



CAMP GRIZZLY 2020

SENIOR PATROL LEADER GUIDE

INSIDE:

**HONOR PATROL REQUIREMENTS
CAMP GRIZZLY MAP
ACTIVITIES AND WEEKLY SCHEDULE
...AND MUCH MORE!**

**CAMP GRIZZLY - HARVARD, IDAHO
INLAND NORTHWEST COUNCIL**

welcome to Camp Grizzly!

Welcome to Camp Grizzly! Since you will be the main point of contact between your troop and our staff, we have a few notes for you to share with your troop. It is extremely important for you to bring notes and updates to your unit, so they may stay informed.



SPL (Senior Patrol Leader) Meetings - SPL meetings are held on Sunday, Monday, Wednesday, and Friday. These four meetings are meetings where an SPL is required to attend. The Sunday meeting is with your troop leader. The three other meetings on Monday, Wednesday, and Friday, take place during lunch, at 1:15, in the Es Kialgu Shelter. Please be in the Shelter as soon as possible, once you have your lunch. If you need to move forward in the lunch line to be on time for the meal, do so respectfully.

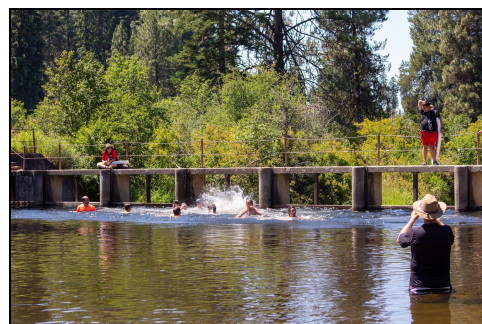
Curfew - At 10:00, when Taps is played, all participants should be in their troop's camping spot, unless participating in Star Talk. Also, one should not enter another troop's campsite, unless permission is granted from an adult leader. This also goes for males visiting female troops and females visiting male troops.

In-Camp Meals - Saturday's grab-and-go breakfast is the only meal that will not take place in the dining hall. Starting at 7:00, your troop will be able to stop by and grab breakfast, to be eaten outside. It is mainly bagels and yogurt, though fruit will also be offered.



Honor Troop -- Due Friday before dinner - Is your troop among the best at camp? Earning the Honor Troop award is a great way to show your camp spirit! All forms must be turned in by the SPL before dinner and the requirements must be signed-off by the Scoutmaster. If you have any questions please talk to the Head Commissioner. (Form on last page.)

Flag Ceremonies -- Is your troop interested in running morning or evening flags? Sign up with the Head Commissioner. Participating in a flag ceremony is a great way to get signed off on some rank requirements.



Laird Lunch Hike - Visit the old Grizzly waterfront! Back in the day, the property that is now Laird Park was part of Camp Grizzly. Sign up with the Aquatics Director as soon as possible with the number of your Scouts and Leaders going. This allows dining services enough time to prepare your lunches. All participants and staff will hike a very short distance. When you are signed up, you will be told exactly where and when to meet.

Honor Trail -- Tuesday night Honor Trail is one of the oldest, still-practiced traditions at Camp Grizzly. This is an opportunity for Scouts to have personal reflection time, as well as participate in a flag retirement ceremony. Be at Parade Grounds at 7:45.

Star Talk -- Another long-standing tradition at Camp Grizzly is Star Talk. Also on Tuesday night, this is a *reverent* opportunity to observe and honor the stars in the sky. This event takes place even if it is cloudy, 10:00 at

the Parade Grounds . Rain *may* force cancelation/postponement. This call will be made at the conclusion of the Honor Trail. (Clear/cloudy weather means no announcement.)



Polar Bear Swim - Wednesday morning, 6:30, at Water Front. Everyone is invited, for a short program that has become a tradition. All swim levels are encouraged. Successful participants will receive the Camp Grizzly Polar Bear Swim patch and a bead. See you there!



beyond the Scouting experience, and earn an exclusive patch in the process. On Sunday or Monday, it is NOT too late to sign-up! This includes assembling your own folding pocket knife, learning to use our own flint and steel (real flint--not magnesium) and walking away with an official Camp Grizzly hatchet.



Off-Grid Experience -- In its second year, Little Sand Mountain Off-Grid Experience is an effort for participants to go above and beyond the Scouting experience, and earn an exclusive patch in the process. On Sunday or Monday, it is NOT too late to sign-up! This includes assembling your own folding pocket knife, learning to use our own flint and steel (real flint--not magnesium) and walking away with an official Camp Grizzly hatchet.

Friday Superhero Day - Friday, when activity dress is appropriate, participants are invited to join staff members in showing of their super - hero spirit. Costumes should be modest, and masks should not be worn.

Campwide Games -- Camp wide Games is a great way for your troop to show off their skills through various acts of competition. These games take place Friday afternoon, and is a great time to practice the patrol method. Shortly afterwards is an opportunity for Scoutmasters to show their swimming prowess. Begin prodding them early, so they will be plenty motivated to participate.

Friday Night Campfire -- All skits must be approved by the Camp Director, Program Director, or Head Commissioner. Please avoid the following topics/content, as they will not be approved: coarse language, disparaging a certain demographic group, involve inappropriate costumes, potty humor, jokes where someone is put down, or violence. (This includes lifting another scout, etc.) Anyone who tries to sneak in this type of content will be removed from the stage immediately.

YOU MUST SIGN YOUR TROOP UP FOR SKITS AND SONGS ON FRIDAY BEFORE DINNER.. NO SKITS WILL BE SIGNED UP FOR PRIOR TO THE SPL MEETING.



Geocaching - Back for 2020, the Geocaching merit badge is part of Scout Quest. While there are geocaches within walking distance, such as the Official Camp Grizzly Geocache Trail (not public - coordinates in Trading Post) and other public/national caches, there are many caches outside of camp, including one located at the

crash site of a B-12 flying fortress bomber airplane. Ask either the Geocaching Merit Badge Counselor, or the Camp Director for information.

FREE ICE CREAM - Would you like free ice cream? Anyone who is willing to play the bugle during flag ceremonies will be given free ice cream for themselves and their buddy. (Buddy system...) There should be no stress about being perfect--we celebrate the attempt as well. (Note--they do not have to play a bugle, just a wind instrument of some type.)



Patch Trading - As a Scout, you are part of a long and storied tradition that goes back to the very beginning--patch earning and trading! On Thursday evening, come to the Segota Lounge to see favorite patch collections, as well as trade your own patches for those you want. *All* invited.

Bead Trading - Bead trading is also another tradition, started by Baden Powell himself. In the trading post is an explanation of all the ways to earn beads--from attending Star Talk to swimming in the frigid Wednesday morning waters of Lake McConnell (Polar Bear Swim.)

Buddy System - The buddy system is a fundamental safety practice at camp. Often, if a Scout is walking alone, they will be sent back to find their “buddy,” for there is safety in numbers. As senior patrol leader, it is your responsibility to make sure those in your care always have someone with them.

Camp Staff - Before your troop leaves camp, talk to either the camp director or the program director about being a part of the Camp Grizzly staff. If there are not any open positions, there are always CIT (counselor in training) positions, where you can extend your Scout camp experience, *for free*.



Notes Page

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2020 Camp Grizzly Activity Schedule

(Subject to Change; Any changes will be identified and rectified at Camp.)

Back in 2020

New in 2020

Eagle Required

Eagle Required

Eagle Required

New in 2020

New in 2020

New in 2020

<https://nvaonline.com/campgrizzly>

Link to Program Guide/Merit Badge Catalogue

Merit Badge / Activity	Notes on Class	9:00	10:00	11:00	2:00	3:00	4:00
Waterfront							
Canoeing	Great for 1st year Scouts	Session 1	Session 2				
Lifesaving	Must be strong swimmers		Session 2&3 - 2 Hours				
Kayaking		Session 1	Session 2	Session 3	Session 4		
Swimming	Great for 1st year Scouts		Session 2	Session 3	Session 4		
Laird Lunch	Troop Activity!	Hike to Laird Park for Lunch - Signups limited, SPL see Program Director					
Scoutcraft							
Camping	Pre-Req: 4b,5e,7ab,8cd,9abc	Session 1			Session 4		
Scouting Heritage		Session 1	Session 2				
Orienteering		Session 1	Session 2				
Pioneering				Session 3	Session 4		
Search and Rescue						Session 5	Session 6
Geocaching	Open Program Time					Session 5	
Wilderness Survival	Two Hour Class Block					Session 5 - Two Hours	
Signs, Signals and Codes				Session 3	Session 4		
Little Sand Mountain Off Grid Survival Project 2	60** Pre Rec: Wilderness Survival, Pioneering, & First Aid merit badges	Participants each receive their own branded hatchet, knife kit, leather sheath kit, and fire-starting kit. Recommended for more mature Scouts.					Class Daily & Overnight Wed & Thurs in shelters they have built
Scout Quest							
Trail to First Class	Scouts can sign up or may just walk in.	Camp Grizzly's Program features an area set up so Scouts can work on different rank requirements while at camp. Our area is open from 11 on, & will accept walk ins. Scout Master help is greatly appreciated.					
Citizenship in the World		Session 1	Session 2				
E-Prep Merit Badge	Pre-Req: 1,2c,8b,9, @ Med shack, situation dependent		Session 2	Session 3		Session 5	
First Aid Merit Badge	2nd year recommended, at Med shack	Session 1			Session 4		
Tradecraft							
Plumbing	\$ 10.00	Session 1	Session 2	Session 3			
Welding	\$60**				Session 4	Session 5	
Metal Working	\$ 25.00	Session 1	Session 2	Session			
Wood Working					Session 4	Session 5	
Foundry - Non Merit Badge	\$ 30.00						
Auto Maintenance	\$ 15.00	Session 1-2.5	Session 2.5-Lunch				
Handicraft							
Chess				Session 3	Session 4		
Leatherwork (Mon-Tue) & Wood Carving (Wed-Thu)	20** Combined Class. Fee Covers Both Kits		Session 2			Session 5	
Painting		Session 1	Session 2				
Railroading	Field Trip on Wednesday			Session 3	Session 4		
Indian Lore	\$10** Cost covers required kit	Session 1				Session 5	
Science Center							
Environmental Science	Time intensive @ Camp	Session 1	Session 2				
Forestry	Field Trip Thursday @ 1:00				Session 4		
Animal Science	Work with real animals!			Session 3		Session 5	
Radio		Session 1	Session 2				
Electricity				Session 3	Session 4		
Space Exploration	\$10** Rocket Kit Required	Session 1	Session 2				
Animation				Session 3		Session 5	
Mining in Society	Learn to gold pan!				Session 4	Session 5	
Shooting Sports							
Archery*	\$8** Cost is only for Arrow Kit	Session 1 - 2.5	Session 2.5 - 3	Session 4 - 5.5			Open shoot
Rifle*	\$25** Great for 1st year Scouts	Session 1 - 2.5	Session 2.5 - 3	Session 4 - 5.5			Open shoot
NRA Marksmanship	\$40 Must have earned Rifle MB						Session 6
Shotgun*	\$25** Recommended 14 & Up	Session 1 - 2.5	Session 2.5 - 3	Session 4 - 5.5			Open Shoot
Sporting Arrows	Weather Dependant					Times TBD - Talk to Range Director	

*Scheduling Notes: Shooting sports classes may be longer, to account for shooting practice/qualification. Preference always goes to Scouts working on activities/badges,


Merit Badge / Activity			Notes on Class	9:00	10:00	11:00	2:00	3:00	4:00
Misc Activities	ATV Safety	\$85	Ages 14+, Waiver required - Note unique schedule times	9:00 - 12:00			1:00 - 4:00		
	Sporting Arrows		Schedule with Archery director						Monday
	Patch Trading		Thursday After Dinner	Scouts & Leaders are welcome to display/trade their collections. Out-of-council patches are popular!					
	OA Service Project		Everyone Welcome						Wednesday
Adult Activities	Super Shooter	\$25	Prize to Winner				Recommend to finish early in week		
	Adult Welding	\$60	During regular class time				Combined with Scouts		
	Adult Blacksmithing	\$25	During free time, space provided				Adult Only, depending on scheduling		
	Scout Leader Specifics		Located in Bottom of Lodge	1:00 Thursday - Registration contingent					
	Intro to Outdoor Leader Skills		10:00 AM, Main Office	Tuesday, 10:00 AM					
	Super Swimmer		Only 1 day; Waterfront				Adult Leaders - See Waterfront		
	Paddle Craft Safety		Only 1 day; Waterfront				Adult Leaders - See Waterfront		
Swim and Water Rescue		Located at Waterfront				Adult Leaders - See Waterfront			

**All merit badge fees, including kits and ammunition, are covered when paying for registration online, before coming to camp. This includes non-merit badge activities, such as ATV Safety, and Little Sand Mountain Off-Grid Experience. In the case of "kit" merit badges, such as Wood Carving, Leather Working and Indian Lore, participants will be issued a coupon at camp, corresponding to a kit appropriate for merit badge completion. If a more-advanced kit is desired, the coupon will count as a credit towards the cost of a more-advanced kit.

All Merit Badge Scheduling is done online through 247 Scouting @ nvaonline.com/campgrizzly

Camp Grizzly Sunday Start Week

(Subject to Change, Changes will be Shared at Camp)

	Sunday*	Monday	Tuesday	Wednesday**	Thursday	Friday	Saturday
6:30 AM	Please do not arrive before 1:00. (Contact camp director for exceptions.)				Polar Bear Swim - At Waterfront		Check Out (No flag ceremony this morning. Breakfast is a grab and go meal of bagels, yogurt and oatmeal available, any time after 7:00)
7:00 AM		Reveille - Up and At Em! (If you have a participant who would like to play, please let us know, ASAP! FREE ICE CREAM)					
7:30 AM				Waiters/Kitchen Patrol @ Dining Hall			
7:35 AM		7:35 Sharp: Morning Flag Ceremony - Any units that arrive late, please wait on the road, until banners are in place					
7:45 AM				Breakfast			
9:00 AM	Please do not arrive before 1:00. (Contact camp director for exceptions.)		Session 1 Classes			Homework Due / Final Class Check In	Departure...
10:00 AM			Session 2 Classes			Homework Due / Final Class Check In	
10:15 AM		Scout Master Meeting in Segota Lounge, at Lodge	Scout Master Meeting in Segota Lounge, at Lodge			Scout Master Meeting in Segota Lounge at Lodge	
11:00 AM			Session 3 Classes			Homework Due / Final Class Check In	
12:15 PM		Fire Drill - Assemble at Parade Grounds					
12:30 PM		Lunch - (Laird Lunch please meet at Parade Grounds 12:00 for departure - Sign up with Program Director, ASAP)					 <p>***Wednesday is OA Day. If you are a member of the OA please wear your OA Sash. The OA Service Project is at 4:00. Meet at the Quartermaster's Shack, which is west of the Parade Grounds</p>
1:00 PM	Campsite Check In, Tour Health Check, Swim Check	SPL Mtg (1:15pm, During Lunch) - Es Kiaeigu Shelter	SPL Mtg (1:15pm, During Lunch) - Es Kiaeigu Shelter			SPL Mtg (1:15pm, During Lunch) - Es Kiaeigu Shelter	
2:00 PM			Session 4 Classes			Camp Wide Games - Meet at locations designated during SPL Meeting	
3:00 PM			Session 5 Classes				
4:00 PM			Open Program / Class Help				
4:30 PM	Scoutmaster & SPL Meeting at Es Kiaeigu Shelter					Scout Master Challenge at Waterfront	
5:00 PM							
5:45 PM		5:50 Sharp: Waiters/Kitchen Patrol @ Dining Hall					
5:50 PM		Evening Flags - If arriving late, please wait on road, until banners are in place					
6:00 PM		Dinner					
7:00 PM	Merit Badge Midway at Es Kiaeigu Shelter	Scouts Own Service - Meet at Chapel				Blue Card & Patch Pick Up - Segota Lounge	
7:30/8:00	Toten and Firem'n Chip/Chit at Scout Craft	Opening Campfire - Meet at Parade Grounds at 7:45	Honor Trail - Meet at Parade Grounds at 7:45			Closing Campfire - Meet at Parade Grounds at 7:45	
10:00 PM	Taps (free ice cream for musicians) and Quiet Time - (Scout Masters please accompany any youth outside of camp, adhering to Youth Protection Guidelines)						
Evening			Star Talk, 10:00 at Parade Grounds (Weather permitting - Reverence is expected)	Off-Grid: Overnighter - Night 1 - Meet at Scoutcraft at 8:00	Wilderness Survival Overnighter, Off-Grid: Overnighter Night 2 (8:00, at Scoutcraft)		

*Lunch is not provided on Sunday. Please eat before arriving. Any units choosing to arrive before Sunday are also responsible for their own meals.

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Camp Grizzly Honor Unit 2020

To earn the 2020 Honor Unit Award all troops must earn 100 total points. Each unit must earn all the points in Section A, and at least 70 Points in Section B.

Scoutmasters are required to initial all of the points in the SM column. and record the total points in the PTS (points) column. This is on the Scout's Honor System.

Section A. Complete These Requirements (30 Points)

SM PTS

_____ Pass Campsite Inspections Monday, Wednesday and Friday (10 points)

_____ Complete a Service Project at Camp (10 points)

_____ Participate in the four Scoutmaster and SPL Meetings (10 points)

Section B. Score at least 70 Points in the following requirements

SM PTS

_____ Have all Scouts send a letter or postcard home during the week (10 points)

_____ Participate in a Camp Flag Ceremony (10 points)

_____ Attend the Opening Campfire and Participate in the Closing Campfire (10 points)

_____ Attend the Honor Trail (10 points)

_____ Participate in the Scoutmaster Waterfront activity on Friday (10 points)

_____ Have Members Participate in the Order of the Arrow Service Project (5 points)

_____ Have all Scoutmasters and Assistant Scoutmasters trained by the end of the week (5 points)

_____ Attend Laird Lunch (5 points)

_____ Have a Patrol or Troop Flag and Keep it present at opening and closing flags (10 points)

_____ Have at least one Scout Finish a Scoutmaster Conference for any rank (10 points)

_____ All Scouts have earned the Totin' Chit and Firem' Chit by end of week (at least one scout must have earned one while at camp) (5 points)

_____ Troop attends Scout's Own Service or has their own worship service (10 points)

_____ At least 50% troop participation in the polar bear swim (10 points)

_____ Total Points (Need 100)

Senior Patrol Leader, turn into Head Commissioner by Friday afternoon, before dinner