

## THE CAMPCRAFT CENTER

Scoutcraft skills instruction is offered to Scouts and Troops by the Campcraft Staff. The Campcraft Center is located at the base of the Camp Sandy Beach field. Troops may register for demonstrations on Black Pug prior to arriving at camp.

All demonstrations are held at the Campcraft Center and last between forty-five and eighty minutes, depending on the demonstration given and the troop's needs. Fill out your Program Request before camp for the best choices.

### Demonstrations

#### Fire Building

Have you ever had a problem building a fire after it rains? Do you have a hard time building a good cooking fire? If you answered “yes” to either of these questions, then sign up for this demo and learn all there is to know about firebuilding. We'll cover different methods of fire building and fire starting, including flint and steel, fire by friction, and many others.

#### Ropework Plus

Just think of how much more fun you'll have on your next camping trip once you've mastered some of Scouting's more advanced knots, lashings and splices. This knowledge will add a great deal to your Troops' outdoor activities. Working with your Senior Patrol Leader, we can create a program tailor-made to your Troops' needs, skills, and interests. We can cover basic knots, advanced knots, lashings, splices, whipping, and even making rope.

#### Orienteering

Getting lost in the woods is certainly not fun — especially if you're all alone. Avoid this by learning the proper use of a map and compass. During this demo each Scout will learn to read and orient a map, as well as acquiring some basic compass skills. The high point of the program puts these skills to practice on an actual orienteering course.

#### Monkey Fist Friday!

Want to learn how to make a monkey's fist while improving your knot-tying? Then come down to Campcraft at 9AM on Friday morning where the staff will show you how it's done.

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### Totin' Chip Instructor

For Scouts who already have Totin' Chip. You will be taught how to teach the skills required to properly use and care for a knife, bow saw, hand ax, and three-quarter ax. Part of this instructorship is to successfully teach Totin' Chip to at least two Scouts in your own Troop. Scouts need to have the Totin' Chip cert. for at least a year to become an instructor.

### Firm'n Chit Instructor

Become proficient in all the safety rules of fire. Learn how to start and build different kinds of fire, prepare a safe fire area, and use fire properly.

### Paul Bunyan Award

If you like axemanship this award is for you. You must hold Totin' Chip and show your skill with a three-quarter ax. You must also teach other Scouts how to use an axe safely and complete a conservation project.

### Trek on Safely

This session is to help leaders plan and lead backpacking trips correctly and safely. It is offered on Wednesday night, from the 7:00 pm to 8:00 pm session.

### Leave No Trace

Leave No Trace refers to a set of outdoor ethics that teaches those principles. Leave No Trace principles are designed to promote conservation in the outdoors. The organization Leave No Trace exists to educate people about their recreational impact on nature as well as the principles of Leave No Trace to prevent and minimize such impacts.

Leave No Trace is built on Seven Principles: Plan Ahead and Prepare, Travel and Camp on Durable Surfaces, Dispose of Waste Properly, Leave What You Find, Minimize Campfire Impacts, Respect Wildlife, and Be Considerate of Other Visitors. The Seven Principles have been adapted to different activities, ecosystems and environments.



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### Merit Badges

#### Orienteering

This Merit badge teaches you all aspects of Map and Compass. You will learn about topographical maps, how to read them, what all of the symbols mean and how they can help you when you are out in the woods and need to get somewhere. You will also get the chance to use a few of the many orienteering courses set up around camp.

#### Camping

You will learn all of the skills that you will need to tackle those big excursions out in the woods, including the “Leave No Trace” principles and the “Outdoor Code.” You will also learn about injuries and illnesses that can occur while you are camping.

#### Pioneering

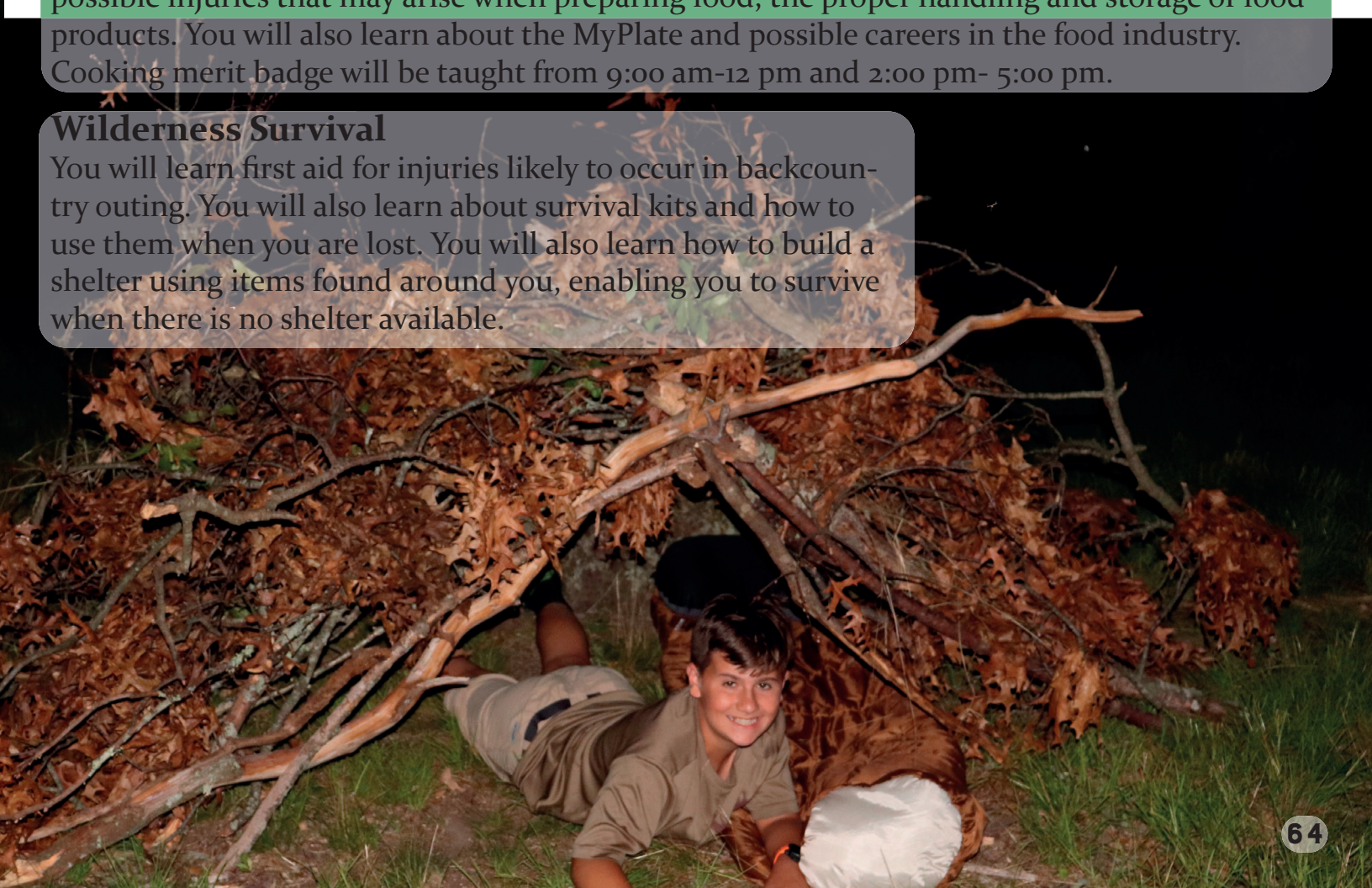
Have you ever wondered how other Scouts build those gateways into their campsites or have you ever tried to splice rope? Pioneering Merit Badge will teach you all of those things and more.

#### Cooking

You will learn the skills you will need for food preparation including: menu planning, diet, possible injuries that may arise when preparing food, the proper handling and storage of food products. You will also learn about the MyPlate and possible careers in the food industry. Cooking merit badge will be taught from 9:00 am-12 pm and 2:00 pm- 5:00 pm.

#### Wilderness Survival

You will learn first aid for injuries likely to occur in backcountry outing. You will also learn about survival kits and how to use them when you are lost. You will also learn how to build a shelter using items found around you, enabling you to survive when there is no shelter available.



## THE NEW FRONTIER PROGRAM

Time	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
9:00-10:30	Knots & Lashings	Basic First Aid	Cooking & Menu Planning	Wild Plants & Animals	Knots & Lashings	
10:30-12:00	Flag & Scout Sayings	Advanced First Aid	Knots & Lashings	Basic First Aid	Cooking & Menu Planning	
2:00-3:30	Cooking & Menu Planning	Safe Hiking & Buddy System	Wild Plants & Animals	Advanced First Aid		
3:30-5:00	Flag & Scout Sayings	Map & Compass	Flag & Scout Sayings	Safe Hiking & Buddy System		
7:00-8:00	Totin' Chip & Firem'n Chit	Totin' Chip & Firem'n Chit	Map & Compass	Totin' Chip & Firem'n Chit		

Yawgoog's New Frontier program has two distinct yet complementary aspects. First, New Frontier acts as Yawgoog's primary resource for first-year campers. From a "Get Acquainted" hike around camp proper to a survey of Camp Yawgoog's flora and fauna, those new to camp will benefit from programs offered at New Frontier. Second, the New Frontier program is designed to supplement the camp's merit badge program with rank advancement. Most of the skills needed for Tenderfoot, Second Class, and First Class are taught here. Instruction is available in everything from first aid to orienteering and knot tying to patrol menu planning.

New Frontier offers each Basic Skills Instruction session twice per week (once in the morning and once in the afternoon) so a Scout can easily work advancement into their daily schedule. If a Scout requires extra assistance learning specific skills, or just wants to improve the ones they have, they can opt to attend an Open Workshop held on Monday - Thursday evenings at 7:00. No sign ups are necessary - all a Scout has to do is show up.

At the New Frontier program we teach the skills needed for completion of requirements needed from Tenderfoot through First Class, but it is still the responsibility of the Troop leadership to test the Scout and sign off on the requirement in the Scout's handbook. At the end of the week Scouts will be given a personal report of what sessions were attended.

The New Frontier program is located in the Campcraft Center located in Sandy Beach. We ask that Scouts arrive on time for the sessions. Scoutmasters, if you are escorting a large number of Scouts, we ask that you be willing to help with signing Scouts in and maintaining order.

All aquatics requirements will be offered at the waterfronts during Benefit Swim, Monday through Thursday, from 2:00 to 3:30. Attendance is not required at all sessions. A Scout can pick and choose what sessions to attend.