



Fire Mountain Scout Camp



Scout BSA Resident Camp Program Guide

Greetings from the Program Director

Our gate opened for the first time July 22, 1972. The camp has grown and has entertained over 60,000 Scouts through the years. This year at camp, you will see us acknowledging our past and celebrating the future.

The Program Guide is the first look at what we have in store for you and your Scouts. After you look through the guide, if you still have any questions, feel free to reach out to us. We will be happy to help you.

Yours in Scouting,
Josh Platte
Fire Mountain Program Director

Pre-Camp Leader Webinars

The pre-camp leader webinars will be hosted in late June with exact times and zoom links sent out via email and shared on our camp Facebook page.

This meeting will allow us to ensure that all leaders have the most accurate, up-to-date information, and to answer any questions you may have about your week at camp.

Please do your best to have your unit represented at this meeting by someone who is attending camp with your troop. If you are unable to attend one of the sessions, please contact the Camp Director.

Adult Requirements

Troops must maintain 2-deep leadership in camp, even when sharing a campsite, unless prior arrangements are made with the camp director. Two adults must be at least 21 years old, registered and trained with Scouting America. All additional adults must be at least 18 and have Youth Protection training.

Scouting America national policy requires that any adult present 72 hours (not necessarily consecutive) must be registered in Scouting America with a completed criminal background check (CBC) and current Youth Protection Training (YPT)/Safeguarding Youth Training (SYT).

Troops must provide documentation at check-in showing current Scouting America registration for all adults staying 72 hours or more and current YPT/SYT for **ALL** adults who will be in camp during the week.

It is preferable to maintain consistency in adult leadership while at camp. However, we understand that work schedules sometimes necessitate rotating leadership during the week. When rotation is necessary, schedule arrivals/departures so that there are always 2 unit adults present in compliance with Scouting America Youth Protection policy.

Adult leaders who arrive or depart mid-session must check in and check out at the Administration office.

Under no circumstances may a troop be left without adult leadership at camp.

Medical forms must be completed for each adult regardless of the duration of their stay at camp. See page 12 of the leader's guide for details on medical form requirements.

Check-In

Unit roster – 2 copies (one for medic, one for admin) Please include all youth, adults, and visitors you expect during the week.

Annual health and medical record – completed for all individuals staying in camp for the week or just part of the week. Parts A & B are completed by a parent or guardian, and Part C must be completed by a licensed medical practitioner. All parts must have been completed within the last 12 months. Please make sure that all signatures are present including the Over the Counter Medication consent.

Youth Protection/Safeguarding Youth training report for all adults in camp – print from my.scouting (training manager) or ScoutBook.

Unit membership list – a list of all people currently registered with your unit. Print this from ScoutBook or my.scouting, or you can contact your local District Executive or council office.

Refund request form – for last minute cancellations or no shows.

Receipts for recent payments/camp statement – in case of discrepancies with camp's payment report.

Method of payment for outstanding fees – check, cash or credit card accepted.

Plan for Staggered Check In

In an effort to make the best of a busy day and hopefully keep troops from being bottlenecked too much during the check in process, we will be working with unit leadership to set up staggered check in times on Sunday.

The staggered arrival time designated will be when your troop will begin the process of entering camp, it doesn't need to be the time you arrive in the parking lot. Plan on pulling into the parking lot a little early to unload gear and get your troop squared away. Camp staff will be in the parking lot to help coordinate parking as units pull in.

We are hoping that by knowing when your troop will start their march into camp we can avoid bottlenecks in areas like medical re-check and swim checks at the Beach.

We will be allowing ONE vehicle into camp to unload troop gear into your campsite to streamline the process meeting up before arrival to pool gear to this single vehicle is ideal.

Day 1 - Check In Schedule

1 PM	Check-in begins. Staff meets troops in the parking lot.
1-5 PM	Move gear into campsite/camp tour/swim checks
5:25 PM	All vehicles/trailers back to parking lot
5:30 PM	Waiters report to dining hall
5:45 PM	Flags
6:00 PM	Dinner
7:00 PM	SM/SPL meeting
7:30 PM	MB shuffle/ice cream social
8:00 PM	Opening campfire
10:00 PM	Lights out

Scout BSA Resident Camp Program Guide

Camp Tour

A Few Reminders

- Check in begins at 1 p.m. for Sunday check-in with our staggered arrival schedule. Please wait in the parking lot until staff arrives to escort you into camp and begin your tour.
- The Scoutmaster (or other designated adult) and the SPL will head to the check-in table with all necessary paperwork and medical forms. All other adults should stand by with the troop until checked in. Once all paperwork is accepted, the tour will begin.
- One vehicle per unit will be allowed in camp to drop off troop gear. Please consolidate gear into one vehicle per troop. All vehicles and trailers must be returned to the parking lot after unloading.
- Swim checks will take place as part of your tour. Your Troop Guide will schedule a time with the Aquatics Staff.
- Swim checks may be administered at Fire Mountain by our staff. Pre-camp swim checks are accepted with the appropriate signed form. Campers who do not pass or complete their swim check during check-in may retake the swim test during any open program.
- If a Scout is registered in an aquatics merit badge and does not achieve swimmer classification by the end of open program on Monday, he will need to see the program director to transfer to a non-aquatics merit badge.

Any adults who are going to check out boats or be spotters for the mile swim must take the swim test at camp and be classified as a swimmer.

Pre-Camp Swim Tests

Troops may have their swim tests done before arriving at camp as long as the test is performed in accordance with Scouting America Swimming test standards. The test must be performed by a certified Lifeguard (American Red Cross) and the test must have been completed within 90 days of the unit's arrival to Fire Mountain.

Troop Guides and Commissioners

A Troop Guide will be assigned to your campsite for the duration of your stay. The troop guide will lead your Scouts on a tour of camp upon arrival, visit your Scouts throughout the week, bring the troop's mail, and support your SPL's leadership.

The Commissioner will work primarily with the adult leaders and is responsible for multiple campsites and troops. They serve as a resource for adult leaders and help facilitate the patrol method and youth leadership within units. They also keep track of possible service projects, help plan camp-wide activities, and assist in camp maintenance. Commissioners can be found wandering camp. If you need assistance, come to Admin and a staffer will locate your commissioner.

Uniforms

Show you are proud to be in Scouting as you wear the official Scout uniform. All Scouts are expected to properly wear (**buttoned and tucked**) the official Field uniform while traveling to and from camp. Field uniforms will be worn during morning and evening flag ceremonies. Shorts, t-shirts, and other camp clothing may be worn to the noon meals. Swimsuits are **NOT** allowed in the dining hall at any time. Adults are encouraged to wear proper uniforms to set the example. **Closed toe shoes MUST be worn in camp AT ALL TIMES, even to and from the waterfront and shower houses.**

Scout BSA Resident Camp Program Guide

Scoutmaster Meetings

A leaders' orientation meeting will be held Sunday evening and repeated Monday morning for Monday arrivals. This meeting will give you the week at a glance, camp rules, and the various trainings and activities scheduled for adult leaders.

Enjoy daily informal "coffee" chats in the Scoutmasters Lounge with one or more members of the Admin team each morning starting around 9:30 AM.

Senior Patrol Leaders Meetings

Your Senior Patrol Leader will play an important role in your troop's daily camp life as the troop is led from check-in to flag ceremonies, campfires, and inter-troop activities. The most important meeting in camp happens daily – the Senior Patrol Leader meeting. At this meeting, SPLs will receive important information for the next 24 hours of program and help other SPLs with leadership issues.



Admin

The James E. West Administrative Building or "Admin" is located on the main road into camp, north of the climbing tower. This is where the camp director and program director offices are located. Staff here can assist you with questions and concerns, troop paperwork, and signing in and out of camp.

WiFi

Wireless internet is available upon request for adult and staff use only. Adults must bring their own devices. Please limit use to 20 minutes per day for email only. Camp wifi has limited bandwidth and overall capacity. It may not be sufficient to support streaming, file sharing(BitTorrent) or cloud applications. Improper use will impact our ability to conduct administrative and program functions necessary for successful day-to-day camp operations.

Meals and Hollander Hall

All meals except the "cook in campsite" dinner will be eaten at the dining hall – Hollander Hall. Each troop will have an assigned area for each meal. You will be directed to your assigned tables by the dining hall steward during your camp tour. Each table supplies one waiter for each meal. We have taken adult leadership into account, so please keep with this ratio. Waiters will report 30 minutes early before each assembly (breakfast, lunch, and dinner) and stay 30 minutes after to clear and clean on and under their table.



After the flag ceremony or assembly, a staff member will dismiss the troops into the dining hall in an orderly fashion after grace is said. Please remove all head gear when entering the dining hall.

The "seconds call" will occur after everyone has received the first serving. DO NOT RETURN TO THE KITCHEN FOR SECONDS UNTIL THE CALL IS MADE. All Scouts, staff members, and adults will be appropriately attired (shirts, shoes, no swimsuits) in the dining hall when food is served. Once seated, all Scouts should remain seated until dismissed by the dining hall staff, unless they are serving as a waiter or using the restroom.

Program announcements may be made in the dining hall prior to dismissal.

Hollander Hall is closed except during mealtimes.

On Wednesday, troops will be cooking dinner in their campsite. Camp provides the food and troop leaders organize their youth for a good team-building experience. Troops will be provided with everything they need to produce this meal but troops are encouraged to consider bringing things to add to this campsite experience (hence the food related items on the packing list such as mess kits etc).

Scout BSA Resident Camp Program Guide

Flag Ceremonies

Each morning and evening, campers raise or retrieve the colors. Every troop is expected to attend the camp-wide flag ceremonies wearing the Field uniform. Camp is dismissed to the dining hall from these ceremonies. Troops will also have a chance to volunteer as color guard for one ceremony during the week. Every campsite at Fire Mountain has a flag pole. We encourage you to bring a national flag and troop flag to conduct daily ceremonies in your troop's campsite.

The Turner General Store

The General Store at Fire Mountain Scout Camp offers a wide range of items to meet most of your needs including: merit badge pamphlets, craft kits, whistles, lacing/paracord, hats, t-shirts, belts, archery supplies, snacks, ice cream, drinks, flashlights, Scout knives, fire- starters, camp equipment, walking sticks, sunscreen, insect repellent, stamps, and batteries.

About \$75 per Scout should be enough to meet most souvenirs and other needs while at camp. Additional funds may be needed for shooting and some high adventure activities. Cash, credit/debit cards, and checks are accepted. The General Store will be closed during mealtimes and flags. An adult "banker" for your younger Scouts will reduce the likelihood of misplaced, dropped or stolen money.

The General Store will be open on Monday and Wednesday mornings with priority given to Scouts needing to purchase merit badge class supplies. All other Scouts and leaders will be asked to return at a later time.

The Order of the Arrow

Thursday is OA day at camp. OA members are encouraged to show their lodge spirit by wearing OA t-shirts throughout the day and displaying their OA sash with their field uniform.



Lost and Found

If you are missing items, please check the area(s) where you think you may have last had them as well as the green wooden Lost and Found box located outside the Scoutmaster Lounge/Health Lodge. Valuable items (sunglasses, watches, wallets, cash, knives, etc.) will be kept safe in the admin building. Please check back often as your items may turn up throughout the week. If you find an item, please turn it in to any staff member, or bring it to Admin. Items will be held at camp until November 1st when all unclaimed items will be donated.

Health Lodge

The Health Lodge is located under the museum on the northeast side of the building. A medic is available 24 hours a day. Campers with health concerns, injuries, or medical emergencies should report to the camp medic. If the medic is not in the office, go to Admin where someone will radio the medic. If there is an emergency at night, there is an emergency phone roster posted on the health lodge door.

Illness

One of the greatest health concerns at camp is the introduction and spread of viral infections. If a Scout or adult leader exhibits fever, vomiting, diarrhea, chills, sweats, etc. or other health concerns (especially contagious issues like pink eye or staph infections) bring them to the health lodge as quickly as possible to be assessed by the camp medic. If the situation warrants it, the patient will be sent home so the illness/condition doesn't spread. The unit is expected to arrange prompt transportation for the Scout or adult leader.

If a Scout or adult leader has been sick within 48 hours prior to their expected camp arrival, do not bring that individual to camp. They are still considered contagious. If a Scout or adult leader is unable to come to camp the first day or is sent home after their arrival, they can come/return to camp 48 hours after the last flu-like or contagious symptom ceases. If a member of your troop misses some or all of camp due to illness, a partial or full refund can be requested. See the business manager for a refund request form and turn it in prior to departing camp.

Hand Washing

The primary means by which disease is spread is improper or lack of hand washing. The SPL and adults are responsible for ensuring a proper hand washing routine is followed in their troop, especially before each meal. There is a hand-washing station on either side of the dining hall. Wash properly with soap and running water throughout



Scout BSA Resident Camp Program Guide

your stay, particularly before meals, after handling ammunition at the ranges, and after using the bathroom or KYBOs.

Medication

Adult leaders may retain possession of all medication for their Scouts provided they are kept in a secure location. Refrigeration is available in the health lodge for medication that needs to be kept cool. EpiPens and rescue inhalers must be kept with their owner. Special needs forms need to be submitted by July 4th for all mobility and medical issues and dietary needs. Electricity is not available in any of the campsites. CPAP users will need to bring a portable battery system. See the leaders' guide for details. The special needs form is located in camp forms at mountbakerscouting.org and on the troop's camp reservation page on Black Pug.

Adult Adventures

We know that Scout leaders bring unique talents and skills with them when they come to camp. If you would like to volunteer your time and abilities to improve camp facilities or provide instruction to Scouts, please talk to the Camp Director, Program Director, or Head Commissioner.

Chili Cookoff

Leaders prepare their secret recipes. Pick up ingredients Tuesday at 11:00 a.m.. Judging will be at the barbecue pit at 4 p.m. Dutch oven and liner, onions, ground beef, canned beans, tomato sauce, and chili powder will be provided. Bring your own additional ingredients to make yours the best. Chili can be prepared at the fire pit under or in the privacy of your own campsite and brought up for judging.

Friday at Fire Mountain

Cultus Games

Friday after lunch, patrols will compete in round-robin patrol activities focusing on Scout knowledge, skills, patrol yells/Scout spirit, and fun! Cooperation and spirit are keys to the game. Patrols will also present their skits and songs to the Program Director/designee for approval for the Friday night campfire. The patrol who wins the games will earn the honor of leaving their mark on the coveted Cultus Chicken. The camp SPL's will organize these games during their SPL meetings each day. The camp staff will help guide game development and provide materials as needed to help facilitate the games but it will be planned by the SPL's. Adult leaders should be prepared to lead the games organized by their Scouts.

Lake Challenge Challenge

On Friday afternoon, teams will step up for the breathtaking (literally!) Lake Challenge Challenge. Teams compete in a relay race around Lake Challenge. There are six legs in the course – a long-distance run, canoeing, swimming, biking, bouldering, and a final sprint. Teams typically consist of 7 members, but smaller teams can participate if Scouts run multiple legs. Teams will be organized into heats with the fastest time of the day being the overall winner.

Brave adult leaders are welcome to band together to form their own teams to accept the challenge.



Friday Campfire

As a closing for our week together there is of course the time-honored tradition of the Friday Campfire. The SPL's during the course of the week will plan the campfire program with the Camp SPL during their daily meetings so troops are encouraged to be prepared with skits, songs and run on programs to add.

Challenging Outdoor Personal Experience



(COPE) Course and our 1,080-ft Zip Line

Class location: Camas Lodge

The low and high ropes challenge courses are the place where team building and confidence is learned, practiced, and developed. The low course can be a patrol activity available during afternoon open program, where the patrol method is enhanced and patrols learn how to work together more effectively. SPLs can request this for their patrols during the SPL meeting for an open-program low COPE experience. Max capacity is 8 people per session and will be dependent on available staffing.

Troop Zip

Race your buddy down the longest dual zip line in the Northwest. All campers and registered adult leaders will have an opportunity to ride the zipline during this evening activity. Troops will be assigned by campsite to a time and day.

Night Zip

Purchase some glow sticks at the General Store and get in on the fun with the Friday Night Zip immediately following the closing campfire. Zip over Lake Challenge in the dark of night.

Restrictions

In accordance with national policies, Fire Mountain Scout Camp will strictly enforce height/weight restrictions. Participants (youth, adults and staff) who do not meet height and weight thresholds for their age will be subject to restrictions on certain activities. For safety reasons, the minimum weight is 70 pounds, and the maximum allowable weight for zip is 250 pounds and may need to be adjusted due to wind speeds.

Advancement at Fire Mountain

Scouts should be familiar with the requirements of each merit badge they want to complete at camp. Scouts who have registered for merit badges with prerequisites should have those requirements completed before arriving at camp. Some merit badges can be completed during the camp period; however, others have requirements for observation, tests, and/or record-keeping extending over a longer period. Merit badge pamphlets may be purchased at the trading post. Merit badge worksheets are not provided by camp.

Leaders should develop a master list of each Scout's final schedule once they've finished making adjustments at camp and review the program area tracking sheets daily.

The program areas will post merit badge progress records in the Scoutmaster Lounge. These tracking sheets will indicate attendance and requirements completed each day and will be updated daily by the end of the evening. Tracking sheets are considered official copies of the merit badge progress and are turned into the council office at the end of the camp season. For this reason, we ask that no one write on the tracking sheets except the class instructor. If you have a question regarding a tracking sheet, speak with the instructor, area director, program director or commissioners.

By reviewing and tracking your Scouts' progress, any issues can be detected and resolved early, which will give your Scouts the best opportunity to succeed with their merit badges. On Friday morning at the Scoutmaster meeting, troop leadership will have the opportunity to view merit badge completions through our White Card process. The White Cards are printouts of the Blue Cards that troops will receive at check-out on Saturday morning. Troop leaders will be able to check on progress, track down any issues with their Scouts, and get any issues updated before the Blue Cards are run Friday night. This helps us to help you ensure that your Scouts leave with all correct advancement information before your departure.

Partial merit badges

Scouts are welcome to bring partially completed merit badges to camp. If the Scout brings the partial blue card to camp, the merit badge instructor will initial the requirements completed at camp on that same card. If, by week's end, the instructor determines that all the requirements have been completed, the blue card will be signed as a complete.

If the Scout does not bring the partially-completed blue card to camp, there are two options:

- A new blue card can be issued and the incomplete requirements can be worked on at camp. Only the requirements that are completed at camp will be signed off on this card. The Scout will then have two partial

Scout BSA Resident Camp Program Guide

- blue cards that will need to be reconciled after camp by either a unit leader or a merit badge counselor.
- A new blue card can be issued, with the Scout repeating the requirements previously completed (if offered at camp), and continuing to work on the remaining requirements.

Merit Badge Signups

There are four merit badge sessions in a block schedule: two in the mornings and two in the afternoons. Scouts can schedule up to 4 merit badges, except new Scouts fully participating in Pathfinders. Pathfinders will use three of the merit badge sessions. We recommend the other badge be any of the basic badges in crafts, nature, or aquatics. Once full payment has been made via BlackPug, the primary contact leader will receive log-in information for merit badge signups. Follow the specific instructions for summer camp merit badge registration. The troop leadership is responsible for Scout merit badge registration. Based on anticipated demand, some merit badges may have a lottery system for class selection implemented. Any lottery class rosters will be announced at the Sunday evening campfire. We will make every effort to meet everyone's needs; however, some classes are limited by logistics and safety requirements. Please print out each Scout's schedule and bring it to camp with you. Occasionally, holes or minor adjustments in schedules may need to be filled and fixed. These adjustments can be made at camp at the merit badge shuffle on Sunday night after dinner, or Monday morning after breakfast. Scouts who were unable to preregister for merit badges with the troop will be able to select badges where space is available.

Pathfinder Program

Research has proven that Scouts who earn First Class rank within the first year after joining are more likely to stay in Scouts and achieve higher ranks. Our Pathfinders program is designed with this in mind. It teaches basic Scouting skills, while introducing the Scouts BSA program and Fire Mountain Scout Camp.

The Pathfinders program is staff-led and assisted by adult troop leadership. Youth participating in this program should bring their Scouting handbook with them to camp. Adults should encourage new Scouts to explore the many program areas offered at camp.

Per the *Guide to Advancement*, only the unit leader may determine who can test and pass a Scout on rank requirements. For this reason Fire Mountain camp staff will teach skills for rank advancement but will not sign off requirements in the Scout's handbook. Each unit should determine who in the unit can test the Scouts on their skills and sign off their requirements. A list of skills instructed will be given to the troop upon departure on Saturday.

The Pathfinders staff requests the assistance of unit leaders when the unit chooses to send Scouts to Pathfinders. This is a great way for new leaders in need of their Introduction to Outdoor Leadership Skills (IOLS) training to meet that requirement. Troops should see the Head Commissioner to coordinate this.

Scouts should sign up for Pathfinders just like a merit badge session. The Pathfinders area will be available during open program time where any Scout may return to work on whatever requirements are needed.



Special Programs

In addition to all the merit badges and other rank advancement opportunities offered in our program areas we also have a number of “special” programs to have some fun around camp.

Open Swim

Available each afternoon and early evening open program session Monday, Tuesday and Thursday

WIBIT

Enjoy an exciting time on our giant inflatable WIBIT down at our Beach. SPLs will be able to sign up for a time in their daily meetings. Space is limited and adult supervision is needed and requested.



Polar Bear Plunge

Brave the morning chill for an exhilarating dunk in the lake and earn the honor to purchase the polar bear patch. Open to all campers on Tuesday morning at the Beach.

Astronomy Star Party

The Astronomy MB requires a stargazing experience. It is open to anyone who would like to learn about the night sky. Telescope and binoculars are provided; you may also bring your own. Scheduled for Tuesday night, but may change depending on weather.

Open Shoot

Scouts and adult leaders can practice their marksmanship at the rifle, shotgun and archery ranges.

Tickets for shooting during open program are sold in the trading post. Tickets are good all week long but note that they are NOT refundable. We recommend buying tickets in daily quantities to avoid having a handful left over at the end of the week. Note: Priority at the ranges will be given to Scouts needing to complete their merit badges.

Cowboy Action

Scouts (ages 14+) and adult leaders can participate in a special experience with opportunities to shoot single-action .22-caliber pistols, lever-action .22-caliber rifles, and 12-gauge shotguns. Choose your cowboy name and play the “good guy” while proving your shooting accuracy. The cowboy action range may be offered during evening open program.

Sporting Arrows

Scouts and adult leaders can take part in a unique archery experience. Similar to clay target shooting, in sporting arrows archers fire at moving 10-inch diameter foam targets launched in the air by automatic launchers. Sporting Arrows may be offered during evening open program.

Your campsite is your HOME!

The Heart of the Campsite: The campsite is where Scouting begins at Fire Mountain Scout Camp. The opportunities for improving Scout skills and advancement are tremendous. The most important thing for a troop leader to remember at Fire Mountain is that nearly anything that can be done in a program area can be brought into your own campsite.

Adirondacks, Stents, and Tents: All shelters are in great condition and must be treated with respect and care.

Please do not move any tent platforms. The result may be inadequate support of the platform, which leads to damaging the platform. Consult your commissioner or ranger if you have any problems with your campsite.

Toilet Buildings and Wash Racks: Each campsite has its own toilet facility, which must be swept out daily and washed at least twice during the week. The building should be swept and washed out before Saturday departure as well. Hoses should be coiled neatly on the ground when not in use. Cleaning supplies are checked out from camp staff at the admin building.

After each use of the facilities, make sure the toilet lid is shut and the door is closed. Although the camp staff will add odor control agents, it will be up to the Scouts to perform daily cleaning. Scouts are also responsible for maintaining the supply of toilet paper. Toilet paper can be acquired at the commissary. Wash racks should also be cleaned daily by the troop.

Scout BSA Resident Camp Program Guide

Shower Facilities

“A Scout is Clean” We hope that each Scout will use the shower facility regularly during their stay at camp. There are three shower facilities. Each shower room is single-use (one person). Under no circumstances are adults to shower with the Scouts, only one Scout is to be in a shower room at a time. Troops will be assigned to clean a Shower facility one time during their week.

Fire Tools

Each campsite is to have one set of fire tools in the campsite. These tools include a shovel, rake, and two water buckets. A broom is also provided to help the Scouts keep their tents and toilet buildings clean. Please report any broken items to the Troop Guide upon initial inspection. If it is broken during the week, inform a commissioner, who will arrange for a replacement.

Scout BSA Resident Camp Program Guide

Merit Badge Opportunities

Bring paper and pencil/pen to every merit badge class. The trading post does not grant refunds. Below is a suggested list of merit badges we plan to offer at camp. Actual offerings will depend on individual staff talents and equipment availability. Actual cost will depend on prices from suppliers. You can find the full MB course list for the current year at mountbakerscouting.org/firemountain/residentcamp/

Lifesaving
Swimming
Climbing
Basketry
Leatherwork
Wood Carving
Canoeing
Kayaking
Small Boat Sailing
Rowing
Astronomy
Environmental Science
Fishing
Forrestry

Mammal Study
Nature
Bird Study
Soil and Water Conservation
Space Exploration
Emergency Preparedness
First Aid
Geocaching
Orienteering
Pioneering
Search and Rescue
Wilderness Survival
Golf