

		SUNDAY	MONDAY	TUESDAY	WEDNESDAY
M O R N I N G	6:30 AM		RISE & SHINE!	RISE & SHINE!	RISE & SHINE!
	7:15 AM				
	7:30 AM		BREAKFAST BEGINS	CAMPSITE COOKING	BREAKFAST BEGINS
	8:15 AM		BREAKFAST ENDS	BREAKFAST IN CAMPSITE	BREAKFAST ENDS
	8:45 AM		RAISE COLORS @ MAIN LODGE		RAISE COLORS @ MAIN LODGE
	9:00 AM		PROGRAM AREAS OPEN	PROGRAM AREAS OPEN	PROGRAM AREAS OPEN
	9:30 AM			LEADERS' TREK SAFELY	
	10:00 AM		LEADERS' MEETING	LEADERS' MEETING	LEADERS' MEETING
	10:30 AM				
	11:00 AM				LEADERS' CLIMB ON SAFELY
	11:45 AM		PROGRAM AREAS CLOSE	PROGRAM AREAS CLOSE	PROGRAM AREAS CLOSE
A F T E R N O O N	12:00 PM	CAMP STAFF MEETING			
	12:25 PM		ASSEMBLE @ MAIN LODGE		ASSEMBLE @ MAIN LODGE
	12:30 PM		LUNCH	CAMPSITE COOKING	LUNCH
	1:30 PM	TROOP CHECK-IN BEGINS	SPL MEETING @ DINING HALL	LUNCH IN CAMPSITE	SPL MEETING @ DINING HALL
	1:45 PM	REGISTRATION IN OFFICE		SPL MEETING @ DINING HALL	
	2:00 PM	MEDICAL RECHECKS	PROGRAM AREAS OPEN	PROGRAM AREAS OPEN	PROGRAM AREAS OPEN
	2:15 PM	SWIM CHECKS			
	3:00 PM	CAMP ORIENTATION		SAFE SWIM DEFENSE	
	4:00 PM	EQUIPMENT PICK-UP			
	4:30 PM	CAMPSITE PREPARATION			
	4:45 PM		PROGRAM AREAS CLOSE	PROGRAM AREAS CLOSE	PROGRAM AREAS CLOSE
	5:00 PM	TROOP CHECK IN ENDS			FAMILY NIGHT
	5:30 PM				GUESTS ARRIVE
5:50 PM	RETIRE COLORS @ MAIN LODGE		RETIRE COLORS @ MAIN LODGE	RETIRE COLORS @ MAIN LODGE	
E V E N I N G	6:00 PM	DINNER	CAMPSITE COOKING	DINNER	DINNER ~ PICNIC STYLE
	6:30 PM		DINNER IN CAMPSITE		TRADING POST OPENS
	6:45 PM	RULES & EMERGENCY REVIEW			GUESTS MAY TOUR CAMP
	7:00 PM				AND VISIT CAMPSITES
	7:15 PM	MERIT BADGE SIGN-UP		ECUMENICAL CHAPEL SERVICE	TRADING POST CLOSES
	7:30 PM	TRADING POST OPEN			ALL GATHER AT GILWELL FIELD
	8:00 PM	MERIT BADGE SIGN-UP ENDS		CATHOLIC MASS	PECOS BILL'S ROWDY RODEO
	8:30 PM	EMERGENCY DRILL			GAMES OF UNIMAGINABLE FUN!
	9:00 PM	OPENING CAMPFIRE	SEARCH FOR THE TWILIGHT ZONE	WILDERNESS SURVIVAL/CAMPING	ORDER OF THE ARROW
	9:30 PM		~ STAR HIKE ~	FIRST CLASS EXPRESS	CALLING OUT CEREMONY
	10:00 PM	CAMPFIRE ENDS	GATHER IN PARKING LOT	SLUMBER PARTY	GUESTS DEPART FROM CAMP
10:30 PM	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	

DAILY CAMP SCHEDULE - 2012

		THURSDAY	FRIDAY	SATURDAY		
M O R N I N G	6:30 AM	RISE & SHINE!	RISE & SHINE!	RISE & SHINE!	M O R N I N G	
	7:00 AM			RAISE COLORS @ MAIN LODGE		
	7:30 AM	BREAKFAST BEGINS	BREAKFAST BEGINS	LOWDEN LOGGER BREAKFAST		
	8:15 AM	BREAKFAST ENDS	BREAKFAST ENDS	CHECK OUT BEGINS (8:00AM)		
	8:45 AM	RAISE COLORS @ MAIN LODGE	RAISE COLORS @ MAIN LODGE			
	9:00 AM	PROGRAM AREAS OPEN	PROGRAM AREAS OPEN			
	9:30 AM					
	10:00 AM	LEADERS' MEETING	LEADERS' MEETING			CHECK OUT ENDS
	10:30 AM			STAFF MEETING/DISMISSAL		
	11:00 AM					
	11:45 AM	PROGRAM AREAS CLOSE	PROGRAM AREAS CLOSE			
A F T E R N O O N	12:00 PM				A F T E R N O O N	
	12:25 PM	ASSEMBLE @ MAIN LODGE	ASSEMBLE @ MAIN LODGE			
	12:30 PM	LUNCH	LUNCH			
	1:30 PM	SPL MEETING @ DINING HALL	SPL MEETING @ DINING HALL			
	1:45 PM					
	2:00 PM	PROGRAM AREAS OPEN	PROGRAM AREAS OPEN			
	2:15 PM					
	4:00 PM	LEAVE NO TRACE AWARENESS				
	4:30 PM					
	4:45 PM	PROGRAM AREAS CLOSE	PROGRAM AREAS CLOSE			
	5:00 PM					
5:30 PM						
5:50 PM	RETIRE COLORS @ MAIN LODGE	RETIRE COLORS @ MAIN LODGE				
E V E N I N G	6:00 PM	DINNER	DINNER		E V E N I N G	
	6:30 PM					
	6:45 PM					
	7:00 PM					
	7:15 PM	PROGRAM AREAS OPEN	PAUL BUNYAN'S COLOSSAL LUMBERJACK WRAP UP CAMPWIDE SWIM AND ZIPLINE RIDING			
	7:30 PM					
	8:00 PM	PROGRAM AREAS CLOSE				
	8:30 PM	O.A. INDUCTEE ORIENTATION				
	9:00 PM	ORDER OF THE ARROW INDUCTION CEREMONY		CLOSING CAMPFIRE		
	9:30 PM		AWARDS - RECOGNITIONS			
	10:00 PM	O.A. CRACKER BARREL	GRAND COURT OF HONOR			
10:30 PM	LIGHTS OUT	LIGHTS OUT				

CAMP LOWDEN MERIT BADGE GUIDE ~ 2012

MERIT BADGE	DIFFICULTY LEVEL [See code below]	COMMENTS	~ PREREQUISITES ~ Must be completed before coming to camp in order to complete the badge at camp	MERIT BADGE BOOK EDITION	Cost
AUTOMOTIVE MAINTENANCE	I	A basic knowledge of automotive workings is necessary. Knowledge of common warning lights is also necessary. This merit badge is difficult to complete if not started prior to camp.	10c, 11, 12	2008	
ANIMAL SCIENCE	M			2006	
ARCHERY	H	Recommended for 2nd year or older camper	Completing meritbadge.com worksheet will facilitate more shooting practice time	2011	\$3
ART	M	Good for newer scouts	4	2006	
ASTRONOMY	H	Recommended for 2nd year or older camper. Requires overnight observations which are recommended to be completed prior to camp. <i>Weather conditions may prevent completion at camp.</i>	4a, 4c, 5d, 6b, 8	2010	
BASKETRY	E	Good for newer scouts		2003	\$10
BIRD STUDY	H	Takes a lot of study and observation	5, 6	2005	
CAMPING	I	Recommended for 2nd year or older camper	4b, 5e, 8d, 9a, 9b	2005	
CANOEING	M	Recommended for 2nd year or older camper. May be time consuming. <i>Must pass swimmer's test at camp.</i>	Must have close-toed shoes that must be worn when in the river	2004	
CHEMISTRY	H	Recommended for 2nd year or older camper	Review all requirements	2004	
CITIZENSHIP IN THE NATION	I	Completion of 8th grade encouraged Takes a lot of study	2, 3, 8	2005	
CITIZENSHIP IN THE WORLD	I	Completion of 8th grade encouraged Takes a lot of study	7 (cannot be done at camp)	2005	
COMMUNICATIONS	I	Recommended for older scouts	5, 8, 9	2009	
COOKING	I	Takes a lot of study	7	2007	
EMERGENCY PREPAREDNESS	I		1, 2b, c; 6c; 7; 8b, c	2008	
ENERGY	I	For older scouts	4	2005	
ENVIRONMENTAL SCIENCE	H	Not good for 1st year campers. Takes a lot of study and observation	Review and start all requirements	2006	
FINGERPRINTING	E	Good for newer scouts	N/A	2003	
FIRST AID	M	Must have completed 1st Aid for Tenderfoot to 1st Class	2d, Bring a <u>HOME</u> 1st Aid Kit as listed on Page 128 of the Boy Scout Handbook	2007	
FISHING	I	16 years of age or older must obtain and bring a valid IDNR fishing license. <i>River conditions may prevent completion at camp.</i>	9	2009	
FORESTRY	M	Recommended for 2nd year or older camper	1, 5	2005	

E = EASY TO COMPLETE

M = MAY COMPLETE AT CAMP WITH WORK

H = HARD TO COMPLETE AT CAMP

I = IMPOSSIBLE TO COMPLETE AT CAMP UNLESS ALL PREREQUISITES LISTED ARE DONE BEFORE ARRIVAL AT CAMP

CAMP LOWDEN MERIT BADGE GUIDE ~ 2012

MERIT BADGE	DIFFICULTY LEVEL [See code below]	COMMENTS	~ PREREQUISITES ~ Must be completed before coming to camp in order to complete the badge at camp	MERIT BADGE BOOK EDITION	Cost
GEOCACHING	I		7,8	2010	
GEOLOGY	E	Takes a lot of study and time		2009	
INDIAN LORE	M	Good for all scouts		2003	\$15
INSECT STUDY	I	Takes a lot of study	4, 5a, 7	2008	
LEATHERWORK	E	Good for newer scouts	4	2002	\$10
LIFESAVING	H	Recommended for 3rd year or older campers. Time consuming. Must pass swim test at camp. <i>Must bring shirt, pants, belt, shoes, and socks that can get wet.</i>	1a	2008	
MAMMAL STUDY	E	Requires a service project to be completed at camp	3, 4	2003	
MEDICINE	H	Required to participate in Health Fair held at camp	Review all requirements	2009	
NATURE	I	Time consuming and challenging	Must complete 1 option from 4a, d, e, or f	2009	
ORIENTEERING	H	Takes a lot of study		2003	
PHOTOGRAPHY	M	<i>Must bring own digital camera with media card</i>	4	2005	
PIONEERING	M	Recommended for 2nd year or older campers Practice of knots, splices, and basic lashings would be helpful.	2a	2006	
REPTILE & AMPHIBIAN STUDY	I	Recommended for older scouts. Requires a lot of study	8	2005	
RIFLE SHOOTING	M	Good merit badge for all campers	Completing meritbadge.com worksheet will facilitate more shooting practice time	2001	
ROWING	H	Physically challenging. Recommended for 2nd year or older scouts. Requires a lot of practice. <i>Must pass swimmers test at camp.</i>	<i>Must have close-toed shoes that will be worn whenever you are in the river</i>	2006	
SCULPTURE	E	Good merit badge for all campers		2007	
SHOTGUN SHOOTING	H*	Challenging Requires developed hand/eye coordination Cost depends on ability. Must hit 24/50 targets. Cost is \$0.50 per shot <i>*Difficulty is determined by skill level and physical size</i>	Completing meritbadge.com worksheet will facilitate more shooting practice time	2005	\$15-\$25
SOIL & WATER CONSERVATION	M	Requires a conservation project to be completed at camp	Study MB pamphlet	2010	
SWIMMING	M	<i>Must pass swimmer's test at camp. Must bring a long-sleeve button up shirt, jeans, belt, socks, shoes, that will</i>	MUST complete #3	2008	
WEATHER	M	Takes a lot of study and observation	8, 9	2006	
WILDERNESS SURVIVAL	M	Recommended for 2nd year or older camper Will complete wilderness overnight at camp Must bring: tarp, sleeping bag, personal first aid kit, flashlight, and water bottle <i>Completion dependent upon weather</i>	N/A	2007	
WOOD CARVING	M	Must have Totin' Chip Card		2006	\$10
VETERINARY MEDICINE	I	Recommended for 2nd year or older camper	6	2005	

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First Class Express Schedule ~ 2012

Monday

9:00am	FCX Orientation	FCX Area
9:30am	Totin' Chip (2 nd Class - 3c)	FCX Area
11:00am	Camp Games	Gilwell Field
2:00pm	Flag Etiquette (Tenderfoot 6)	Gilwell Field
3:00pm	Swimming Requirements (2 nd Class - 8a, 8c)	Pool
4:00pm	First Aid (2 nd Class - 7a, 7c) (1 st Class - 8d)	FCX Area

Tuesday

9:00am	Knots and Lashings (Tenderfoot 4b) (1 st Class 7a, 8a)	FCX Area
2:00pm	First Aid (1 st Class - 8b, 8c)	FCX Area
4:00pm	Instructional Rifle Shooting	Rifle Range
9:30pm	FCX Overnight Campout	Schmig Memorial

Wednesday

9:00am	Fireman Chit	FCX Area
11:00am	Camp Games	Gilwell Field
2:00pm	Open Area	FCX Area
3:00pm	Swimming Requirements (1 st Class - 9a, 9c)	Pool
4:00pm	Instructional Archery Shooting	Archery Range

Thursday

9:00am	1 st Class Expedition *Hiking Safety (Tenderfoot - 5) (2 nd Class - 7b) *5 Mile Hike (2 nd - Class 1b) *Nature Requirements (Tenderfoot - 11) (2 nd Class - 6) (1 st Class - 6) *Lunch in the State Forest	Schmig Memorial Lowden-Miller State Forest
3:00pm	Return from Expedition	
3:30pm	Open area	FCX Area

Friday

9:00am	Orienteering Course (2 nd Class - 1a) (1 st Class - 1,2)	FCX Area
11:00am	Campfire Treats	FCX Area
2:00pm	Open Area *Finish any uncompleted requirements	FCX Area

Camp Lowden Merit Badge Schedule ~ 2012

Morning Area Schedule				Afternoon Area Schedule			
Time	Program	Time	Program	Time	Program	Time	Program
9:00	Camping Sculpture Photography Astronomy Bird Study Citizenship in the Nation	9:00	Rifle MB Swimming Pioneering Canoeing Archery MB <i>Veterinary Medicine*</i>	2:00	Wilderness Survival Wood Carving Basketry Environmental Science Soil and Water Conservation First Aid (two periods) Emergency Prep. (two periods)	2:00	Cooking Canoeing Lifesaving Auto Maintenance Shotgun MB Archery MB <i>Chemistry*</i>
to		to		to			
9:45		9:45		2:45		3:15	
9:45-10:00	Break			2:45-3:00	Break		
10:00	Wilderness Survival Basketry Indian Lore Forestry Weather First Aid (two periods)	10:15	Break	3:00	Fishing Art Leatherwork Insect Study (M W Th) Reptile and Amphibian (M W Th) Mammal Study (Tu F) Geology (Tu F) First Aid (Continued) Emergency Prep. (continued)	3:15	Break
to		10:15-10:30		to		3:30	
10:45		10:30		3:45		3:30	
10:45-11:00	Break			3:45-4:00	Break		
11:00	Scoutcraft Open Area Handicraft Open Area Environmental Science Nature Snorkeling Communications First Aid (Continued)	to	Rifle MB Instructional Swim Orienteering Rowing Open Archery <i>Medicine*</i>	4:00	Scoutcraft Open Area Handicraft Open Area Fingerprinting (M T W) Energy Animal Science Open Swim Citizenship in the World	to	Geocaching Open Boating Open Archery Shotgun MB (M W) FCX .22 Rifle Shooting (T) Muzzleloading/Tomahawks (Th) Paintball (F) <i>Independent Nature Study*</i>
to				to			
11:45		11:45		4:45		4:45	
11:45	End of Program Time	11:45	End of Program Time	4:45	End of Program Time	4:45	End of Program Time

**Depending on Staff Availability - To be determined no later than 4/30/12*

CAMP LOWDEN HIGH ADVENTURE SCHEDULE 2012

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	
9:00 - 9:45am	Tower Climbing	Tower Climbing	Return from Overnight	Obstacle Course	Rafting the Rock River	Open Area
10:00 - 10:45am			Games on Gilwell			
11:00 - 11:45am			Climb on Safely (11:15am)			
2:00 - 2:45pm	Mountain Boarding	Obstacle Course	Creative Cooking	High Adventure Shooting		Mountain Biking
3:00 - 3:45pm						
4:00 - 4:45pm		Leave for overnight**				

Open Area activities may include:

- **Open Tower**
- **Games on Gilwell**
- **Creative Cooking**
- **Obstacle Course**
- **Mountain Boards**
- **Mountain Biking**
- **Zipline Riding**

**** If you are planning to go on the overnight trip, you must bring a backpack ~ not a day pack ~ with you.**