



CAMP EDGEWOOD

Scouts, BSA Summer Camp

Gator Growler

First-Year Camper Program

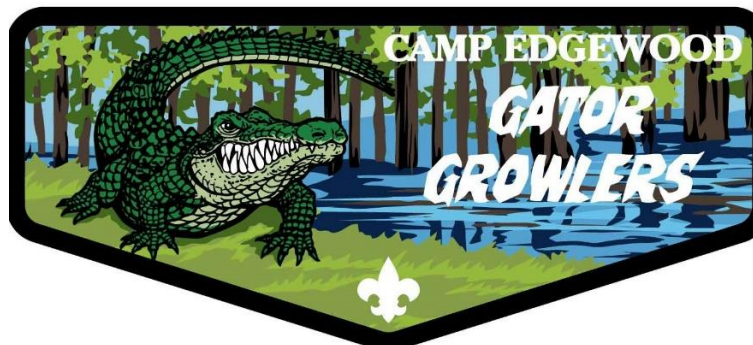
In the Scouting world, just as in life, we do not get a second chance to make a first impression. Our Gator Growler program is exciting and dynamic and is a fantastic introduction to the world of Scouting for all first year Scouts. Summer Camp is one of the greatest adventures a Scout will experience and is especially thrilling to first year Scouts and this program will meet their need for dynamic programming, challenges, adventure, advancement, and experience to help solidify their Scouting experience. An excellent first year program can give a Scout the confidence and desire to stick with Scouting to gain the experiences and lessons built into our programs as they advance towards the rank of Eagle.

Gator Growler offers the first year Scout a basic layer of competencies to aid with the success of your Troop. They will build fires, learn about axe and saw safety and care, practice knots, hike with a compass, pitch and sleep their own tents, cook several meals and more. They will be placed in patrols at their first meeting of no more than 15 Scouts to ensure the most hands on opportunities during the week.

Each patrol will rotate through stations together, gaining experience and knowledge about basic Scouting skills. They will participate in flag ceremonies, cook their own lunch in the Gator Growler area each day, complete a 5-mile hike, work on their swimming rank advancements, and have many opportunities to make friends with others in their Patrol.

The Gator Growler program is held during the morning hours through their lunch (they will prepare lunch each day learning cooking techniques). They will be released after a quick clean up to join their friends from the Troop during the after lunch breaktime. Each Scout in the Gator Growler program should pick afternoon merit badge classes to fill their schedule. We would suggest Swimming be taken as it is more difficult to get outside of a traditional camp setting. As always, the schedule for each Scout is determined by discussion at the Troop level.

All that complete the course will receive a special Adventure Patch for the Gator Growler program.



During the week, Scouts will build many of the skills necessary to earn the ranks of Scout, Tenderfoot, Second Class, and First Class while also building teamwork, leadership, and Scouting skills. However, the main goal is for the Scouts to have fun and to leave camp with a positive camp experience and enthusiasm for the Scouting program. So how will be go about this task? Please see the daily outlines below. After these outlines, there will be a list of recommended items for the Scouts to bring to complete many of the requirements and to be prepared for the overnight program on Wednesday evening.

Monday

Scouts will complete:



Scout 1 (all parts) Scout Oath & Law, Scout Spirit, sign, salute, handshake, First Class Badge, Outdoor Code & Scout 3a & 3b – Patrol Method, Patrol name, emblem, flag & yell
 Scout 5 – Pocket Knife Safety and Responsibility (Totin’ Chip)
 Tenderfoot 3d – proper care and use of knife, saw, ax
 Tenderfoot 7a – Raise and Lower US Flag

Tuesday

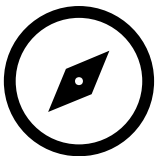
Scouts will complete:



Scout 2a-d – Troop Leadership, 4 steps of advancement, ranks, merit badge program
 Scout 4a & b – Square Knot, half hitch, taut-line hitch
 Tenderfoot 2a-c – Prepare one meal, safe cleaning, eating together as patrol
 Tenderfoot 3a-c – Practical use of knots
 Tenderfoot 4a-d – First Aid requirements
 Second Class 8a & b – participate in Flag Ceremony, explain respect due flag
 Second Class 2d & e – Lightweight Stove, propane stove, planning meal
 First Class 7a & b – Sprained ankle, injury to head, transport victims

Wednesday Morning

Scouts will complete:



Tenderfoot 5a-d, Buddy system, lost Scout, safe and responsible hiking, durable surfaces
 Second Class 3a Compass work and orienteering map
 Second Class 3c & d – Hazards on hike, finding day and night directions
 First Class 4b – using handheld GPS unit
 First Class 5b-d – Weather forecasts, 3 indicators of impending weather, extreme weather
 Second Class 9a & b – 3 R’s of personal safety, bullying
 Second Class 2a, b, & c – when appropriate to use fire, prepare tinder, build a fire

Wednesday evening’s overnighter

Scouts will complete:



Tenderfoot 1a-c – Present yourself ready for campout, spending one night in tent you pitch, Outdoor Code/Leave no trace
 Second Class 5a-d – Safe swim, BSA Beginner test, water rescue, saving victims safely
 First Class 6a-e (dependent on skill level for Scout) – BSA Swimmer test, safe trip afloat, basic parts of canoe, proper body positioning in boat, line and tender

Thursday

Scouts will complete:



Second Class 2f&g – Sheet bend knot, bowline knot
 Second Class 6a-e – All 2nd class first aid and emergency prep
 First Class 3a-d – Lashing, timber hitch, clove hitch, square, shear, and diagonal lashings, useful camp gadget
 First Class 4a – Orienteering course
 First Class 7c&f – 5 signs of heart attack, potable water in an emergency

Friday

Scouts will complete:



Second Class 3b – Map and compass 5-mile hike Report to the main camp flag pole immediately after breakfast with your essentials for a 5 mile hike in your backpack. Bug spray recommended for summer hike.

Pick up completed Gator Growler Program report for each participant with your merit badge reports

To be successful in our Gator Growler program, Scouts need to bring the following:

1st Aid Kit with calamine lotion

Backpack containing items for overnighiter (must pitch own tent and sleep in it for credit for that requirement) – Tent, ground cover, flashlight, sleeping bag, bug repellent, swimming suit and towel, mess kit, water bottle

Lightweight backpack with compass, water bottle, sun protection and other 10 essentials for 5 mile hike on Friday.

All other supplies needed will be provided to the patrols to work with during the Gator Growler adventure. Scouts will also be provided with practice rope and a complete patrol box for cooking, so it is not necessary for any cooking supplies to be brought with the Scout. Totin' Chip will be handed out when earned so First Year Scouts can purchase a pocket-knife as appropriate. A second copy will be in their check out paperwork just in case the first one is misplaced at camp.

Our program will also have a mock grocery store set up to help Scouts with meal planning and purchasing. Understanding serving sizes and cost per participant per meal will help your Scouts when they return to the Troop and are assigned the Grubmaster role for your next campout!

At the end of the program, Scouts will receive their special Adventure Patch. Leaders will receive information on what was completed by each Scout. It is up to each unit to decide who will sign the Scout handbook for each Scout, but we only provide the written report. Each Patrol leader will keep track of the items done by each Scout, so if your Scout chooses not to participate or misses a class session, they will not have the requirements covered marked on the report you receive at week end.

We look forward to hosting your first year Scout in our amazing Gator Growler program and know it will provide them with the exciting and educational first camp opportunity that will propel them to success in your Unit. Please let us know how else we can help your first-year youth to find success in their Scouting journey. Our number one goal in our Gator Growler program is keeping well prepared Scouts in our scouting programs! Geaux Gator Growlers!

First Year Scout Skills

