

# Trapper's Rendezvous at Camp Ducker

## For First Year Scouts

**Location:** This program is located on the trail between the Trading Post and Heritage Center. Allow 15-20 minutes walking time from Camp Jeffrey.

**Schedule:** Trapper's Rendezvous will operate in all 8 time blocks.

**Participants will not sign up for any other programming.** This program is not for every first year Scout. If your Scouts are ahead of this plan, it is recommended they enroll in a regular merit badge schedule. There is a limit of 40 participants per week.

**Objective:** The primary objective is to have Scouts new to Scouting and at their first summer camp be exposed to both rank fulfilling requirements and explore the entire camp experience so they will want to return another year. On top of completing requirements for rank, there are fun activities and 3 merit badges incorporated into the program. The patrol method is used to handle large numbers of participants since this is one of our most popular programs. This program is most successful when units with Scouts enrolled provide an adult to assist camp staff.

**Equipment Checklist:** Items to bring to participate in Trapper Jack's Rendezvous include the BSA Handbook, a daypack, water bottle, personal first aid kit and a pocket knife.

**Course Content:** Not only will Scouts work on requirements for rank, they will also be working on earning the Scouting Heritage, Basketry and Leatherwork merit badges. Leaders should keep in mind camp staff will not sign off requirements in the Scout Handbook. A list of accomplishments will go out with every Scout enrolled at the end of the program.

### Merit Badge Schedule:

Monday p.m.- Leatherwork    Tuesday p.m.- Scouting Heritage    Wednesday am- Basketry

### Advancement Plan:

Scout—1a,c,e,f; 4a,b;5

Tenderfoot—1a;3a,b;4a,b;5a,b,c;7a;8

Second Class—1b;2b,c,f,g;3a;5a;6a,b;9a,b

First Class—3a,b,c;4a;7a,b,c

Monday- Totin' Chip, Firem'n Chit; Tuesday- First Aid; Wednesday-Orienteering; Thursday- Pioneering

As each Scout learns at their own pace, not all requirements may be completed. If time allows and instructors see fit, other requirements may be added and an updated list will be provided to each unit leader.

There is a \$38 fee for Basketry and Leatherworking kits for the merit badge classes.