

Camp Medicine Bow

2009 Program Highlights

Weekly Themes

This camp season we have a new and exciting program to offer our scouts and adult leaders. Our weekly themes will set the stage for all programs happening during your stay in Camp Medicine Bow.

Week 1 Magician Week

Alakazam!! Fun shall be had by all with all the magic that is around. Dress as your favorite magician and even see a trick or two. The great Merlin could even be there!?

Week 2 Pirate Week

RRRRRRRRRR!!!! The pirates are back again. Help fight those evil pirates and save the day. Show off your lashings by building us your best campsite pirate ship!

Week 3 Winter Week

What happened to summer, where did it go? This week is all backwards with its seasons. Break out your mittens gloves and winter hats, because its gunna get cold in here!

Week 4 Superhero Week

Iron Man, The Fantastic Four, and Superman just to name a few. Super powers are found everywhere. Where did they come from? What as how they help!

Week 5 Ninja Week

A week hidden in the shadows as the ninja to protect all they believe in. Conserving their ideals and everything at all costs.

Week 6 Horror Week

Spooks and Ghouls are lurking throughout camp this week spying on all things that have been done. How big will your scare be???

Week 7 Pioneer Week

Decorate your sites with your pioneering contraptions. Who will have the best one? What will they do? How crazy can they be?

Week 8 Outer Space Week

Get ready to explore the universe! Discover the cosmos, fly where no one has flown and make the impossible possible! To infinity and beyond!

Recall Week!!

Daily Troop Activities

Monday

- Flag Raising and lowering start five minutes before Breakfast and Dinner
- Monday Night Welcome Campfire – Starts in the Medicine Bow Amphitheatre at 8:00pm

Tuesday

- Campsite inspections begin at 9:00am and run each morning though Saturday
- SPL/Silver CY Cracker-barrel – Starts in the Rathom Lodge at 8:30pm

Wednesday

- Dessert Baking Contest judged at dinner

Thursday

- Scavenger Hunt – Starts in the Rathom Lodge at 8:00pm.
- Costume Night! – Dress up as your favorite weekly theme character for dinner.

Friday

- OA Night- Wear your OA sashes to dinner to be recognized for such a great achievement.
- Sailing Regatta – After Dinner at the Ashaway Aquatics Center

Saturday

- Swim Carnival after Lunch
- Scoutmaster and SPL events held after the Swim Carnival.

Inter-Troop Challenges – Senior Patrol Leaders may announce pre-arranged troop challenges at meals.

Scouting Advancement Programs

- Climb On Safely
- Youth Protection Training
- Basic Leader Essentials
- Safety Afloat, Safe Swim Defense
- Trek Safely
- Scoutmaster Specifics
- Outdoor Leadership Training
- Leave No Trace
- CPR
- Instructor Certificates

Specific times for all training programs will be posited in your campsite, or you can always ask your PC.

Helpful Information

- Troop Tournament and scheduling will be discussed at the Monday Senior Patrol Leader Meeting.
- Senior Patrol Leaders should bring a list of events that were not available to pre-schedule at the Tuesday Night Barbecue, and Program Request Sheets, with them to the Monday Senior Patrol Leader Meeting.
- If there are any questions about scheduling or events through out the week, your Program Commissioner will be able to help you during your Sunday check-in.

We encourage all Scoutmasters and Adult Leaders to provide input that would help us improve our Scouting programs. Comments, Questions, Concerns? We're looking for your feedback. Please email me at chawrylik@smcvt.edu with any questions