



## Dan Beard Program Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
9 am-12	Introduction to:	Introduction to:	Introduction to:	Introduction to:	Rise and Shine!
pm	<ul> <li>Knots</li> <li>Orienteering</li> <li>First Aid</li> <li>Citizenship</li> <li>Hiking Skills</li> <li>Patrol Method</li> <li>Indian Lore MB</li> </ul>	<ul> <li>Cooking Basics</li> <li>Lashing Basics</li> <li>Camping Skills</li> </ul> Visit Program Areas: <ul> <li>Archery</li> <li>Field Sports</li> <li>Rifle Range</li> <li>Build On:</li> <li>Citizenship</li> </ul>	<ul> <li>E D G E</li> <li>Conservation &amp; Nature</li> <li>Build On:</li> <li>Knots/Whipping &amp; Fusing</li> <li>Camping Skills</li> <li>Orienteering</li> <li>First Aid</li> <li>Citizenship</li> <li>Tin Foil</li> <li>Cooking/Lunch</li> </ul>	<ul> <li>Realistic First Aid</li> <li>Leave-No-Trace</li> <li>Patrol Knot Tying Competition</li> <li>Build On:</li> <li>Orienteering</li> </ul>	<ul> <li>Scouts in Polar Bear Off to Aquatics</li> <li>Pack-Up &amp; Clean-Up</li> <li>Citizenship for Life</li> <li>Awards &amp; Mementos</li> <li>Return to Troop Campsites in time for Morning Colors and Breakfast</li> </ul>
2 pm-5 pm	<ul> <li>Build On:</li> <li>Morning Activities</li> <li>Woods Tools:</li> <li>Safety &amp; Handling</li> <li>Proper Methods</li> <li>Totin' Chip</li> <li>Introduction to:</li> <li>Model Campsite</li> </ul>	Dan Beard Aquatics: • Buddy System • 2nd & 1st Class Req. • Safe Swim Defense • Safety Afloat • FUN! FUN! FUN! Visit Handicraft: • Leatherwork MB	Afternoon Free to Have Fun! • Scouts are encouraged to visit program areas with special opportunities to: • Try the Shotgun Range for free • Work on Indian Lore and Leatherwork MBs independently, or • Take the 2nd Class 5 mile orienteering hike (optional)	Dan Beard Outpost Activities:         • Camping Equipment         Shakedown         • Patrol Site Set-Up         Visit Ecology Area:         • Plant Identification         • Animal Identification	<ul> <li>Free Day to Have Fun!</li> <li>Scouts are encouraged to:</li> <li>Finish Indian Lore &amp; Leatherwork MBs,</li> <li>Visit their favorite program areas</li> <li>Have FUN! FUN! FUN!</li> <li>Older Scouts who need a few requirements to finish either Second or First Class have the opportunity to do so all day!</li> <li>First Class 1 mile orienteering hike available in the afternoon (optional)</li> </ul>
Evening	Campwide Games	<ul> <li>Fingerprinting MB</li> </ul>		Outpost Activities Conservation Project Ultimate Frisbee Dutch Oven Cooking/Dinner Firem'n Chit SMORES Song Festival Flag Retirement Sleep in the tent you have set up or under the stars	

This schedule is flexible and subject to change due to weather, or the needs of the Scout participants