

The Wilderness Patrol program has been designed to support the troop program for Scouts working on the Tenderfoot through First Class requirements. The program is broken up into three groups that will enable Scouts to develop different outdoor skills that may be difficult to complete in a regular Troop Meeting.

MORE INFORMATION:



EXPEDITION WILDERNESS

Two hour session offered at 9AM

Get ready for the wilderness by learning and practicing your first aid skills, swimming rescues, and more preparation tools for the outdoors!

Skills Covered: First aid, hiking safety, swimming rescues, weather identification.

TRAILBLAZERS

One hour sessions offered at 9AM and **11AM**

Form a patrol for your week at camp while you learn about basic Scouting skills and being a Scout at Camp Seguassen!

Skills Covered: Patrol method, flag etiquette, EDGE method, compass skills, knife safety,

Fingerprinting merit badge.

JOURNEY TO ADVENTURE

Two hour session offered at 10 AM

Learn your outdoor survival skills to be prepared for anything that comes your way on your journey to Eagle! Scouts must bring or work with their unit to acquire a tent for an overnight in the Wilderness Patrol site.

Skills Covered: Knots, knife safety, overnight camping, lashings, fire building, fire safety.

ADDITIONAL OPPORTUNITIES

MERIT BADGES

Badges open to Wilderness Patrol Scouts at 2:00 PM include:

- Art
- Backpacking/Camping
- · Fire Safety/Scouting Heritage
- Game Design
- Mammal Study
- Reptile and Amphibian Study
- **Textiles**
- Weather

TOTIN' CHIP

Totin' Chip is offered on Monday evening at 7pm to learn the basic safety and usage of a pocketknife, saw and axe. Completion of this class will satisfy the requirement for Wood Carving and Woodwork merit badges.

WATER RANK REQUIREMENTS

All Scouts have the opportunity on Tuesday evening at 7pm to complete Tenderfoot through First Class rank requirements that take place in the water with the Wilderness Patrol staff via sign-up outside of the regularly scheduled WP time frame.