

2021

Camp Freeland Leslie

Scouts BSA Camp

PROGRAM GUIDE



**CAMP
FREELAND
LESLIE**

Three Fires Council, BSA



Letter to Camp Leaders

Welcome to another fantastic summer of Scouting at Camp Freeland Leslie! Each year our program continues to be the highlight of our campers' CFL experience. The programs we offer for youth of all ages, as well as adult leaders, continue to be of exceptional quality. The program is not just a part of your stay at summer camp, it is the core mission of CFL. That core mission is to provide each and every camper at CFL with a *Customer Service Driven, High Quality Program*. There are hundreds of camps teaching merit badges and offering special programs each summer, however our commitment to customer service and an unparalleled program is what we feel sets us apart from other camps. Your unit's complete satisfaction is our #1 goal. During your time at CFL, our staff will work tirelessly to achieve this goal.

Our camp program is developed throughout the year by a dedicated group of 50 staff members. Each of these staffers has over 100 hours of in-class, hands on, and field work training before the first Scout ever arrives at camp. Our merit badge programs are of the highest quality, with each having its own educational goals, lesson plans, and extension activities. Furthermore, our patrol method focuses, both as a summer camp and through specific patrol method programming, helps develop each of your troop's patrols into the ideal, team-focused, and cooperative group that Baden Powell envisioned over 100 years ago.

While many Scouts BSA camps and other youth camps had to cancel programming for summer of 2020 due to COVID-19 concerns, our team at CFL was able to successfully operate a modified high-quality summer camp program with appropriate safety protocols and we finished the summer with no COVID-19 cases. We have continued to build on and learn from our experiences in 2020 and are excited to be able to once again offer an even better and more exciting program while still maintaining proper safety protocols.

One of the ways that we hope to prepare your unit for summer camp is through this Program Guide. Here, you will find everything you need to know about the many merit badges and programs offered at CFL. Please review this as it will give you a clear layout of the programs your Scouts and leaders will have the opportunity to participate in during your week at camp.

It is my goal as Program Director to ensure that your entire unit leaves camp happy with the program you were promised. If at any time before, during, or after camp, there is anything I can do for you, please let me know! I look forward to seeing you and your unit at Camp Freeland Leslie this summer!

Yours in Scouting,

Tate Noah Dowell

Program Director

P.S. You will see many references to our website, <https://threefirescouncil.org/programs-2/camp-freeland-leslie/>, in this guide. Please check our website frequently for any updates and changes.

Prepared. For Life.

at

CAMP FREELAND LESLIE



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This guide contains information to help leaders prepare for summer camp. More information can be found on the Camp Freeland Leslie website at <https://threefirescouncil.org/programs-2/camp-freeland-leslie/>



Camp Freeland Leslie is a Scouts BSA Nationally Accredited Camp

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Check out our Facebook Page

Programs

Camp Freeland Leslie has Seven separate program areas operated by enthusiastic and qualified staff. One of these program areas, Outdoor Adventure (formerly C.O.P.E. and High Adventure), is designed for the personal development of older Scouts. The other six are geared towards essential Scouting skills and merit badges. Below, you will find a description of each area, and information your Scouts will need to know in order to fully participate in the programs offered. Please refer to each specific area for a list of merit badges offered and any prerequisites or additional gear that may be required.

The merit badge program at camp is an integral part of the camp experience. However, merit badges are not the entire program. Scouts are encouraged to take three to five merit badges at camp. This allows time for participation in other activities. Each area offers a variety of additional unique programs besides merit badges. For example, some program areas offer overnights, and special programs during the evening. These programs are subject to change based on the availability of resources and staff. For the most up to date information on special programs being offered, refer to the daily schedule you will receive upon arrival to camp.

Merit Badge Program

There are four merit badge sessions, with each session being 50 minutes long and meeting four times during the week. There are ten minutes between each session to allow time for Scouts to get to their next activity. After the 4th merit badge session is a 90-minute open period that offers a variety of activities throughout camp. This schedule is designed to allow Scouts as much versatility as possible while also allowing Scouts to create their own adventures at camp. Please closely review the merit badge schedule provided in this guide. Some classes meet only twice a week. Other merit badges may extend into open session time or require work outside of the normal class time. A few merit badges also have a fee or require a kit that can be purchased at the trading post. Prerequisites and other details about each badge (including badges only taught during the afternoon open period) are located in the area sections later in this guide.

Online Merit Badge Registration

It is **mandatory** for all troops to register their Scouts for merit badges via the online merit badge registration system. Merit badge registration is now part of the online payment system. This feature will be live until a few days before each camp session begins. The online system allows you to sign up Scouts by name for individual Merit Badges, Outdoor Adventure programs, and other selected activities. Complete your unit's program registrations well before camp begins to ensure that your Scouts are registered for the badges and programs that they desire. Note that some programs become full or unavailable as the camp session approaches. It is recommended that one designated leader be responsible for the online registration of all Scouts in your unit. Detailed instructions can be found in the registration user guide located on our website.

There are class size maximums for each merit badge class. These capacities are based on camp resources and are used to ensure the safest and highest quality learning environment for each Scout. The online registration guarantees Scouts their placement in each class. Scouts who do not register for badges online before camp may show up to their desired classes the first day but are not guaranteed a roster spot. Scouts who wish to alter their merit badge selections while at camp may do so, subject to availability.

Online merit badge registration will be available at <https://threefirescouncil.org/programs-2/camp-freeland-leslie/> beginning in early spring 2021. Please come to the CFL Pre-Camp Fireside chat Meeting in March to get answers to questions that you may have about merit badge registration.

Tracking Daily Merit Badge Progress

The Camp Freeland Leslie camp staff records the attendance of Scouts and their completion of requirements each day. During camp, this information is submitted daily to the unit's account on our council's online registration system. Unit leaders and parents can access this information during camp to monitor Scout performance. These records also remain available online to units indefinitely for record keeping.

Unit leaders are encouraged to use this resource to ensure Scouts are achieving their maximum potential. Any questions or concerns regarding Scout performance during the week can be brought to individual counselors or the Program Director. Any questions about accessing the online records can be directed to the camp staff administration in the Wheeler Office.

Merit Badge Applications

Scouts no longer need to submit a merit badge application (blue card) for each merit badge class taken at Camp Freeland Leslie. Only Scouts who have already started the merit badge and have an existing blue card must bring the application to their counselor at camp.

Units will now have year-round access to online copies of the merit badge applications from summer camp. The cards (both completes and partials) can be printed out at any time for use within the unit. The digital copies are in pdf form and can be printed double sided on standard computer paper to create valid official BSA merit badge applications. As usual, the printed merit badge applications can be used for advancement purposes, given to the Scout, used with local merit badge counselors, or used the following year at summer camp.

At the end of each week of camp, units will no longer receive the merit badge applications (blue cards) for each Scout. Instead, units can access the information online and print the information as desired. Upon request, completion summaries can be provided to the unit at the end of camp. Also, by request, units can receive printed blue cards for each Scout. Notify the camp administration if any of these options are to be elected. Any blue cards turned in to counselors will be returned to the unit at the end of the week.

For Scouts who already have a partially complete merit badge, before turning in a blue card, the card must be filled out correctly. This may be done by the Scoutmaster or the Scout. Counselors will not accept incorrectly completed applications. Printed blue cards and partial blue cards from another counselor are acceptable given that they meet the standards listed below.

These standards are used to ensure that Scouts are given the proper credit for earned merit badges especially when applying for the rank of Eagle Scout. It is imperative to follow these policies. Per national standards:

- The card must be in one piece.
- There must not be any scratched-out words.

- There must not be any incorrect information.
- The writing must be in pen.
- The writing must be legible.
- The writing must not span across the perforation.
- The merit badge name must be the full and actual name (Examples: Rifle Shooting, Environmental Science, Citizenship in the World)

Working On Merit Badges Before and After Camp

Most merit badges can be fully completed at camp during the week. However, several merit badges offered at camp have requirements that are either difficult or impossible to accomplish at camp. This guide outlines which merit badges require work to be done at home before camp. These requirements are called prerequisites. Leaders are encouraged to make this information available to Scouts so that they can come to camp prepared. Keep in mind that Scouts who do not come to camp with the prerequisites will not be able to complete the badge at camp.

Scouts can complete any requirements for the merit badges we offer before arrival at camp. **Any requirement a Scout completes before camp should be done with a merit badge counselor.** A Scout wishing to take a merit badge at camp that has prerequisites should follow the same procedure as if he were working on a merit badge at home. He should first get permission from his Scoutmaster to take the merit badge and acquire a signed blue card. The Scout must then find a merit badge counselor locally and work on the prerequisites. **Scouts must have any requirements completed prior to camp (including prerequisites), signed off on a blue card.** All that is needed to document accomplishments is a properly filled out blue card with the previous merit badge counselors' initials by the requirements that the Scout has completed. The Scout must have this blue card at camp in order to continue building off his previous work.

Merit badge worksheets completed before camp, and brought to CFL, do not count as completion of requirements. They may be used as a supplement, but the viewpoint at CFL is that Merit Badges cannot be learned only using a merit badge worksheet. Students in merit badge classes will be reviewed extensively for mastery of the material in order to receive completion for the requirement.

Our counselors will not make a Scout repeat a requirement or complete a different option of a requirement that he already has signed off. However, Scouts will be encouraged to participate in the merit badge classes even if they have completed the requirements being covered.

Incomplete Merit Badges

Scouts who finish some of the requirements for a merit badge, but not all of them, will be given credit for any requirements completed at camp. This credit will be recorded on the Scout's merit badge application (blue card). This is called a "partial". He can take this partial and complete the remaining requirements with a merit badge counselor at home. Being prepared before camp and completing prerequisites with a merit badge counselor at home, will minimize the number of partials a Scout takes home.

Proposed 2021 Merit Badge Schedule

ABOUT THE SCHEDULE

- All merit badge sessions meet daily on M, T, W, and Th.
 - Friday morning is available for merit badge make-up sessions. Camp-wide games will occur Friday afternoon.
 - The dark shaded boxes indicate that the merit badge is NOT being offered at that time.
 - Class size maximums are listed in parentheses next to the most popular badges.
 - See the badge description later in this guide for details.
- PR** Indicates that the badge has prerequisite requirements to be completed before camp.
KIT Indicates that the badge requires a kit. The kit can be purchased during online registration.
FEE Indicates that the badge has a participation fee which must be paid during online registration.
ER Indicates that the badge is required for Eagle Scout.

	1st Session	2nd Session	3rd Session	4th Session	Open Session
	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00 – 4:30

AQUATICS (WATERFRONT)

Canoeing (20)	1&2 <Class is 2 Sessions>				
**Canoeing (20)		2&3 <Class is 2 Sessions>			
Kayaking (17)	1 & 2 <Class is 2 Sessions>			4 & Open <Class is 2 Sessions>	
**Kayaking (17)		2 & 3 <Class is 2 Sessions>			
Lifesaving ^{PR, ER} (20)				4 & Open <Class is 2 Sessions>	
Rowing (16)					Open
Small-Boat Sailing (12)		2 & 3 <Class is 2 Sessions>			
Swimming ^{PR, ER} (20)	1		3	4	
BSA Paddle Boarding (7)	1M & T or W & Th		3 M & T or W & Th		
Mile Swim BSA (10)				4 M & T	
Snorkeling BSA (20)	1				
Swimming & Water Rescue (10)					Open
Paddle Craft Safety (10)				4	

- **Canoeing and Kayaking both have classes offered during sessions 1 & 2 and during sessions 2 & 3.

OUTDOOR SKILLS (SCOUTCRAFT)

Camping ^{PR, ER}	1	2	3	4	
Cooking ^{PR, ER}	1	2	3	4	
Geocaching ^{PR}		2			
Pioneering ^{PR}			3		

Orienteering	1				
Search and Rescue ^{PR}			3	4	
Wilderness Survival ^{PR}	1	2		4	

* Welding takes place at the pole barn. Scouts should plan on using open time to finish requirements.

SHOOTING SPORTS (RANGE)

Archery ^{KIT} (20)	1	2	3	**Open Shoot	Open Shoot
Rifle Shooting ^{FEE} (32)	1	2	3	**Open Shoot	Open Shoot
Shotgun Shooting ^{FEE} (10)	1	2	3	**Open Shoot	Open Shoot

- During 4th session Open Shoot scouts taking the merit badge will get preference. During Open session ALL scouts will rotate as normal.
- Merit Badge sessions will primarily focus on requirement instruction rather than time for completing shooting requirements. Scouts should plan to attend multiple open shoots in order to complete shooting sports badges at camp.

EAGLES NEST

Communication ^{PR, ER}	1	2	3	4	
Emergency Preparedness ^{PR, ER}	1	2			
First Aid ^{PR, ER}	1	2	3	4	
Personal Fitness ^{PR, ER}			3	4	
Public Speaking					Open

ECOLOGY AND CONSERVATION (NATURE)

Astronomy ^{PR}	1				
Energy ^{PR}		2			
Environmental Science ^{ER}	1	2	3	4	
Fishing		2 & 3 <Class is 2 Sessions>			
Forestry			3		
Geology				4	
Mammal Study ^{PR}	1 M & T				
Soil and Water Conservation	1 W & Th				
Weather				4	

NEW FRONTIERS

Animation					Open
Art					Open
Chess			3	4	

Engineering ^{PR}		2	3		
Fingerprinting					Open
Game Design ^{PR}				4	
Leatherwork ^{KIT}	1	2			
Metalwork ^{FEE} (15)	Open Forge	2 & 3 <Class is 2 Sessions>		4 & Open<Class is 2 Sessions>	
Moviemaking	1 M & T				
Photography	1 W & Th				
Space Exploration ^{KIT}			3	4	
Wood Carving ^{KIT}	1	2			

- 1st session Open Forge may have a delayed start as the forge is fired up in the morning.

2021 Merit Badge Prerequisite Summary

This is a summary that can be referenced to determine which merit badges have a prerequisite. Please refer to the full descriptions in the program area sections of the 2021 Program Guide for details on what must be done before camp and what must be brought to camp for each prerequisite.

Merit Badge	Prerequisites
Animation	4a
Art	6
Astronomy	5b
Camping	4b, 9a, 9b, 9c
Canoeing	BSA Swimmer Test
Communications	5 and 8, and bring an envelope and stamp
Cooking	5, 6, 7
Emergency Preparedness	1, 2a, 2b, 2c, and 8b
Energy	4
Engineering	4
First Aid	5a
Game Design	5
Geocaching	7,8,9

Kayaking	BSA Swimmer Test
Lifesaving	Second Class 5a through 5d and First Class 6a 6b 6e and BSA Swimmer Test
Mammal Study	4
Paddle Craft Safety	Be at least 15 years old, BSA Swimmer Test, Safety Afloat
Personal Fitness	1, 3, 7, 8, bring comfortable clothing and shoes for athletic activities
Photography	1a, Bring a digital camera
Pioneering	Tenderfoot 4a, 4b and First Class 7a, 7b, 7c
Rowing	BSA Swimmer Test
Search and Rescue	5 and 6a
Small-Boat Sailing	BSA Swimmer Test
Swimming	BSA Swimmer Test
Swimming and Water Rescue	Be at least 15 years old, BSA Swimmer Test, Safe Swim Defense
Wilderness Survival	5
Wood Carving	Totin' Chip

2021 Merit Badge Class Capacities

This is a summary that can be referenced to determine the capacities of merit badge classes. Some capacities are flexible, but many are firm due to safety and equipment reasons. It is essential that your unit registers Scouts for their merit badges as soon as possible on the CFL website, www.freelandleslie.com. Scouts who do not register can show up to any class on the first day, but they may be turned away if the class is already full.

Merit Badge	Capacity	Merit Badge	Capacity
Animation	20	Mile Swim BSA	10
Archaeology	20	Metalwork	18
Archery	16	Moviemaking	20
Architecture	20	Paddle Craft Safety	10
Astronomy	20	Personal Fitness	20
BSA Paddle Boarding	7	Photography	20
Camping	20	Pioneering	20
Canoeing	20	Public Speaking	20

Chess	20	Rifle Shooting	32
Communications	20	Rowing	16
Cooking	20	Search and Rescue	20
Emergency Preparedness	20	Shotgun Shooting	10
Energy	20	Small-Boat Sailing	12
Engineering	20	Snorkeling BSA	20
Environmental Science	20	Soil and Water Conservation	20
First Aid	20	Space Exploration	20
First Year Camper Program	25	Swimming	20
Fishing	20	Swimming and Water Rescue	10
Game Design	20	Weather	20
Geocaching	20	Wilderness Survival	20
Geology	20	Wood Carving	20
Kayaking	17		
Leatherwork	20		
Lifesaving	20		
Mammal Study	20		

2021 Program Fees Summary

This is a summary that can be referenced to determine which programs have associated fees. Please refer to the full descriptions in the program area sections of the 2021 Program Guide for details on each fee.

PROGRAMS WITH A PARTICIPATION FEE

The following programs have participation fees. All participation fees are collected during online registration.

First Year Camper	\$12.00	Rifle Shooting Merit Badge	FREE
Metalwork Merit Badge	\$10.00	Rifle Open Shoot	FREE
Metalwork Open Forge	\$10.00	Shotgun Shooting Merit Badge	FREE
		Shotgun Open Shoot	FREE

PROGRAMS THAT REQUIRE A KIT

The following merit badges require kits. The cost for these kits is collected during online registration. At camp, unit leaders will receive applicable tickets for their youth to select kits from the Trading Post.

Archery (\$8)	Pioneering (\$6)	Space Exploration (\$12)	Leatherwork (\$18)	Wood Carving (\$12)
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Aquatics (Waterfront)

The Aquatics area is located on the shores of Lake Emrick, one of the cleanest lakes in Wisconsin. The variety of merit badges and programs offered at the waterfront is designed to improve a Scout's skills in and on the water. Because of the nature of the merit badges offered in this area, it is recommended that Scouts take no more than two Aquatics merit badges per week.

Scouts and adults must bring their own swimwear and towels for swimming and boating activities. Shoes are always required in the boating area and while on a watercraft on the lake. These shoes must be able to be secured to the foot (no flip-flops). The Aquatics area does not provide this equipment.

Aquatics Special Programs

BSA STAND UP PADDLEBOARDING AWARD – Want to stand in the middle of scenic Lake Emrick on a paddleboard? Now you can! In this program, Scouts will learn safety, techniques, and terminology for stand-up paddle boarding. Space is limited so sign up early!

POLAR BEAR SWIM – At 6am early Thursday morning, the Aquatics staff will open the waterfront for Scouts and adults to start their day with an invigorating swim in Lake Emrick. Participants will be rewarded with an icy treat from the Trading Post.

MILE SWIM, BSA – The mile swim is a chance for Scouts to give their all. There are two sessions to prepare Scouts for the mile swim: Monday and Tuesday afternoons at 2:00pm. Each participant must attend both practice sessions if he wants to earn the Mile Swim, BSA award. The Mile Swim will take place on Thursday morning during the Polar Bear Swim. Participants of the Mile Swim must arrange to provide their own rower and spotter. These two teammates may be Scouts or adults but must be Swimmers. Their job will be to follow, in a rowboat, the participant attempting the Mile Swim. One will row while the other keeps an eye on the participant in the water. Teams will be invited to join the staff for breakfast after they finish.

SNORKELING, BSA – Snorkeling, BSA is a great program for Scouts to learn how to use snorkeling equipment safely. Participants will have an opportunity to make several dives, retrieve objects from the lake floor, and learn how to effectively communicate with other snorkelers. All Scouts who wish to participate must first pass the BSA Swimmer Test. Scouts may bring their own equipment (mask, fins, and snorkel) with them to camp, but this is not required.

Aquatics Training Courses

PADDLE CRAFT SAFETY – This training course expands on the principles of Safety Afloat and teaches the skills and knowledge needed to supervise a float trip with your unit. While designed for adult leaders, Scouts age 15 and over can also take this course, but it is strongly recommended they have the Canoeing Merit Badge before participating. **This course meets Monday through Thursday at 2pm.**

SWIMMING & WATER RESCUE – This training course expands on the principles of Safe Swim Defense and teaches the skills and knowledge needed to supervise a swim outing with your unit. While designed for adult leaders, Scouts age 15 and over can also take this course, but it is strongly recommended they have the Lifesaving Merit Badge before participating. **This course meets Monday through Thursday at 3pm.**

AQUATICS MERIT BADGES



CANOEING

Recommended Audience: All Scouts

Description: Learn the skill of canoeing. Scouts will learn the proper use of all the equipment and techniques used in canoeing.

Prerequisites: Participating Scouts must pass the BSA Swimmer Test.

Notes: Scouts must bring their own swimwear, towels, and shoes that can get wet.



KAYAKING

Recommended Audience: All Scouts

Description: Learn the skill of kayaking. Scouts will learn the proper use of all the equipment and techniques that are used in kayaking. Scouts will also discuss the various treks and courses associated with kayaking.

Prerequisites: Participating Scouts must pass the BSA Swimmer Test.

Notes: Scouts must bring their own swimwear, towels, and shoes that can get wet.



LIFESAVING

Recommended Audience: Older Scouts who have earned the Swimming merit badge

Description: Learn water skills that can be used in life threatening situations. Improve your own swimming and ability to recognize unsafe situations.

Prerequisites: Participating Scouts must pass the BSA Swimmer Test and have completed Second Class requirements 7a, 7b, 7c and First Class Requirements 9a, 9b, 9c.

Notes: Scouts must bring their own swimwear and towels.



ROWING

Recommended Audience: All Scouts

Description: Learn the skill of rowing. Study knots and techniques that are used in rowing.

Prerequisites: Participating Scouts must pass the BSA Swimmer Test.

Notes: Scouts must bring their own swimwear, towels, and shoes that can get wet.



SMALL-BOAT SAILING

Recommended Audience: Older Scouts ages 13 and up

Description: Sail on beautiful Lake Emrick. Learn to navigate a sailboat and properly use the equipment related to sailing.

Prerequisites: Participating Scouts must pass the BSA Swimmer Test.

Notes: Scouts must bring their own swimwear, towels, and shoes that can get wet.



SWIMMING

Recommended Audience: All Scouts

Description: Improve your swimming skills. Learn different swimming strokes, basic water rescues, and personal water survival skills.

Prerequisites: Participating Scouts must pass the BSA Swimmer Test.

Notes: Scouts must bring their own swimwear and towels.

Eagles Nest

Eagles Nest is a lofty area where Scouts can work on requirements toward the rank of Eagle Scout. The area offers Eagle required merit badges and also hosts the First Year Camper program. Shaded by dozens of red pine trees, the area is also the perfect place to participate in evening activities such as horseshoes and campfire programs. Eagles Nest features three spacious nests (tree houses) used for instruction and overnights. There is also a fire pit complete with surrounding benches, perfect for campfire programs. The final touch is a flagpole proudly displaying the American Flag. This program area was built and donated by the Order of the Arrow in 2008.

EAGLES NEST MERIT BADGES



COMMUNICATIONS

Recommended Audience: Older Scouts ages 13 and up

Description: Learn how people communicate and interact with each other. Deliver a speech, conduct interviews, give a sales pitch, and study teaching methods.

Prerequisites: Scouts must complete requirement 5 by attending a public meeting. Bring a detailed report about the different viewpoints discussed at the meeting attended, to camp in order to discuss it with the counselor. For requirement 8, Scouts must plan and lead a court of honor, campfire, or worship service. Bring the script to camp as proof. Scouts should be prepared for several out-of-class assignments when taking this badge. Scouts also need to bring an envelope and stamp which will be used to send a letter to a magazine editor or bring \$1 to purchase the supplies at camp.

Notes: Scouts must bring a pen or pencil and paper to this class.



EMERGENCY PREPAREDNESS

Recommended Audience: Older Scouts ages 13 and up

Description: Be Prepared! Learn how to prepare for, respond to, recover from, and mitigate emergencies in your community and home.

Prerequisites: Scouts must earn the First Aid merit badge before completing Emergency Preparedness, and should bring proof, such as a copy of the blue card. While not recommended, Scouts may simultaneously work on First Aid and Emergency Preparedness during their week at camp. Requirement 2 must also be done before arrival at camp. For parts 2b and 2c, bring the chart and proof of a discussion with your family. Both a personal and a family emergency kit must be made prior to camp and brought to class for requirement 8b.

Notes: Scouts must bring a pen or pencil and paper to this class.



FIRST AID

Recommended Audience: All Scouts, especially first-time campers

Description: Learn the proper ways to administer first aid to yourself and others. Practice treating a variety of injuries and learn how to recognize dangerous situations to prevent injuries from occurring.

Prerequisites: Requirement 2d (prepare a first aid kit) must be completed prior to camp and brought to show the merit badge counselor at camp. Some first aid kit items are for sale in the trading post, but it is recommended that Scouts complete their home first aid kit before camp.



PERSONAL FITNESS

Recommended Audience: Older Scouts ages 13 and up

Description: Learn ways to maintain good health and stay socially active. Practice preventative habits that will keep your body physically strong and mentally awake.

Prerequisites: Requirements 1a and 3 cannot be completed at camp due to privacy reasons. Scouts must have requirement 1b done before camp. Please bring a note from the dentist as proof. Requirements 7 and 8 must be done before camp. Bring the completed fitness plan to camp.

Notes: Scouts need to bring comfortable clothing and shoes to wear during the fitness testing. Scouts must bring a pen or pencil and paper to this class.



PUBLIC SPEAKING

Recommended Audience: All Scouts

Description: A lot happens during the course of every person's life and your ability to communicate your feelings and ideas is the best way to connect to the larger world. Even if you haven't stood at a podium on the stage and find the whole idea scary, sooner or later, someone is going to ask you to get up and say a few words. If you are prepared, it won't be scary. It can even be fun.

Ecology and Conservation (Nature)

Ecology and Conservation, or Nature, is the place where Scouts learn about the natural world around them. The diverse merit badges offered in this area are designed to expose Scouts to the details of the ecosystem that affect the interactions of plants and animals, keeping the natural world in order and balance. Scouts will also learn ways to protect and conserve the environment. Scouts are encouraged to take as many nature merit badges as they wish. Please consider that most merit badges require work outside of class. The Ecology and Conservation Area also has staff-led and self-directed nature hikes available. Ask the staff about these hiking opportunities. Don't miss the chance to enjoy the natural beauty of Camp Freeland Leslie!

ECOLOGY AND CONSERVATION MERIT BADGES



ASTRONOMY

Recommended Audience: All Scouts

Description: Learn about the composition of the Earth's moon, the solar system, and the universe.

Prerequisites: Scouts must complete requirement 5b before arriving at camp. Scouts may do requirement 8 before camp, but this requirement will also be done at camp. If a Scout does requirement 8, he must present evidence to the merit badge counselor at camp.



ENERGY

Recommended Audience: All Scouts

Description: Learn the importance of energy, how it works, and how it can be conserved.

Prerequisites: Scouts must complete requirement 4 before arriving at camp.



ENVIRONMENTAL SCIENCE

Recommended Audience: All Scouts

Description: Learn about the important contributions individuals have made in the history of environmental science. Complete experiments that show the effects that pollution has to land, air and water. Scouts will also complete observation studies to gather information on plants and animals.



FISHING

Recommended Audience: All Scouts

Description: Practice your fishing skills on the beautiful Lake Emrick. Learn how to catch, release, clean, and cook fish. This merit badge may require time out of class in order to catch a fish.



FORESTRY

Recommended Audience: All Scouts

Description: Learn the important role trees and ground cover play in the environment and learn about the care and maintenance of forests.

Prerequisites: All requirements can be completed at camp but require substantial time outside of class. Requirements 1 and 2 should be done prior to camp to save time. Bring the notebook to be shared with the merit badge counselor.



GEOLOGY

Recommended Audience: All Scouts

Description: Learn about rock formations and how they create different land features. Read geologic maps, study the effects streams have on the Earth's surface, and discover the role of geologists.



MAMMAL STUDY

Recommended Audience: All Scouts

Description: Study the unique contributions mammals make to the environment. Observe what items attract mammals and observe mammals in their natural habitats. Perform a project that will benefit several mammals.

Prerequisites: Requirement 4 must be completed prior to camp.



SOIL AND WATER CONSERVATION

Recommended Audience: Older Scouts ages 12 and up

Description: Study different types of soils and where these types naturally exist. Learn about the effects water has on soil and the damage soil erosion has on an environment.



WEATHER

Recommended Audience: Older Scouts ages 12 and up

Description: What is weather? Study the effects of weather and how modern technology predicts weather conditions. Learn about clouds, high- and low-pressure systems, and cold and warm fronts.

New Frontiers

The New Frontiers area offers a variety of hands-on opportunities that enhance a Scout's ability to be creative, insightful, and resourceful. Scouts are encouraged to sign up for several merit badges in the New Frontiers program area.

Several of the merit badges offered in New Frontiers are project based. Scouts will have to purchase kits or materials to complete these merit badges. These badges include Leatherwork, Space Exploration, and Wood Carving. Scouts are reminded that these activities may require time outside of class time to complete.

NEW FRONTIERS MERIT BADGES



ANIMATION

Recommended Audience: All Scouts

Description: Learn about computer and traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities.

Prerequisites: Scouts must complete requirement 4a prior to camp.



ART

Recommended Audience: All Scouts

Description: Discover the usefulness of art. Design your own useful tool or a logo and work with textures and subjects.

Prerequisites: Scouts must complete requirement 6 prior to camp.



CHESS

Recommended Audience: All Scouts

Description: Learn the basics of chess including history, scorekeeping, and game strategies, and gameplay.

Note: Scouts will require significant out of class time to play the necessary games to complete the badge at camp.



FINGERPRINTING

Recommended Audience: All Scouts

Description: Learn about the importance of fingerprinting, and why it is effective for identifying people. Scouts will learn about the different types of fingerprints, how common they are, and different ways to collect fingerprints.



GAME DESIGN

Recommended Audience: Older Scouts ages 12 and up

Description: Explore the world of game design! Learn about the terminology used in the industry and design and test your own game.

Prerequisites: For requirement 5, Scouts must create a design notebook for the game they create. They can receive help on creating this at camp, but it is expected that Scouts come to camp with a good start on the design notebook. This design notebook must be approved by the counselor before continuing with requirements 6 and 7. Requirements 6 and 7 will require out of class time to complete.



LEATHERWORK

Recommended Audience: All Scouts

Description: Make useful items out of leather. Learn how to mold, tan, and lace leather to create many handy tools.

Cost: \$18 for two leatherwork kits for requirement 3.



METALWORK

Recommended Audience: Older Scouts ages 13 and up

Description: Learn about the different types of metalworking. Scouts will work in the metalworking forge while learning about different methods and styles of metalworking.

Cost: This merit badge has a \$10 fee to offset the cost of supplies.

Notes: The 2nd and 3rd session classes will be instruction and demonstration only and Scouts will be expected to attend at least one open forge session to complete the other requirements.



MOVIEMAKING

Recommended Audience: All Scouts

Description: Make your own movie. Build a plot, layout a set, and cast your own actors. Learn the best ways to use a camera and set up shots. Edit your movie and share it on the CFL YouTube Channel. Equipment is provided at CFL.



PHOTOGRAPHY

Recommended Audience: All Scouts

Description: Practice your skills of photography. Learn about film and digital cameras. Use a digital camera to create a project and then share it with the merit badge counselor.

Prerequisites: 1a

Notes: Scouts must bring their own digital camera.



SPACE EXPLORATION

Recommended Audience: All Scouts

Description: Build and launch your own rocket. Learn about the science behind rockets and the contribution they have made to space exploration as well as the changes space exploration has made to modern life.

Cost: \$12 for a model rocket kit for requirement 3. Engines are provided without cost at the launch for Scouts in the merit badge. Additional model kits are available at the Trading Post for an additional fee.



WOOD CARVING

Recommended Audience: All Scouts

Description: Learn the tools that are required to properly work with wood. Practice different types of cuts and carving.

Prerequisites: Scouts must earn their Totin 'Chip before completing this merit badge.

Cost: \$12 for multiple wood carving kits for requirements 4, 6, and 7.

Outdoor Skills (Scoutcraft)

The Outdoor Skills area, often referred to as Scoutcraft, teaches basic skills that every Scout should know. The merit badges in this area are designed to give Scouts confidence working outdoors. Every Scout in camp is encouraged to take at least one merit badge that is offered in this area.

OUTDOOR SKILLS SPECIAL PROGRAMS

This area also offers several specialty and advancement programs that are very popular. The Totin' Chip woods tools safety class is taught to Scouts by the Outdoor Skills staff. This area also features the Human Foosball court - a version of tabletop soccer scaled up to life size. Come and try it for yourself!

OUTDOOR SKILLS MERIT BADGES



CAMPING

Recommended Audience: All Scouts

Description: Discover the skill that is camping. Learn “Leave No Trace” and “Outdoor Code” principles.

Prerequisites: Scouts must complete requirements 4b, 9a, 9b, and 9c prior to arrival at camp. It is recommended, but not required, that Scouts complete requirements 4a, 5e, 7b, 8c, and 8d before camp. These requirements can be done during camp but will be assigned as homework.



COOKING

Recommended Audience: All Scouts, especially first-time campers

Description: Learn about food safety and nutrition. Learn how to cook interesting outdoor recipes over open fires and stoves. Master the skill of menu planning and learn how to time meals properly.

Prerequisites: Scouts must plan menus and cook the necessary meals for requirements 5, 6, and 7 before arriving at camp.

Notes: As per the merit badge requirements, all cooking done for this merit badge needs to be planned by the Scout. As a result, all cooking completed in class will be considered a demonstration and will not count towards earning the merit badge. Also, meals prepared for rank advancement may not count toward requirements 5, 6, or 7 and meals prepared for the merit badge requirements 5, 6, or 7 may not count toward rank requirements. Menus for these meals must be unique and may not be repeated.



GEOCACHING

Recommended Audience: Older Scouts ages 12 and up with a background knowledge in orienteering

Description: Learn about Global Positioning Systems and how to use them for geocaching. Scouts will also participate in and complete a geocaching course.

Prerequisites: Scouts must complete requirements 7, 8, and 9 before camp.



ORIENTEERING

Recommended Audience: All Scouts

Description: Learn how to find directions with a compass or map or both. Practice your skills of compass work and create your own orienteering course.

Prerequisites: It is recommended, but not required, that Scouts complete requirements 7a and 7b prior to arriving at camp.

Notes: Scouts should be prepared to hike several miles throughout camp during the week and spend time outside of class to complete this badge.



PIONEERING

Recommended Audience: Older Scouts ages 12 and up

Description: Make useful and creative projects while mastering the skills of knots, lashings, anchoring and leverage.

Prerequisites: It is required that Scouts have all the rope related requirements (Tenderfoot requirements 4a and 4b and First Class requirements 7a, 7b, and 7c) completed prior to camp. It is also recommended that Scouts have a working knowledge of knots and lashings.

Cost: \$6 for a pioneering tower kits at the Trading Post for requirements 2 and 7.

Notes: Scouts should be prepared to spend time outside of class to complete this merit badge.



SEARCH AND RESCUE

Recommended Audience: Older Scouts ages 12 and up

Description: Learn the terminology and techniques used by search and rescue teams, and plan and carry out a mock search plan.

Prerequisites: Scouts must complete requirements 5 and 6a prior to camp. Scouts must bring the printed ICS-100 certificate to camp to receive credit for requirement 5 at camp. This certificate can be earned by completing a course at <http://emilms.fema.gov/IS100b/index.htm> and taking the test at <https://training.fema.gov/EMIWeb/IS/examnotice.aspx?eid=is100b>.



WILDERNESS SURVIVAL

Recommended Audience: All Scouts

Description: Learn how to survive a night in the wilderness. Build shelters, construct water collection systems, light matchless fires, learn signaling methods, and practice maintaining a positive attitude.

Prerequisites: It is required that Scouts prepare a personal survival kit for requirement 5. Scouts should either make the kit prior to camp, bring supplies to camp to make a kit, or bring money to purchase additional items. Refer to the merit badge book for a list of items to develop your kit, which will need to be presented to the merit badge counselor.

Shooting Sports (Range)

The Shooting Sports area offers the opportunity for Scouts to experience the world of shooting sports. The primary focus is on Archery, Shotgun Shooting, and Rifle Shooting. Scouts will learn about the importance of safety when using firearms, as well as how to properly and effectively use firearms for marksmanship shooting.

The merit badges in this area are very time consuming and class time is primarily dedicated to instruction rather than shooting. **A Scout in Archery, Shotgun Shooting, or Rifle Shooting must plan to spend extra time outside of class to practice shooting.** Each badge has a shooting requirement that must be passed for completion, and though we aim to give each Scout as much time as possible to shoot in class, it is unlikely that the requirement can be achieved without attending at least one open shoot. Due to the necessary amount of time needed, it is strongly recommended that Scouts only take one shooting merit badge during their week at camp.

One of the requirements specifically states that each Scout must demonstrate the proper knowledge, skills, and attitude when dealing with firearms. This requires a certain level of maturity, and for that reason, the merit badges are recommended, but not limited to older Scouts. If a Scout simply wants to have a good time shooting, the Shooting Sports area holds open shooting sessions periodically throughout the day. However, if a Scout is interested in learning the inner workings of a firearm, the history and laws surrounding its use, and has the focus and maturity to safely and effectively shoot, then they should take the merit badge.

As a general rule for ALL ranges, no personal equipment can be used, and it is strongly recommended that no personal bows or firearms are brought to camp. **In the event that a personal bow or firearm is brought to camp, it MUST be turned into the Camp Administration in the Wheeler Office on Sunday.** It will be stored in the Shooting Sports area under the supervision of the Shooting Sports Director and will be returned to the Wheeler Office on Saturday, where an adult leader from the troop will pick it up when they check out. If you would like to run a special program with your personal firearms during the week, you must have the necessary certifications, as well as contact the Shooting Sports Director before you arrive at camp.

SHOOTING SPORTS MERIT BADGES



ARCHERY

Recommended Audience: All Scouts

Description: The bow and arrow are among the first tools invented by humans. Scouts will learn about safety on an archery range, and how to effectively use a bow using the nine steps to proper shooting. They will learn about how a bow works, the different types of bows, arrows, and safety equipment used, as well as how to take care of said equipment. They will each make an arrow, as well as assist in the making of a bowstring.

Cost: \$8 for an arrow kit for requirement 2.

Notes: In order to complete the shooting requirement (requirement 5 option B: f2), Scouts should plan to spend time outside of class to shoot.



RIFLE SHOOTING

Recommended Audience: All Scouts

Description: Learn the safe and proper use of a rifle. Scouts will learn about the parts of the firearm and the different types of rifles. Learn how to effectively aim and sight the aperture sight on a .22 caliber rifle and how to clean and maintain a rifle.

Cost: This merit badge has a \$5 fee to offset the cost of ammunition.

Notes: In order to complete the shooting requirement (requirement 2k and 2l of option A), Scouts should plan to spend time outside of class to shoot.



SHOTGUN SHOOTING

Recommended Audience: Older Scouts ages 13 and up weighing over 100lbs

Description: Learn the safe and proper use of a shotgun. Scouts will learn about the parts of the firearm and the different types of shotguns. Learn about the different types of shotgun shooting activities commonly practiced as well as how to use the 5 fundamentals of effective shotgun shooting. Learn how to safely disassemble, clean, and maintain a shotgun.

Cost: This merit badge has a \$10 fee to offset the cost of ammunition.

Notes: In order to complete the shooting requirement (requirement 2k option A), Scouts should plan to spend time outside of class to shoot.

First Year Camper Program

The First Year Camper Program is designed to help introduce first year campers to everything that Camp Freeland Leslie has to offer. Its goal is to highlight programs in many different areas of camp and to familiarize scouts with the basic skills that every scout should know. The program is intended to be a time to experience the various areas and programs offered at CFL and learn skills such as first aid, knots, wildlife identification, and aquatics skills. Once a Scout has learned these skills, he must demonstrate his ability to perform and apply the skills.



The First Year Camper program operates in almost every area of camp throughout the week. It runs in the morning during all three sessions. There are also optional afternoon program activities available for participants. Each session involves different programs and covers different requirements. A schedule of activities and offered rank requirements is below. Scouts participating in the program are generally expected to participate in the entire program throughout the week. Those scouts who want to participate in the optional afternoon programs can sign up for individual sessions during online registration.

Some sessions require specific materials. The camp tour and orienteering course session requires a compass, and the water rescue session requires a swimsuit and towel. Other specific materials are listed in the schedule below. Scouts should also bring their Boy Scout Handbook to all sessions.

The First Year Camper Staff will **NOT** sign off requirements in a Scout's Boy Scout Handbook. Each Scout's progress is recorded online so unit leaders can track their Scouts' progress throughout the week as well as after camp. Sessions that involve merit badges will also be recorded online and can be viewed by unit leaders throughout the week. Unit leaders are also encouraged to check in with the First Year Camper Staff in person to check on their Scouts' attendance and progress. The First Year Camper Staff will primarily focus on providing the program for each day's activity. **It is up to unit leaders to make sure that the skills learned in the First Year Camper Program are reviewed and signed off either while at camp or shortly thereafter. We strongly encourage adult troop leadership to take the time to review the skills that the Scouts have learned before signing off the requirement.** This ensures the best quality of teaching and learning that a Scout can get.

2021 First year camper Schedule

This table reflects the daily schedule for the First Year Camper Program. The rank requirements listed for each session indicate the related skills that will be covered in each session. It is ultimately up to unit leaders to ensure that Scouts have learned the relevant material before signing off requirements in a Scout's book.


		Monday:	Tuesday:	Wednesday:	Thursday:	Friday:
Morning Session:	Activity:	Camp Tour and Orienteering Course	Knots and First Aid	Flag Etiquette and Emergency Skills	Fingerprinting Merit Badge and Rocket Building	Program Make-up Session
	Meeting Place:	Flag Grounds	Scoutcraft	Eagles Nest	New Frontiers	
	Rank Requirements:	S1e; T1c, 5a, 5b, 5c; SC1b, 3a, 3c; FC1b, 4a	S4a, 4b; T3a, 3b, 3c; SC2f, 2g, 6a, 6b, 6c; FC7a, 7b	T7a; SC5a, 6d, 6e, 8a, 8b, 9a, 9b; FC6b, 7c, 7d, 7e, 7f		
	Notes:	Bring a compass!			Rockets can be launched during Thursday Evening program.	
Afternoon Session:	Activity:	Shooting Sports Experience	Camp Cooking Demonstration	Aquatics Skills	Neenah Creek Hike and Plant and Animal Identification	CAMPWIDE GAMES
	Meeting Place:	Shooting Sports	Scoutcraft	Waterfront	Nature	
	Rank Requirements:		SC2a, 2b, 2c, 2d	SC5c, 5d; FC6c, 6d, 6e	T4a, 4b, 4c; SC4; FC5a, 5b, 5c, 5d	
	Notes:	Participants get 10 free rounds at the rifle range. Additional ammunition tickets can be purchased at the Wheeler Office		Bring a towel and swimsuit! Participant must pass BSA swimmer test to participate		

**S = Scout Rank Requirements; T = Tenderfoot Rank Requirements; SC = Second Class Rank Requirements.
FC = First Class Rank Requirements**

Rank Requirements

The following table lists the requirements that are relevant to the First Year Camper Program from the 2016 updated requirements:

Scout	1e	Repeat from memory the Outdoor Code. In your own words, explain what the Outdoor Code means to you.
	4a	Show how to tie a square knot, two half-hitches, and taut-line hitch. Explain how each knot is used.
	4b	Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope.
Tenderfoot 	1c	Tell how you practiced the Outdoor Code on a campout or outing.
	3a	Demonstrate a practical use of the square knot.
	3b	Demonstrate a practical use of two half-hitches.
	3c	Demonstrate a practical use of the taut-line hitch.
	4a	Show first aid for the following: simple cuts and scrapes; blisters on the hand and foot; minor (thermal/heat) burns or scalds (superficial, or first -degree); bites or stings of insects and ticks; venomous snakebite; nosebleed; frostbite and sunburn; choking
	4b	Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.
	4c	Tell what you can do while on a campout or other outdoor activities to prevent or reduce the occurrence of injuries or exposure listed in Tenderfoot requirements 4a and 4b.
	5a	Explain the importance of the buddy system as it relates to your personal safety on outings and in your neighborhood. Use the buddy system while on a troop or patrol outing.
	5b	Describe what to do if you become lost on a hike or campout.
	5c	Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night.
7a	Demonstrate how to display, raise, lower, and fold the U.S. flag.	
Second Class 	1b	Explain the principles of Leave No Trace and tell how you practiced them on a campout or outing. This outing must be different from the one used for Tenderfoot requirement 1c.
	2a	Explain when it is appropriate to use a fire for cooking or other purposes and when it would not be appropriate to do so.
	2b	Use the tools listed in Tenderfoot requirement 3d to prepare tinder, kindling, and fuel for a cooking fire.
	2c	At an approved outdoor location and time, use the tinder, kindling, and fuel wood from Second Class requirement 2b to demonstrate how to build a fire. Unless prohibited by local fire restrictions, light the fire. After allowing the flames to burn safely for at least two minutes, safely extinguish the flames with minimal impact to the fire site.
	2d	Explain when it is appropriate to use a lightweight stove and when it is appropriate to use a propane stove. Set up a lightweight stove or propane stove. Light the stove, unless prohibited by local fire restrictions. Describe the safety procedures for using these types of stoves.
	2f	Demonstrate tying the sheet bend knot. Describe a situation in which you would use this knot.
	2g	Demonstrate tying the bowline knot. Describe a situation in which you would use this knot.

Second Class (cont'd)	3a	Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.
	3c	Describe some hazards or injuries that you might encounter on your hike and what you can do to help prevent them.
	4	Identify or show evidence of at least 10 kinds of wild animals (such as birds, mammals, reptile, fish, or mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken.
	5a	Tell what precautions must be taken for a safe swim.
	5c	Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects.
	5d	Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible. Explain why and how a rescue swimmer should avoid contact with the victim.
	6a	Demonstrate first aid for the following: object in the eye; bite of a warm-blooded animal; puncture wounds from a splinter, nail, and fishhook; serious burns (partial thickness, or second-degree); heat exhaustion; shock; heatstroke, dehydration, hypothermia, and hyperventilation.
	6b	Show what to do for “hurry” cases of stopped breathing, stroke, severe bleeding, and ingested poisoning.
	6c	Tell what you can do while on a campout or hike to prevent or reduce the occurrence of the injuries listed in Second Class requirements 6a and 6b.
	6d	Explain what to do in case of accidents that require emergency response in the home and backcountry. Explain what constitutes an emergency and what information you will need to provide to a responder.
	6e	Tell how you should respond if you come upon the scene of a vehicular accident.
	8a	Participate in a flag ceremony for your school, religious institution, chartered organization, community, or Scouting activity.
	8b	Explain what respect is due to the flag of the United States.
	First Class 	9a
9b		Describe bullying; tell what the appropriate response is to someone who is bullying you or another person.
1b		Explain each of the principles of Tread Lightly! Tell how you practiced them on a campout or outing different from the Tenderfoot requirement 1c and Second Class requirement 1b campout or outing.
3a		Discuss when you should and should not use lashings.
3b		Demonstrate tying the timber hitch and clove hitch.
3c		Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together.
4a		Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.).
5a	Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location. You may show evidence by identifying fallen leaves or fallen fruit that you find in the field, or as part of a collection you have made, or by photographs you have taken.	

	5b	Identify two ways to obtain a weather forecast for an upcoming activity. Explain why weather forecasts are important when planning for an event.
	5c	Describe at least three natural indicators of impending hazardous weather, the potentially dangerous events that might result from such weather conditions, and the appropriate actions to take.
	5d	Describe extreme weather conditions you might encounter in the outdoors in your local geographic area. Discuss how you would determine ahead of time the potential risk of these types of weather dangers, alternative planning considerations to avoid such risks, and how you would prepare for and respond to those weather conditions.
	6b	Tell what precautions must be taken for a safe trip afloat.
	6c	Identify the basic parts of a canoe, kayak, or other boat. Identify the parts of a paddle or an oar.
	6d	Describe proper body positioning in a watercraft, depending on the type and size of the vessel. Explain the importance of proper body position in the boat.
	6e	With a helper and a practice victim, show a line rescue both as tender and as rescuer. (The practice victim should be approximately 30 feet from shore in deep water.)
	7a	Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
	7b	By yourself and with a partner, show how to: transport a person from a smoke-filled room; transport for at least 25 yards a person with a sprained ankle.
	7c	Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).
	7d	Tell what utility services exist in your home or meeting place. Describe potential hazards associated with these utilities and tell how to respond in emergency situations.
	7e	Develop an emergency action plan for your home that includes what to do in case of fire, storm, power outage, and water outage.
	7f	Explain how to obtain potable water in an emergency.

CFL Outdoor Adventure Challenge

Outdoor Adventure is the program at Camp Freeland Leslie that is specifically designed for older Scouts, ages 13 and up. Outdoor Adventure is the former Project C.O.P.E. and High Adventure programs combined into one. This program is set up so that Scouts can participate in both merit badge classes *and* Outdoor Adventure!

As part of Outdoor Adventure, Scouts AND adults can participate in adventure activities consisting of half-day events on camp property, as well as offsite trips. Scouts AND adults can sign up for Outdoor Adventure experience.

The table below outlines the tentative schedule for Challenge Adventure. **This schedule is subject to change.**

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY
Morning	Team Building	In-Depth Trip planning	Hiking Trip	Biking Trip

Challenge Adventure Programs

Team Building:

The CFL Outdoor Adventure challenge week starts off with bang and a morning full of team building games that will pay off through the week

Trip Planning:

Each Outdoor adventure group will work as a team in order to plan out their own hiking and biking trip. This will include first aid, planning for emergency, route planning, and much more.

Hiking Trip:

Each CFL Outdoor Adventure Challenge team will put to action the plan they created as a team before executing their own Hiking Trip.

Biking Trip:

Each CFL Outdoor Adventure Challenge team will put to action the plan they created as a team before executing their own Biking Trip.

Patrol Programs

The 'Uncle Walt 'Patrol Challenge

Part of our mission as a summer camp is to provide the best and most effective patrol method program while having as much fun as possible. The 'Uncle Walt 'Patrol Challenge, named in honor of Walt Schalk, a dedicated scoutmaster who brought his troop to CFL for 39 years and a great friend to the camp staff, is weeklong challenge which serves as the ultimate test of teamwork, communication, and leadership between all the patrols in camp!

Patrols will work as a team throughout the week and earn points for completing various tasks and challenges throughout the week including:

- Participation in camp wide patrol games on Friday afternoon
- Performing a skit at the closing campfire
- Campsite Inspections by the Camp Commissioner Corps
- Campsite Gateway Competition
- Daily SPL/PL Meetings
- Attendance at daily flag ceremonies
- Patrol Flag/Yell Competition
- Camp Service Opportunities
- Completing camp chores (including raising/lowering flags, cleaning shower houses, etc.)
- ...and much more!



More details about registration and scoring for the 'Uncle Walt 'Patrol Challenge will be given to SPL's and PL's at the camp wide PLC meeting on check in day!

The patrol that ends the week with the most points will be recognized at the closing campfire on Friday. The winning patrol will receive the 'Uncle Walt 'Patrol Challenge trophy to keep in their campsite and to keep during their time at camp next summer while they try to defend their title! The winning patrol will also be treated to a pizza party or ice cream! Does your patrol have what it takes to have the honor of being named the 'Uncle Walt 'Patrol Challenge Champion?

Order of the Arrow

The Order of the Arrow is Scouting's "National Honor Society." Lowaneu Allaque Lodge will have a representative at camp to coordinate the Order of the Arrow program and to explain the weekly events. The representative will meet with each unit to discuss which Scouts are participating. We hope to see many Arrowmen participating in the Lodge activities at CFL. Following, is the weekly program schedule for the Order of the Arrow at camp. For questions about the Order of the Arrow program, please refer to www.aa41.org. During the summer camp season, feel free to call us at camp!

OA CRACKER BARREL

The Lodge cracker barrel will be in the dining pavilion following the Ordeal Ceremony. All new members who completed their Ordeal, along with current Lodge members are welcome.

ORDEAL CALLOUT

On Wednesday evening, the Order of the Arrow will conduct its callout ceremony for new candidates. The ceremony will take place after the chapel service, with an approximate starting time of 8:00 pm. Those who come to camp on Wednesday to complete the Ordeal should arrive by 5:30 pm. Dinner on Wednesday night will not be provided, so please eat a hearty meal on your way to camp. Please call ahead to arrange your visit and let the OA Coordinator at CFL know you are coming. Please check in at the Wheeler Office upon arrival.

ORDEAL



The Ordeal ceremony will take place Thursday night at 9:00 pm. This is a private ceremony for the Order of the Arrow members only. The ceremony should end by 10:30 pm. Those who come to camp on Wednesday, in order to complete their Ordeal, are more than welcome to spend the night at camp. Make sure to let us know that you intend to stay overnight when calling ahead. Scouts taking their Ordeal at camp should be prepared to make up merit badge work. Scouts should talk to their merit badge counselors on Monday so they can schedule a time to make up the work that they will miss on Thursday. For Scouts who do not know that they are being called out, it is the responsibility of the Scoutmaster to speak with each merit badge counselor. With some extra effort and planning, Scouts can complete the Ordeal and all their merit badges. However, completing Ordeal at camp may result in some Scouts receiving partial completions on some merit badges.

ORDEAL FEES

The cost of Ordeal is set by the Lowaneu Allaque Lodge. This includes one Ordeal sash, the Order of the Arrow handbook, 2021 Lodge dues, and a Lodge pocket flap, to be worn on the uniform.

THINGS TO BRING FOR ORDEAL

- Ordeal registration paperwork
- Copy of registration fees receipt
- Copy of completed Up to date BSA medical form
- Water bottle
- Work clothes and work gloves
- Sleeping bag and pillow
- Tarp

BROTHERHOOD



Any Ordeal members looking to seal their membership in the Lodge can do so on Monday by completing the Brotherhood Trail. All eligible and interested members, will meet at the gazebo next to the flag grounds at 1:00 pm. Current brotherhood members are welcome to join the trail.

BROTHERHOOD FEES

There is a fee for those who complete Brotherhood in 2021. Eligible members must also pay their 2021 membership dues in order to complete their ceremony.

ORDER OF THE ARROW CEREMONY POLICIES

Attendees of Order of the Arrow ceremonies should be aware of the following policies:

Photography is permitted during the callout ceremony. However, flash and audio must be turned off to avoid distracting participants and ceremonialists.

Video and audio recordings are not permitted during the callout ceremony without approval from the CFL OA Coordinator and Program Director.

Photography, video recordings, and audio recordings are not permitted during the pre-ordeal, ordeal, and brotherhood ceremonies.

Non-members are welcome and encouraged to attend the callout ceremony. However, non-members are strongly discouraged from attending the pre-ordeal, ordeal, and brotherhood ceremonies. Exceptions will be made on a case-by-case basis by the CFL OA Coordinator and Program Director.

Adult Programs

Adult leaders are Scouts too, and it is part of our mission to provide meaningful adult programs with as much fun as possible. Adult patrols may participate in troop and patrol programs alongside their Scouts. The Scouts always enjoy seeing their leaders do the same things they are attempting. Any adults who wish to participate should speak with their Campsite Host or the Program Director at the beginning of the week.

ADULT TRAININGS

One of our goals at CFL is to help adult leaders obtain the essential training required to run a great Scouting program. These trainings are scheduled for specific times and days throughout the week at camp. Please sign up for adult leader trainings online using the Merit Badge online registration system. Refer to the website, www.freelandleslie.com, for more information. Here is a list of the training we offer at camp.

- Introduction to Outdoor Leader Skills Training
 - Various modules throughout the week
- Safe Swim Defense & Safety Afloat
 - Upon request
- Swimming and Water Rescue
 - Monday through Thursday at 3pm
- Paddle Craft Safety
 - Monday through Thursday at 2pm



ADULT TRAINERS

If you or another leader in your troop is certified to train any of the above trainings, we need your help! Please volunteer your time by helping train other leaders attending camp during your week at camp. Also, if you have another Scout skill or craft skill that you wish to share with Scouts or adults during the week, let us know at the leader's meeting so that we can set up a time and advertise the opportunity to other campers.

ADULT VOLUNTEERS

The CFL Staff is always looking for adults who are willing to donate their time and talents. One way to help is by assisting with large merit badge classes. If an adult in your troop is knowledgeable on a merit badge topic, please contact the Program Director and we will pair the adult with a staff counselor. If there are adults coming to camp with your troop

who would like to help the staff using trade or hobby skills, please let us know. The Camp Ranger has a list of projects and is always willing to involve volunteers to accomplish these tasks.

2021 CFL Concise Program Schedule

Schedule subject to change a precise schedule will be handed out at opening meetings

2018 Concise Schedule Version 1.0

Sunday

General Camp Schedule

1:00 PM	Check in Begins
	Troop meets, Campsite Host in parking lot
	SM gathers Troop Roster, Med Forms, and Meds for each camper
	Troop proceeds to Dining Pavilion for Medical Checks
	Troop proceeds to campsite to set up
	Camp swim checks take place between 1:00 PM and 4:00 PM
4:45 PM	Camp Wide PLC Meeting (Dining Pavilion)
5:30 PM	Emergency Drill and Flag Ceremony
6:00 PM	Dinner (Dining Pavilion)
7:00 PM	Leaders' Meeting (Dining Pavilion)
7:00 PM	Range Orientation & Campwide Games
8:00 PM	Opening Campfire
9:00 PM	Trading Post Opens after Campfire

Trading Post Hours

8:45AM - 11:45AM
1:45PM - 4:30PM
7:00PM - 10:00PM
After Campfires

Monday

General Camp Schedule

6:30 AM	Commissary Open for Breakfast
7:30 AM	Breakfast
9:00 AM	Merit Badge Session 1
10:00 AM	Merit Badge Session 2
11:00 AM	Merit Badge Session 3
11:50 AM	Commissary Open for Lunch
12:30 PM	Lunch
1:00 PM	Rest Period
2:00 PM	Merit Badge Session 4
3:00 PM	Open Program Areas - Open Until 4:30 PM
4:30 PM	Commissary Open for Dinner
5:30 PM	Dinner
7:00 PM	Evening Programs - All Areas Open
9:00 PM	Program Areas Close

Thursday

General Camp Schedule

6:30 AM	Commissary Open for Breakfast
7:30 AM	Breakfast
9:00 AM	Merit Badge Session 1
10:00 AM	Merit Badge Session 2
11:00 AM	Merit Badge Session 3
11:50 AM	Commissary Open for Lunch
12:30 PM	Lunch
1:00 PM	Rest Period
2:00 PM	Merit Badge Session 4
3:00 PM	Open Program Areas - Open Until 4:30 PM
4:30 PM	Commissary Open for Dinner
5:30 PM	Dinner
7:00 PM	Evening Programs - All Areas Open
9:00 PM	Program Areas Close

Tuesday

General Camp Schedule

6:30 AM	Commissary Open for Breakfast
7:30 AM	Breakfast
9:00 AM	Merit Badge Session 1
10:00 AM	Merit Badge Session 2
11:00 AM	Merit Badge Session 3
11:50 AM	Commissary Open for Lunch
12:30 PM	Lunch
1:00 PM	Rest Period
2:00 PM	Merit Badge Session 4
3:00 PM	Open Program Areas - Open Until 4:30 PM
4:30 PM	Commissary Open for Dinner
5:15 PM	Dinner with Staff
5:30 PM	Adult Leader Dinner with the Scout Executive (Dining Pavilion)
7:30 PM	Evening Programs - All Areas Open
8:00 PM	Program Areas Close

Friday

General Camp Schedule

6:30 AM	Commissary Open for Breakfast
7:30 AM	Breakfast
9:00 AM	Make-up Merit Badge Sessions
11:50 AM	Commissary Open for Lunch
12:30 PM	Lunch
2:00 PM	Camp Wide Event (Dining Pavilion)
6:00 PM	Camp Wide Flags
6:15 PM	Camp Wide Pig Roast Dinner (Dining Pavilion)
8:00 PM	Closing Campfire

Wednesday

General Camp Schedule

6:30 AM	Commissary Open for Breakfast
7:30 AM	Breakfast
9:00 AM	Merit Badge Session 1
10:00 AM	Merit Badge Session 2
11:00 AM	Merit Badge Session 3
11:50 AM	Commissary Open for Lunch
12:30 PM	Lunch
2:00 PM	Merit Badge Session 4
3:50 PM	Open Program Areas - Open Until 4:30 PM
4:30 PM	Commissary Open for Dinner
5:30 PM	Dinner
7:00 PM	Camp Wide Flags
7:15 PM	Chapel Service
8:00 PM	Order of the Arrow Callout Ceremony

Saturday

General Camp Schedule

6:30 AM	Commissary Open for Breakfast
7:00 AM	Breakfast
7:30 AM	Check Out Begins
	Campsite Hosts Check Out Sites
	Scoutmasters Check Out in Wheeler Office
	Depart - Have a Safe Trip!

This schedule is subject to change. An up to date schedule will be distributed at the Leader's Meeting upon arrival to camp.
The updated schedule will included specific program events, times, and locations.