

BUCKSKIN CAMPER PROGRAM

Home of the New Scout



The road to Scouting Fun for a new Scout must be paved with a variety of outdoor skills that each new Scout can work on without feeling he is being graded on everything he does.

The Buckskin Camper program is an opportunity to try your hand at knot tying, some basic outdoor skills, learn a little first aid, learn to lash, and even take a nature hike. The big thing here is to have fun while trying. Scout will also participate in games and fun activities to reinforce skills learned.



The Buckskin Camper program is a full day program intended specifically for first year Scouts. This program will place Scouts in a Patrol for the week and allow them to get hands on training in a wide variety of Scouting skills while learning rank requirements for all ranks.

While in the Buckskin Camper program, Scouts will have the opportunity to learn many of the requirements needed for the ranks of Tenderfoot, Second Class and First Class. Scouts will also sign up for merit badge classes in Period A and C in the mornings. Scoutmasters will receive a progress report on each Scout at the end of the week. It is up to the Scoutmaster to review the Scout's completion of requirements before signing them off.

We ask any unit sending 5 or more Scouts/period to send an adult to support the activity. The following table shows an example of a possible daily schedule.

Patrol 1 – Blue Patrol SAMPLE

Time	Monday	Tuesday	Wednesday	Thursday	Friday
9:00 - 10:00 AM	Merit Badge	Merit Badge	Merit Badge	Merit Badge	Merit Badge
10:15 - 11:15 AM	SC3a, SC3c-d	S4a-b, T3a-c	SC2a-d	SC2f-g, FC3a-c	FC5b-d
11:30 - 12:30 PM	Merit Badge	Merit Badge	Merit Badge	Merit Badge	Merit Badge
12:30 - 2:30 PM	Lunch w/ Troop	Cooking (T2a-c, FC2d)	Lunch w/ Troop	Lunch w/ Troop	Lunch w/ Troop
2:30 - 5:00 PM	Monkey Bridge S5, T3d	Water Rescue (SC5a-d, FC6a-b)	5 Mile Hike (T5a-c, SC3b-c, FC1b)	First Aid (T4a-d, SC6a-e, FC7a-c)	Review Games Final Speech
5:00 - 7:00 PM	Dinner w/ Troop	Dinner w/ Troop	Dinner w/ Troop	Dinner w/ Troop	Dinner w/ Troop
7:00 PM	Open Areas Troop Time	Overnight (T1b, SC1b)	Open Areas Troop Time	Open Areas Troop Time	Open Areas Troop Time

S=Scout requirement T=Tenderfoot requirement SC=Second Class requirement F=First Class requirement

The Buckskin Camper program requires pre-registration. This is accomplished by having the Scout choose class "P3" on the Personal Program form in period P and merit badge classes in Periods A and C then submitting it to the unit leader to be submitted in our online registration system. The Personal Program form is located in the forms section of this leader guide.

Scouts participating in the Buckskin Camper program must assemble at the Billett Dining Hall on Sunday evening at 7:30 PM.