: Session 2

Prerequisites: Recommended for older Scouts. Equipment can be heavy and smaller Scouts have problems with the gloves & helmets



CGYC17 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.

11-12 PM **Days:** Mo Tu We Th **Instructor:** Scout Skills 3

Maximum number of participants: 20

Sessions: All

3:15-4:15 PM **Days:** Mo Tu We Th **Instructor:** Scout Skills 3

Maximum number of participants: 20

Sessions: All

Prerequisites: Recommended for Scouts who are 2nd class or higher in rank.

It is required to participate in a survival campout on Thursday evening.

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**CGYC50 Wood Carving**

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

8:30-9:30 AM **Days:** Mo Tu We Th

Sessions: All

9:45-10:45 AM **Days:** Mo Tu We Th

Sessions: All

11-12 PM **Days:** Mo Tu We Th

Sessions: All

2-3 PM **Days:** Mo Tu We Th

Sessions: All

3:15-4:15 PM **Days:** Mo Tu We Th

Sessions: All

Prerequisites: Totin'-Chip required; can be earned in camp.

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Camp Grizzly Adult & Youth Classes (Scheduled Classes)



CGAY108 Action Archery

Think you've got Archery figured out? Well then come try your hand at Skeet Shooting with a Bow and Arrow! Our Laporte Archery setup allows you to attempt shooting foam targets flying through the air with short-range "Flu-Flu" arrows. IT'S HARDER THAN IT LOOKS!

- | | |
|----------|--|
| 11-12 PM | Days: Mo Instructor: Shooting sports archery
Additional Fee: \$5.00
Maximum number of participants: 10
Sessions: All |
| 11-12 PM | Days: Tu Instructor: Shooting sports archery
Additional Fee: \$5.00
Maximum number of participants: 10
Sessions: All |
| 11-12 PM | Days: We Instructor: Shooting sports archery
Additional Fee: \$5.00
Maximum number of participants: 10
Sessions: All |
| 11-12 PM | Days: Th Instructor: Shooting sports archery
Additional Fee: \$5.00
Maximum number of participants: 10
Sessions: All |



CGAY109 Cowboy Action Shooting

Already finished the Rifle Shooting Merit Badge? Want to try a bigger challenge? Check out our Cowboy Action Program, which introduces you to Galley-Style shooting at reactive targets with lever action rifles and single action revolvers, cowboy style!

- | | |
|----------|--|
| 11-12 PM | Days: Mo Instructor: Shooting SPorts Rifle
Additional Fee: \$10.00
Minimum Age: 14
Maximum number of participants: 5
Sessions: All |
| 11-12 PM | Days: Tu Instructor: Shooting SPorts Rifle
Additional Fee: \$10.00
Minimum Age: 14
Maximum number of participants: 5
Sessions: All |
| 11-12 PM | Days: We Instructor: Shooting SPorts Rifle
Additional Fee: \$10.00
Minimum Age: 14
Maximum number of participants: 5
Sessions: All |
| 11-12 PM | Days: Th Instructor: Shooting SPorts Rifle
Additional Fee: \$10.00
Minimum Age: 14
Maximum number of participants: 5
Sessions: All |

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Camp Grizzly Adult Classes (Scheduled Classes)

**CGAC8 Intro to Outdoor Leader Specifics (IOLS)**

The Introduction to Outdoor Leader Skills. (IOLS) course builds and expands on the concepts and themes introduced in Scoutmaster Position-Specific. At camp this is a self paced course where Leaders can visit every area to learn the skills they need.

9:45-10:45 AM **Days:** Mo Tu We Th **Instructor:** First Year Camper 2

Minimum Age: 18

Maximum number of participants: 10

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Instructor:** First Year Camper 2

Minimum Age: 18

Maximum number of participants: 10

Sessions: All

**CGAC12 The Great Adult Leader Training Course**

Required to bring your own "Arm Floaties."

This training will prepare you to be an amazing leader in your Troop! Become a "Nap Safely" Instructor! Earn your "S'more Cooking" and "Hot Beverage Drinking" badges and more!

11-12 PM **Days:** Mo Tu We Th **Instructor:** First Year Camper 2

Maximum number of participants: 10

Sessions: All

3:15-4:15 PM **Days:** Mo Tu We Th **Instructor:** First Year Camper 2

Maximum number of participants: 10

Sessions: All