

## Section IV - Advancement & Schedule

### Class Sizes

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To be able to thoroughly teach some merit badges, it is necessary to limit the size of some classes. Please note these limits when utilizing BadgeTracker and have your Scouts plan accordingly. The Program Director reserves the right to limit the class size of any badge at any time in order to maintain quality control. Scouts are advised to have alternative selections in mind should their first choice(s) be denied.

### Partials

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If a Scout has started a merit badge at camp and does not finish it, you will receive a partially completed blue card for the Scout in your mailbox.

Existing partial merit badges can be completed during the Scout's time in camp, providing that the original issuing counselor is registered within your council. The camp staff reserves the right to re-check a Scout on any requirement already completed with another counselor. Scouts with existing partials should complete the merit badge "by appointment" with members of the camp staff, but must make the appropriate arrangements by Monday afternoon.

### Prerequisites

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Several Merit Badges offered here at Seven Ranges have requirements that cannot be completed during a Scout's week at camp due to various reasons including time, facilities, or personal contacts the Scout may need to make these requirements are known as prerequisites. Prerequisites need to be completed prior to a Scouts participation in the Merit Badge this means they must be turned into the camp merit badge counselor on the first day of instruction for the merit badge. Below are outlined the Merit Badges that have prerequisites associated with them along with the specific requirements and how we would like the Scout to accomplish them. We ask that unit leaders be the first line of Quality Control when it comes to Scouts and prerequisites, verify that a Scout is doing the appropriate steps needed to accomplish the requirement, we don't want to set Scouts up to be disappointed when they have put effort into work that isn't what the Merit Badge is asking for. All Scouts working on Merit Badges with prerequisites need to have a current copy of the Merit Badge Book, having this book will help the Scout understand what is being asked of them and help you, the leader, understand what is being asked as well. **We cannot alter or make exceptions to prerequisites of Merit Badges.**

### Bugling

#6 Serve as bugler in your troop for three months.

**The Scout needs to:** Bring a signed letter from a unit leader verifying his service.

### Camping

#4b Help a Scout patrol or a Webelos Scout unit in your area prepare for an actual campout, including creating the duty roster, menu planning, equipment needs, general planning, and setting up camp.

**The Scout needs to:** Bring signed letter from a unit leader verifying his completion of this requirement.

#5e Present yourself to your Scoutmaster with your pack for inspection. Be correctly clothed and equipped for an overnight campout.

**The Scout needs to:** Bring a signed letter from his scoutmaster verifying his completion of this requirement.

#9a Camp a total of at least 20 days and 20 nights. Sleep each night under the sky or in a tent you have pitched. The 20 days and 20 nights must be at a designated Scouting activity or event. You may use a week of long-term camp toward this requirement. If the camp provides a tent that has already been pitched, you need not pitch your own tent.

#9b On any of these camping experiences, you must do TWO of the following, only with proper preparation and under qualified supervision:

1. Hike up a mountain, gaining at least 1,000 vertical feet. 2. Backpack, snowshoe, or cross-country ski for at least 4 miles. 3. Take a bike trip of at least 15 miles or at least four hours. 4. Take a non-motorized trip on the water of at least four hours or 5 miles. 5. Plan and carry out an overnight snow camping experience. 6. Rappel down a rappel route of 30 feet or more.  
#9c Perform a conservation project approved by the landowner or land managing agency.

**The Scout needs to:** Bring a signed letter from a unit leader verifying his completion of requirements 9abc.

## Citizenship in the Nation

#2 Do TWO of the following: a.) Visit a National Historic Landmark or that is on the National Register of Historic Places. Tell your counselor what you learned about the landmark or site and what you found interesting about it. b.) Tour your state capitol building or the US Capitol. Tell your counselor what you learned about the capitol, its function and the history. c.) Tour a federal facility. Explain to your counselor what you saw there and what you learned about its function in the local community and how it serves this nation. d.) Choose a national monument that interests you. Using books, brochures, the internet, and other resources, find out more about the monument. Tell your counselor what you learned and why the monument is important to this country's citizens.

**The Scout needs to:** Prepare a brief (1 page) written account of his fulfillment of each of the two selected requirement options.

#6 With your counselor's approval, choose a speech of national historical importance. Find out about the author and tell your counselor about the person who gave the speech. Explain the importance of the speech at the time it was given and tell how it applies to American citizens today. Choose a sentence or two from the speech that has special meaning to you, and tell your counselor why.

**The Scout needs to:** Have found, read, and researched a speech. Be prepared to discuss the speech in class. Speeches made by presidents, influential government and civil rights leaders, and historically pertinent military leaders are acceptable.

#8 Name your two senators and the member of Congress from your congressional district. Write a letter about a national issue and send it to one of these elected officials, sharing your view with him or her. Show your letter and any response you receive to your counselor.

**The Scout needs to:** Bring the names of the senators and Congress member to camp. Bring the letter and any response to camp.

## Emergency Preparedness

#1 Earn the First Aid Merit Badge.

**The Scout needs to:** Bring a signed letter from a unit leader verifying his completion of this requirement. All Scouts must have earned this merit badge prior to beginning Emergency Preparedness in camp.

#2b Make a chart that demonstrates your understanding of each of the aspects of emergency preparedness in requirement 2a (prepare, respond, recover, mitigate) with regard to 10 of the situations listed below. You must use situations 1, 2, 3, 4, and 5 below in boldface but you may choose any other five listed here for a total of 10 situations. Discuss this chart with your counselor.

1. Home kitchen fire 2. Home basement/storage room/garage fire 3. Explosion in the home 4. Automobile accident 5. Food-borne disease (food poisoning) 6. Fire or explosion in a public place 7. Vehicle stalled in the desert 8. Vehicle trapped in a blizzard 9. Flash flooding in town or the country 10. Mountain/backcountry accident 11. Boating accident 12. Gas leak in a home or a building 13. Tornado or hurricane 14. Major flood 15. Nuclear power plant emergency 16. Avalanche (snow-slide or rockslide) 17. Violence in a public place

**The Scout needs to:** Bring his completed chart to camp and be prepared to discuss it.

#2c Meet with and teach your family how to get or build a kit, make a plan, and be informed for the situations on the chart you created for requirement 2b. Complete a family plan. Then meet with your counselor and report on your family meeting, discuss their responses, and share your family plan.

**The Scout needs to:** Bring a signed note from an adult family member verifying that he has met with his family. Along with the note, the Scout must bring his family plan to camp.

#7 Take part in an emergency service project, either a real one or a practice drill, with a Scouting unit or a community agency.

**The Scout needs to:** Bring a signed letter from a unit leader verifying his completion of requirement (NOTE this is an emergency service project not a simple escape drill or emergency drill during his week in camp)

#8c Prepare a personal emergency service pack for a mobilization call. Prepare a family kit (suitcase or waterproof box) for use by your family in case an emergency evacuation is needed. Explain the needs and uses of the contents.

**The Scout must have:** Both a personal and family emergency kit. In order for the counselor to verify the kits and the contents we ask that scouts bring a printed picture of their kits spread out at home so all the

individual parts can be identified (a list of required contents can be found in the book). Along with the pictures the Scout must bring a signed note from an adult family member verifying the kits and must be prepared to discuss the contents.

## Energy

#4 Conduct an energy audit of your home. Keep a 14 day log that records what you and your family did to reduce energy use. Include the following in your report and, after the 14 day period, discuss what you have learned with your counselor.

a. List the types of energy used in your home such as electricity, wood, oil, liquid petroleum, and natural gas, and tell how each is delivered and measured, and the current cost; OR record the transportation fuel used, miles driven, miles per gallon, and trips using your family car or another vehicle.

b. Describe ways you and your family can use energy resources more wisely. In preparing your discussion, consider the energy required for the things you do and use on a daily basis (cooking, showering, using lights, driving, watching TV, using the computer). Explain how you can change your energy use through reuse and recycling.

**The Scout needs to:** Bring his 14 day energy audit and report to camp. Be prepared for a discussion.

## Environmental Science

#3e2 Do research on one species that was endangered or threatened but which has now recovered. Find out how the organism recovered, and what its new status is. Write a 100-word report on the species and discuss it with your counselor.

**The Scout needs to:** Bring his 100 word report to camp and be prepared for a discussion.

## Fire Safety

#6 Conduct a home safety survey with the help of an adult. Then do the following: a. Draw a home fire-escape plan, create a home fire-drill schedule, and conduct a home fire drill.

**The Scout needs to:** Bring his home escape plan, fire-drill schedule and a signed note from an adult family member verifying that a home fire drill was carried out.

#11 Visit a fire station. Identify the types of fire trucks. Find out about the fire prevention activities in your community.

**The Scout needs to:** Visit a fire station prior to coming to camp and write up a report about the types of trucks he saw also detailing fire prevention activities in his community. A scout must also bring a signed note from a unit leader or firefighter verifying a station visit.

## First Aid

#1 Satisfy your counselor that you have current knowledge of all first aid requirements for Tenderfoot, Second Class, and First Class ranks.

**The Scout needs to:** Bring a signed note from a unit leader verifying current knowledge of first aid requirements.

#2d Prepare a first aid kit for your home. Display and discuss its contents with your counselor.

**The Scout needs to:** Bring his prepared first aid kit to camp (a list of required contents can be found in the book).

## Geocaching

#7 With your parent's permission\*, go to [www.Geocaching.com](http://www.Geocaching.com). Type in your zip code to locate public geocaches in your area. Share the posted information about three of those geocaches with your counselor. Then, pick one of the three and find the cache.

**The Scout needs to:** Create a free account on the website. Locate three caches local to the Scout's home AND three caches local to Seven Ranges. Bring in the printed information on these local public caches. Scouts do not need to locate a cache prior to camp.

## Nature

#4a2 Make and set out a birdhouse OR a feeding station OR a birdbath. List what birds used it during a period of one month.

**The Scout needs to:** Bring a photo or plans of their birdhouse, feeder, or bath and documentation of the types of birds that visited.

## Reptile and Amphibian Study

#8 Do ONE of the following:

a. Maintain one or more reptiles or amphibians for at least a month. Record food accepted, eating methods, changes in coloration, shedding of skins, and general habits; or keep the eggs of a reptile from the time of laying until hatching; or keep the eggs of an amphibian from the time of laying until their transformation into tadpoles (frogs) or larvae (salamanders).

b. Choose a reptile or amphibian that you can observe at a local zoo, aquarium, nature center, or other such exhibit (such as your classroom or school). Study the specimen weekly for a period of three months. At each visit, sketch the specimen in its captive habitat and note any changes in its coloration, shedding of skins, and general habits and behavior. Find out, either from information you locate on your own or by talking to the caretaker, what this species eats and what are its native habitat and home range, preferred climate, average life expectancy, and natural predators. Also identify any human caused threats to its population and any laws that protect the species and its habitat. After the observation period, share what you have learned with your counselor.

**The Scout needs to:** Bring reports from whichever option they choose detailing all that is asked of them.

## Scouting Heritage

#4 Do ONE of the following: a. Attend either a BSA national jamboree, OR world Scout jamboree, OR a national BSA high-adventure base. While there, keep a journal documenting your day-to-day experiences. Upon your return, report to your counselor what you did, saw, and learned. You may include photos, brochures, and other documents in your report.

b. Write or visit the National Scouting Museum in Irving, Texas.\* Obtain information about this facility. Give a short report on what you think the role of this museum is in the Scouting program.

**The Scout may choose:** Either a or b based on his experiences. Each requires a report with appropriate content.

#5 Learn about the history of your unit or Scouting in your area. Interview at least two people (one from the past and one from the present) associated with your troop. These individuals could be adult unit leaders, Scouts, troop committee members, or representatives of your troop's chartered organization. Find out when your unit was originally chartered. Create a report of your findings on the history of your troop, and present it to your patrol or troop or at a court of honor, and then add it to the troop's library. This presentation could be in the form of an oral/written report, an exhibit, a scrapbook, or a computer presentation such as a slide show.

**The Scout needs to:** Bring his report, scrapbook, or presentation to camp and present it to the class.

#6 Make a collection of some of your personal patches and other Scouting memorabilia. With their permission, you may include items borrowed from family members or friends who have been in Scouting in the past, or you may include photographs of these items. Show this collection to your counselor, and share what you have learned about items in the collection. (There is no requirement regarding how large or small this collection must be.)

**The Scout needs to:** Bring in either original items or detailed photographs of their collections, effort must be put into this requirement, where as we cannot limit size of the collection we ask that a scout be prepared for a quality discussion on the items.

## Woodcarving

#2a Earn the Totin' Chip recognition.

**The Scout must:** Earn the Totin Chip prior to coming to camp. For safety reasons a scout will not be allowed to take a Totin Chip class and take Wood Carving Merit Badge during the same week in camp. The scout must bring his Totin Chip Card to class with him every day.

## Wilderness Survival

#5 Put together a personal survival kit and explain how each item in it could be useful.

**The Scout needs to:** Bring his personal survival kit to camp (a list of required contents can be found in the book).

## Woodwork

#1b Earn the Totin' Chip recognition.

**The Scout must:** Earn the Totin Chip prior to coming to camp. For safety reasons a scout will not be allowed to take a Totin Chip class and take Woodwork Merit Badge during the same week in camp. The scout must bring his Totin Chip Card to class with him every day.

## Merit Badge Grid

9:00 - 9:50	10:00 - 10:50	11:00 - 11:50	2:20 - 3:30
Basketry Bird Study Camping Canoeing Fishing Leatherworking Pioneering Rowing Scouting Heritage Soil & Water Conservation Wood Carving	Basketry Canoeing Fire Safety Fishing Forestry Geology Leatherworking Weather Wilderness Survival Woodworking	Basketry Camping Energy Fishing Leatherworking Nature Orienteering Painting Reptile & Amphibian Study Wood Carving	Astronomy Citizenship in the Nation Communications Emergency Preparedness Geocaching Home Repair Indian Lore Mammal Study Radio Wood Carving
9:00 - 10:20	10:30 - 11:50	By Appointment	
Archery Environmental Science First Aid Lifesaving Rifle Shooting Shotgun Shooting Swimming	Archery Environmental Science First Aid Rifle Shooting Shotgun Shooting Kayaking Swimming	Bugling	

## Merit Badge Schedule

Merit Badge Class	Age	Rank	Size	Time
Archery *	11	Tenderfoot	24	9:00 - 10:20 or 10:30 - 11:50
Astronomy *	11	Tenderfoot	30	2:20 - 3:30 (M-Th)
Basketry	10	Scout	50	9:00 - 9:50, 10 - 10:50, or 11 - 11:50
Bird Study	10	Scout	30	9:00 - 9:50
Bugling	11	Tenderfoot	15	Available By Appointment
Camping *	12	Second Class	30	9:00 - 9:50 or 11:00 - 11:50
Canoeing	11	Tenderfoot	20	9:00 - 9:50 or 10:00 - 10:50
Citizenship in the Nation*	13	Star	30	2:20 - 3:30 (M-Th)
Communications*	13	Star	40	2:20 - 3:30 (M-Th)
Emergency Preparedness *	12	First Class	30	2:20 - 3:30 (M-Th)
Energy	10	Scout	40	11:00 - 11:50
Environmental Science *	12	Second Class	35	9:00 - 10:20 or 10:30 - 11:50
Fire Safety	10	Scout	30	10:00 - 10:50
First Aid *	12	Second Class	30	9:00 - 10:20 or 10:30 - 11:50
Fishing *	10	Scout	30	9:00 - 9:50, 10:00 - 10:50 or 11:00 - 11:50
Forestry *	10	Scout	30	10:00 - 10:50
Geocaching*	12	Second Class	20	2:20 - 3:30 (M-Th)
Geology	10	Scout	25	10:00 - 10:50
Home Repair*	12	First Class	20	2:20 - 3:30 (M-Th)
Indian Lore	10	Scout	30	2:20 - 3:30 (M-Th)
Kayaking	11	Tenderfoot	8	10:30 - 11:50
Leatherwork	10	Scout	60	9:00 - 9:50, 10:00 - 10:50 or 11:00 - 11:50
Lifesaving	13	Second Class	25	9:00 - 10:20
Mammal Study *	10	Scout	50	2:20 - 3:30 (M-Th)
Nature	10	Scout	30	11:00 - 11:50
Orienteering *	12	Second Class	30	11:00 - 11:50
Painting*	12	Second Class	20	11:00 - 11:50
Pioneering	10	Scout	24	9:00 - 9:50
Radio*	12	Second Class	12	2:20 - 3:30 (M-Th)
Reptile and Amphibian Study	10	Scout	30	11:00 - 11:50
Rifle Shooting *	12	First Class	24	9:00 - 10:20 or 10:30 - 11:50
Rowing	12	Second Class	16	9:00 - 9:50
Shotgun Shooting *	12	First Class	15	9:00 - 10:20 or 10:30 - 11:50
Soil & Water Conservation *	10	Scout	30	9:00 - 9:50
Swimming	10	Scout	25	9:00 - 10:20 or 10:30 - 11:50
Scouting Heritage*	10	Scout	30	9:00 - 9:50
Weather	10	Scout	30	10:00 - 10:50
Wilderness Survival*	12	Tenderfoot	25	10:00 - 10:50
Wood Carving	10	Scout	35	9:00 - 9:50, 11 - 11:50, or 2:20 - 3:30 (M-Th)
Woodwork*	12	First Class	20	10:00 - 10:50

All merit badges meet Monday-Friday unless otherwise noted. \* May require additional classes or practice time in the afternoon or evening.

## Special Programs

Class	Age	Rank	Size	Time
Learner & Beginner Swim Class	10	Scout	-	11:00 - 11:50
F.R.O.G.	10	Scout	-	9:00 - 10:50
LOST	13	First Class	30	Mon 9:00AM – Thu 12:15PM

## Important Meeting Times

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### Sunday

- 7:30p - Leader Meeting in Scoutmaster Lounge
- 7:30p - SPL Meeting at Central Camp
- 7:30p - BSA Lifeguard Meeting, location TBA

### Monday

- 1:00p - Youth 4<sup>th</sup> and 5<sup>th</sup> Year Pipestone Candidates meet at Propane Tank
- 1:00p - Pipestone Meeting for Unit Leaders in Scoutmaster Lounge
- 3:30p - Burroughs Candidates at Ecology
- 4:00p - Chaplain's Aide Meeting at Dining Hall
- 10:00p - SPL Meeting at Dining Hall

### Tuesday

- 4:00p - Chaplain's Aide Meeting at Dining Hall

7:00p - OA Brotherhood Meeting at Dining Hall Patio

10:00p - Adult Leader Meeting at Dining Hall

### Wednesday

3:30p - OA Brotherhood Meeting at Neta Pavilion

4:00p - Chaplain's Aide Meeting at Dining Hall

10:00p - OA Meeting at Dining Hall

### Friday

1:00p – Interested in Camp Staff, location TBA

1:00p - Pipestone Meeting for Unit Leaders in Scoutmaster Lounge

1:00p - Youth 4<sup>th</sup> and 5<sup>th</sup> Year Pipestone Candidates meet at Tool House

## Order of the Arrow

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Each Scout troop can honor worthy members of their unit by electing them into the Order of the Arrow. Membership in the Order is composed of those Scouts who are outstanding campers and who best exemplify the Scout Oath and Law in their daily lives. When a Scout is chosen, it is a clear sign that his fellow campers hold him in the highest regard. Arrowmen are reminded that you were inducted “not so much for what you have done, but for what you are expected to do.”

An official Lodge Election Team must conduct unit elections before May 15<sup>th</sup>. After May 15<sup>th</sup>, all elections are final. There are no exceptions to this policy. Unofficial elections will not be recognized.

Much as Pipestone is our camp honors program, Order of the Arrow is a nationally sanctioned honor society. We ask the same reverence and respectful attitude be shown by all in camp on Wednesday night during the OA ceremony as is shown on Friday night during the camp honor program. It is asked that units begin to quiet their activities at 8:00 PM. Taps will not be played on Wednesday due to the OA ceremony.

Immediately following the camp vespers service, those units wishing to observe the ceremony will be escorted from the chapel to the Bridgebuilder's Amphitheater.

Also during camp, Order of the Arrow members may earn the Brotherhood Honor. This honor is the next level in the OA that signifies your commitment to the Order and Scouting. Members wishing to receive Brotherhood membership must:

- Be a member of the OA for at least 10 months.
- Understand and complete the challenges of the Brotherhood.

If your unit is from another lodge, we request your help in coordinating records. Units with elected members who need called out need to secure written permission from their home lodge chief or advisor indicating that

they are permitted to be called out at Seven Ranges. Brotherhood candidates need to secure written permission from their home lodge chief or advisor indicating that they are permitted to receive their Brotherhood at Seven Ranges. This letter should be presented to the Brotherhood coordinator at camp. This will help us make sure we respect the wishes of other lodges. Additionally, it will help your home lodge receive credit toward becoming a Quality Lodge.

Every Wednesday at camp is 'Order of the Arrow Day'. Members are encouraged to proudly wear their sash. On Wednesday afternoon, the Sipp-o Lodge Chief (or representative) will hold a meeting with all troop representatives. Meeting time and location will be announced at camp.

Help is needed to prepare and present the calling out ceremonies. Order of the Arrow members (from ALL lodges) are invited to participate. Times for assisting will be announced.

## **SPL2B**

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The SPL2B program is a chance for a Senior Patrol Leader to come to camp a week or two before his troop and work on advancement and camp honor requirements. The SPL may then return to camp with his unit for free! By coming to camp early and staying with a host troop, a SPL will be able to give his own troop the attention they will demand when they are in camp. There will also be opportunities to take leadership classes under the direction of the Commissioner Staff that will help hone the skills necessary to lead a successful unit. SPL's participating in this program may not use their second week of camp to earn additional merit badges or certifications.

Scouts who are going to serve as the Senior Patrol Leader for their troops at camp this summer **MUST** obtain a SPL2B application from the Buckeye Council Service Center. Applications should be submitted to Council Office at least 15 days prior to the week in which they would like to attend camp as a SPL2B. Participants will not receive confirmation from the camp staff. They should report to the reservation office between 1:00 PM and 3:00 PM on Sunday of their SPL2B session to be placed with a unit for the week.

## **Thursday Night Campfires**

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Troops are encouraged to have a troop night at camp on Thursdays. Most troops have troop campfires and invite family members, other troops and/or staff members to their site or visit another troop at their site. This is a terrific night for fun and fellowship on the reservation. Troops are encouraged to create and maintain a unique set of traditions on Thursday night.

Troops needing assistance planning activities for Thursday should work with their Commissioner for ideas or support.

## 2012 Seven Ranges Scout Reservation Program Schedule

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	<b>7:00</b> Reveille  <b>7:05</b> Waiter Call  <b>7:15</b> Flag Raising  <b>7:30</b> Breakfast  <b>9:00 thru 11:50</b> MB & Program  <b>11:55</b> Waiter Call	<b>7:00</b> Reveille  <b>7:05</b> Waiter Call  <b>7:15</b> Flag Raising  <b>7:30</b> Breakfast  <b>9:00 thru 11:50</b> MB & Program  <b>11:55</b> Waiter Call	<b>7:00</b> Reveille  <b>7:05</b> Waiter Call  <b>7:15</b> Flag Raising  <b>7:30</b> Breakfast  <b>9:00 thru 11:50</b> MB & Program  <b>11:55</b> Food Pick Up	<b>7:00</b> Reveille  <b>7:05</b> Waiter Call  <b>7:15</b> Flag Raising  <b>7:30</b> Breakfast  <b>9:00 thru 11:50</b> MB & Program  <b>11:55</b> Waiter Call	<b>7:00</b> Reveille  <b>7:05</b> Waiter Call  <b>7:15</b> Flag Raising  <b>7:30</b> Breakfast  <b>9:00 thru 11:50</b> MB & Program  <b>11:55</b> Waiter Call	<b>7:55</b> Reveille  <b>8:05</b> Waiter Call  <b>8:20</b> Flag Raising  <b>8:30</b> Breakfast  <b>9:30 - 11:00</b> Checkout
<b>1:00 - 3:00</b> Check In  <b>5:20</b> Guests to Picnic Area  <b>5:20</b> Waiter Call  <b>5:50</b> Report for Dinner	<b>12:15</b> Lunch  <b>1:00 - 2:00</b> Siesta & Meeting Time  <b>2:20 - 5:20</b> Open Program  <b>5:30</b> Waiter Call	<b>12:15</b> Lunch  <b>1:00 - 2:00</b> Siesta & Meeting Time  <b>2:20 - 5:20</b> Open Program  <b>5:30</b> Waiter Call	<b>12:15</b> Lunch  <b>1:00 - 2:00</b> Siesta & Meeting Time  <b>2:20 - 5:20</b> Open Program  <b>5:30</b> Waiter Call	<b>12:15</b> Lunch  <b>1:00 - 2:00</b> Siesta & Meeting Time  <b>2:20 - 5:20</b> Open Program  <b>5:00</b> Food Pick Up	<b>12:15</b> Lunch  <b>1:00 - 2:00</b> Siesta & Meeting Time  <b>2:20 - 4:45</b> Open Program  <b>5:00</b> Waiter Call	
<b>6:00</b> Dinner  <b>7:15</b> Retreat  <b>7:30</b> 1 <sup>st</sup> Year & Guest Tour  <b>9:00</b> Campfire at BridgeBuilder's Amphitheater  <b>10:00</b> Taps	<b>6:00</b> Dinner  <b>7:00</b> Retreat  <b>7:45</b> Thunderbird Hill (depart from TP)  <b>10:00</b> Taps SPL Meeting	<b>6:00</b> Dinner  <b>7:00</b> Retreat  <b>7:45</b> Youth Protection  <b>8:45</b> Safe Swim Defense & Safety Afloat  <b>10:00</b> Taps Adult Leader Meeting	<b>6:00</b> Dinner  <b>7:00</b> Retreat  <b>8:15</b> Vespers at Chapel  <b>9:15</b> OA Ceremonies  <b>10:00</b> Taps SPL Meeting	<b>5:00 - 7:30</b> Troop Time  <b>5:30</b> Mile Swim  <b>7:45</b> Retreat (Class "B")  <b>8:30</b> Troop Campfires  <b>10:00</b> Taps	<b>5:30</b> Dinner  <b>6:30</b> Retreat  <b>8:30</b> Campfire @ Cecil B Moorehead Amphitheater  <b>8:45</b> Camp Honors Program	