



Over a Century of Scouting

2022 PROGRAM GUIDE

FOR SCOUTS AND ADULT PARTICIPANTS

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2022 Program & Schedule Changes

In 2020 Camp Easton celebrated 100 years of scouting on Lake Coeur d'Alene!

In both 2020 and 2021, Camp Easton worked very closely with the Panhandle Health District to create a system of screening, cleaning, and social distancing that allowed us to be one of very few camps in the country that continued to function during the pandemic.

In 2022, many restrictions in Idaho have been removed (such as removal of the mask mandate) however, we will still maintain the high standards of pre-screening, disinfection, and appropriate social distancing practices. While the state of Idaho is not requiring masks or vaccinations, they are strongly encouraged as an additional layer of protection for you and your scouts while in our care at camp.

Check out some of the main changes and updates you will see this year!



Camp Easton 1950's

2022 Updates & Changes

Traditional Class Model –

With easing restrictions the cohort model will not be used in 2022. Most classes will return to a traditional class schedule model.

Meals –

Breakfast and Dinner will be prepared in the kitchen and delivered hot to the sites by our very own “ATV-Prime” Service!

Lunches will be served out of the dining hall and eaten in the lower camp area picnic style.

Pre-Camp Swim Tests –

Allowing Swim Tests by certified lifeguards before camp begins has smoothed the check-in process considerably and will now be a permanent part of our processes.



Class & Activity Schedules

Traditional scheduled classes will return in 2022, and most class offerings will fall into this format. Handicraft and Shooting Sports classes will retain the self-paced model created during the pandemic.

Traditional Scheduled Classes:

These classes follow what is considered the more traditional camp model and include all classes offered in the swimming, boating, and scout skills areas. SCUBA and Zip-Line will also fall into this category. Youth build their own schedule by signing up for classes by class period in a similar format to high school or college classes.

Self-paced Handicrafts:

The self-paced system created during the pandemic worked exceptionally well with the handicraft badges. So much so that reviews from customers regularly suggested that we keep this method for those badges for years to come.

All badges will be offered all day in handicraft as permanent stations. Attendance will not be taken for these class times and staff will float from station to station and assist as needed, however most of the learning will be done at the scouts own pace using the self-study guides developed in recent years.

Self-paced Shooting Sports:

During the pandemic, we created a hybrid self-paced model for teaching shooting sports merit badges, in this model, each scout signed up for shooting sports merit badges will have scheduled daily practical time at the range. The focus of this time is the practical application of the skills they are learning instead of lecturing and studying bookwork.

This method was developed and used in both 2020 and 2021, and makes much more efficient use of our facility, equipment, and staffing. Using it we were able to more than double the amount of youth who were able to complete the shooting sports badges from previous years.

PRO TIP!

Don't Necessarily "Fill" your Schedule

There are 5 scheduled periods for classes each day, but you don't need to use them all!

Smart use of an empty period can create opportunities for use of open areas like Handicraft and even lead to more badges in camp.

While merit badges are important, they are not the only benefit of summer camp and the scouting program.

Leaving an open or empty period in your schedule can also have other benefits:

- Ensure extra time for completion of difficult classes
- Reduce stress of difficult classes or travel between classes in summer heat
- Enjoy personal activities like fishing or reading a book in the shade
- Give unstructured time to spend with friends and family in the outdoors



What are “Self-Paced” Classes?

While developing the Cohort Model during the pandemic, it became necessary to find a way to provide much of the information a merit badge counselor would teach in a classroom setting without the counselor themselves being present.

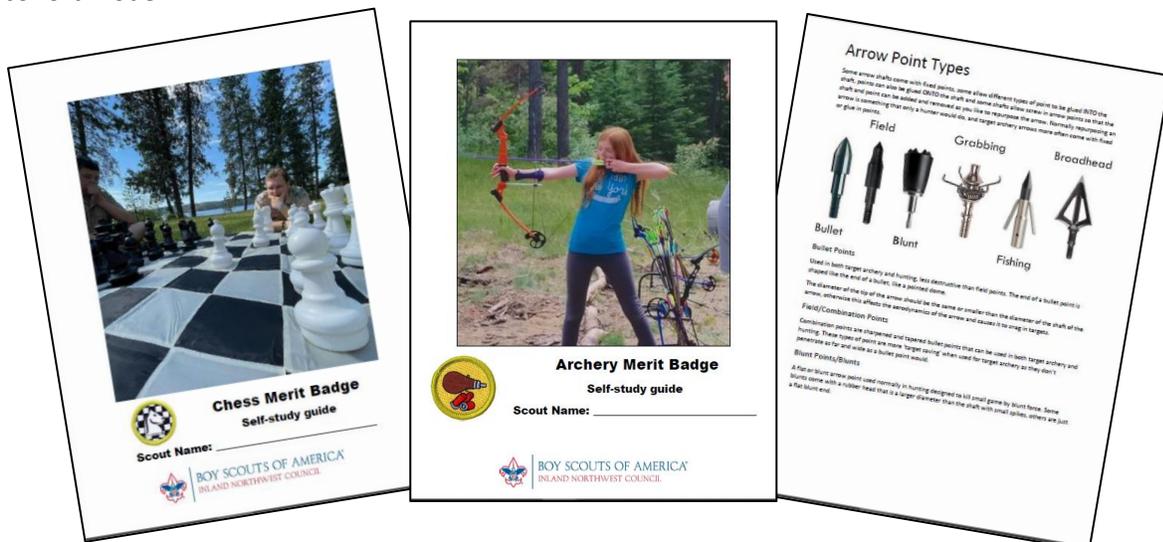
In coordination with the Inland Northwest Council Advancement, Camping, Shooting Sports, and Aquatics Committees, our team developed self-paced study guides for each badge we offered at our camps. These guides were designed by experienced counselors in each discipline to replace the lecture and bookwork portions of merit badges provided by counselors when used in conjunction with the merit badge books and other materials we provided. These minimized the interactions of staff with the participants during the pandemic by limiting required interactions to necessary hands-on instruction.

In some instances, such as handicraft and shooting sports, this was extremely effective, and the instructional method worked very well. It allowed maximum use of very limited resources and personnel during the pandemic, while still providing quality programming. In other instances, such as waterfront and scout skills, this method was not effective and caused confusion and frustration for both participants and staff.

After much discussion and reviews with those who attended our camps these last two years, we decided that it may be worth keeping this new system in shooting sports and in handicraft given two main points our customers told us:

1. There was much benefit in allowing more youth to be able to take these badges as these are two of the most popular areas in camp.
2. Unlike most of the other badges in camp, these badges benefit from the self-paced program in that a scout who excels at quickly learning the skill can finish quickly with minimal time from the instructor. While those who struggled to understand or apply a particular skill benefited from the fact that the instructors didn't need to divide their time equally between the scouts, and many scouts were able to get **more** one-on-one attention when doing hands-on training than they would have in previous years, increasing the completion rates of the badges.

We are unsure how this system will integrate into the more traditional system of scheduled classroom style learning being provided elsewhere in camp. So please be both patient and honest with your feedback this year as we determine if this will continue to be a viable method of instruction without the cohort model.



Weekly Schedule

2022 Camp Easton Weekly Schedule								
Times	Sunday	Monday	Tuesday	Wednesday*	Thursday	Friday	Saturday	
6:15 AM								
6:30 AM				Polar Bear Swim		Polar Bear Swim		
6:45 AM			Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony
7:00 AM			Breakfast (Campsites)	Breakfast (Campsites)	Breakfast (Campsites)	Breakfast (Campsites)	Breakfast (Campsites)	Breakfast
7:15 AM								
7:30 AM								
7:45 AM								
8:00 AM								
8:15 AM		SPL/Leader Meeting	SPL/Leader Meeting	SPL/Leader Meeting	SPL/Leader Meeting	SPL/Leader Meeting		CHECK-OUT, QUESTIONS AND MERIT BADGE CONCERNS
8:30 AM		Block 1	Block 1	Block 1	Block 1	Program Make-up & Free Time		
8:45 AM								
9:00 AM	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time				
9:15 AM	Block 2	Block 2	Block 2	Block 2				
9:30 AM								
9:45 AM	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time				
10:00 AM	Block 3	Block 3	Block 3	Block 3				
10:15 AM								
10:30 AM	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time				
10:45 AM	Lunch (Dining Hall)	Lunch (Dining Hall)	Lunch (Dining Hall)	Lunch (Dining Hall)	Lunch (Dining Hall)			
11:00 AM								
11:15 AM								
11:30 AM								
11:45 AM								
12:00 PM	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time	Break/Travel Time			
12:15 PM	CHECK-IN & RESOLVE REGISTRATION, CAMP TOUR, MEDICAL CHECK, SWIM AND MERIT BADGE CHECKS	FREE/OPEN Program Time	FREE/OPEN Program Time	FREE/OPEN Program Time	FREE/OPEN Program Time	CAMPWIDE GAMES & CONTESTS	UNSTRUCTURED TIME (PROGRAM AREAS NOT AVAILABLE)	
12:30 PM								
12:45 PM								
1:00 PM								
1:15 PM								
1:30 PM								
1:45 PM								
2:00 PM								
2:15 PM								
2:30 PM								
2:45 PM	Block 4	Block 4	Block 4	Block 4				
3:00 PM	Block 5	Block 5	Block 5	Block 5				
3:15 PM	Block 5	Block 5	Block 5	Block 5				
3:30 PM	Block 5	Block 5	Block 5	Block 5				
3:45 PM	Block 5	Block 5	Block 5	Block 5				
4:00 PM	Block 5	Block 5	Block 5	Block 5				
4:15 PM	Block 5	Block 5	Block 5	Block 5				
4:30 PM	Block 5	Block 5	Block 5	Block 5				
4:45 PM	Block 5	Block 5	Block 5	Block 5				
5:00 PM	Block 5	Block 5	Block 5	Block 5				
5:15 PM	Block 5	Block 5	Block 5	Block 5				
5:30 PM	Block 5	Block 5	Block 5	Block 5				
5:45 PM	Block 5	Block 5	Block 5	Block 5				
6:00 PM	Dinner (Campsites)	Dinner (Campsites)	Dinner (Campsites)	Dinner (Campsites)	Flag Ceremony		Dinner (Campsites)	
6:15 PM					Scouts Dinner (Parade Field)	Leader & SPL Dinner (Dining Hall)		
6:30 PM	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Scouts Dinner (Parade Field)	Leader & SPL Dinner (Dining Hall)	Flag Ceremony	
6:45 PM								
7:00 PM	SPL & Leader Orientation	Campfire Program (Brought to you by the Easton Staff)	OA Fellowship & Service Project	Game Night	Scouts Dinner (Parade Field)	Leader & SPL Dinner (Dining Hall)	Campfire Program (Brought to you by Participants & SPL's)	
7:15 PM								
7:30 PM	Vespers	Campfire Program (Brought to you by the Easton Staff)	OA Fellowship & Service Project	Game Night	Scouts Dinner (Parade Field)	Leader & SPL Dinner (Dining Hall)	Campfire Program (Brought to you by Participants & SPL's)	
7:45 PM								
7:55 PM	Emergency Drill	Campfire Program (Brought to you by the Easton Staff)	OA Fellowship & Service Project	Game Night	Scouts Dinner (Parade Field)	Leader & SPL Dinner (Dining Hall)	Campfire Program (Brought to you by Participants & SPL's)	
8:00 PM								
8:15 PM	Vespers	Campfire Program (Brought to you by the Easton Staff)	OA Fellowship & Service Project	Game Night	Scouts Dinner (Parade Field)	Leader & SPL Dinner (Dining Hall)	Campfire Program (Brought to you by Participants & SPL's)	
8:30 PM								
8:45 PM	Vespers	Campfire Program (Brought to you by the Easton Staff)	OA Fellowship & Service Project	Game Night	Scouts Dinner (Parade Field)	Leader & SPL Dinner (Dining Hall)	Campfire Program (Brought to you by Participants & SPL's)	
8:55 PM								
9:00 PM	Vespers	Campfire Program (Brought to you by the Easton Staff)	OA Fellowship & Service Project	Game Night	Scouts Dinner (Parade Field)	Leader & SPL Dinner (Dining Hall)	Campfire Program (Brought to you by Participants & SPL's)	
9:15 PM								
9:30 PM	Vespers	Campfire Program (Brought to you by the Easton Staff)	OA Fellowship & Service Project	Game Night	Scouts Dinner (Parade Field)	Leader & SPL Dinner (Dining Hall)	Campfire Program (Brought to you by Participants & SPL's)	
9:45 PM								
10:00 PM	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT		

*Wednesday is OA Day, All Order of the Arrow Members are invited to wear their sashes on Wednesday and participate in the evening service project



Class Catalog

Image	Class Name	Cost	Description/Prerequisites	Location	Class Periods
	Archery	\$25	Fee includes Archery Maintenance Fee and Arrow Kit	Archery Range	1, 2, 3, 4, 5
	Art	Free	No Prerequisites	Handicraft	1, 2, 3, 4, 5
	Basketry	Up to \$20 in Trading Post	No Prerequisites Requires purchase of kit in trading post	Handicraft	1, 2, 3, 4, 5 2-Day Sessions M,T & W,TH
	BSA Lifeguard	Free	Must be Strong Swimmer Long course, requires guarding during free/open program time.	Swimming	4, 5+ Extends into Free Time for Practical Guard Practice
	Traditional Blacksmithing	\$5	Not a Merit Badge This program is new to Camp Easton this year, it is an introduction activity, make your own Flint & Steel set or Dutch Oven Lid Tool	Metalwork Area	Unscheduled Open Program First Come First Serve, 10-15 minutes per scout
	BSA Snorkeling	Free	Must pass BSA Swim Test before starting badge*	Swimming	1, 2, 3, 4, 5 2-Day Sessions M,T & W,TH
	Camping	Free	Please Complete Requirements 4a, 4b, 5e, 7a, 7b, 8c, 8d, 9a, 9b, 9c prior to camp in order to finish the Merit Badge at camp.	Scout Skills	1, 3
	Canoeing	Free	Must pass BSA Swim Test before starting badge*	Boating	2, 4
	Chess	Free	Great for First Year Scouts	Handicraft	1, 2, 3, 4, 5
	Environmental Science	Free	Time intensive outside of class, requires observation and book work	Scout Skills	2, 4
	Finger Printing	Free	Great for first year Scouts	Handicraft	1, 2, 3, 4, 5 2-Day Sessions M,T & W,TH
	First Aid	Free	Requires either bringing First Aid Kit to camp, or building/purchasing one from the trading post	Scout Skills	1, 3, 4, 5
	Forestry	Free	No Prerequisites	Scout Skills	5
	Introduction to Outdoor Leadership Skills	Free	ADULT ONLY CLASS Complete the second part of required Scoutmaster and Assistant Scoutmaster training while you visit us this summer!	Lodge	2, 4
	Kayaking	Free	Must pass BSA Swim Test before starting badge*	Boating	1, 2, 3, 4, 5
	Leatherwork	Up to \$20 in Trading Post	Requires kit purchase in trading post	Handicraft	1, 2, 3, 4, 5
	Lifesaving	Free	Must have Swimming Merit Badge and be a strong swimmer Must pass BSA Swim Test before starting badge*	Swimming	1, 4
	Mammal Study	Free	Not a Scheduled class, available during open program only. Great for first year Scouts	Handicraft	1, 3



Image	Class Name	Cost	Description/Prerequisites	Program Area	Class Sessions Offered
	Mile Swim	Free	Must pass BSA Swim Test before starting badge* Must have a partner to follow in a canoe or kayak during swim (can be adult or youth)	Swimming	1
	Motorboating	\$20	Must pass BSA Swim Test before starting badge*	Boating	1, 2, 3, 4, 5 2-Day Sessions M,T & W,TH
	NRA/Winchester Marksmanship – Rifle	\$70	Must have Rifle Shooting Merit Badge or be over 18 Learn and practice advanced target shooting skills in order to advance in the NRA/Winchester Marksmanship Program, cost includes up to 800 rounds of ammunition and all targets.	Rifle Range	1, 2, 3, 4, 5
	NRA/Winchester Marksmanship – Shotgun	\$150	Must have Shotgun Shooting Merit Badge or be over 18 Learn and practice advanced trap and skeet shooting skills in order to advance in the NRA/Winchester Marksmanship Program, cost includes up to 300 shells and clays.	Shotgun Range	1, 2, 3, 4, 5
	Orienteering	Free	No Prerequisites	Scout Skills	2, 4
	Paddle Craft Safety	Free	Must pass BSA Swim Test before starting badge*	Boating	1, 5
	Pioneering	Free	No Prerequisite. Materials for model will be provided in class, Scouts must purchase their own model materials if they wish to keep it.	Scout Skills	1, 3, 5
	Rifle Shooting	\$30	Great for First Year Scouts Cost includes Rifle Maintenance fee and up to 150 shots and targets.	Rifle Range	1, 2, 3, 4, 5
	Rowing	Free	Must pass BSA Swim Test before starting badge*	Boating	3
	Scuba Diving	\$450	Available for both Youth & Adults Must pass BSA Swim Test before starting badge* Course materials, equipment rental and Full PADI Certification included (\$900+ Value!) Great opportunity to learn from Professional Scuba Instructors	Swimming	1PM Sunday Afternoon + Sessions 1-3 Mon-Thurs (See “Scuba” on page 7)
	Sculpture	Free	No Prerequisites	Handicraft	1, 2, 3, 4, 5
	Shotgun Shooting	\$50	Great for all Scouts, cost includes Shotgun Maintenance Fee and 75 shots and clays. May be difficult for smaller scouts	Shooting Sports	1, 2, 3, 4, 5
	Signs, Signals and Codes	Free	No Prerequisites	Scout Skills	2, 5
	Small Boat Sailing	Free	Must pass BSA Swim Test before starting badge* Not recommended for smaller Scouts	Boating	1, 2, 3, 4, 5
	BSA Snorkeling	Free	Must pass BSA Swim Test before starting badge*	Swimming	1, 2, 3, 4, 5 2-Day Sessions M,T & W,TH
	Stand Up Paddle Boarding	Free	Adults & Youth Must pass BSA Swim Test before starting badge*	Boating	1, 2, 3, 4, 5 2-Day Sessions M,T & W,TH



Image	Class Name	Cost	Description/Prerequisites	Program Area	Class Sessions Offered
	Swimming	Free	Must pass BSA Swim Test before starting badge*	Swimming	1, 2, 3, 4, 5
 	The Great Adult Leader Training Course	Free	Adults Only This training will prepare you to be an amazing leader in your Troop! Become a Nap Safety Instructor! Plus, earn your S'more Cooking, Hot Beverage Drinking and Heart Attack Badges!	Lodge	2, 4
	Trail to First Class	Free	No Prerequisites Work on the outdoor skill requirements, such as knots and first aid, for the ranks leading up to First Class Rank	Scout Skills	1, 3, 5
	Watersports	\$40	Must pass BSA Swim Test before starting badge* Not recommended for younger scouts, requires good upper body strength	Boating	2, 3, 4, 5
	Wilderness Survival	Free	Recommended for Scouts who are 2 nd class or higher in rank. It is required to participate in a survival campout on Thursday Evening	Scout Skills	2, 4
	Woodcarving	Up to \$20 in Trading Post	Totin-Chip required, can be earned in camp	Handicraft	1, 2, 3, 4, 5
	Zipline Adventure Course	\$109	Experience Timberline Adventure's high-flying, 7-zipline course above the beautiful forest around Lake Coeur d'Alene.	Outside Provider	Schedule Varies from week to week, see schedule online

*All aquatics merit badges (see requirement #2 on each badge) and achievements specify that a scout must complete the BSA Swim Test before doing any other requirements. If a scout cannot complete either the "beginner" or "swimmer" swim test (See guide to safe scouting) by the end of the first day of classes their schedule may be adjusted, and they may be moved to other classes outside of aquatics



Class Schedule

Camp Easton Class Schedule 2022

Class	Length	Class 1	Class 2	Class 3	Class 4	Class 5	Cost
		8:30	9:45	11:00	2:00	3:15	
Archery	4-Day	A	B	C	D	E	Additional fee: \$25.00
Art	4-Day	A	B	C	D	E	
Basketry	2-Day	A1 (M, T) A2 (W, TH)	B1 (M, T) B2 (W, TH)	C1 (M, T) C2 (W, TH)	D1 (M, T) D2 (W, TH)	E1 (M, T) E2 (W, TH)	Requires Purchase in Trading Post
BSA Lifeguard	4-Day 2-Hour + Free Time				A	A	
BSA Snorkeling	2-Day	A1 (M, T) A2 (W, TH)	B1 (M, T) B2 (W, TH)	C1 (M, T) C2 (W, TH)	D1 (M, T) D2 (W, TH)	E1 (M, T) E2 (W, TH)	
BSA Stand Up Paddleboarding	2-Day	A1 (M, T) A2 (W, TH)	B1 (M, T) B2 (W, TH)	C1 (M, T) C2 (W, TH)	D1 (M, T) D2 (W, TH)	E1 (M, T) E2 (W, TH)	
Camping	4-Day	A		B			
Canoeing	4-Day		A		B		
Chess	4-Day	A	B	C	D	E	
Environmental Science	4-Day		A		B		
Fingerprinting	2-Day	A1 (M, T) A2 (W, TH)	B1 (M, T) B2 (W, TH)	C1 (M, T) C2 (W, TH)	D1 (M, T) D2 (W, TH)	E1 (M, T) E2 (W, TH)	
First Aid	4-Day	A		B	C	D	
Forestry	4-Day					A	
The Great Adult Training Course	4-Day		A		B		
Introduction to Outdoor Leader Skills	4-Day		A		B		
Kayaking	4-Day	A	B	C	D	E	
Leatherwork	4-Day	A	B	C	D	E	Requires Purchase in Trading Post
Lifesaving	4-Day	A			B		
Mammal Study	4-Day	A		B			
Mile Swim BSA	4-Day	A					
Motorboating	2-Day	A1 (M, T) A2 (W, TH)	B1 (M, T) B2 (W, TH)	C1 (M, T) C2 (W, TH)	D1 (M, T) D2 (W, TH)	E1 (M, T) E2 (W, TH)	Additional fee: \$20.00
NRA Marksmanship (Rifle)	4-Day	A	B	C	D	E	Additional fee: \$70.00
NRA Marksmanship (Shotgun)	4-Day	A	B	C	D	E	Additional fee: \$150.00
Orienteering	4-Day		A		B		
Paddle Craft Safety	4-Day	A				B	
Pioneering	4-Day	A		B		C	
Rifle Shooting	4-Day	A	B	C	D	E	Additional fee: \$15.00
Rowing	4-Day			A			
Scuba Diving	4-Day All Morning	A	A	A			Additional fee: \$450.00
Sculpture	4-Day	A	B	C	D	E	
Shotgun Shooting	4-Day	A	B	C	D	E	Additional fee: \$25.00
Signs, Signals, and Codes	4-Day		A			B	
Small-Boat Sailing	4-Day	A	B	C	D	E	
Swimming	4-Day	A	B	C	D	E	
Trail to First Class	4-Day	A		B		C	
Water Sports	4-Day		A	B	C	D	Additional fee: \$40.00
Wilderness Survival	4-Day		A		B		
Wood Carving	4-Day	A	B	C	D	E	Requires Purchase in Trading Post
Zipline Adventure Course	1-Day					A (T) B (TH)	Additional fee: \$109.00



Class Locations

As Scouts and leaders plan their schedules, it is important to remember that there is considerable distance between some of the program areas. It is highly recommended that schedules are planned so that travel time doesn't delay arriving at classes or unnecessarily tire Scouts.

For instance, the trail distance from the Waterfront to the Scoutcraft is approximately half a mile and includes a 200-foot elevation change, while the distance from the Waterfront to Handicraft is only about 600 feet. We wouldn't recommend scheduling classes that go from the Boating area to Scoutcraft then back down to Handicraft all before lunch. It makes arriving on time for classes difficult and tires out Scouts and leaders quickly.

Age/Size Appropriate Classes

The Guide to Advancement states that "No council, committee, district, unit, or individual has the authority to add to, or subtract from, advancement requirements." (see Guide to Advancement p. 2) With that in mind, Camp Easton does not impose any age restrictions on our merit badge classes not already included in the badge itself.

We do however make note that younger, smaller or less experienced scouts may have difficulties with certain classes and activities. Such as manipulating the rigging on a sailboat in Small-Boat Sailing, using large tools and lumber in Woodworking or attempting Wilderness Survival before completing the knot and fire-building requirements leading up to Second Class.

While not required, we urge you to make note of these suggestions as you plan your visit to Camp Easton and create your daily schedule.



Please use the camp map (page 14) to help plan your schedules accordingly.



Thanks to our Donors for Providing Correct Equipment!

Thanks to our friends at the NRA, Riverstone CDA and many other donors we can have correctly sized equipment at our ranges, waterfront and more to best serve all our Scouts!



Scuba Program

Schedule

The Scuba Program is one of Camp Easton’s claims to fame. Not many summer camps can offer this merit badge because of facility, equipment, staff or time constraints. Our partnership with Jake’s Scuba Adventures in Coeur d’Alene has allowed us to offer this program consistently for many years.

Because of the time-intensive nature of this program, **this class begins on Sunday afternoon.** Those taking SCUBA need to arrive as close to 1pm as possible on Sunday and be ready to begin immediately upon arrival to complete the classroom material. These participants are rushed through the check-in process ahead of their unit to ensure they can complete the program.

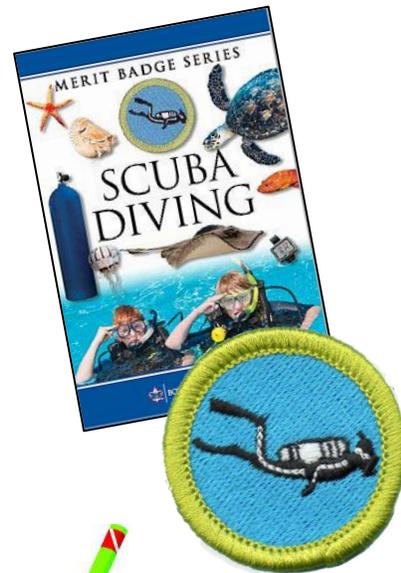
Also, to save time, please complete the additional scuba medical form (available on our website) before arriving and bring it with you.

Timberline Adventures

Schedule

Timberline is an outside provider that does Zipline tours on Lake Coeur d’Alene year-round. They have a world class facility that boasts one of the largest zipline courses in the western US. They offer this 7-zipline tour to our scouts every year during their peak season; this means the timeslots they offer us vary somewhat from week to week.

Check the online class registrations for your week regularly to see what times are available. As each timeslot they give us in a week fills up, they are sometimes able to offer additional timeslots for that same week, allowing more scouts to participate. We will update our schedule accordingly to make sure that as many as want to can participate, so check back regularly.



Camp Wide Events

There are many opportunities in camp to interact with other troops from across the country and occasionally even international scouts who come to Easton!

Vespers

(Sunday Evening)

After everyone gets checked-in and settled in on Sunday, we hold a short, non-denominational worship service in the parade field area. All Scouts and leaders are invited to attend for an inspirational experience overlooking beautiful Lake Coeur d'Alene.

Campfire Programs

(Monday & Friday Evenings)

The staff will provide a campfire program on Monday night for all to enjoy, and the scouts under the guidance of their SPL's and our Program Director will provide a campfire program on Friday night.

Tuesday evening is unscheduled and is a great opportunity for your troop to plan and practice what they may want to contribute to the program on Friday night!

Polar Bear Swim

(Tuesday & Thursday Mornings)

Wake up bright and early and come down to the waterfront at 6:00 am to take a short swim in the brisk morning water! Scouts and leaders who participate will receive a Polar Bear Swim patch to take home with them.

Flag Ceremonies

(Evenings after dinner)

Each troop will conduct their own flag ceremony at their campsite each morning. In the evening, there will be a camp-wide ceremony for the whole camp conducted by the staff in the Parade Field.



Campfire Skit and Song Tips

Here are some things to think of as your Scouts prepare for their campfire:

- Keep it simple
- Keep it short (no more than 5 minutes)
- No jokes that insult or make fun of others
 - Keep it Scouting appropriate
 - Practice ahead of time
- Speak up and face the audience



Scoutmaster Dinner

(Thursday Evening)

In honor of those who volunteer and sacrifice so much for our youth in Scouting, every week we hold a special dinner just for the Adult Leaders and SPL's who take their time to be with us in camp and lead your scouts. These leaders get to have a specially prepared steak dinner and spend an evening with the camp management team.

The Scoutmaster Belly-Flop

(Friday Afternoon)

In an ultimate test of endurance and gut-busting humor, Scoutmasters and other unit leaders are invited (not required in any way) to compete in an epic belly flop competition! Each troop can select one adult representative to compete for the championship title and ultimate bragging rights.

The winner will be announced at the Friday evening flag ceremony.

Family Night

(Friday Afternoon & Evening)

Family members are invited to come join us Friday evening for dinner (or during any other evening programs but especially Friday night) and the closing campfires. Guests need to check in at the business office when they arrive in camp and undergo temperature and symptom screening.

Meal tickets for those who plan on joining the scouts for dinner can be purchased at the trading post after arriving in camp.

Movie Night

(Wednesday Evening)

Every Wednesday night the staff enjoy a movie on the main parade grounds. Troops are welcome to join as an alternative option to hosting a campfire in their campsite.



Camp Wide Event Participation

All participation in camp wide events is voluntary. We encourage participation by both Scouts and leaders in as many of these events as possible, however it is not required.



Patrol Leader Responsibilities

We believe that Patrol Leaders and Senior Patrol Leaders should lead their Scouts as much as possible. We offer several opportunities in camp for youth leaders to organize and lead their Scouts. The cohort model lends itself very well to a patrol centered camping experience and we encourage every unit to take full advantage of it.

Every morning after breakfast there will be a short meeting for Scoutmasters and Patrol Leaders with a member of the camp management to make sure that troops are aware of all the activities going on in camp and see if any issues or needs need to be addressed.

During the Monday Senior Patrol Leader's meeting (Patrol Leaders also welcome) youth leaders will have an opportunity to sign up for the various tasks below.

- Ranger Service Projects
- Evening Flag Ceremony Responsibilities
- Restroom/Shower Cleaning & Restocking
- Friday Night Campfire Program



“Go Ask Your SPL”

At Camp Easton we believe that youth should lead youth as much as possible. We encourage Patrol Leaders and Senior Patrol Leaders to take an active role in the planning of their troop activities while in camp.

We also encourage adults to drive this in camp as much as is reasonable by sending Scouts to their youth leadership when issues arise. Simply put, learn to say:



“Go Ask Your SPL” Shirts are available in the Camp Easton Trading Post for those Adults who REALLY want to encourage youth leadership!



Special Activities & Awards

Outside of classes and trainings there are additional activities at camp for both Scouts and Leaders as well as special awards for both individuals and patrols. These activities fall outside of scheduled classes and need to be done during open program time in order to be completed. (See Appendix for more details)

Silver Paddle Award

The silver paddle award encourages adult participation in camp by encouraging adults to be involved in all aspects of camp programs.

Gold Paddle Award

The gold paddle award encourages patrol participation in camp and offers additional opportunities for developing patrol leadership through the patrol method.

Honor Patrol

Every week the commissioner staff will select a patrol who has gone above and beyond expectations to participate in camp, assist others and live the values of the scout law.

Knot Ninja

Prove your knot skills to your site staff by tying the eight basic knots of the pioneering merit badge in under 75 seconds!

Tomahawk & Knife Throwing

Schedule a time with your site staff to come visit the Tomahawk & Knife Throwing range throughout the week. It's a great opportunity for scouts to come and test their skills!



Have Fun at Easton Your Way!

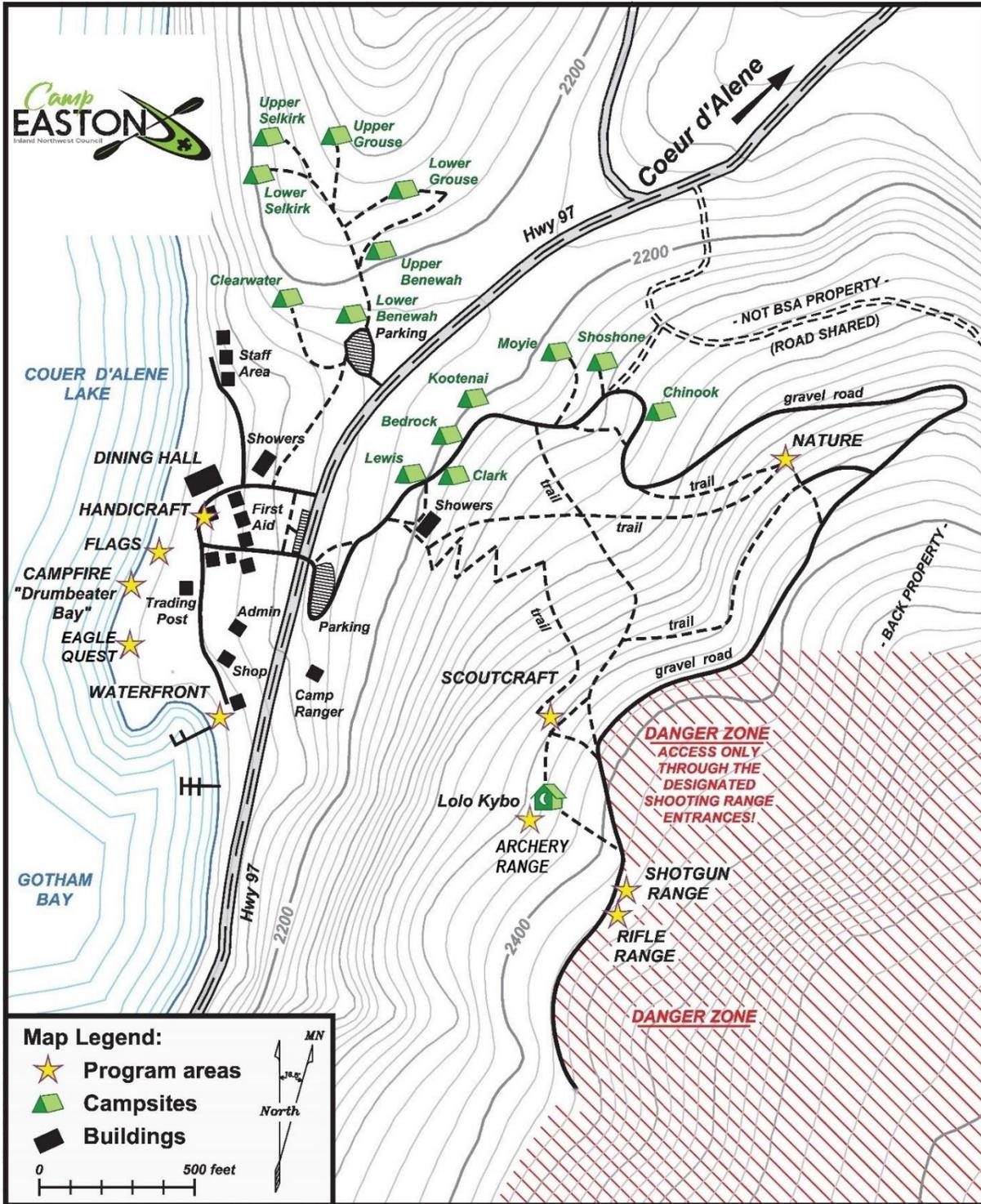
The schedule at camp offers a variety of both scheduled and open program time as well as free time. Troops, Scouts and leaders are welcome to be as busy as they would like or take the extra time to just relax and enjoy being in the great outdoors!



Appendix



Camp Map



Camp Awards

Knot Ninja & Blind Knot Ninja

This award is for those who wish to test their mastery of the Scout's eight basic knots required. Tie the following knots at the Scout Craft in less than 1 minute 15 seconds. Complete this challenge Blindfolded and you get to sign your name in the Epic Blind Knot Ninja log book!

- Square Knot
- Clove Hitch
- Timber Hitch
- Half Hitch (x2)
- Taught Line Hitch
- Bowline
- Sheet Bend
- Sheepshank

Staff Initials: _____

Ninja Blind Ninja



The Golden Paddle Patrol Award

	Possible Points	Points earned	Staff Initials
Campsite Inspection by Commissioner			
Monday	Between 5-20		
Wednesday	Between 5-20		
Friday	Between 5-20		
Flag Ceremonies			
Display Scout Spirit at Flag Ceremony	5 per day		
Have Patrol Flag at Flag Ceremony	5 per day		
Be Program Patrol at campwide Flag Ceremony	10/time		
Be Flag Patrol at campwide Flag Ceremony	10/time		
Camp Activities			
Sunday's Vesper service (Whole Patrol Attends)	10		
Host a troop campfire Wednesday night	20		
Invite another troop to your Wednesday night Campfire	10 per troop		
Participate in the Bannana Relay	10		
100 % of your patrol does the Polar Bear Swim	20		
Play games on game night with patrol	10		
Entire patrol earns the Iron Scout Award	75		
Entire patrol goes shooting or swimming together	30		
Scouts from patrol earn awards in multiple areas	10 per area		
Hike the Nature Trail with whole patrol	20		
Service			
Do Service Project with patrol for Ranger	30		
Clean central restrooms, Knight 1, or Knight 2	10/time		
Wipe down tables and help clean Dining Hall after a meal	10/time		
Teach advancement to a junior patrol	30		
Patrol Leader attends SPL/Patrol Leader Meeting	10/meeting		
Extra			
Participate in an outpost camp (eg. Mica Bay, Wilderness Survival) With whole Patrol	25		
"Above and Beyond" at Camp Management's Discretion	up to 50		

TOTAL POINTS EARNED			
UNIT NUMBER _____			
PATROL NAME _____			
SENIOR PATROL LEADER _____			
PATROL LEADER _____			
Must be turned into Program Director before Dinner on Friday			

*****Earn 300 points and get the Golden Paddle Ribbon for your Flag*****



The Silver Paddle Leader Award

	Possible Points	Points Earned	Staff Member Initial
Attend leader's meetings	10/meeting		
Attend an Adult Leader Class	5/session		
Assist with Tues evening instructional classes	10		
Assist with conservation project	15		
Take swim test (+5 for swimmer classification)	10		
Become a BSA lifeguard	150		
Carve a neckerchief Slide	10		
Earn Swimming and Water Rescue	50		
Assist at Waterfront	10/day		
Do service project for Ranger	30		
Assist at Eagle Quest	10/day		
Complete Handicraft project	15		
Assist at Ranges	10/day		
Complete a shooting Challenge	25/each		
Assist at Scoutcraft	10/day		
Earn the "Knot Ninja"	25/each		
Assist at Handicraft	10/day		
Help Kitchen by serving at a meal	10/meal		
Assist at Nature	10/day		
Earn Nature Area award	25/each		
Participate at Game night by traveling with patrols	10 per game		
Earn Polar Bear Award	20		
Participate in a Troop Shoot or Swim	30		
Participate in Scoutmaster Belly Flop (+5 for winning!)	10		
Cook dessert at your campsite	15/dessert		
Eat the bannana at the Bannana Relay	20		
Check your scouts' tracking sheets	10/day		
Earn the Iron Scout Award	30		
Go to Mica Bay	25		
Sign up for camp for next year	25		

TOTAL POINTS EARNED		<input style="width: 80%;" type="text"/>	
NAME _____			
UNIT NUMBER _____			
CAMPSITE _____			
Must be turned into Program Director before Dinner on Friday			
Earn 300 points and get the Silver Paddle Award			

