

Grizzly Base Camp



2016 Webelos Leader's Guide



BOY SCOUTS OF AMERICA®
MONTANA COUNCIL

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General Information

Dates:

Webelos Session 1: July 31st – Aug 3rd

Webelos Session 2: Aug 3rd – Aug 6th

Camp Fees and Payments:

Cost: Youth: \$120 Adult: \$80

*Units from the Montana Council may qualify for discounts through popcorn sales and ICL.

March 31st: 50% fees due

May 31st: Balance Due



Attendees not registered prior to June 30th will be assessed a \$30.00 late registration fee.

Reservation Information:

Reservations for the next year can be made while attending camp. A deposit of \$200.00 is all that is required to "Hold-a-Space". The campsite reservation deposit will apply to the total fees due by the troop.

Cancellations & Refunds

Any unit or individual Scout canceling more than 30 days prior to their scheduled arrival date will receive a full refund of fees paid, less the \$200.00 "hold-a-space" deposit. Units or individual Scouts canceling within 30 days of their scheduled arrival date or not attending can receive a refund up to one-half of the fees paid and will forfeit the \$200.00 "hold-a-space" deposit. An individual's camp fee with the exception of a \$75 "camp readiness fee" is refundable when a request for a refund is based on a valid reason for non-participation; valid reasons are considered illness or death in the family. Refunds are not made for those arriving in camp late or leaving early. All requests for refunds must be submitted to the Montana Council by June 1. After June 1st all requests must go through the camp director.



Camp Scholarships:

A limited number of camp scholarships (camperships) are available based on financial need. Forms can be downloaded from the council website at: [Scholarship Form](#). A scholarship can be requested for up to half of the camp fees.

Camp Mailing Address:

Grizzly Base Camp
 Name
 Unit# & Campsite (if known)
 Labrant Rd
 Big Fork, MT 59911

Emergency Telephone Numbers:

Grizzly Base:
 Council Office: (406)-761-6000

Campsites:

Campsites assignments are based upon your request made to the council office/camp director. Most campsites can handle up to 30 Scout/Scouters. If you have less than 30 Scouts, there may be other units assigned to the same campsite.

Camp Check in and Departure Procedures

Plan to arrive at camp no earlier than 12:00 PM and no later than 2:00 PM on your first day. Check in occurs at 12:00 PM. If your unit can not arrive during this time frame, please contact the camp director to make other arrangements. At least one unit leader will need to report for check in. Once checked in, your unit will proceed to medical checks at the Medial Cabin, then to the Aquatics area for swim checks.

Early arrivals may be allowed with prior approval from the camp director for those units traveling long distances or for religious reasons. Prior to June 15th call the council office, after that contact the camp director. Please remember that units that arrive early are responsible for their own meals until opening day supper.

Items that you should bring with you to check in:

- Tour permit
- Unit Roster
- Leaders Guide
- Medical Forms (parts A,B, and C)
- Final fee payments if needed

Items that will be provided at Check in:

- Camp map
- Fireguard plan
- Emergency procedures
- Weekly Schedule
- Other information

Your unit will be assigned a camp staff member as a Camp Guide. They will be your contact throughout your stay at camp. It is their job to make sure that camp is everything you expected and more. Your Camp Guide will accompany your unit to your assigned campsite to help you unload and settle in as well as escort your unit to the health lodge for medical checks and to the waterfront to complete the swim checks. They will also check with you throughout the week to help solve any problems you may encounter.

Prior to departure each unit should work with their Camp Guide to ensure that:

- All garbage is hauled to the dumpster
- Evaluation forms are turned in to the camp director
- Campsite is clean and free of damage
- Everyone attends flags and eats breakfast

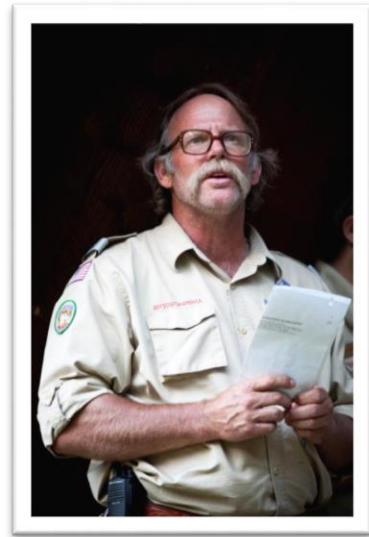
Administrative Procedures and Policies

Adult Leadership in Camp

The Boy Scouts of America runs on adult leadership. K–M Scout Ranch provides a high-quality program thanks to those adults who bring their boys to camp. BSA policy requires that:

- At least two adults are present in camp at all times
- All leaders must be registered adult Scouters
- One must be 21 years of age, the other at least 18 years of age.
- All adults must hold a certificate of Youth Protection Training
- All adults must provide completed medical form parts A,B and C

Additional Pack leadership should reflect an awareness of the Pack size, skill level, and special needs. K – M Scout Ranch strongly recommends a ratio of two adults for up to ten boys, and one additional adult for every ten boys past that.



Duties of adult leaders include, but are not limited to:

- Transport youth to and from camp
- Maintain discipline among youth
- Remain in camp with youth at all times
- Ensure that all safety rules are followed
- Help each youth with program activities
- See that Scouts take prescribed doses of medication
- Attend the daily leaders meetings
- Follow all BSA/Camp/unit policies
- Have fun

Visitors

Visitors are permitted in camp, and are required to check in at the camp office. Visitors will be issued a visitor badge. These badges are to be worn during the duration of their stay in camp. Visitors staying for a meal will be charged \$5.00 per meal.

Animals and Pets

BSA Policy and the health and safety standards of our camp prohibit bringing animals of any type to camp. Please make this known to anyone who anticipates visiting the camp. Pets **ARE NOT** allowed.

Telephone Service

Cellular coverage is available at Grizzly. Cellular devices are not to be used in the program areas and may be confiscated if a Scout disregards this policy. It is the responsibility of each unit to establish their own policies in regard to cellular devices in their camping areas. Emergency contact information will be distributed at check in.

Fishing

Montana Fish, Wildlife and Parks have designated Grizzly's Lake as a private pond, and a fishing license is NOT required. However, it is a violation of Montana Fishing Regulations to waste any game fish, so we encourage you to practice "catch and release".

Trading Post

The Camp Trading Post will have souvenir items, craft items, snack food items, beverages and camp T-shirts. Hours of operation will be announced and posted.

Parents and leaders often ask how much money we would suggest they bring to camp. We find that most scouts will do well with approximately \$40-\$50.00. The trading post will be able to accept credit and debit cards.

Dining

Full service dining facilities are available at Grizzly Base Camp. Scouts will assemble by unit in front of the dining hall 15 minutes before each meal. At this assembly information will be given, flags raised or lowered and a blessing for the meal will be offered. Serving will be cafeteria style and Scouts should sit at tables by unit. KP duty will be assigned to each unit on a rotating basis with each unit providing a minimum of two boys for KP duty. Details on dining hall KP will be discussed at the first night's Leader's meeting.



Meals in camp include first night supper through last day breakfast. Cost for guest meals is \$5.00 for each meal. Meal tickets should be purchased at the camp office for any guests eating in the dining hall. Please see the Camp Director to purchase meal tickets as far in advance as possible, so we may keep the kitchen staff informed.

Lost & Found

Every year numerous items of clothing and equipment are left at camp. If you happen to find an item in camp, please turn it in at the camp office. If you lose something, please check for it at the same location. Please have your scouts inventory the items they bring to camp and then check their equipment before they depart for home. Area directors have been instructed to bring items found in their areas to the camp office or to the next camp assembly. Items remaining after camp will be donated to charity.

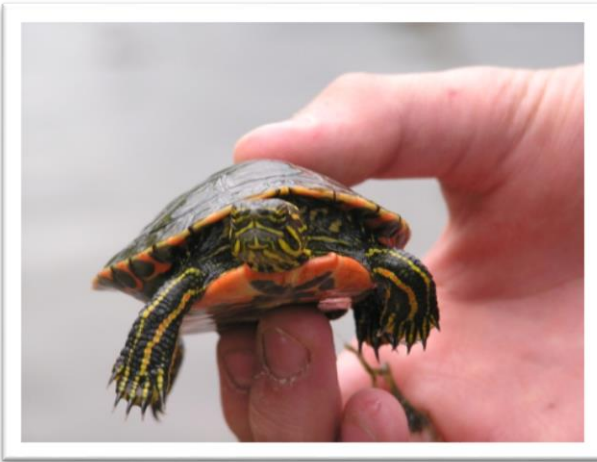
Personal Hygiene

A Scout is clean. Personal hygiene is a matter for the individual Scouts and their leaders. Showers are provided and personal cleanliness is expected. Each Scout is responsible to have clean hands and face when eating in the dining hall.



Discipline

Discipline in camp is primarily the responsibility of the Pack leadership. Essentially the rules of camp are the Scout Oath and Law. The Pack leadership and Camp Director will deal with infractions of the camp rules and policies. Serious infractions may lead to having the offender sent home. In the unlikely event that this will be necessary, it will be the responsibility of the Pack leadership to provide a way to return the Scout home.



Wildlife

Please respect the wildlife in the area of Grizzly Base by not feeding, approaching, hindering, harassing, or otherwise annoying any of the animals in the area. Please do not leave food on the ground or lying around as it may attract animals. Please report any animals that appear to be acting strangely to the Camp Director for appropriate action.

We recommend that everyone check themselves daily for ticks. If a tick is discovered, please report to the camp health officer to have it removed.

Off Limits Areas

There are very few areas that are off limits to the Scouts; however, those that are will be strictly enforced. The staff camp area is off limits at all times. Exceptions will not be made for Scouts who may be family members of the staff. Program Areas, when they are closed and proper staff is not on site, are also off limits.

Uniforms

A uniform gives a standard to be met, promotes group spirit, and designates equality from the start among members within the group. At camp the uniform does the same. The official Scout uniform is appropriate dress at any time during the week at camp. We encourage all youth to be in full uniform for dinner, campfires, chapel services, and other formal ceremonies. Demonstrate your unit spirit and Scouting pride by being the best-uniformed unit in camp.

Unit Equipment

Units are required to bring their own camping equipment, for individuals and Packs. All tents used must meet or exceed fire retardant specifications.



Fire Guard

Every Scout and leader is responsible for preventing fires. Unit fireguard charts will be provided to leaders. They need to be filled out as soon as possible after camp setup and the entire unit briefed. Campfires will be allowed as long as the local Fire Marshal allows. All fires will be in the fire barrels provided.

Campsite Facilities

Each campsite is equipped with a picnic table and drinking water. Larger campsites are designed to be shared by multiple troops.



Liquid and Bottled Fuel

If your unit is planning to use a propane or liquid fueled lantern or other similar appliances at camp, BSA regulations require that you turn in your extra fuel for mandatory locked storage. While we realize this may be a slight inconvenience, please cooperate with the camp staff in this endeavor. It is a requirement for our camp certification. Operation of chemical fuel appliances should be confined to adults only. (Note: Please put a unit number on fuel bottles and cans that are to be stored and remember to pick them up prior to departure).

Trash Pickup

Units are responsible to ensure their campsite stays clean and that all trash is disposed of properly. Please place all trash in plastic garbage bags and dispose of the bags in the camp dumpster, especially before departure. Please keep the area around the dumpster clean.

Camp Duty Roster

Each day several units will be designated to perform camp duties. These duties include morning or evening Flag Ceremony, KP duty, shower house clean up, trash pickup, etc. Completion of these duties not only helps the camp, but also provides a service opportunity for the Scouts.

Prohibited and Restricted Items

Tobacco: The use of tobacco products by anyone under the age of 18 will not be tolerated. Adults may use tobacco products only in designated areas and away from all participants. Council properties are tobacco-free zones, including all buildings, campsites, trails and program areas. Smoking or using tobacco products in tents and campsites or in view of any Scout is strictly prohibited.

Chemical Fuels: Gas-fueled lanterns and stoves (canister type fuels are recommended over liquid) may be used for outdoor lighting and cooking. The use of gas-fueled lanterns and stoves in any tent or Adirondack is strictly prohibited. All fuel containers not in use must be stored in the camp gas shack. A responsible adult, who is knowledgeable in safety precautions, must do lighting and refueling; fuel is never handled by youth. The use of liquid fuels as a fire-starter is strictly prohibited.

Alcohol and Drugs: It is the policy of the Boy Scouts of America that the use of alcoholic beverages and controlled substances (including marijuana) are not permitted on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members.

Weapons: No weapons of any kind are permitted at camp. This includes personal archery and rifle equipment; personal equipment is not permitted on camp ranges during summer camp. Weapons are not permitted to be stored in vehicles in camp parking lots. Personal pocket knives should comply with the policies outlined in the Guide to Safe Scouting.

Medical Procedures and Policies

Grizzly Base operates a health lodge that is administered by a qualified camp health officer for any accidents or medical problems that may arise. In the event of a medical emergency, the camp health officer is available 24 hours a day. Special arrangements have been made with local hospitals for the treatment of more serious cases.

If treatment is required, every effort will be made to help the unit leader notify the camper's parents. In the unlikely event of a very serious injury or illness requiring immediate specialized medical attention, the care of your youth will be turned over to the local emergency medical service that may require the use of ground or air ambulance service at their discretion.

Youth and leaders needing additional medical attention on or off property will be billed (by the medical office or hospital) for services rendered at their expense. All expenses associated with this additional treatment become the responsibility of the youth's parents (or guardians), preferably handled through their personal health insurance or supplemental unit accident insurance. All medical services provided by the camp health officer are at no cost.

Insurance

Montana Council Scouts will be automatically covered by the Council's umbrella policy. Units from other councils must provide proof of insurance for your troop and all registered Scouts and leaders while attending Grizzly Base Camp.

Medications at Camp

Unit Leaders will be responsible for the storage, administration and recording of Unit member(s) medications. If the Unit Leader is uncomfortable with this practice they may seek assistance from the Camp Health Officer. BSA national standards require that all prescription and over-the-counter medications be stored under lock. The exception being for a limited amount of medication to be carried by a camper for life-threatening conditions, including Epi-pens, heart medication and inhalers. Please bring medication in a locked box to camp. The camp has a limited supply of Over-the-Counter medications available for use. The Camp Health Officer will review the medications and secured container with the Unit Leader upon arrival at camp. ALL medications including over-the-counter medication is to be kept in the original container clearly labeled with the dosing instructions. It is recommended that only the week's supply of prescription medications be brought on the island. Note: We will not be able to accommodate anyone on medical marijuana. Refrigeration is available in the Medical Lodge if necessary.

Please remember to pick up any medications secured with the Camp Health Officer at the end of camp. Any medications left behind by units will be destroyed.

Medical Forms

A current health history and a physical examination by a licensed physician are required for each camper, youth and adult. Use only the A, B, and C forms provided by the National Council.

The medical form includes an authorization for emergency treatment. The parents or guardian must sign forms for all Scouts. Double-check all forms to see that all required signatures and information are included.

Physicals will not be given at camp. A Scout or leader who has not had a physical will not be permitted to remain in camp.

Emergency Procedures

The following instructions are for your guidance in case of emergency. Review them with your troop before coming to camp. The siren will be demonstrated at camp on Sunday evening. All emergency procedures will be signified by the sounding of the camp siren.

In any emergency situation, the Camp Director holds the ultimate authority for decision making.

In the event that media should arrive, all questions should be referred to the Camp Director.

Standard Emergency Procedures:

1. Any emergency will be reported to the Camp Director, Program Director or an available adult staff member. The Camp Director will always be found and notified immediately.
2. The Camp Director will sound the siren, if deemed necessary.
3. When the siren is heard, all program areas will close and all staff members will report to the stairs of the Flaming Arrow Lodge with the exception of the medical personnel, who will remain at the health lodge to await further instructions. (If the emergency is a lost swimmer, the Aquatic staff will remain at the waterfront and conduct a lost swimmer exercise under the direction of the Aquatic Director).
4. All Scout and Leaders will report immediately to the field in front of the flagpoles. No one will return to their campsites for any reason until released. Once the troops are assembled, each troop will account for their Scouts and leaders. A staff member will receive the troop status and deliver it to the Camp Director. This will be accomplished as quickly as possible.
5. Once the troop status and head count have been reported, the Camp Director will issue emergency instructions to the remaining staff members and the assembled troops. Scoutmasters may be summoned for details of evacuation or other immediate emergencies.
6. Staff members will stand by for any additional instructions or responsibilities.

Medical Emergency

1. Upon any injury to a Scout or leader, trained staff members at the scene will assume temporary responsibility for the situation and carry out proper first aid measures. If the injury is serious or involves a potential neck or back injury, **DO NOT MOVE THE VICTIM** until directed by medical personnel.
2. If the injury is minor, have the person escorted to the medical lodge for further treatment. If the injured must be examined and treated on the scene of the accident, send two scouts to notify the medical personnel and Camp Director. Notification from radio equipped program areas may be made by radio.
3. Upon notification, medical personnel will be dispatched to the accident site and provide additional medical care as required. Upon arrival, medical personnel will assume responsibility from on-scene staff. Staff members will stand by as necessary to assist.
4. If deemed necessary by medical personnel, and in coordination with unit leaders, arrangements will be made by the Camp Director to transport the victim to the nearest medical facility for further treatment. This transport could consist of a privately owned vehicle from the camp, a camp provided vehicle, an ambulance from Big Fork or Kalispell, or a request for a Flight helicopter from Kalispell. Time factors and severity of the injury will govern the selection of transport (Note: GPS Coordinates for Grizzly Base are on file with flight services.)
5. When the situation is under control, the Camp Director will collect all the facts and notify the proper authorities:

Fire:

1. In the event of a small campsite fire, the adult leaders on site will assume responsibility and start fighting the fire with available equipment. Send two Scouts to report the fire to the Camp Director/Program and/or other adult staff. Additional help will be dispatched to assist.
2. If the fire is in a program area, the program instructors will assume responsibility and start fighting the fire with assistance from the leaders in the area. Send two Scouts to report the fire to the Camp Director and/or other adult staff. Additional help will be dispatched to assist.
3. If a fire gets out of control and threatens the safety of the camp, the Camp Director will oversee the evacuation of camp with the assistance of the Program Director and Adult Staff. Coordination will take place with the Big Fork Fire Department through '911.'
4. The Camp Director will notify the local authorities, as necessary.
5. When the situation is under control, the Camp Director will notify the Scout Executive.

Lost Swimmer:

Notify the Camp/Program Director and medical personnel immediately

1. All actions in the water will be under the direction of the Aquatics Director. Overall responsibility rests with the Camp Director.

2. Upon suspicion of a lost swimmer, Scouts will be instructed to pair up with their swimming buddy.
3. After a head count is taken, the swimmers will be instructed to get out of the water immediately. Swimmers may be instructed to leave the area or to remain while the situation is resolved.
4. The swimmer's buddy will be interviewed concerning the location of the swimmer or possible misplacement of the swimmer's tag.
5. Upon suspicion of a lost swimmer, send two scouts to notify the Camp Director and medical personnel. Medical personnel will respond to the Aquatics Area and stand by until the swimmer is found.
6. Under the direction of the Aquatics Director, the staff members and designated others will search the entire waterfront area. Appropriate water searches will also be carried out by the Aquatics staff and qualified assistants. Additional staff and assistance may be requested by the Camp Director.
7. The search will be extended to the surrounding area, as required, and, if necessary, a lost camper search initiated by the Camp Director.

Fatality:

1. Send two Scouts or an adult to notify the Camp Director immediately.
2. Do not move the victim other than for appropriate resuscitation procedures. This is extremely important in the event the situation becomes a crime scene.
3. When the situation is under control, the Camp Director will collect all the facts and notify the proper authorities and the Scout Executive:

Child Abuse:

1. If there are reasonable suspicions of child abuse, it will be reported to the Camp Director immediately.
2. The Camp Director will report the suspicions to the Council Executive and to the proper authorities.

Missing Scouts or Leaders:

1. Upon suspicion of a lost or missing Scout, the Camp Director will be notified immediately. Please do not attempt to find a missing Scout without assistance. The problem may be compounded if you delay. Send two scouts to notify the Camp Director.
2. The Camp Director will coordinate with the troop leaders to account for the members of the unit. The missing Scout's buddy will be interviewed as to the possible whereabouts.

3. Program area staff members will coordinate a search for the lost camper in their areas. The waterfront area will conduct a lost swimmer exercise, if necessary.
4. In the event the missing Scout is not found in the campsites or program areas, the Camp Director will appoint staff members and adult leaders to conduct a camp wide search.
5. If a runaway is suspected, the search will be extended to include all roads leading from camp within a 10 mile radius. The Camp Director will request assistance from the Lake County Sheriff Department as needed.
6. Upon discovery of the missing Scout, multiple blasts on the camp siren will sound to end the search.
7. If the missing Scout is not found in the camp vicinity within a reasonable time, the Camp Director will notify the Lake County Sheriff Department and the Scout Executive.

Severe Weather: *High winds, hail, tornado, and/or severe thunderstorms*

1. The Camp Director will decide the safest place for the Scouts, Leaders and Staff members depending on the severity of the weather. This information will be relayed to the units through the most expeditious means.
2. In the event that the Scouts and Leaders need to be assembled in the main buildings, they will do so in an orderly manner under the direction of the staff and Pack adult leaders. Instructions will be relayed to the Packs concerning any equipment they need to bring with them (e.g. sleeping bags).

Evacuation of Camp:

1. Any evacuation contingency will be under the direction of the Camp Director. While the sole responsibility rests with the Camp Director, any evacuation plans will require complete cooperation of the unit leaders and Scouts. Logistically, evacuation can be a difficult process, so instructions must be carried out correctly and without hesitation.
2. The Camp Director will sound the siren.
3. When the siren is heard, all program areas will close and all staff members will report to the stairs of the parade grounds.
4. All Scouts and Leaders will report immediately to the field in front of the flagpoles. **No one will return to their campsites for any reason until released.** Once the Packs are assembled, each troop will account for their Scouts and leaders. A staff member will receive the Pack status and deliver it to the Camp Director. This will be accomplished as quickly as possible.
5. Once the Pack status and head count have been reported, the Camp Director will issue emergency instructions to the remaining staff members and the assembled Packs. Scout Leaders may be summoned for details of evacuation.

6. When all Scouts, Leaders and Staff have been accounted for, the Camp Director will oversee the movement of everyone to the evacuation site. If evacuation time allows, personnel may take ONLY those items that are necessary and that they are capable of carrying in a backpack, such as clothing, bedding, and first aid supplies. If time does not allow, then evacuation will take place without returning to your individual campsites.

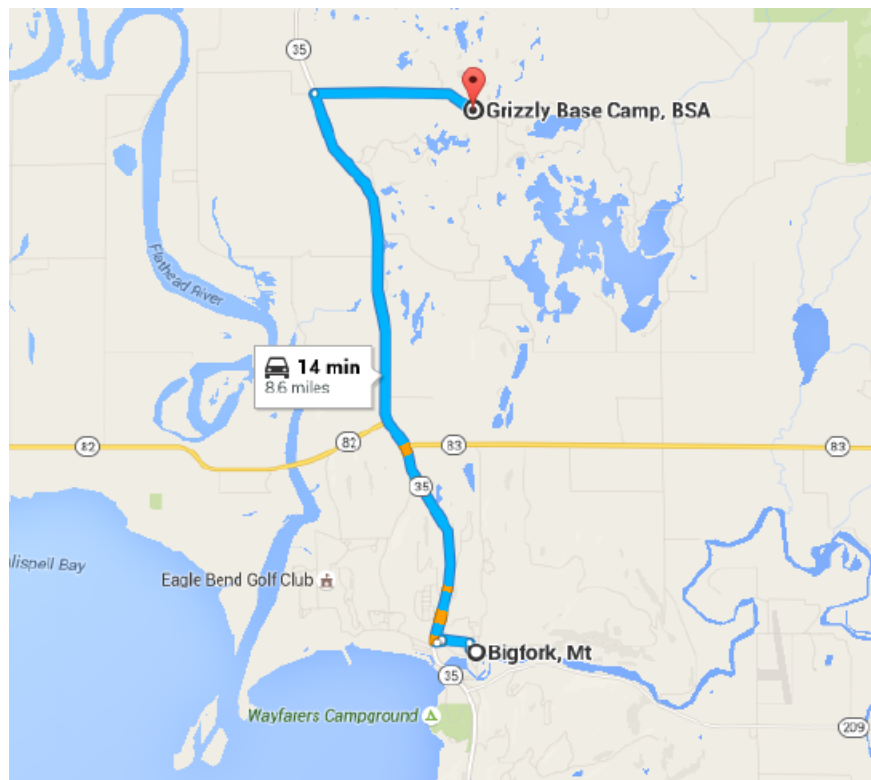
7. All Scouts, Leaders and Staff must proceed as quickly as possible and in an orderly manner to the evacuation site. This will be accomplished under the direction of the Pack leaders, Camp Guides and designated staff personnel.

8. It is extremely important that you keep your groups together while evacuating. All Scouts and adults must go no faster than the slowest person in your group. **YOU MUST REMAIN TOGETHER.**

9. The Camp Director will notify proper authorities before leaving camp.

Directions to Camp

Grizzly Base Camp is located approximately 9 miles north of Big Fork, MT. Proceed north out of Big Fork on MT Highway #35 for approximately 6 miles to Labrant Rd. Turn east onto Labrant road and follow approximately 1 mile to the camp entrance. There is a large sign and gateway that is hard to miss.



Suggested Packing List

The following checklist is designed to help YOU Prepare for outdoor activities. It is only a guide.

Individual Cubs and Leaders Equipment List

- Appropriate Clothes (warm, dry, extra)
- Day Pack
- Camera
- Water bottle/Canteen
- Personal First Aid Kit
- Ground Pad, or Cot
- Hat for sun protection
- Flashlight with extra batteries
- Hygiene Items (soap, tooth brush, towel)
- Money for Trading post items
- Pencil and paper
- Mosquito repellent
- Physical exam form
- Pillow
- Sleeping bag
- Rain Gear
- Webelos Hand book
- Webelos Uniform
- Sun Screen
- Swim Suit
- Tent
- Shower Sandals (worn only in shower or at water Front.)

Unit Items (suggested)

- Pack and US Flags
- Ax
- Saw
- Den or Pack Dining Fly
- Lantern and Fuel
- Matches
- Water cooler
- Unit First Aid kit
- Rope
- Shovel
- Tent Broom/dust pan

Activity Books such a Skit or Song books, as your pack will be asked to provide a skit or a song for the closing campfire. Guide books for their Activity pins will be helpful for extra work.

Day One Schedule

12:00-2:00 PM Check In
12:30 PM-3:00PM Swim Check/Health Check In
4:00 PM Camp Tour, Meet on Parade Field
5:15 PM Assemble for Flags on Parade Field (Uniform's for dinner)
5:30 PM Supper
7:00 Leader's Meeting
8:30 PM Opening Campfire
10:00 Taps (Quiet and Bed Time)

Day Two/Three Schedule

7:00 AM Wake UP
7:45 AM Flag Raising @ Parade Field
8:00 AM Breakfast
9:00-9:45 AM 1st Class Period
10:00-10:45 AM 2nd Class Period
11:00-11:45 AM 3rd Class Period
12:00 Lunch Assembly on Parade Field
12:15 Lunch
2:00-2:45 4th Class Period
3:00-3:45 5th Class Period
4:00-4:45 PM Open Class Period
5:15 PM Flags @ Parade Field in Uniforms
5:30 PM Supper
6:30-8:00 PM Open Program Areas TBA
8:30 PM Closing Campfire on Day 3
10:00 PM Taps, and Quiet

Day 4 Schedule

7:00 AM Wake Up
7:45 AM Flags at Parade Field
8:00 AM Breakfast
9:00-10:00 AM check out—Collect Records and Medical forms before you leave
10:00 AM Camp Closes

This is a sample schedule and may be subject to change. Actual schedules will be distributed at camp check in.