

Activities for New Scout Campout

All Scouts planning on participating in this fun and exciting campout that will provide an amazing opportunity for advancement should read the appropriate pages in the Scout handbook for the following requirements prior to departure for the campout:

Tenderfoot Requirements: 1, 2, 3, 4b, 5, 6, 9, 10a, 11

Second Class Requirements: 1a, 1b, 2b, 2c, 2d, 2e, 2f, 2g, 3, 4, 5, 6b

First Class Requirements: 1, 4a, 4b, 4c, 4d, 4e, 6, 7a, 7b, 7c

Those scouts that have finished most of their Tenderfoot, Second Class, and First Class requirements should be prepared to work on any unfinished requirements by looking over their individual history sheets and reading the appropriate pages in the Scout handbook. Adult leaders will be available to check these Scouts off.

What to bring to a Spring Tent Campout

Be prepared for cold and wetness. Spring can be unpredictable. The easiest way to stay warm is to dress in layers and stay dry. Dressing in layers allows the scout to regulate heat by taking off and putting on various layers. Wetness, including sweating will lead to a cooling down of the body. This is desirable in the heat, but more troublesome in the cooler temperatures. Scouts are responsible for their own gear. (***) indicates needed for advancement activities)

Food

_____ Patrol Food (will be provided from menu plan)

Wear layers

- _____ Jeans and shirt (tee shirt and sweat shirt)
- _____ Socks - wool best, acrylics next best, cotton least preferred.
- _____ Jacket or coat
- _____ Hat
- _____ Gloves (if not cold have these in pack)
- _____ Poncho or raincoat (if not raining - pack it on top of gear in backpack or duffel bag).
- _____ Hiking boots. This is a must.
- _____ Watch (optional, but recommended)

Sleeping bag in water resistant bag

_____ Extra blanket for cool temp (optional)

Backpack or duffel bag for camping gear

- _____ Sleeping clothes (some boys find sleeping in a hooded sweatshirt adds warmth).
- _____ Change of shoes
- _____ 2 long sleeved shirts
- _____ Sweater or sweatshirt

- _____ 2 pairs of pants
- _____ 2 spare T-shirts
- _____ 2 pairs of underwear
- _____ 3 extra pairs of socks - wool best, acrylics next best, cotton least preferred.

Toilet articles

- _____ Soap in plastic box or zip lock bag
- _____ Toothbrush, toothpaste, comb
- _____ Towel, washcloth in plastic bag
- _____ Small roll of toilet paper in zip lock bag

Miscellaneous

- _____ Eating kit consisting of "unbreakable/boilable" plate, bowl, mug, spoon, knife, fork.
- _____ Water bottle
- _____ Flashlight with extra batteries
- _____ Knife (the Scout will earn Totin' Chip rights)
- _____ Scout handbook ***
- _____ Paper, pencil or pen ***
- _____ Compass ***
- _____ Personal First Aid kit ***
- _____ Camera (optional)

All drugs (prescription and non-prescription) must be brought to the leaders' attention and permission must be granted the leader to allow the Scout to either

- (1) self-medicate (non-prescription drugs only) or
- (2) have the leader give the medicine. This must be in writing.

Cell phones may be kept in their pack or duffel. No other electronics of any kind.

Activities for New Scout Campout

Preplanning - Planning the menu	1 st Class: 4a Plan patrol Menu 4b Make grocery list
Discuss packing list	Tenderfoot: 1 Preparing to camp
Friday PM - Setting up campsite:	Tenderfoot: 2 Camp and pitch tent 2 nd Class: 2b Select campsite
Friday PM - Fireman's chit	2 nd Class: 2e Fire/stove safety
Friday PM - Lash and erect two flagpoles, raise, lower, and fold flags (American and troop):	
	Tenderfoot: 4b Hitch knots 6 Demo flag care
	2 nd Class: 3 Flag ceremony
Friday, Saturday and Sunday – Patrol and individual cooking:	
	Tenderfoot: 3 Prepare/cook meal
	2 nd Class: 2d Prepare cook fire 2f Light fire and stove 2g Cook over wood fire (individually for Friday night snack and Saturday lunch)
	1 st Class: 4c Cook utensils/gear 4d Safe food handling 4e Serve as patrol cook
Saturday AM - Physical fitness test for new scouts:	
	Tenderfoot: 10a Physical fitness test
Saturday AM - Lash camp gadgets	1 st Class: 7a Discuss lashings (need ropes and poles) 7b Demo lashings 7c Make camp gadget (i.e. drying rack)
Saturday PM - 5 mile hike	Tenderfoot: 5 Explain hiking rules 9 Explain buddy system 11 Identify poisonous plants
	2 nd Class: 1a Map and compass use (need map and compass) 1b Map and compass hike 4 Service project (pick up litter on hike) 5 Identify wild animals (need notebook and pencil)
	1 st Class: 1 Find way without compass 6 Identify native plants (need notebook and pencil)
Sunday AM - Toten chip	2 nd Class: 2c Use of knife, saw, and ax
Sunday AM - Tear down and police campsite	
Sunday AM - First Aid	2 nd Class: 6b Make a first aid kit (Scouts share personal first aid kits)

Activities for New Scout Campout

Taught by:

Preplanning - Planning the menu	1 st Class:	4a Plan patrol Menu	<u>Scoutmaster or Asst Scoutmaster</u>
		4b Make grocery list	<u>Scoutmaster or Asst Scoutmaster</u>
Discuss packing list	Tenderfoot:	1 Preparing to camp	<u>Scoutmaster or Asst Scoutmaster</u>
Friday PM - Setting up campsite:	Tenderfoot:	2 Camp and pitch tent	_____
	2 nd Class:	2b Select campsite	_____
Friday PM - Fireman's chit	2 nd Class:	2e Fire/stove safety	_____
Friday PM - Lash and erect two flagpoles, raise, lower, and fold flags (American and troop):	Tenderfoot:	4b Hitch knots	_____
		6 Demo flag care	_____
	2 nd Class:	3 Flag ceremony	_____

Friday, Saturday and Sunday – Patrol and individual cooking:	Tenderfoot:	3 Prepare/cook meal	_____
	2 nd Class:	2d Prepare cook fire	_____
		2f Light fire and stove	_____
		2g Cook over wood fire (Friday night snack and Saturday lunch)	_____
	1 st Class:	4c Cook utensils/gear	_____
		4d Safe food handling	_____
		4e Serve as patrol cook	_____
Saturday AM - Physical fitness test for new scouts:	Tenderfoot:	10a Physical fitness test	<u>Scoutmaster or Asst Scoutmaster</u>
Saturday AM - Lash camp gadgets	1 st Class:	7a Discuss lashings (need ropes and poles)	_____
		7b Demo lashings	_____
		7c Make camp gadget (i.e. drying rack)	_____
Saturday PM - 5 mile hike	Tenderfoot:	5 Explain hiking rules	_____
		9 Explain buddy system	_____
		11 Identify poisonous plants	_____
	2 nd Class:	1a Map and compass use (need map and compass)	_____
		1b Map and compass hike	_____
		4 Service project (pick up litter on hike)	<u>Scoutmaster</u>
		5 Identify wild animals**	<u>Scoutmaster or Asst Scoutmaster</u>
	1 st Class:	1 Find way without compass	_____
6 Identify native plants**		<u>Scoutmaster or Asst Scoutmaster</u>	
Sunday AM - Toten chip	2 nd Class:	2c Use of knife, saw, and ax	_____
Sunday AM - Tear down and police campsite			_____
Sunday AM - First Aid	2 nd Class:	6b Make a first aid kit (Scouts share and discuss personal first aid kits)	<u>Scoutmaster or Asst Scoutmaster</u>

** New Scouts need notebook and pencil for these requirements