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LIVING HISTORY PROGRAMS

LIFE OF A MOUNTAIN MAN

This is an introduction to the Life of the Early Pioneers. Make basic items that a Mountain Man would need for survival: a Powder horn, Pouch for black powder balls, a possible bag for personal items, learn the skills to throw a Tomahawk, how to stretch an animal hide, and how to make a fire starting kit.

This is an all-day program - Scouts will NOT have time for merit badges. Cost is \$10.00. Scouts MUST be 14 or older.



EXTREME MOUNTAIN MAN

This is a special program for Scouts who are at least 15 years old. All participants who sign up through CampMaster will have three days to expand upon the skills of the early pioneer. Your skills with a black powder rifle will be tested at our egg shoot. Sharpen your skill with a throwing hawk at the Card Corner Challenge. Survival cooking skills will be tested on the overnighter to Fort Bridger and then use your trail marking skills to help you get back. Learn the skill of tanning a hide, a critical skill a Mountain Man used to trade for goods with the Indians & civilized man. Blacksmithing will be a cornerstone skill in the Extreme Mountain Man program and your Scouts will learn what it takes to make a knife and sheath, their own flint and steel fire starting kit and build a long-term shelter on the frontier. The extreme mountain man will also be called upon to teach some of these new skills to a younger Scout. **This is an all-day program - Scouts will NOT have time for merit badges. Scouts MUST be 15 or older. Cost is \$10.00. Cost for this program includes a breakfast and a dinner that they will eat in the area (total of 2 meals).**

LIFE IN THE VILLAGE

Life in the Village is a program designed for Scouts who want a better understanding of the Native American culture. The program will explore four different areas consisting of Food, Fire, Shelter and Sustainability. **There is no cost or special registration for this. Scouts can simply come to the Village in their free time.**



LIFE OF A LUMBERJACK

Have you ever wanted to be a Lumberjack? Well here's your chance. This program will give Scouts a chance to try their hand at several different activities include knife and ax sharpening, log splitting, 1 & 2-man bucksaw, lashing a flagpole, log pulling, candle making, and many more. **The program will be offered in 1-hour blocks like the merit badge sessions. Scouts simply register for Life of a Lumberjack in lieu of a regular merit badge. There is no cost associated with this program.**



If your Scouts want the full-blown Lumberjack experience, have them take Forestry and American Labor MB in addition to Life of a Lumberjack.

WELDING

The welding at Winter Camp provides Scouts with an insight into the welding process, hazards, career opportunities, and hands-on metal projects. Class size will be limited due to time constraints, amount of equipment, and one-on-one instruction. Opportunities for open welding will be provided in the evening.

The Welding Merit Badge is recommended for 3rd year Scouts and above, **OR** First Class. Course cost is \$25.00 which covers all equipment and consumables.



Scouts **MUST** have a pair of blue jeans with no holes or rips, long sleeve shirt, and a pair of leather boots. (If Scout doesn't have appropriate footwear/clothing he will not be allowed to weld).

POLAR BEAR SWIM

If you really want to experience Winter Camp, we offer the chance to take part in our annual Polar Bear Swim. The event will be held at 6:00 a.m. on Monday, Dec 30. Those brave Scouts and Scouters who wish to participate in this event will have the opportunity to take a short swim while at camp. A warm bonfire and hot cocoa will be on hand for all participants. Campers who "survive" will receive a special Polar Bear patch to wear on their swim trunks.

TRADING POST

Winter Camp Trading Post includes food, drinks, shirts, hats, jackets, patches, collectible items, merit badge kits, and everything else your Scouts will need at camp.

AFTERNOON PROGRAMS

Afternoons at Winter Camp are an opportunity for Scouts and Scouters to try their hand at a myriad of fun and different activities. We pride ourselves on offering more activities than a single Scout can take part in one year.

MOUNTAIN MAN STOCKADE

This area provides activities to help campers learn about the turn of the century pioneers and how they survived. Learn how to light a fire by flint and steel or by friction. Hear stories about the mountain man and see how he constructed useful tools. Take a tour of his trap line and see what he used to bring game to his traps. Try out the hawk range. Tours are every afternoon from 1:30 - 4:30 p.m. and there's no cost to participate. If you earn a wooden nickel, bring it to the Cantina and enjoy a root beer and some peanuts.

INDIAN VILLAGE

The James Sweat Indian Village will come to life with interactive games, displays, and a model of what life may have been like for the Native Americans at the turn of the 20th Century. Activities include:

- Drumming and Singing classes
- Dance classes, teaching various dance styles
- Pow Wow Etiquette
- Native American attire
- Spear building and throwing
- Native American story telling
- Tomahawk throwing
- Native American crafts and games



LUMBERJACK CAMP

Scouts and Scouters will get the opportunity to experience what it was like to go back into time and live and work as a 1937 Lumberjack. They will get the opportunity to do activities such as: One – Man Buck, Two – Man Buck, Log Rolling, Lumberjack games, Tot'n Chip, Fireman Chit, Trail Crew, Logging Town area, Paul Bunyan award, Merit Badges (Forestry and American Labor). We'll have the lumberjack camp flapjack shack open, so come share your Paul Bunyan Lumberjack stories.



CLIMBING TOWER

The mornings are reserved for merit badge instruction at the climbing tower. However, the afternoons will feature open climbing to anyone in attendance at Winter Camp. Scouts will have the opportunity to complete a 30 foot rappel for the camping merit badge.

Want an extra challenge, try Crate Stacking. How high can you go before the stack of crates collapses under you. Come find out during the afternoon on Dec 28-30. Athletic shoes (not boots) recommended.

WOODTURNING

Back by popular demand, we will again be offering the opportunity to turn your own Texas hardwood pen. For \$5 you will receive a kit and 30 minutes on a lathe with an instructor that will teach you the basics of woodturning by crafting your very own pen.

Sign up for woodturning will be through the CampMaster website.
Simply sign those interested up in a slot like an extra merit badge class.

Time slots will be available every 30 minutes from 9:00 a.m. to 12:00 p.m. and 1:00 p.m. to 5:00 p.m. December 28, 29 & 30. We encourage adult participants to reserve a morning time slot and reserve the afternoon time slots for youth only as they are generally in class during the morning times.

Please do not register duplicate Scouts since we have more attending Winter Camp than space available. Woodturning is open to adults, but youth will be given first preference.

Participants must present the ticket at the wood turning shop at the appointed time. If you miss your appointed time, you can talk to the staff at the wood turning shop about possibly scheduling an alternate time.

There will be no replacements for lost or stolen tickets and no refunds will be offered after a ticket has expired.



HORSE TRAIL RIDES

Dust off your boots and climb onto a horse to experience Winter Camp on horseback. Rides are available at 1:30, 2:30, 3:30, and 4:30 p.m. for Scouts. There are a limited number of tickets available per hour and they will be on first come, first serve basis. They will be available at the Registration Desk starting at 9:00 AM each day.



AFTERNOON GAMES

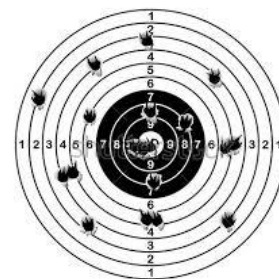
Every afternoon will feature troop and patrol competitions of every size and flavor.

- Horseshoes
- Cornhole
- Cornhole
- Possible "Magic: The Gathering" tournament
- Dodge Ball
- Ladder Ball
- Giant Chess

Fun will be had by all – so be sure to be sign-up. Details will be presented at the SM/SPL meeting on Dec 27.

SHOOTING SPORTS

Rifle, Shotgun, and Archery will be teaching merit badges in the morning and will be shooting for qualification in the afternoon. There will be course fees added to the unit invoice for Scouts preregistered for those classes. No tickets will be needed for Merit Badge classes.



OPEN SHOOTING

Campers not taking merit badges and adults leaders may participate in afternoon opening shooting and will be required to purchase tickets at the Trading post. One rifle ticket will cost \$1 and will get you 10 shots. Shotgun tickets will be \$.50 and will get you one round. No refunds will be given for unused tickets and no personal firearms are allowed.

RIFLE & SHOTGUN COMPETITION

Winter Camp will again be offering our “Top Gun” awards for the best Scout in both the rifle and Shotgun. One Scout from each Troop may compete. He may choose either rifle or shotgun, but not both. Competition will begin at 3:00 p.m. each day and end at 5:00 p.m. for a total of 3 days of shooting. Sign up details will be presented at the SM/SPL meeting on Dec 27. There is no cost for the competition. A special “Top Gun” hat will be awarded to the winner of each event at the closing campfire.

ARCHERY COMPETITION

One Scout from each troop will be allowed to compete. Competition will begin at 3:00 p.m. each day and close at 5:00 p.m. for the day. Competition will be single elimination. Sign up details will be presented at the SM/SPL meeting on Dec 27. There is no cost for the competition. A special “Robin Hood” hat will be awarded to the winner at the closing campfire.

FISHING COMPETITION

On Saturday, Dec 28, from 2:00 to 5:00 p.m., we will hold the annual Winter Camp Fishing Showdown. Any fish you catch during that time can be weighed in and entered in the biggest fish competition. Remember, all fishing at TRJ is catch and release only! Bring your own equipment. More details will be available when you arrive at Winter Camp.

WINTER CAMP PHOTO CONTEST

Want to have your Scouts in the Winter Camp video and slide show? As you and your Scouts go around camp taking those great pictures of all the cool things going on, bring your thumb drive or photo card to the Headquarters Building. We will add them to our camp presentation that will be shown during the closing BBQ dinner and present an award for the best camper photo of the year.

EVENING ACTIVITIES

OPENING CAMPFIRE

Our Opening Campfire Program will be presented at 7:00 p.m. on Friday, Dec. 27. The program will include songs, skits, videos, and special announcements.

STAR WATCHING



Each evening, weather permitting, we will be offering a Star Gazing party at 10:30 p.m. Please meet in front of the HQ building. We will be identifying constellations and planets and using telescopes to view selected objects.

NATIVE AMERICAN POW WOW

We will once again be offering a genuine Native American Pow Wow and dance demonstration. The Mikanakawa Lodge Singers will be singing, leading dance demonstrations, and providing an opportunity for all interested campers to dance. Those Scouts who attend the dance classes at the Indian Village earlier in the day will be provided a dance outfit to wear in the Pow Wow! Other staff members and guests wearing their traditional Native American regalia will also join in the fun. The Pow Wow is open to all campers and will be held in the Dining Hall. No experience necessary – come and have fun!



COWBOY ACTION SHOOTING



This special competition event offers a fun and safe introduction to cowboy action shooting with firearms typical of those used in the Old West: single-action .22-caliber revolvers, lever-action .22 caliber rifles, and 20-gauge coach shotguns. Scouts must be 14 years of age, or 13 and have completed the eighth grade to participate.

Scouts may practice during afternoon open shooting prior to the event. Cost for each practice round is \$3.00.



Scouts must bring a sign parental release (see appendix) to participate in the Cowboy Action Shooting competition.

CLOSING CAMPFIRE

Our closing campfire program will begin at 8:00 p.m. on Monday, Dec. 30. The program will include a look back at the week's activities, videos, plus all the awards your Scouts earned throughout the week.

ORDER OF THE ARROW EVENTS



OA BROTHERHOOD WALK

We will be holding a Brotherhood Walk for those Arrowmen who have been Ordeal members for six months or more. The walk will take place on Friday, Dec 28.

Brotherhood candidates will report to the HQ building at 1:30 p.m. on Friday, Dec 28 to register for the walk and get instructions from the Brotherhood lead. The actual Brotherhood Walk will start at the Indian Village at 8:00 p.m. and conclude around 10:00 p.m.

We highly encourage all who are eligible to seal their membership and attend. The cost is \$20 for the new sash. You must be current with your \$20 2020 OA lodge dues to register.

**WEAR
the
FLAP,
PAY
the
DUES**

Any Arrowman at Winter Camp can pay their \$20.00 2020 OA lodge AT Winter Camp. Just come by the Winter Camp HQ and inquire at the front desk.

APPENDIX



WINTER CAMP! DAILY SCHEDULE

STAFF ARRIVAL & SET-UP

THURSDAY, DEC 26



The camp gate will open Thursday, Dec 26, 12:00 p.m. If your troop chooses to arrive early on December 26, please be mindful that this is the time when the staff sets up winter camp. There is no program and minimal staff assistance will be available.

10:00 a.m.	[STAFF] Camp gate opens for staff only
10:00 - 12:00 a.m.	[STAFF] Staff Arrives <ul style="list-style-type: none">• Check in at Headquarters Bld.• Turn in Medical and Youth Protection forms• Get Housing arrangements and Area assignments• Set up their living area• Go to your Area and complete setting up areas
12:00 p.m.	Camp gate opens for early unit arrivals
12:00 - 5:00 p.m.	[STAFF] Staff continues to arrive <ul style="list-style-type: none">• Check in at Headquarters building.• Turn in Medical and Youth Protection forms• Get Housing arrangements and Area assignments• Set up their living area• Turn in Medical and Youth Protection forms
6:00 p.m.	[STAFF] Staff dinner
7:00 p.m.	[STAFF] Mandatory staff meeting



Units arriving early on December 26 must have at least one adult in camp after arrival. Care should be taken to only use an appropriate amount of space as campsites are shared by multiple units. **Any unit taking more space than appropriate and not leaving an adult in camp may have their equipment moved by camp staff.**

 **WINTER CAMP!**
DAILY SCHEDULE

CAMPER ARRIVAL & SET-UP

FRIDAY, DEC 27

7:00 a.m.	[STAFF] Staff breakfast
8:30 a.m.	[STAFF] Staff area lead meeting @ Dining Hall All staff report to their areas to finish setting up
9:00 – 11:50 a.m.	Campers start arriving at camp Unit check open @ HQ
12:15 p.m.	[STAFF] Staff lunch
1:00 – 4:00 p.m.	Unit check continues @ HQ
1:00 – 4:00 p.m.	Merit badge add/drop @ STEM building
1:00 – 4:00 p.m.	[STAFF] All staff report to their areas to finish setting up
4:00 – 5:00 p.m.	SM / SPL Leaders Meeting @ Dining Hall
5:00 p.m.	Campers prepare dinner in their campsites
6:00 p.m.	[STAFF] Staff dinner
<u>EVENING ACTIVITIES</u>	
8:00 p.m.	Opening camp fire
10:30 p.m.	Star Watching Party @ HQ



WINTER CAMP!

DAILY SCHEDULE

FIRST PROGRAM DAY

SATURDAY, DEC 28

7:00 a.m.	Campers wake-up and prepare breakfast
7:00 a.m.	[STAFF] Staff breakfast
8:30 a.m.	[STAFF] Staff area lead meeting @ Dining Hall All staff report to their areas for morning program
MORNING PROGRAMS	
9:00 – 12:00 p.m. 1:00 – 5:00 p.m.	Unit financial true-up / reconciliation in the HQ building. Units will be assigned a time at check-in
9:00 – 12:00 p.m.	CPR in Trading Post Shooting Sports Training @ Ranges area Climbing Tower Training @ Climbing Tower
9:00 – 9:50 a.m.	Merit Badge Session 1
10:00 – 10:50 a.m.	Merit Badge Session 2
11:00 – 11:50 a.m.	Merit Badge Session 3
12:15 p.m.	[STAFF] Staff lunch
AFTERNOON PROGRAMS	
1:00 – 3:00 p.m.	CPR in Trading Post Adult Shooting Sports Training @ Ranges area Adult Climbing Tower Training @ Climbing Tower
1:30 – 2:30 p.m.	SM / SPL Leaders Meeting @ Dining Hall
1:30 p.m.	All OA Brotherhood candidates meet @ HQ building
1:30 – 4:00 p.m.	Afternoon activities <ul style="list-style-type: none"> • Field Games • Shooting Sports Competitions • Horse Back Rides 1:30,2:30,3:30 & 4:30 p.m.
3:00 – 4:00	Anti-Bullying Sessions @ Dining Hall
<u>EVENING ACTIVITIES</u>	
6:00 p.m.	[STAFF] Staff dinner
7:00 p.m.	[STAFF] OA Vigil callout (staff only)
8:00 p.m.	OA Brotherhood candidates meet @ Indian Village
9:00 p.m.	Extreme Mountain Man Overnighter
10:30 p.m.	Star Watching Party @ HQ

 **WINTER CAMP!**
DAILY SCHEDULE

SECOND PROGRAM DAY

SUNDAY, DEC 29

7:00 a.m.	Campers wake-up and prepare breakfast
7:00 a.m.	[STAFF] Staff breakfast
8:30 a.m.	[STAFF] Staff area lead meeting @ Dining Hall All staff report to their areas for morning program
<u>MORNING PROGRAMS</u>	
9:00 – 12:00 p.m.	Wilderness First Aid in SM Lounge, CPR in Trading Post Shooting Sports Training @ Ranges area Climbing Tower Training @ Climbing Tower
9:00 – 9:50 a.m.	Merit Badge Session 1
10:00 – 10:50 a.m.	Merit Badge Session 2
11:00 – 11:50 a.m.	Merit Badge Session 3
12:15 p.m.	[STAFF] Staff lunch
<u>AFTERNOON PROGRAMS</u>	
1:00 – 3:00 p.m.	Wilderness First Aid in SM Lounge, CPR in Trading Post Shooting Sports Training @ Ranges area Climbing Tower Training @ Climbing Tower
1:30 – 2:30 p.m.	SM / SPL Leaders Meeting @ Dining Hall
1:30 – 4:00 p.m.	Afternoon activities <ul style="list-style-type: none"> • Field Games • Shooting Sports Competitions • Horse Back Rides 1:30,2:30,3:30 & 4:30 p.m.
<u>EVENING ACTIVITIES</u>	
6:00 p.m.	[STAFF] Staff dinner
8:00 – 10:00 p.m.	Winter Camp Pow Wow @ Dining Hall Cowboy Action Shooting Competition @ Shooting Sports
10:30 p.m.	Star Watching Party @ HQ

 **WINTER CAMP!**
DAILY SCHEDULE

THIRD PROGRAM DAY

MONDAY, DEC 30

6:00 a.m.	Polar Bear Swim @ Waterfront
7:00 a.m.	Campers wake-up and prepare breakfast
7:00 a.m.	[STAFF] Staff breakfast
8:30 a.m.	[STAFF] Staff area lead meeting @ Dining Hall All staff report to their areas for morning program
<u>MORNING PROGRAMS</u>	
9:00 – 12:00 p.m.	Wilderness First Aid in SM Lounge, CPR in Trading Post Shooting Sports Training @ Ranges area Climbing Tower Training @ Climbing Tower
9:00 – 9:50 a.m.	Merit Badge Session 1
10:00 – 10:50 a.m.	Merit Badge Session 2
11:00 – 11:50 a.m.	Merit Badge Session 3
12:15 p.m.	[STAFF] Staff lunch
<u>AFTERNOON PROGRAMS</u>	
1:00 – 3:00 p.m.	Wilderness First Aid in SM Lounge, CPR in Trading Post Adult Shooting Sports Training @ Ranges area Adult Climbing Tower Training @ Climbing Tower
1:30 – 2:30 p.m.	SM / SPL Leaders Meeting @ Dining Hall
1:30 – 4:00 p.m.	Afternoon activities <ul style="list-style-type: none"> • Field Games • Shooting Sports Competitions • Horse Back Rides 1:30,2:30,3:30 & 4:30 p.m.
<u>EVENING ACTIVITIES</u>	
5:00 p.m.	BBQ Dinner for Campers & Guest @ Dining Hall
6:30 p.m.	[STAFF] BBQ Dinner for Staff @ Dining Hall
8:00 p.m.	Closing Campfire
9:30 p.m.	Wilderness Survival MB Overnighter @ Mountain Man
10:30 p.m.	Star Watching Party @ HQ

 **WINTER CAMP!**
DAILY SCHEDULE

CLEAN UP AND HEAD HOME!

TUESDAY, DEC 31

**Winter Camp ends today and all troops should plan to depart camp
by 10:00 a.m.**

**Please respect the desire of your fellow Scouts and Scouters
to rejoin their families and celebrate New Year's Eve together**

7:00 a.m.	[STAFF] Staff breakfast
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8:30 a.m.	[STAFF] Staff reports to their areas to complete cleaning camp <u>Groups</u> <ol style="list-style-type: none">1. Program Areas MM, IV, LJ, TP, MB,2. Individual Billeting Areas3. Staff Cabins and Common Area4. Dining Hall5. Headquarters
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8:30 a.m.	Drive thru check out will be open for troops to leave camp and head home
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10:00 a.m.	Last Camper out of camp and on their way home.
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Drive Safe and Happy New Year!

WINTER CAMP!

CAMPSITE / ACTIVITY MAP

MERIT BADGE	Activity
5	American Labor
6	Animal Science
9	Archery
12	Astronomy
2	Basketry
19	Bird Study
3	Camping
8	Climbing
3	Cooking
1	Crime / Fingerprint
13	Cycling
7	Digital Tech
1	Disabilities Aware
1	Electricity
19	Enviro Science
15	First Aid
18	Fish & Wildlife
18	Fishing
5	Forestry
17	Geocaching
6	Horsemanship
2	Indian Lore
2	Leatherwork
4	Orienteering
7	Photography
4	Pioneering
5	Pulp & Paper
14	Radio
9	Rifle Shooting
7	Robotics
9	Shotgun Shooting
19	Soil & Water
1	Space Explore
16	Sports
7	Weather
10	Welding
4	Wilderness Survival
2	Woodcarving
ADULT TRAINING	
1	First Aid / CPR
14	Wilderness First Aid
9	NRA Instructor
8	Climbing Instructor
OTHER	
12	Horseback Trail Rides
20	Polar Bear Swim

WINTER CAMP!

