

HIGH ADVENTURE FOR OLDER SCOUTS

TOWER

This fun and exciting program teaches Scouts basic climbing and rappelling skills in the process of working on their climbing merit badge. The tower is 30 feet high and four sided, giving Scouts the opportunity to try several skill levels of climbing and rappelling. Spaces are limited and will be filled on a first-come, first-serve basis.

- WHO:** Any Scout who is at least 13 years old by January 1st
WHEN: Choose either the 8:30-11:30 a.m. morning or 1:30-4:30 p.m. afternoon session
HOW MUCH: \$15 (includes a t-shirt)
WHAT TO BRING: * Tennis shoes or boots with good traction (mandatory)
* Long pants, jeans * Water bottle (necessary)
* Bug spray * Camera * Bandanna

PROJECT C.O.P.E.

Project C.O.P.E. (Challenging Outdoor Personal Experience) is a fun way to build and develop teamwork, leadership, communication, and many other skills. Scouts will work together to solve problems presented in initiative activities and team course elements. They will also learn belay skills and complete several elements on the high ropes course. Our C.O.P.E. course has 18 team course elements and 13 high-ropes elements. Space is limited and will be filled on a first-come, first-serve basis.

- WHO:** Any Scout who is at least 13 years old
WHEN: Each week of summer camp, 8:30-11:30 a.m.
HOW MUCH: \$15 (includes a t-shirt)
WHAT TO BRING: * Tennis shoes or boots (mandatory)
* Long pants * Water bottle
* Bug spray * Camera * Bandanna

ADVANCED C.O.P.E.

In Advanced C.O.P.E., participants will engage in advanced team-building and leadership exercises. They will also spend more time on the high-rope events than in previous years. Additionally, Scouts 16 years of age and older can work on their "Instructor in Training" certificate. If you have older Scouts that are interested in serving on Camp Crooked Creek staff as part of our C.O.P.E. staff in the future, this is a good program for them.

Details on Advanced C.O.P.E.

- WHO:** Scouts who have completed the Basic C.O.P.E. course; also open to any Venturer
WHEN: Offered only in the afternoon (1:30-4:30 p.m.)
FEE: \$15 (includes a t-shirt)
WHAT TO BRING: See list for Basic C.O.P.E.



PATHFINDERS

“CHALLENGE BY CHOICE”



Designed for Scouts (Star or above and at least 14 years old) and Venturers. An intense challenge where Ecology, High Adventure, Scout Crafts, and Health & Safety skills are combined into a week-long team-building adventure.

Space is limited and will be filled on a first-come, first-serve basis.

WHO: Venturers or Star Scouts (14 and older) and above. **Must be a SWIMMER. Must have completed Basic First Aid course.**

WHAT: Participants are placed into teams and experience various challenges that require leadership and team problem-solving. Training and activities will include backpacking, wilderness survival, orienteering, land navigation and more. Participants will gather each day Monday through Friday, 8:40 to 11:30 a.m., and will go on overnight campouts on Tuesday and Wednesday evenings.

CONSIDERATIONS: Participants **will be unable to take** any programs and/or merit badges that are only offered during morning sessions.

PROGRAM FEE: \$25 (includes t-shirt and stove). This fee is in addition to the standard camp fee. Venturers will pay both fees as well.

WHEN: Monday through Friday morning sessions 8:40 a.m.–11:30 a.m.

Outpost Overnight Campouts

Meet at the Administration Building and begin

Tuesday, 9:45 p.m.

Wednesday, 7:30 p.m.

WHAT TO BRING: Refer to pages 207-210 of the Boy Scout Handbook.

Day pack with the Ten Essentials:

1. Water bottle
2. Rain gear
3. Compass
4. Trail food
5. Flashlight
6. Sun protection
7. Extra set of clothes
8. Knife
9. Fire-starter kit
10. First aid kit

Additional Items:

- * Toiletries
- * Swim trunks
- * Boat shoes
- * Whistle
- * Sleeping bag or blankets
- * Sleeping mat (recommended)
- * Bug spray
- * Long pants
- * Sturdy shoes

* All items will need to be carried on the overnight outpost campouts. You may consider bringing a backpack.

PATHFINDERS - Finding Paths to Venturing!

Venturers participating in the Pathfinders have opportunities available to assist them with some of the advancement requirements:

Tower	1:30-4:30 p.m.	Monday through Friday
Advanced COPE	1:30-4:30 p.m.	Monday through Friday
T.R.A.I.L. Boss	1:30-4:30 p.m.	Monday through Friday
Advanced Land Navigation	1:30-3:30 p.m.	Monday through Friday

Female Venturers: Female Venturers are invited to participate but will need to bring the required female leadership. At least one female adult, age 21 or older, is required to spend the entire week and accompany the participant(s) on the outpost campouts and in all programs.

During Pathfinders, a Venturer will work on and/or complete the following requirements towards earning the Venturing Outdoor Bronze or Ranger Award:

Core Requirements (Refer to the Ranger Guidebook for details on these requirements.)

3. **Cooking** - Can be completed during the program.
5. **Land Navigation** - Can be completed during the program.
6. **Leave No Trace** - Can be completed during the program, as it is an integral part of the Pathfinders experience. To fulfill requirement, (c) Make a tabletop display or presentation on Leave No Trace; crew members must be prepared to give their presentation on Thursday morning. Crew members are encouraged to research and learn all they can about Leave No Trace before attending Pathfinders and bring any prepared presentation materials, posters, displays, handouts, etc. they may need. Presentations will be done in a field environment and access to electricity will not be available.
7. **Wilderness Survival** - Will complete requirements b-k.

Electives (Refer to the Ranger Guidebook for details on these requirements.):

Backpacking - 3 (a-c), 4 (a-d), 5 (a & b), 7 (c), 8 (a &c).

Conservation - Participation in the T.R.A.I.L. Boss program can give a boost toward this requirement.

Ecology - 1 and 2.

Project C.O.P.E. - Can be completed by attending Advanced C.O.P.E. from 1:30 to 5:00 p.m., Monday through Friday.

COUNSELOR-IN-TRAINING PROGRAM

The Counselor-in-Training (CIT) Program is designed for those exceptional young Scouts who display leadership and maturity. Its purpose is to give training to potential future staff members.

What are the qualifications to apply? The Scout must be at least **15 years old, Star rank and have the signed approval of both his unit leader and his parent/guardian.**

The program is beneficial to both the Scout and his troop. The CIT can experience the life of a staff member by actually living it for a short time. He is assigned to various programs and/or support areas so that he can experience what the job requires of him.

To participate in the program, a Scout must apply using the Camp Staff application and call to schedule a CIT orientation. The dates of service can vary from one to two weeks. Service as a CIT does not guarantee future employment as a staff member, but it does aid in evaluating future potential.

There is no fee for participation in the program nor does the council pay CITs a salary. Any Scout participating in the program is expected to live by the same guidelines and policies that govern all other staff members.

Applications are at Appendix E, on-line, or can be picked up at the Scout Service Center.

S.T.A.R. STAFFER (Service, Teamwork and Resources)

In an effort to enhance the merit badge program of Camp Crooked Creek, the S.T.A.R. (Service, Teamwork, and Resources) Staffer program will match unit leaders attending camp with merit badge counselors to assist them with their duties. S.T.A.R. staffers will attend each session to help provide support to the instructor. Each volunteer that agrees to work with at least 1 session all five days of the week will receive a special staff hat.

Be sure to ask some of your leaders attending camp to consider signing up for this program. An application can be found at Appendix E as part of the regular camp staff application.

T.R.A.I.L. BOSS PROGRAM

The T.R.A.I.L. (Teaching Resources And Individual Leadership) Boss program is designed to teach older Scouts and adult leaders how to run conservation and service projects in an organized and effective manner. This program is especially recommended for those Scouts that are preparing for their Eagle projects.

The session is held at the Nature Lodge every day from 1:30 to 3:30 p.m. Upon completion, a patch can be purchased at the Trading Post.

SCOUTMASTER MERIT BADGE

To earn the Scoutmaster merit badge, a unit leader must complete five of the following requirements.

- Volunteer in the Dan Boone Program area
- Help supervise the clean-up of the dining hall for three meals
- Volunteer as a Star Staffer
- Participate in at least one training program
- Ensure troop attends the Flag Retirement ceremony
- Go on Leader's Nature Hike
- Compete in Horseshoe Tournament
- Complete Mile Swim
- Serve as leadership during team events

OR a leader may complete one of the following week-long programs.

- Serve as a STAR Staffer for at least three merit badge sessions
- Complete the BSA Lifeguard program
- Participate in the T.R.A.I.L. Boss program

MAFEKING CHALLENGE

“The Event To Win”

Does your patrol have what it takes to compete in the challenge?

Lord Baden Powell became a world renowned hero by defending the Mafeking African outpost against superior Boer forces for 217 days. Now you and your boys can re-enact BP's famous struggle by participating in the MAFEKING CHALLENGE. Patrols of 6 Scouts will compete against each other.

Teams meet at 7:00 p.m. in front of the Administration Building to get score cards. Each Scout must have a backpack with the 10 Scout Outdoor Essentials found on page 207 of the Scout Handbook, pair of socks, extra pair of shoes, and a Scout Handbook. Senior Patrol Leaders will get additional information at their daily meetings. Each troop will also receive information in their Troop Guide at Sunday check-in.

Each troop should enter at least one patrol in the Challenge.