

# TRJ Winter Camp Dec 27-31, 2024

Mornings have 3 sessions for merit badges or other classes.

The following MBs are available in all 3 time periods (some classes have extra material costs as shown):

- Archery (\$10)
  - Astronomy
  - Basketry (\$12)
  - Camping
  - **Cooking** (requires 1<sup>st</sup> Class rank) (\$18)
  - Crime Prevention + Fingerprinting (2 badges, 1 session)
  - **Cycling**
  - Digital Technology
  - Disabilities Awareness
  - Electricity
  - Environmental Science
  - **First Aid**
  - Fish and Wildlife Management
  - Fishing
  - Forestry
  - Geology
  - Horsemanship
  - Indian Lore
  - Leatherwork (\$15)
  - Orienteering
  - Photography
  - Pioneering
  - Pottery (\$10)
  - Pulp and Paper
  - Radio
  - Rifle Shooting (\$10)
  - Robotics (\$30)
  - Shotgun Shooting (\$10)
  - Sports
  - Weather
  - Welding (minimum age 14) (\$25)
  - Wilderness Survival
  - Wood Carving (\$10)
- Cooking for [TFC] Rank Requirements is also available in all three sessions and costs \$10.
  - There's a Trail to First class option available, which runs all morning (no MBs available) and works on multiple ranks worth of TFC requirements (see next page for detailed list)
  - The Climbing merit badge takes 2 sessions and costs \$20.
  - The popular wood turning activity will be available every 30 minutes all day, and must be signed up in advance like a merit badge class. Cost is \$10.

## Alternate programs

### **Life of a Mountain Man class**

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 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 \$17.00. Scouts MUST be 14 or older

### **Extreme Mountain Man class**

This is a special program for Scouts who are at least 15 years old. All participants 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 overnigher 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. 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 \$20.00. Cost for this program includes a breakfast and a dinner that they will eat in the area (total of 2 meals).

## Afternoon and Evening Free Time Programs (No pre-registration required)

Afternoons are open for interesting activities that may not count toward any merit badge.

- Life in the Village explores historical Native American culture with games, food, drum, dance, and song classes, storytelling, and tomahawk throwing.
- The Mountain Man Stockade provides activities to help campers learn about turn of the century pioneers, such as fire starting, stories, tool construction, trap line tours, and a “cantina” with root beer and peanuts.
- Lumberjack Camp provides the experience of being a 1937 lumberjack, with games, opportunities to learn the tot’n chip and firem’n chit, a “logging town” and some merit badge requirements for Forestry and American Labor.
- The Climbing Tower will have open climb
- Horse trail rides will be available (must register AT CAMP, \$15 for a ticket)
- Games such as horsehoes, cornhole, basketball, ladderball, and giant chess will be available
- The shooting ranges will be open (rifle ticket \$1 for 10 shots, shotgun ticket \$1 for one round, cowboy action shooting \$3 for one round).
  - There will be competitions: one scout from each troop may compete in rifle, shotgun, and archery; any scouts may participate in the fishing showdown on Sunday; scouts may submit a thumb drive/SD card of camp photos for the closing dinner slideshow and one will be chosen for “best camper photo of the year”.

Special Evening Events:

**Day 1** : opening campfire (highly recommended for troops)

**Day 2** : OA brotherhood walk and ceremony

**Day 3 A:** Native American Pow Wow (those attending dance class in the afternoon will be provided a dance outfit for the pow wow!)

**Day 3 B:** Cowboy Action Shooting Competition with Old-West-Style firearms (single action .22 revolvers, lever-action .22 rifles, 20-gauge coach shotguns) – signed parental release required

**Day 4** : Closing campfire (highly recommended for troops)

Note for TFC class:

Winter Camp will continue to offer options for your Scouts that are attending their first long term camp experience. This program is designed for the ten- to eleven-year-old Scout who has been in your troop for less than 6 months. Instruction will include rank requirements and all the basic Scouting skills.

The Winter Camp staff will not sign off any requirements but will only provide instruction on them.

*[Note from Mrs. Dreher – parents, counsel your scout to connect with a Troop 1000 ASM in the afternoon to get these requirements signed off while at camp]* Much will depend on class size, weather, etc. but we will attempt to offer instruction in the following requirements:

Tenderfoot: 3a, 3b, 3c, 3d, 4a, 4b, 4c, 5a, 5b, 5c, 6a,7a, 8

Second Class: 1b, 2a, 2b, 2c, 2d, 2f, 2g, 3a, 3b, 3c, 3d, 4, 5a, 5d, 6a, 6b, 6c, 6d, 6e, 8b, 9a, 9b

First Class: 1b, 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 5d, 6b, 7a, 7b, 7c, 7d, 7e, 7f