

WILDERNESS PATROL

The Wilderness Patrol program has been designed to support the troop program for Scouts working on the Tenderfoot through First Class requirements. The program experiences and activities will enable Scouts to develop their outdoor skills, practice the Patrol Method and help them learn to work in groups and grow as individuals. This program is not designed to complete a specific rank. We will provide a fun environment in which Scouts will learn and practice essential Scout skills.

While in small patrols, led by a staff of superb staff members, your Scouts will face a number of challenges that will require learning skills. By the end of the day the participants will realize they have learned an extraordinary number of skills while having a blast working as a patrol member. Scouts will be given the opportunity to help design their own program, guided by their staff member, giving them the ability to work on the skills they really need.

We strongly urge troops to enroll their new Scouts in our Wilderness Patrol.

The Wilderness Patrol meets everyday during the week from 9:00 am – Noon.

In order to make this week long experience as good as it can be, we ask that all Scouts in the Wilderness Patrol program be in attendance from 9:00-12:00 everyday.

9:00-12:00	2:00	3:00-5:00	7:00-8:00
Wilderness Patrol Activities	Merit Badge Period	Open Program – Mon-Fri Aquatics Requirements - Tuesday Basic Scout Skills – Monday - Thursday	Monday/Tuesday Totin’ Chip

The Wilderness Patrol Scouts will be participating in an overnight as well as daily hikes. To be prepared, we ask that the Scout and his troop work together to provide the following necessary equipment:

Sleeping bag, tent (which can be shared with other members of his troop in this program), ground cloth, mess kit, flashlight, daypack, water bottle, sunscreen, bug repellent and sturdy shoes or boots. Scouts must also bring their handbook and pocketknife.

In the afternoon, Wilderness Patrol Scouts may work on their aquatics requirements at the waterfront on Tuesday, hone their Scout skills at the Scoutcraft Area Monday-Thursday, or select their own activity from the open program offerings. Monday and Tuesday evening they should plan to earn their Totin’ Chip, if needed.

Throughout the week, the Scoutmaster or Assistant Scoutmaster for the new Scouts should have conferences with each Scout in the program as well as the Director of the Wilderness Patrol Program in order to get input on how the Scout is doing and what additional support may be needed. Wilderness Patrol Staff will evaluate and sign off the activities they feel the Scout has mastered during the program on a camp issued form. The unit leadership should review the Scout’s proficiency and sign off in his Boy Scout handbook or unit achievement log when they believe the Scout has satisfied the requirement.

The following merit badges/activities are available to Wilderness Patrol Scouts at 2:00:

- Art
- Fire Safety/**Scouting Heritage**
- Fishing
- Mammal Study
- Reptile and Amphibian Study
- **Sculpture**
- **Swimming (must be a Blue Swimmer)**
- **Weather**
- Learn to Swim is available at 2:00 and should be a priority for Scouts who need to develop swimming skills. It is not a merit badge.

Diligent Scouts should be able to complete at least one merit badge.

We are always looking for leaders to assist with this program. To help us provide quality leadership, we request that for every five boys a unit enrolls they also send an adult. This is an excellent opportunity for parents (new to Scouting) to practice their skills as well. Volunteer instructors will be recognized at the closing ceremony.

