Camp Sheppard Chief Seattle Council

## Trail to First Class & Paul Bunyan Award Day \*\*DRAFT\*\* Camp Sheppard

	Tenderfoot	Second Class	First Class	Paul Bunyan
7:30-8:30	Check-In: Sheppard Parking Lot			
8:40	Flag Ceremony			
9:00	Square, Half-Hitch, and Taut-Line (3 a-c)	Cooking Fires &	Lashings & Camp	Hazards & First Aid (1&2)
10:00	Meadow  Hike to the White River	Stoves (2a-d)	Gadget (3a-d)	Camp Shop Area  Totin' Chit Class (3)
	(1c, 4b, 5a-c) 10:00-11:30	Scoutcraft	Scout Skills	Scoutcraft
11:00		Sheet Bend & Bowline (2 f-g)	Bandaging Injuries (7a)	Proper Tool Use (5)
	Meet at Flag Pole	Scout Skills	Dining Hall	Camp Shop Area
12:15	Lunch (Sack lunch)			
1:00	Totin' Chit Class (3d)		CPR/Transporting Patients (7 b-c)	Totin' Chit Teaching (4)
2:00	Scoutcraft	5 Mile Hike Snoquera Lookout (1b, 3a-d, 4)	Dining Hall	Scoutcraft
	Flag raising, lowering, and folding (7a)		Orienteering/Native Plants (4a, 5a)	
3:00	Meet at Flag Pole		Scoutcraft	Service Project with
	Fireman Chit'		Emergency Response (7 d-f)	US Forest Service (7) starting between 2:00
	Scoutcraft	Meet at Flag Pole	Dining Hall	and 2:30
4:00	Physical Activity (6a)	Flag Practice/Respect (8a-b)	Weather on outings (5b-d)	
	Dining Hall	Meet at Flag Pole	Scoutcraft	Meet at Camp Shop
5:00	Flag Ceremony			
5:15	Camp Dismissed			

## Have a safe trip home!

## Trading Post Hours: 7:30am-5:30pm

It is the policy of Chief Seattle Council that camps do not sign off requirements in a scout's handbook. The opposite side of this sheet will act as a passport where instructors will initial affirming the scout attended the instructional class. Scouts should review their advancement with their unit before ranks are awarded.

Scouts should carry with them a day pack with 10 essentials ready to use throughout the day. Scouts should also come prepared with a pencil/pen and paper for taking notes and completing requirements. Cell phones can be useful for taking photos of plants and animal signs during the course of the day.