Bradley Scout Reservation

Mountain West Council

Scouts BSA Program Guide 2024

Nationally Accredited Camps and Staff

CAMP PROGRAMS

The Program Guide contains program specific information which changes from year to year. All other camp information is located in the Camp Leader's Guide.

Troop Programming	2
Tapawingo Adventure	3
Complete Angler Program	4
Merit Badges	5
Special Programs/Activities	8
Blue Card/Partial Merit Badges	10
Awards	10
Adult programs	11
Pre-camp Swim Classification	12
Camp Schedule	14
Merit Badge Planning Resources	15
Bradley Scout Reservation Map	17

We are so excited to offer a new look for Scouts BSA Camp at Bradley Scout Reservation. Many of the changes were made based on recommendations from leaders and Scouts during the 2023 camp season. The camp schedule has changed to give more unscheduled troop time. There will be workshops, help sessions, and other activities available on Wednesday, with the Cape Horn Challenge being completed Wednesday afternoon. Be sure to review the new merit badges being offered this year.

Complete check-in, including swim checks, is available and encouraged on Sunday evening from 7:00 PM-9:00 PM. Monday morning check-in is also available. Please note first meal provided by camp is lunch on Monday. First merit badge session is at 10:45 Monday morning.

Troop Program at Camp

Establishing Your Unit Camp Program Plan Before and At Camp

At Bradley Scout Reservation, we strive to present a program that supports your troop's goals and expectations for summer camp. We trust that your troop will leave camp stronger, better trained, and more enthusiastic. Please take the time to carefully plan your troop's summer camp program so the expectations of your Scouts can be realized.

Merit badges at camp encourage youth to increase their skills and challenge them to try new activities. New interests, hobbies, and even career paths are discovered when Scouts try new things.

The success of your camp program must not be measured in terms of the number of badges earned but by the fun that was had, the skills that were learned, the friendships that were made, and the functioning of the patrols and troop.

Remember, this is a Scout led process. Be in contact with the SPL when you feel your counsel is needed, help them and the patrol leaders keep their Scouts on track.

Preparing to attend camp

Select merit badges and other programs according to interest, age, and skill level. Watch for prerequisites. Encourage all Scouts to read the most current merit badge pamphlets and be familiar with the requirements before camp.

Merit badge sessions will be 90 minutes. Some will be held four days, while others will be held two days during the week. Merit badges vary by the number of times offered daily.

To have a merit badge signed off; each Scout must pass the requirements as written.

Demonstrate/show means to do it while the counselor is watching. Discuss means to talk about it. Written report means to write a report. The Guide to Advancement requires a no more, no less approach.

Care must be taken not to allow Scouts to over schedule classes. We have built breaks into the schedule to allow for travel between sessions. The type of activity following a long walk, should be considered when scheduling.

Schedule sessions using Tentaroo prior to camp. Print off schedules but understand that Scouts may be moved or sessions canceled based on enrollment prior to camp.

While at camp

At camp, meet with your SPL each morning to go over the day's activity plans for the troop and each patrol. Follow up each evening to review the events of the day.

Ensure your SPL attends daily SPL meetings. Check schedule for time and location. The SPL should review anything with their troop including schedule changes and updates on camp activities or policies.

Tapawingo Adventure

Trail to First Class Adventure

For new Scouts, summer camp is the most anticipated Scouting adventure. Our first-year program, Tapawingo Adventure, offers the opportunity for Scouts to work on many of their early rank requirements.

One session is offered in the mornings. Scouts fill the rest of the day with merit badges or other adventures. (See notes about merit badges.)

Tapawingo Adventure uses the patrol method and includes an end-of-the-week patrol skills competition. The goal is for Scouts to have fun and to leave camp with a positive experience and enthusiasm for the Scouting program.

Each day is filled with activities to learn and practice skills in a fun way. (Sample schedule)

Day 1: Patrol method, flag etiquette, Totin' Chip, and knots

Day 2: First Aid, Being Prepared

Day 3: Nature, hiking

Day 4: Review and patrol competition

Outpost

Wednesday evening adds another element of adventure. Scouts cook together, enjoy a campfire program, and camp out under the stars.

Special Aquatics Time

A special time at the Plunge, dedicated to the Scouts in the Tapawingo Adventure is provided. Non-swimmers will have the opportunity to learn water safety and basic swimming skills. Beginners can practice and build stamina, working toward passing their swimmer's test. Swimmers can further hone their skills and spend time enjoying the water.

This time is not rank advancement oriented.

Merit Badges

Merit badge instruction is not part of the Tapawingo Adventure. Scouts can select merit badge classes to fill their day. Good merit badges for first-year Scouts include: handicrafts, ecology, and archery.

Some merit badges are more advanced, require before camp and/or evening work, and are not recommended for younger Scouts. Scoutmasters should counsel Scouts toward the most appropriate badges.

Additional information

The first-year camper program exposes Scouts to more than 40 requirements on the trail to First Class. At the end of the week, each Scoutmaster will be given a report indicating which Scouts attended and which requirements were covered each day. This checklist indicates exposure, instruction, and practice of the skill, but not mastery. Staff members do not sign-off rank advancement requirements. The verification of requirements is at the discretion of troop leaders.

Adult leaders are encouraged to accompany Scouts to the first-year program. This allows leaders to provide assistance to the Scouts and see exactly what skills their Scouts have mastered. It's a great way for newer adults to be involved and connect with Scouts and Scouting skills.

The Big Catch: Advanced Fishing Program

"Every Scout ought to be able to fish in order to get food for himself."

-Baden Powell

Lord Baden Powell was an avid fisherman. He believed that fishing taught Scouts to be patient, love nature, and be conservation-minded. Mountain West Council supports those ideals by offering a robust fishing adventure for Bradley Scout Reservation participants.

The Big Catch Program builds on the idea that fishing is a fun, low-cost, outdoor adventure available to most everyone. The program can look different for each participant. Some will work on merit badges or the Complete Angler Award. Others will participate to improve skills and take advantage of the fishing opportunities around the area.

What do you do with the fish you catch?

You can catch and release, or clean and cook it. You must clean your fish at the fishing location or use the camp fish cleaning station. All waste, before and after cooking, must be bagged and disposed of in the bear proof containers.

If you store your fish in our refrigerator, please cook or dispose of it before the end of camp.

Advancement

- Fishing Merit Badge
- Fly Fishing Merit Badge
- Fish and Wildlife Management Merit Badge

What's the Catch?

Adults need to provide transportation for their Scouts. These merit badges will only be offered during the full fishing program. An educational fishing license is provided so Scouts and leaders will not need an individual fishing license when accompanied by camp staff. Groups fishing without staff will require a fishing license according to state laws.

BSA Complete Angler Recognition

Requirements

Earn Fishing, Fly-fishing, and Fish and Wildlife Management merit badges.

Complete one of the following:

- Teaching a Fishing or Fly-fishing merit badge skill to your troop, crew or team as part of a unit program activity.
- Help instruct Cub Scouts on fishing skills or fishery management as part of a Cub Scout meeting or outing.
- Participate in a local fishing derby or tournament, either a Scouting or community event.
- Complete a conservation project that will benefit a local fishery.

More information and the application can be found here.

Information: https://blog.scoutingmagazine.org/2015/04/03/complete-angler-and-certified-angling-instructor/

Application: https://www.scouting.org/wp-content/uploads/2021/08/Complete_Angler_Recognition-2021.pdf

Merit Badge Opportunities

All sessions will run for 90 minutes. Please note that some merit badges run four days, while others run two days. Pay careful attention to days and times for instructional sessions.

Aquatics

Canoeing
Difficulty 4
(4 days)
Prerequisite: Swimmer classification on BSA Swim Test

Swimming
Difficulty 4
(4 days)
Prerequisite: Swimmer classification on BSA Swim Test
Requirement 8 (Dive)

Kayaking
Difficulty 4
(4 days)
Prerequisite: Swimmer classification on BSA Swim Test

Rowing
Difficulty 4
(4 days)
Prerequisite: Swimmer classification on BSA Swim Test

Lifesaving
Difficulty 5
(4 days)
Prerequisite: Swimmer classification on BSA Swim Test
Swimming MB

Instructional Swim
(4 days)
Focus on developing basic swim skills to pass the BSA Swim Test.

Range and Targeting Sports

Extra practice during open range times is usually required to complete archery and rifle shooting.
DO NOT bring your own equipment. No personal equipment is allowed at camp.

Archery
Difficulty 3
(2 days)
$6 for arrow kit

Shotgun Shooting
Difficulty 5
(4 days)
Age requirement: 13+ by first day of camp session. No exceptions!
Minimum cost of $40.00.

Rifle Shooting
Difficulty 4
(4 days)
Recommended for Scouts 12+.
Cost: $20.00

Ecology and Conservation

Most ecology merit badges require additional time for observation and recording.

Bird Study
Difficulty 2
(2 days)

Insect Study
Difficulty 2
(2 days)
Prerequisite: 9

Plant Science
Difficulty 4
(2 days)

Space Exploration
Difficulty 3
(2 days)
Bring a 2-liter soda bottle.

Weather
Difficulty 2
(2 days)
Prerequisite: 9
Combined with Photography

Environmental Science
Difficulty 3
(2 days)
Prerequisite: 3e

Oceanography
Difficulty 3
(2 days)
Prerequisite: 8

Soil and Water Conservation and Forestry (2 MBs)
Difficulty 3
(2 days)

Geology/Mining in Society
Difficulty 2
(2 days)

Photography
Difficulty 2
(2 days)
Prerequisite: 1b
Bring your own camera or smart phone. Combined with Weather

The Big Catch: Advanced Fishing Program

Special Program: Earn Fishing, Fly Fishing, Fish and Wildlife Management Merit Badges, and the Complete Angler Recognition. Review The Big Catch program page for more information. Morning program. Difficulty 5.

Fishing
Practice fishing knots

Fish and Wildlife

Fly Fishing

Complete Angler

Outdoor Skills

Emergency Preparedness
Difficulty 3
(2 days)
Prerequisites: 1, 2c, 6c, 7 (all), 8b

Geocaching/Orienteering
Difficulty 5
(4 days)
Recommended for 1st Class+.
Bring paper, pencil and compass.
Evening work required.

Signs, Signals, and Codes
Difficulty 3
(2 days)
Review MB book before coming to camp.

Exploration
Difficulty 4
(2 days + trip)

First Aid
Difficulty 4
(4 days)
Prerequisites: 1 and 5
Recommended for 1st Class+.

Pioneering
Difficulty 5
(4 days)
Recommended for 1st Class+.
Knowledge of knots and basic lashings required.

Wilderness Survival
Difficulty 3
(2 days)
Prerequisite: 5
$2.00 Fee

Handicrafts

Facilitated by our handicraft and trading post staff. All merit badges will require independent work. Watch for the handicraft room to be open some evenings.

Art
Difficulty 2
(2 days)
Prerequisite: Requirement 6
Art kit $5.00

Leatherwork
Difficulty 1
(2 days)
Money for project kits. About $10.00.

Wood Carving
Difficulty 2
(2 days)
Prerequisite: Totin' Chip
Money for knife and projects. About $15.00.

Basketry
Difficulty 3
(2 days)
Money needed for basket kits. About $16.00.

Animation
Difficulty 2
(2 days)

Indian Lore
Difficulty 2
(2 days)
Money for craft kit. About $15.

Handicrafts Continued

Model Design and Building
Difficulty 4
(2 days)

Pulp and Paper
Difficulty 2
(2 days)

Evening Workshops

Chess
Difficulty 3

Fingerprinting
Difficulty 1

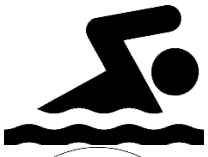
Special Programs/Activities

Tapawingo Adventure

Trail to First Class Program
Designed for first year campers.
Exposure to rank advancement requirements in a patrol setting.
Review Tapawingo Adventure page for more information.

Polar Bear Award
Plunge into the cold mountain lake in the early morning!
6:50 AM Tuesday and Thursday Mornings

Tapawingo Adventure Swim
A special time set aside for our Trail to First Class participants. Great for practicing skills or enjoying the Plunge.



Open Swim
Tuesday, Wednesday, Thursday evenings.

Open Rifle
Tuesday, Wednesday, Thursday evenings.

Open Archery
Tuesday, Wednesday, Thursday evenings.

Merit Badge Prerequisite Guide

This list offers a brief description of the prerequisite requirements for various merit badges offered at camp. Please review online resources at scouting.org for a complete understanding of the requirements.

It is recommended that Scouts review the merit badge requirements and merit badge pamphlets before attending camp.

Merit Badge	Req #	Description
Art	6	Visit a museum, art exhibit, gallery, workshot, etc.
Canoeing	2	Pass the BSA Swimmer Test
Emergency Preparedness	1	First Aid MB. You may take it at camp.
	2c	Family emergency plan and kit.
	6c	Community emergency management director.
	7	Emergency service project/drill.
	8b	Personal emergency service pack.
Environmental Science	3e	Endangered Species Report (1 or 2)
First Aid	1	Demonstrate knowledge of Tenderfoot, Second Class, First Class first-aid requirements.
	5	Home first-aid kit, troop first-aid kit inspections
Fishing		Practice fishing knots
Fy Fishing		Practice fishing knots
Insect Study	9	Raise an insect through complete metamorphosis.
Kayaking	2	Pass the BSA Swimmer Test
Lifesaving	2a	Swimming MB
Lifesaving		Pass the BSA Swimmer Test
Oceanography	8	Report, Visit, or Speech
Pioneering		1st Class knowledge of knots and basic lashing.
Rowing	2	Pass the BSA Swimmer Test
Signs, Signals, and Codes		Review MB book before coming to camp.
Swimming	2	Pass the BSA Swimmer Test
Wilderness Survival	5	Personal Survival Kit

Blue Cards and Partial Merit Badges

Scouts must present Scoutmaster signed blue cards to their instructors the first day of a merit badge class. When you arrive at camp and have your campsite confirmed, please add this to the blue cards.

Blue cards will be returned on Friday. A completed merit badge will have "completed" and the camp stamped on the card. A partial merit badge will have "incomplete" stamped on the card. Requirements remaining to be completed will be written on the back of the card.

Camp operates using the most current merit badge requirements.

To complete a partial merit badge from summer camp, a merit badge clinic or any other situation where the original merit badge counselor is not available the Scout should find another merit badge counselor for that merit badge. If no merit badge counselor can be found; the Scoutmaster or Advancement chairperson could pass off the remaining requirements after a thorough review of the completed requirements.

– Mountain West Council Advancement Committee

Exceptions to this rule exist, i.e. Rifle Shooting, Shotgun Shooting, and Climbing must be completed with Certified Counselors.

Camp Awards

Requirements and forms for most awards are provided in the appendix of the Leader's Guide.

Woodsman Honor/Quality Troop Awards

A Woodsman Honor/Quality Troop demonstrate the ideals of Scouting while attending camp. All units may earn the Woodsman Honor distinction by earning the designated number of points (typically 300).

Bull of the Woods Honor Troop Award

The Woodsman Honor Troop demonstrating the highest ideals of Scouting while attending camp may earn the Bull of the Woods Troop Award. Only one award, to a single troop, is presented each week. Points on the Woodsman Honor Award are factored into the Bull of the Woods Award, but are not the only factor. A unit must demonstrate an understanding of the Scout Oath and Law while participating in all camp activities.

Soaring Eagle Troops

Soaring Eagle is presented to troops at the Camp Commissioner's discretion. Commissioners look for troops that deserve special recognition for service, performance, and participation.

Spirit Stick

The Spirit Stick is a long-standing tradition. It is passed daily from troop to troop at afternoon flags based on a method or ideal of Scouting. SPLs are told the requirement for the day during SPL meetings. Troops that hold the Spirit Stick should embellish it with a totem of their choosing. Totems should be Scouting appropriate and reflect the values and standards of Scouting. A staff selected troop is awarded the Spirit Stick on Friday. Staff select the troop based on behavior and participation in merit badge class, programs, and activities.

Bear Claw Recognition

The Bear Claw recognition encourages Scouts to return to Mountain West Council Camps. Requirements are progressive, getting a bit stiffer each year, as Scouts grow and master skills. A bear claw is awarded that can be added to the necklace each year. Requirements and forms are available within the Leader Guide appendix.

Leader's Activities at Camp

Adult Leader Basic Training and Introduction to Outdoor Leadership Skills

Ask for information upon arrival at camp. Usually held all day Tuesday or Wednesday. An additional four hours instructing basic camp skills during our Tapawingo Adventure are required to be considered "trained."

Leaders Daily Training at Roundtable

Safe Swim Defense, Climb on Safely Training, and other will be offered.

Mile Swim

Leaders are invited to participate in the mile swim. They are required to participate in daily swim sessions. Please see the Aquatics Direct for information.

Leader Canoe Race

A canoe race against the clock. Check with the Aquatics Director on the best times to find an open canoe.

Leader vs Scout Rifle

One Scout and one leader from each troop are invited to compete against each other in the Leader vs Scout Rifle shoot. Check the schedule for times. Other pairs can compete as time allows, but is not guaranteed.

Fishing Program

Leaders are invited to participate in the daily fishing excursions. With our educational license, you can fish when accompanied by a designated staff member without your own license. This is especially helpful for our out-of-state leaders that would like an Idaho fishing experience. Bring your own gear as camp has limited gear for Scouts.

Service and Volunteer Opportunities

Volunteer opportunities abound for Scouts and Leaders. Please see the Camp Commissioner for ways to help.

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in Safe Swim Defense and Safety Afloat. These swim classification tests should be renewed annually, preferably at the beginning of each outdoor season. Completing them prior to camp can save time during registration on the first day of camp.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate askill level consistent with the individual's circumstances in the water.

Administration of Swim Classification Test

Option A (at camp): The swim classification test is completed the first day by camp aquatics personnel.

Option B (Council conducted/council controlled): The council controls the swim classification process by predetermined dates, locations, and approved personnel to serve as test administrators.

Option C (At unit level with council-approved aquatics resource people): The swim classification test done at a unit level should be conducted by one of the following council approved resource people: BSA Aquatics Instructor; Aquatics Cub Supervisor; BSA Lifeguard; BSA Swimming and Water Rescue; or other lifeguard, swimming instructor, etc.

To The Test Administrator

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Test administrators should utilize chapter 5 of the BSA Aquatics Supervision Guide.

- The test is given one-on-one. The test administrator and the swimmer are buddies during the administration of the test.
- The test must not be changed either to assist the Scout or to expedite the process.
- The test must be completed without aid or support. Aid includes lifejackets, wetsuits, fins, etc. Swim goggles may be used to avoid eye irritation.

Each step of the test is important and should be followed as listed below.

Swimmer's Test: Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

Beginner's Test: Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

Anyone who has not successfully completed the beginner or swimmer tests is classified as a **non-swimmer.**

Swim Classification Record

This is the individual's swim classification as of this date. Any change in status after this date requires a reclassification test performed by an approved test administrator. (Changes and/or corrections to the following chart should be initialed and dated by the test supervisor.)

Special Note: When swim tests are conducted away from camp, the camp aquatics direct retains the right to review or retest any or all participants to ensure that standards have been maintained.

Unit Number_____ Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces)	Medical Recheck	Swim Classification		
			Non-Swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

Test administrator's credentials (ATTACH COPY OF INDIVIDUAL'S CERTIFICATION DOCUMENT)

Print Name _____ Signature _____

Qualification _____ Council/Agency (Red Cross, YMCA, etc.) _____

Unit Leader Name _____ Unit Leader Signature _____

Camp Schedule

Schedule may change due to weather and other factors.

<table>
<tr><th>Time</th><th>Sun</th><th>Monday</th><th>Tuesday
OA Day</th><th>Wednesday</th><th>Thursday</th><th>Friday</th><th>Sat</th></tr>
<tr><td>6:50</td><td rowspan="13"></td><td></td><td>Polar Bear</td><td></td><td>Polar Bear</td><td></td><td rowspan="6">Campsite Inspection
Check-out
Don’t forget health forms and patches.

Please check lost and found.</td></tr>
<tr><td>7:45</td><td colspan="6">Flags</td></tr>
<tr><td>8:00</td><td colspan="6">Breakfast</td></tr>
<tr><td>8:30</td><td></td><td colspan="5">SPL Meeting (One from each troop. No adult leaders.)</td></tr>
<tr><td>9:00</td><td rowspan="2">Check-in
Final Swim checks</td><td colspan="5" rowspan="2">MB sessions and Activities
Check individual schedules for days and locations.</td></tr>
<tr><td>10:00</td></tr>
<tr><td>10:30</td><td colspan="6">Break</td></tr>
<tr><td>10:45</td><td colspan="2">MB Sessions and Activities
Check individual schedules for days and locations.</td><td>Various Activities
Troop Choice</td><td colspan="2">MB Sessions and Activities
Check individual schedules for days and locations.</td></tr>
<tr><td>12:15</td><td colspan="6">Break</td></tr>
<tr><td>12:30</td><td rowspan="6">Troops arriving early are responsible for meals and activities.

Check with office for campsite assignment.</td><td colspan="6">Lunch
Day for special leader lunch will be announced at Leader Roundtable</td></tr>
<tr><td>1:30</td><td colspan="2">MB Sessions and activities
Check individual schedules for days and locations.</td><td>Various Activities
Troop Choice</td><td colspan="2">MB Sessions and Activities
Check individual schedules for days and locations.</td></tr>
<tr><td>3:00-
4:30</td><td>Leader Roundtable
Tapawingo Swim
Open Rifle/Archery
Troop Time</td><td>Open Rifle/Archery
Troop Time</td><td>Cape Horn Challenge</td><td>Tapawingo Swim
Open Rifle/Archery
Troop Time</td><td>Troop time</td></tr>
<tr><td>4:00</td><td>Leader/Scout Rifle</td></tr>
<tr><td>5:45</td><td colspan="6">Flags</td></tr>
<tr><td>6:00</td><td colspan="6">Dinner</td></tr>
<tr><td rowspan="2">7:00
Evening Activities and troop time</td><td rowspan="2">Check-in
Swim checks Completed by 9:00 PM</td><td>Troop Time</td><td colspan="4">Open Areas—Rifle, Archery, Aquatics, Handicrafts</td><td>Merit Badge Pick up
Dining Hall</td></tr>
<tr><td>Opening Campfire
8:00 PM</td><td>Chess MB Dining Hall
Fingerprinting MB
Nature Lodge</td><td>6:00 Tapawingo Outpost: Bring gear to flags
10:30 PM Star gazing
Parade Grounds</td><td>Chess MB Dining Hall
Fingerprinting MB
Nature Lodge
Wilderness Survival
Outpost: Parade Ground</td><td>Closing Campfire
8:00 PM</td></tr>
<tr><td>10:30</td><td colspan="7">Lights out</td></tr>
</table>

Merit Badge and Activity Schedule

This is intended to assist you in creating schedules in the Tentaroo program. Schedules are subject to change based on registration. All sessions run 90 minutes. Some classes are four days, while others are two days.

Color coding indicates what is offered during each block. All "aqua courses" run Tuesday-Friday at 9:00 AM. All "yellow courses" run Monday-Tuesday, Thursday-Friday at 10:45 AM. "Purple courses" run Thursday-Friday at 1:30 PM.

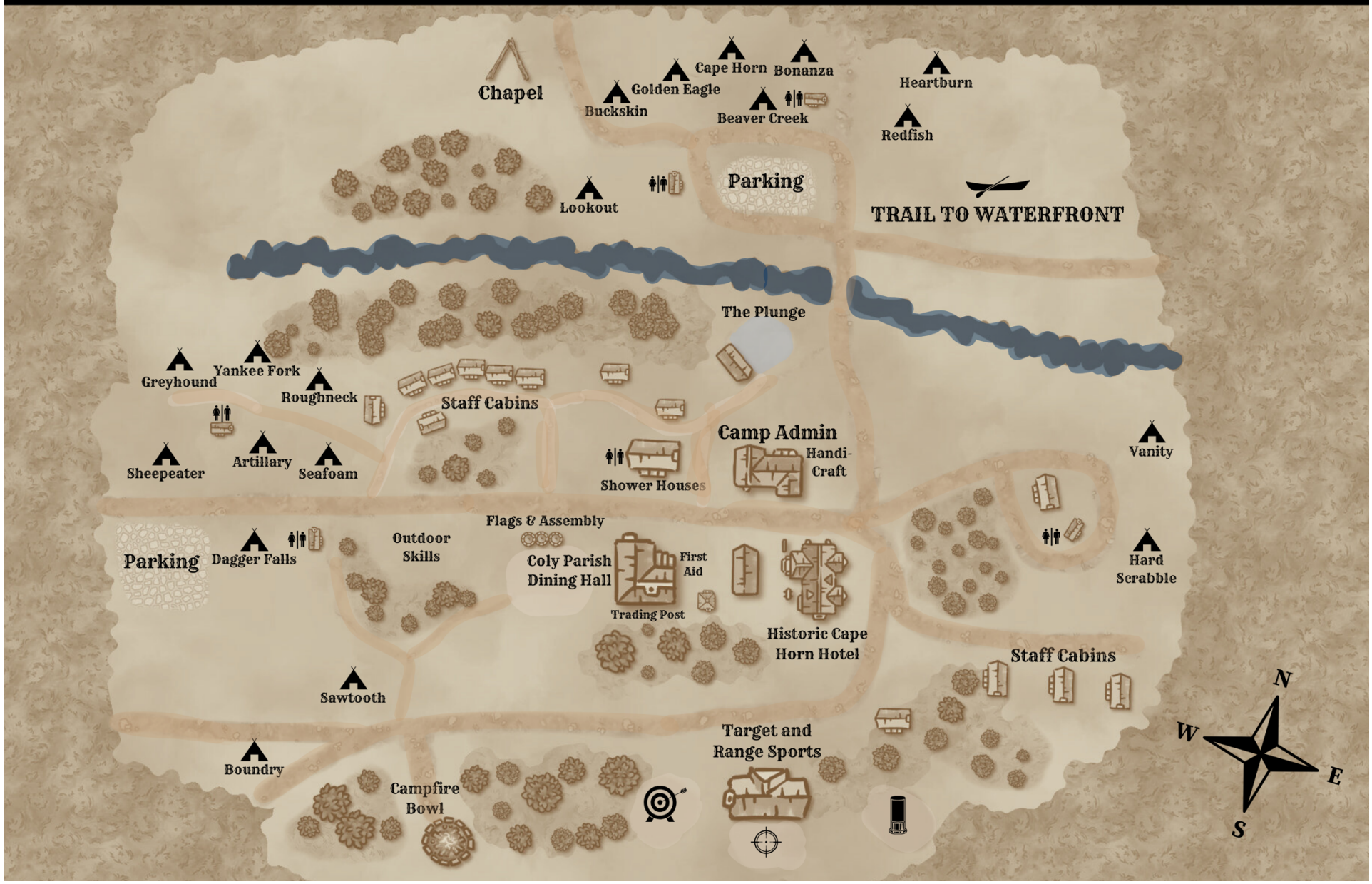
Break times have been added to the schedule to allow for movement between sessions. Boating activities are only available in the afternoon. Scouts in boating activities will need to meet at the lake trail at 1:00 PM Monday, Tuesday, Thursday, and Friday.

Time	Monday	Tuesday	Wednesday	Thursday	Friday
9:00 4-day Class		Lifesaving Rifle	Swim Instruction Shotgun	Swimming MB Orienteering/ Geocaching	First Aid
9:00 2-day Class		Bird Study Oceanography Art Archery	Pulp and Paper Exploration Wilderness Survival	Bird Study Environmental Science Indian Lore Archery	Photography/ Weather Woodcarving Signs, Signals, Codes
10:45 4-day Class	Lifesaving Swimming First Aid	Swim Instruction Rifle Shotgun Pioneering	No class	Lifesaving Swimming First Aid	Swim Instruction Rifle Shotgun Pioneering
10:45 2-day Class	Insect Study Plant Science Basketry Archery	Leatherwork Exploration Emergency Preparedness		Forestry/Soil and Water Con. Space Exploration Basketry Archery	Photography/ weather Woodcarving Signs, Signals, Codes
1:30 4-day Class	Canoeing Kayaking Rowing	First Aid Rifle Shotgun	No class	Canoeing Kayaking Rowing	First Aid Rifle Shotgun
1:30 2-day Class	Environmental Science Geology/Mining in Society Insect Study Oceanography Animation Archery	Indian Lore Model Design and Building Pulp and Paper Emergency Preparedness Wilderness Survival		Environmental Science Forestry/Soil and Water Con. Geology/Mining in Society Space Exploration Archery	Animation Art Leatherwork Model Design and Building Emergency Preparedness
Special Programs—Please review the details of these outstanding programs! Tapawingo Adventure (all morning, start times vary): 10:45 Monday, 9:00 Tuesday, Wednesday, Thursday, Friday The Big Catch (all morning, start times vary): 10:45 Monday, 9:00 Tuesday, Wednesday, Thursday, Friday					

Program Priority Worksheet

Scoutmasters: Use the grid to help Scouts prioritize their program selections. Please pay attention to age, rank, prerequisite, and skill restrictions listed in the program guide. Use Tentaroo to schedule selections. Print a schedule for each Scout. Schedules are subject to change based on enrollment and staff availability. If changes are made on-site during camp registration, a new printed schedule will be provided.	Tapawingo Adventure (Trail to First Class)	The Big Catch (fishing, fly fishing, fish and wildlife, Complete Angler)	Animation (2 days)	Archery (2 days)	Art (2 days)	Basketry (2 days)	Bird Study (2 days)	Canoeing (4 days)	Chess (evening workshop)	Emergency Preparedness (2 days)	Environmental Science (2 days)	Exploration (2 days)	First Aid (4 days)	Forestry and Soil and Water Conservation (2 badges—2 days)	Geocaching and Orienteering (2 badges—4 days)	Geology/Mining in Society (2 days)	Indian Lore (2 days)	Insect Study (2 days)	Kayaking (4 days)	Leatherwork (2 days)	Lifesaving (4 days)	Model Design and Building (2 days)	Oceanography (2 days)	Photography/Weather (2 badges—2 days)	Pioneering (4 days)	Plant Science (2 days)	Pulp and Paper (2 days)	Rifle Shooting (4 days)	Rowing (4 days)	Shotgun Shooting (4 days—age 13+ NO EXCEPTIONS)	Signs, Signals, and Codes (2 days)	Space Exploration (2 days)	Swimming MB (4 days)	Swimming Instruction (4 days)	Wilderness Survival (2 days)	Woodcarving (2 days)
Name	Interest/Priority Ranking																																		

BRADLEY SCOUT RESERVATION

Historical town of CAPE HORN, IDAHO

Mountain West Council, BSA