

Camp Grizzly Program Guide 2020



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Camp Grizzly, "Pride of the Palouse," is home to the finest Camp Staff you'll ever find! Since 1938, this camp has been the home to summer adventure for countless Scouts and leaders. Excitement is continuing, as we expand new programs



and look to the future. Camp Grizzly is built upon a proud tradition of coalition between unit service and staff "Can Do!" attitude. We are thrilled to meet you, and make this summer the best for your unit!

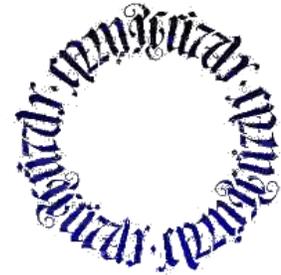
Camp Grizzly is a 440-acre camp located along the Palouse River, twelve miles east of Potlatch, Idaho (next to Laird State Park). Camp Grizzly appeals to Boy Scouts young and old, with its wide variety of programs. Since becoming a council summer camp, Grizzly has evolved from a small unimproved camp to a proper Scout camp steeped in tradition and spirit.

Important Contact Information:

John Smith (Camp Director) and
Tami Hurst (Program Director)
campgizzlydirector@gmail.com

Megan West – Camp Registrations
(509)242-8241
megan.west@scouting.org

Andrew Bell – Council Program
Director (406) 317-3827
Andrew.bell@scouting.org



John Smith is the Camp Director of Camp Grizzly. With over 15 years of experience, both as a youth and adult, he brings many skills to camp--this is his sixth year at camp.. He attained Eagle Scout as a youth, and currently serves as a Middle School Teacher. He is an avid geocacher, and author of four novels.

Parent Information Page

(See more on Page 3)

Camp Information



The Camp Grizzly office phone number is (208) 875-1385. Please be prepared with the name of the Scout or adult you need to reach, and the Unit they belong to. It can sometimes take us several minutes to locate someone on camp, due to how spread out we are. After normal business hours, or in the event of an extreme emergency, contact the Idaho State police at 208-772-8585.

Mail Service at Camp

Your Scouts will love receiving mail at camp. To ensure that boys receive packages while at camp, you will want to waive any requirements for a signature upon delivery. To insure mail reaches your child in a timely manner, please send all mail at least one week in advance. (Any packages that remain unclaimed will be returned to sender.) The mailing address for Camp Grizzly is: 1101 Palouse River Road, Harvard, ID, 83834.



Cell Phones

While coverage is improving at camp, there is limited coverage at camp main. If Scouts need to call home, they are allowed to come with their Scoutmaster to use the camp phone. The WiFi password is not released for any reason.



Scholarships and Registration



The Inland Northwest Council has a limited number of Scholarships available for in Council Scouts

Only. Please visit nwscouts.org for more information.

Units are welcome to register for any of the Inland Northwest Council Camps for 2021, while in attendance at Camp Grizzly. Early registrations can receive a special gift!

Grizzly offers an extensive Scout program, with over thirty merit badges, and many non-merit badge activities. Whether you're an older Scout looking to participate in Little Sand Mountain Off-Grid Survival Project, or one of our Eagle required merit badges, or a new Scout working on a new rank in our Trail to First Class/Scout Quest area, Camp Grizzly has an activity for you!

To allow Scouts to learn new things and have an opportunity to experience a wider variety of adventures throughout their time as a Scout, we are always varying what we offer at camp. This year we are offering/expanding several new activities and badges:

- Metal Working
- Welding
- Automotive Maintenance
- Plumbing
- Little Sand Mountain Off-Grid Survival Project
- Geocaching

Camp Grizzly Trading Post

(Pictured products are from 2019)

Camp Grizzly's Trading Post is well-stocked with camp supplies, merit badge kits, souvenirs, refreshments, and more. On average, while at camp, a Scout will spend \$50-\$60 in the Trading Post. This amount may increase, depending on their personal needs, and whether their interests require special purchases, such as shooting sports tickets, extra kits, etc. and more.



New for 2020 - while most merit badge and activity fees are included in the registration costs/paid before coming to camp, visitors are more than welcome to purchase additional kits/souvenirs.

Water Bottles! A fine selection of water bottles are offered at camp, from glow-in-the dark Nalgene to insulated aluminum (and so much more.) Since this is not only the warm part of the year, and most participants are more active than normal, a water bottle or similar hydration method is required. (These can be brought from home.)

Be sure to pre-order your 2020 Camp Grizzly T-Shirt! If you order as a troop and before May 1, your troop can have their unit number on the sleeve. Shirts and other items can be ordered through your 247 Scouting Registration Page. These will be delivered at the day of check-in.

Of course, there will be shirts, hoodies, and more available at the Trading Post! Supplies are limited.



Trail to First Class/Scout Quest

Are your Scouts looking to work on rank advancement while at camp? Bring them down to Trail to First Class/Scout Quest. Though staff, acting on behalf of Scoutmasters, can sign off requirements in Scout Books, having adult volunteers present not only makes light work with many hands, but also allow for a better adult-to-youth ratio.

Scouts can pre-register for one of the Trail to First Class slots in advance, when they sign up for other merit badges, or show up during free time. The daily Scout Quest attendance role will show Scout Masters which requirements were covered in class.



Staff will work on popular vote, for what skills are needed by most of the Scouts in the area. Volunteering allows us to teach multiple skills at one time.



Bicycles at Camp Grizzly?

Scouts are more than welcome to bring their own bike to camp! At this time,

Requirements for bringing your own bike:

- Bicycle in good repair (No supplies are not carried in the Trading Post)
- Helmet required, with a bicycle lock/chain for security (Camp Grizzly cannot be held responsible for theft/damage to personal gear.)



Opening and Closing Campfires

BE PREPARED! Camp Grizzly has several all-camp campfires throughout your week at camp. Monday's opening campfire will be performed by the Camp staff to welcome you. Tuesday is Honor Trail. Friday Closing Campfire is for the Scouts to show off some Scouting Spirit! Come prepared with an *original* skit! Every unit should perform a song or a skit on Friday.

Honor Trail



Honor Trail is one of the most time-honored traditions at Camp Grizzly. This takes place on Tuesday night, and is an opportunity for Scouts to enjoy personal reflection time, as well as participate in a proper flag retirement ceremony.

Troops are led by Grizzly Staff and members of the OA, on a short hike. At certain points on the Honor Trail, Scouts will honor certain aspects of Scouting, and the history of this fine country. Honor Trail is different every year. The event concludes with an opportunity for individuals to reflect on what it means, “To do my duty to God and my country.”

During the Honor Trail, everyone is asked to be reverent and remain silent until the end of the flag retirement.

Girls in Scouts BSA

With the beginning of the 2019 camp summer season, Camp Grizzly continued a legacy of sharing with everyone, all that Camp Grizzly has to offer. Featured in the September issue of Ruralite Magazine, at this link, we were proud to see an increased number of participants, boy and girl, make Camp Grizzly a part of their summer camp adventure.



Camp Grizzly does not segregate participants based on unit gender, though it does institute rules that prevent camp-to-camp visiting of the opposite gender, and strictly adheres to Youth Protection Training rules and guidelines. Similarly, programming is not altered, nor is anyone treated different than any other participant.

Read the fantastic Ruralite article here: [Girls Allowed at Camp Grizzly](#)

Order of the Arrow



SCOUTING’S NATIONAL HONOR SOCIETY For more than 90 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. OA service, activities, adventures, and training for youth and adults are models of quality leadership development and programming that enrich and help to extend Scouting to America’s youth.

Each Wednesday at Camp Grizzly is Order of the Arrow Day. Any Scouts or Scouters involved with the OA are asked to wear their OA sash. Throughout the summer, there may be opportunities unique to adult and youth members of the Order of the Arrow.



FREE ICE CREAM

Any participant who can bugle and play reveille for flag ceremony, or taps at night, will be offered a free ice cream or Slushie. See Camp Director.

ATV Safety Program

The ATV (all-terrain vehicle) Safety Training Program is for Scouts who are 14 years of age, and older. Our program follows the ATV Safety Institute (ASI) program, and students will leave the program ASI certified. It is taught by our fully-accredited ATV Safety Instructors. The cost



is \$85/per participant, which includes the use of ATVs, all safety equipment, and fuel for the entire week. Each class session lasts three hours, and takes place Monday – Friday. These classes must be attended, to pass the course.

Rides take place on Camp Grizzly, Potlatch Corporation, and Forest Service Lands, which border Camp Grizzly. Scouts will also learn about the “Tread Lightly” program, and other conservation techniques. Any Scouts who wish to sign up for the ATV Safety Training Program may do so, when online merit badge signups are open.

SIGNED WAIVERS ARE REQUIRED FOR ALL PARTICIPANTS.
WAIVERS AND ADDITIONAL INFORMATION CAN BE FOUND BY
VISITING NWSCOUTS.ORG/CAMPGRIZZLY

Little Sand Mountain Off-Grid Experience

Different every year, an opportunity for older Scouts to ditch main camp, and to enhance survival skills, this program is meant to build upon experiences from previous merit badges and activities. Participants are required to have earned the Wilderness Survival and First Aid Merit Badges, and are encouraged to have earned the Orienteering and Pioneering Merit Badges. One could see Off-Grid as an extension of Wilderness Survival Merit Badge, infused with adventure.



Scouts will earn several items as part of their adventure: a fire-starting kit, official Camp Grizzly hatchet, knife kit (from which they will assemble their own knife), leather sheath kit, and more. These items are theirs to use, and take home upon completion of the project.

Participants in the Off-Grid Survival Project will spend the first part of the week preparing for their adventure, which will include building their shelter, and working on projects. The last half of the week will be staying the night in shelters. (They will have time to work on merit badges, in an “open-program” style.)

Totin' Chip and Firem'n Chit

On Monday night, Scouts are invited to our Totin' Chip workshop. This workshop is an opportunity for Scouts to earn the privilege of carrying and using a knife. Several merit badges do require proof of a Totin' Chip.

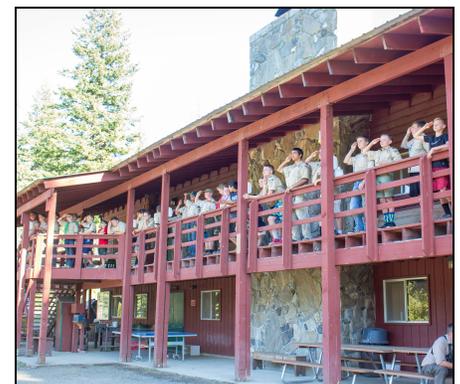
Following the Totin' Chip, the Firem'n Chit workshop is a great time for Scouts to earn their privilege to start a fire. Scouts will be required to start a fire using no more than 3 matches, or with flint and steel. A Totin' Chip is required to take this class.

Flag Ceremony



The Camp Director's goal is that staff will do the morning or evening flag ceremony on Sunday evening.

Scouts should do it every other time. Not only is participating in a flag ceremony a great way for Scouts to learn citizenship, it is a requirement in order to earn Honor Troop.



Expanded Trades Craft Program Area



In 2019, Camp Grizzly partnered with Fire Creek Forge to expand our forge and foundry, giving Scouts and leaders a unique taste of molding



metal into some amazing projects. We also continued our forge program and started the welding merit badge. In 2020, we will offer Plumbing and Automotive Maintenance merit badges. As a hands-on, rustic camp, Camp Grizzly takes pride in focusing on skills often overlooked in the mainstream. Trades Craft helps us fulfil our mission to give youth a taste of many opportunities afforded to them in the future.



Laird Park Lunch



At one point in Camp Grizzly's storied past, the waterfront used for aquatics activities were at neighboring Laird Park State Park. When Camp Grizzly's Lake McConnell was remodeled to be wider, and the totem pole island created from the scrapings, visits to Laird Park were changed to hikes down James E. Dewey Trail on Tuesdays, Wednesdays and Thursdays for a jump off the dam into the swimming area, and handcrafted picnic lunches. A guaranteed good time!

Senior Patrol Leaders should sign up with the Program Director as soon as they are on campus.

Geocaching in Harvard, Idaho and at Camp Grizzly

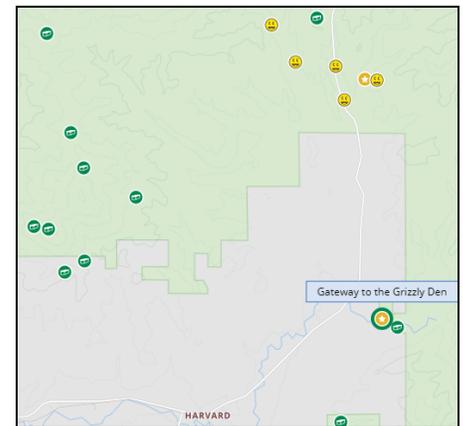
While Geocaching is not an officially offered merit badge at Camp Grizzly, it is offered



during free time in the Scoutcraft Area. Earning the merit badge at camp is perfectly possible. Camp Grizzly has a

geocache trail on premises, and a nationally published cache at its front gate, Gateway to the Grizzly Den, GC74VQZ. (Plus a few others that are VERY close.)

Less than two miles from Camp Grizzly is the Buried Fortress geocache, GCGRK5. This cache, the all-time favorite of the camp director, is on the 1943 crash site of a B-17 bomber.



Link to Caches near Camp Grizzly:
<https://tinyurl.com/y4b34726>

Merit Badge Catalogue

Note - Even though following links may lead to a worksheet designed to achieve a merit badge's requirements, these are not required, and may not be used at Camp Grizzly. Links are for information only--make sure you review accurate and up-to-date information before coming to camp. Any schedule changes will be announced and accommodated at camp.



Animal Science Cattle, horses, sheep, goats, hogs, poultry, and other domesticated animals are important to people Science Lodge for many reasons. They supply us with food and clothing, we use them for recreational purposes, they work for us

Class Times (Maximum number of participants per class: 20)

Session 3: 11:00

Session 5: 3:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_RegandRes/Animal_Science.pdf



Animation Merit Badge was new in 2015. This merit requires Scouts to use classic animation methods and techniques to create "moving" pictures, and how animation has helped our world to become a more beautiful and enjoyable place to live. As with many merit badges, they will investigate animation careers, and how this art can be used in the future.

Location: Science Center

Class Times: Session 3: 11:00 and Session 5: 3:00

Requirements: <http://usscouts.org/usscouts/mb/worksheets/Animation.pdf>



Archery Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow - but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.

Maximum number of participants per class: 16

Prerequisites: Archery has an additional cost of \$8 for the Arrow Kit which is included in the registration cost. Kits can be picked up in the Trading Post at camp.

Location: Archery Range, **Class Times:** Session 1 - 9:00-11:00, Session 4 - 2:00 - 4:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_RegandRes/Archery.pdf



ATV - ASI Safety Course The primary goal of the ATV - ASI Safety Course is to promote the safe and responsible use of ATVs, thereby reducing accidents and injuries that may result from improper ATV operation by the rider. Adults may join the class if any spots remain at the start of the class.

Additional Fee: \$80.00

Minimum Age: 14

Maximum number of participants per class: 8

Prerequisites: Parents must fill out the permission form prior to the start of camp for Scouts to participate in the ATV Program. Please bring forms to the merit badge midway during the start of camp.

ATV Information and Permission Slip/Waiver is at this Link: <https://tinyurl.com/y39f4vqn>

Location: ATV Track, **Class Times:** Sessions 1-3, : 9:00-12:00 and Sessions 4 - 6, 2:00 - 5:00



Automotive Maintenance - Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape. Location TBA.

Class Times: Session 1 9:00 - 11:00, Session 2: 2:00 - 4:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_RegandRes/Automotive_Maintenance.pdf



Camping Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

Maximum number of participants per class: 20

Location: Scout Craft, **Class Times:** Session 1: 9:00 and Session 4: 2:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_RegandRes/Automotive_Maintenance.pdf



Canoeing For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness. **Maximum number of participants per class: 20**

Prerequisites: Participants must successfully pass a BSA Swimmer Test to take class.

Location: Waterfront, **Class Times:** Session 1: 9:00 Session 2: 10:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_RegandRes/Canoeing.pdf



Chess Chess builds critical thinking, forward thinking, and proper sportsmanship in young people. **Maximum number of participants per class: 20**

Location: Handicraft, **Class Times:** Session 3: 11:00 and Session 4: 2:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_RegandRes/Chess.pdf



Citizenship in the World Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries. **Minimum number of participants per class: 20**

Prerequisites: Recommended for second year scouts. Materials covered may be tough for younger scouts to comprehend.

Location: Scout Quest, **Class Times:** Session 1: 9:00 and Session 2: 10:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_RegandRes/Citizenship_in_the_World.pdf



Electricity Electricity is a powerful and fascinating force of nature. As early as 600 B.C., observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years. **Maximum number of participants per class: 20**

Location: Science Lodge, **Class Times:** Session 3: 11:00, and Session 4: 2:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_RegandRes/Electricity.pdf



Emergency Preparedness Scouts are often called upon to help because they know first aid and they know about the discipline Scout Craft and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to

Class Times: be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

Prerequisites: The Emergency Preparedness Merit Badge cannot be completed at camp without the Scout completing the following requirements prior to the start of camp: 2c, 8b, 9a, 9b, 9c.

Location: Medical Shack, **Class Times:** Session 2: 9:00, Session 3: 2:00, and Session 5: 2:00

Maximum number of participants per class: 20

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_RegandRes/Emergency_Preparedness.pdf



Environmental Science While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world. **Maximum number of participants per class: 20** **Prerequisites:** Recommended for 2nd year scouts as this is a very time intensive merit badge and younger Scouts may have trouble focusing.

Location: Science Lodge **Class Times:** Session 1: 9:00 and Session 2: 10:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_RegandRes/Environmental_Science.pdf



First Aid First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life. **Maximum number of participants per class: 20**

Location: Scout Quest, **Class Times:** Session 1: 9:00 and Session 4, 2:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_RegandRes/First_Aid.pdf



Forestry In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests. **Maximum number of participants per class: 20**

Prerequisites: All students will have the opportunity to take an off camp field trip to a local Saw Mill.

Location: Science Center, **Class Times:** Session 4: 2:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_RegandRes/Forestry.pdf

Foundry - Pilot Program Learn the Fundamentals of melting metal to make fun and interesting projects. Students will learn basic safety while getting to make two projects which they can take home. Foundry is not a merit badge program. Camp Grizzly is offering the Foundry class as purely a pilot program to give the Scouts a New Experience. **Maximum number of participants per class:** 8,

Additional Cost: Foundry has an additional cost of \$30, which is included in the cost at registration.

Location: Gaskins Forge, **Class Times:** Session 1: 9:00, and Session 2: 10:00



Geocaching - The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.
- GPS units are provided at camp.

Prerequisites: Even though all requirements *can* be done at camp, requirement seven should be done at home, due to sketchy internet coverage at camp. (Creating an account at www.geocaching.com.)

Location: Scoutcraft, **Class Times:** Session 5: 3:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Geocaching.pdf



Indian Lore Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating people. Great for first year Scouts!

Maximum number of participants per class: 20

Additional Cost: Indian Lore has an additional cost of \$10, which will be included in the registration cost. If students desire to upgrade to a more expensive kit, they will be able to use the prepaid amount as credit.

Location: Handicraft **Class Times:** Session 1: 9:00, and Session 5: 2:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Indian_Lore.pdf



Kayaking A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

Maximum number of participants per class: 11, **Prerequisites:** Participants must be able to successfully pass a BSA Swimmers Test in order to participate in the Kayaking Merit Badge.

Location: Waterfront, **Class Times:** Sessions 1-4, 9:00, 10:00, 11:00 and 2:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Kayaking.pdf



Leatherwork and Wood Carving Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond. As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby

that can become a lifetime activity. Great for First Year Scouts! **Maximum number of participants per class:** 20,

Additional Cost: Both merit badges have additional costs for kits, which will be included in the registration cost. If students desire to upgrade to more expensive kits, they will be able to use the prepaid amount as credit. Cost for Leatherwork is \$16-\$20 depending on chosen kit. Cost for Wood Carving is \$8-\$25 depending on the kit. Kits can be purchased in the trading post.

Location: Handicraft, **Class Times:** Session 2: 10:00, Session 5: 3:00

Leatherwork Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Leatherwork.pdf

Wood Carving Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Wood_Carving.pdf



Lifesaving No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

Maximum number of participants per class: 20, **Prerequisites:** The lifesaving merit badge is recommended for second year scouts, and all participants **MUST** be a strong swimmer to take the class. There will be a long swim on the first day of class.

Location: Waterfront, **Class Times:** Combined Sessions 2 and 3, 9:00 - 10:00 (Note: 2 hour class)

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Lifesaving.pdf



Metalwork Scouts will begin their work on this merit badge by learning about the properties of metal, how to use Gaskins Forge simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

Class Times: Session 1: 9:00, Session 2: 10:00 and Session 3: 11:00.

Additional Fee: \$25.00, which will be included during registration.

Maximum number of participants per class: 8, **Prerequisites:** Metal Working requires the Scout to have enough strength to wield a hammer to strike the metal. Can be tough for small Scouts.

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Metalwork.pdf



Mining in Society Mining has been an important part of our nation since the 19th century. Today, the industry employs 3 million Americans, directly and indirectly, and is a major contributor to the global mining landscape. This merit badge covers the history of mining, explores the status of mining in the 21st century, introduces Scouts to modern mining careers, and explores the all-important topic of mining safety. **Maximum number of participants per class: 20, Prerequisites:** Scouts will get to learn how to mine for real gold in the raging Palouse River!

Location: Science Lodge, **Class Times:** Session 4: 2:00 and Session 5, 3:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Mining_in_Society.pdf



Orienteering Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions. **Maximum number of participants per class: 20**

Location: Scout Craft, **Class Times:** Session 1: 9:00, and Session 2: 10:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Orienteering.pdf



Painting Merit Badge is about considering surfaces and paint types, and which methods are most successful. They will also consider which colors are complementary, and work well together. At Camp Grizzly, participants will help in the process of updating the image of the camp, and participate in a Scouting legacy.

Location: Handicraft, **Class Times:** Session 1: 9:00 and Session 2: 10:00

Requirements: <http://usscouts.org/usscouts/mb/worksheets/Painting.pdf>



Pioneering Pioneering-the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars-is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies. Participants will be proud to display their handiwork to the rest of camp. **Maximum number of participants per class: 20**

Location: Scout Craft, **Class Times:** Session 3: 11:00 and Session 4: 2:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Pioneering.pdf



Plumbing - Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes. Working the badge at camp will give participants hands-on experience, and help leave a legacy to Camp Grizzly and its facilities.

Location: To be announced, **Class Times:** Sessions 1 - 3, 9:00, 10:00 and 11:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Plumbing.pdf



Radio Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can't reply) as well as two-way radio (where the same person can both receive and send messages). Scouts will be working on the Broadcasting option and will get to make their own podcast/radio show.

Maximum number of participants per class: 20

Location: Science Lodge, **Class Times:** Session 1: 9:00 and Session 2: 10:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Radio.pdf



Railroading By earning this badge, Scouts can learn about the history of railroading, its place in modern society, careers in railroading, and hobbies related to railroading. **Maximum number of participants per class: 20 Prerequisites:** Scouts will get to work on the Camp Grizzly model railroad!

Location: Handicraft **Class Times:** Session 3: 11:00 and Session 4: 2:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Railroading.pdf



Rifle Shooting (Option A - Modern Cartridge) Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices. **Maximum number of participants per class: 16**

Additional Fee: \$25.00, which is included in the registration cost of the merit badge.

Location: Rifle Range, **Class Times:** Sessions 1 - 9:00-11:00, Session 2. 2:00 - 4:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Rifle_Shooting.pdf



Scouting Heritage is a celebration of what Scouting is, and the lives it has changed since it was started by Baden Powell so long ago. Scouts will recreate and honor memorabilia and traditions of the history of the Scouting Tradition. Multiple people on staff are lifelong Scouts, and love to share their “why.”

Location: Scoutcraft, **Class Times:** Session1: 9:00 and Session 2:10:00

https://filestore.scouting.org/filestore/merit_badge_reqandres/scouting_heritage.pdf



Search and Rescue The process and safety methods of working around specialized teams such as aircraft, canine, and Scout Craft aquatic rescue teams. Identifying differences between search and rescue environments, such as coastal, wilderness, rural, and urban landscapes. Determining when Universal Transverse Mercator (UTM) and latitude and longitude (Lat/Lon) should be used.

Maximum number of participants per class: 20

Class Times: Session 5: 3:00, and Session 6: 4:00

Requirements: https://filestore.scouting.org/filestore/merit_badge_reqandres/search_and_rescue.pdf



Shotgun Shooting A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning. **Maximum number of participants per class:** 8

Additional Fee: \$25.00, which is included in the registration cost for the merit badge.

Prerequisites: Not recommended for younger Scouts as they may have trouble holding up the shotgun for long periods of time. Rifle or Archery would be a better option for these Scouts.

Location: Shotgun Range, **Class Times:** Sessions 1, 9:00-11:00, Sessions 2: 2:00 - 4:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Shotgun_Shooting.pdf



Signs, Signals, and Codes American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives?

Maximum number of participants per class: 20

Location: Scout Craft, **Class Times:** Session 3: 11:00 and Session 4: 2:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/SignsSignals_and_Codes.pdf



Space Exploration Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there. **Maximum number of participants per class:** 20

Prerequisites: Space Exploration has an Additional cost of \$10 for a rocket kit, which is included during merit badge registration.

Location: Science Center, **Class Times:** Session 1: 9:00 and Session 2: 10:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Space_Exploration.pdf



Swimming Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills. **Maximum number of participants per class:** 20, **Prerequisites:** In order to pass the Swimming Merit badge, swimmers must be able to successfully pass the BSA Swimmer Test. Any Scouts who are unable to successfully pass the BSA Swimmer Test will work towards passing their test prior to starting work on other requirements.

Location: Waterfront, **Class Times:** Session 2: 10:00, Session 3: 11:00 and Session 4: 2:00

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Swimming.pdf



Scout Quest (Previously known as Trail to 1st Class) Scout rank, Tenderfoot rank, Second Class rank, First Class rank advancement will be covered in the classes. Participants will show up and work on any skills they choose according to what they need signed off. Scout Masters may work with their youth in the area as well on any skills using the available supplies. **Prerequisites:** Please note that camp staff, acting on behalf of the Scout's Scoutmaster, may sign off requirements in the Scout Book.

Location: Scout Quest, **Class Times:** Will be established by group consent on day 1. Otherwise, the system is designed as drop-in and work, unless other Scout Quest classes are in session.



Welding Merit Badge allows Scouts to participate in an activity that teaches them the process of joining materials by using high heat to melt the parts together, and allowing them to cool causing fusion. Welding is distinct from lower temperature metal-joining techniques such as brazing and soldering, which do not melt the base metal. Added to Camp Grizzly last year, Scouts get in on a pioneering effort!

Additional Cost - Welding requires an additional cost, which is included during the registration process.

Class times: Session 4: 2:00, and Session 5: 3:00.

Requirements: <http://usscouts.org/mb/worksheets/Welding.pdf>



Wilderness Survival In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again. **Maximum number of participants per class:** 30, **Prerequisites:** Recommended for 2nd year Scouts as younger Scouts may have trouble with sleeping in their shelter portion.

Location: Scout Craft, **Class Times:** Session 5: 3:00 - 5:00 (to accommodate shelter building)

Requirements: https://filestore.scouting.org/filestore/Merit_Badge_ReqandRes/Wilderness_Survival.pdf

Wood Carving - See Leather Work

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 | | | | Writers/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 | | | Session 1 Classes | | | Homework Due / Final Class Check In | |
| 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) | | | | | |
| 1:00 PM | | 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 | Campsite Check In, Tour Health Check, Swim Check | | 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 | | | |  <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> | |
| 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 Chp/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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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

| 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 | | Open Swim, Mile Swim |
| | Swimming | Great for 1st year Scouts | | Session 2 | Session 3 | Session 4 | | |
| | Laird Lunch | Troop Activity! | Hike to Laird Park for Lunch - Signups limited, SP | | | | | |
| Scoutcraft | Camping | Pre-Req: 4b,5e,7ab,8cd,9abc | Session 1 | | | Session 4 | | |
| | Scouting Heritage | | Session 1 | Session 2 | | | | Open Program Time |
| | Pioneering | | 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 | | |
| 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 | | | | |
| Scout Quest | 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 | | |
| | Plumbing | \$ 10.00 | Session 1 | Session 2 | Session 3 | | | |
| Tradecraft | Welding | \$60** | | | | Session 4 | Session 5 | |
| | Metal Working | \$ 25.00 | Session 1 | Session 2 | Session 3 | | | |
| | Wood Working | | | | | Session 4 | Session 5 | |
| | Foundry - Non Merit Badge | \$ 30.00 | | | | | | |
| Handicraft | Auto Maintenance | \$ 15.00 | Session 1 - 2 | | Session 4 - 5 | | | |
| | Chess | | | | Session 3 | Session 4 | | |
| Handicraft | Leatherwork (Mon-Tue) & Wood Carving (Wed-Thu) | 20** | Combined Class. Fee Covers Both Kits | | | | Session 5 | Open Program Time |
| | Painting | | Session 1 | Session 2 | | | | |
| | Railroading | Field Trip on Wednesday | | | Session 3 | Session 4 | | |
| Science Center | Indian Lore | \$10** | | | | | Session 5 | |
| | Environmental Science | | 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 | | | | Open Program Time |
| | Electricity | | | | Session 3 | Session 4 | | |
| | Space Exploration | \$10** | Session 1 | Session 2 | | | | |
| | Animation | | | | Session 3 | | Session 5 | |
| Shooting Sports | Mining In Society | Learn to gold pan! | | | | Session 4 | Session 5 | |
| | Archery* | \$8** | Session 1 - 2 | | Session 4 - 5 | | | Open Shoot |
| | Rifle* | \$25** | Session 1 - 2 | | Session 4 - 5 | | | |
| | NRA Marksmanship | \$40 | | | | | | Session 6 |
| | Shotgun* | \$25** | Session 1 - 2 | | Session 4 - 5 | | | Open Shoot |
| Sporting Arrows | | | | | | | Weather Dependant | |
| *Scheduling Notes: Shooting sports classes may be longer, to account for shooting practice/qualification. Preference always goes to Scouts working on activities/badges. | | | | | | | | |

<https://innova.com/v67/edit>
 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 | |
|------------------------|--------------------------------|---|--|--------------|-------|-------------------------------------|-------------|------|--|
| 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! | | | | | | |
| Adult Activities | OA Service Project | Everyone Welcome | | | | | Wednesday | | |
| | 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 Safely | 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 @ nwscouts.org/campgrizzly

