

SCOUTING SKILLS 2012

NAME _____
 ADDRESS, _____
 CITY & _____
 POSTAL CODE _____
 PHONE NO _____

EMAIL _____
 SCOUT/GUIDE POSITION _____
 SECTION/BRANCH (IE: COLONY) _____
 GROUP/UNIT (IE: 1ST COQUITLAM) _____
 AREA/COUNCIL (IE: COHO/FVC) _____

CHOOSE YOUR COURSE OPTION AND CHECK ONE BOX BELOW

<input type="checkbox"/> FULL WEEKEND Choose 2 courses in each session. Number them 1 and 2 in order of preference.	<input type="checkbox"/> DROP IN – 3 COURSES Choose 2 courses in any 3 sessions. Number them 1 and 2 in order of preference.			
If you choose a course with a double session then place a “1” or “2” besides the same number in both sessions.				
DROP IN MEAL SELECTION (\$5 PER MEAL):	SAT. BREAKFAST <input type="checkbox"/>	SAT. LUNCH <input type="checkbox"/>	SAT. DINNER <input type="checkbox"/>	SUN. BREAKFAST <input type="checkbox"/>

Friday Evening: 7:30pm – 9:15pm

1 02___ ASTRONOMY	13___ EMERGENCY DAY PACK & SAFE DRINKING WATER	31___ PIONEERING – FLAG POLES
05___ CAMP PLANNING	25___ NIGHT GAMES	37___ SIGN LANGUAGE

Saturday Morning: 8:30am – 10:15am

2 04___ CAMP GADGETS	18___ HUG-A-TREE	24___ NATIVE FOLKLORE (1 of 2)
08___ CHALLENGE PROGRAM – CUB AGED YOUTH	20___ KNOTS & ROPE CARE	42___ WORKING-CHILDREN WITH DISABILITES
10___ COLEMAN LANTERNS	23___ MAP & COMPASS	

Saturday Morning: 10:30am – 12:15pm

3 07___ CAMPFIRE & FIRE SAFETY (1 of 2)	15___ FOOD FOR LIGHTWEIGHT TRAVEL	30___ PIONEERING - BASIC
12___ DUTCH OVEN COOKING	24___ NATIVE FOLKLORE (2 of 2)	36___ SHELTER BUILDING
14___ ENVIRONMENTAL GAMES	27___ ORIENTEERING	

Saturday Afternoon: 1:00pm – 2:45pm

4 03___ BACKPACKING (1 of 2)	17___ GEOCACHING (1 of 2)	28___ OUTDOOR BASICS
06___ CAMPFIRE SONGS, SKITS & TALES	21___ LEATHER WORKING	32___ PIONEERING – ADVANCED (1 of 2)
07___ CAMPFIRE & FIRE SAFETY (2 of 2)	26___ NON-CONVENTIONAL COOKING	

Saturday Afternoon: 3:00pm – 4:45pm

5 03___ BACKPACKING (2 of 2)	16___ GAMES FOR YOUTH	26___ NON-CONVENTIONAL COOKING
09___ CHIEF SCOUT/QUEEN VENTURER	17___ GEOCACHING (2 of 2)	34___ SCOUTING HISTORY & TRADITIONS
11___ CRAFTS	22___ MAGIC CAMPFIRE	32___ PIONEERING – ADVANCED (2 of 2)

Saturday Afternoon: 5:00pm – 6:00pm

SKYVIEW presents the latest in camping equipment. Join us in the Chapel for a special presentation.

Saturday Evening: 8:00pm – 9:00pm

Iron Chef Competition: Pre-Registration Required – First Come, First Served with a Limit of Five (5) Pairs.

Iron Chef – Standing Camp Challenge	Name: _____	Partner: _____
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Saturday Evening: 9:15pm – 10:00pm (following the Iron Chef competition)

Campfire at Rotary Pit

Sunday Morning: 8:20am – 8:50pm

Scouts Own in the Chapel

Sunday Morning: 9:00am – 10:45am

6 01___ ARCHERY	35___ SCOUTS OWN IDEAS	39___ WALKING STICK MAKING
19___ JUNGLE THEME	33___ SCOUTING AHEAD (1 OF 2)	41___ WOODWORKING CRAFTS (1 of 2)

Sunday Morning: 11:00am – 12:45pm

7 01___ ARCHERY	33___ SCOUTING AHEAD (2 OF 2)	40___ WOGGLE MAKING
38___ SIXER/SECOND WORKSHOP	29___ PHOTOGRAPHER'S EYE	41___ WOODWORKING CRAFTS (2 of 2)

	COURSE	DESCRIPTION
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1.	ARCHERY (2 sessions)	Practical and safe hands-on interaction of archery.
2.	ASTRONOMY	Learn about the night sky.
3.	BACKPACKING SKILLS (Double Session)	From boots to backpacks: An overview of backpacking skills and equipment.
4.	CAMP GADGETS	A hands-on demonstration of techniques, equipment and gadgets for standing camps.
5.	CAMP PLANNING	Standing Camps: How to Prepare. What to bring. Where to go.
6.	CAMPFIRE SONGS, SKITS & TALES	The how, why, when and what to deliver and NOT to deliver at the campfire for wild imaginations.
7.	CAMPFIRES & FIRE SAFETY (Double Session)	The philosophy, safety, starting and setting of campfires.
8.	CHALLENGE PROGRAM FOR CUB AGED YOUTH	Learn to challenge the youth in your program.
9.	CHIEF SCOUT & QUEEN'S VENTURER AWARD PROGRAM	Learn the steps to assisting youth in achieving the Chief Scout and Queen's Venturer awards.
10.	COLEMAN LANTERNS	Learn the history of the Coleman Lanterns.
11.	CRAFTS	Crafting for all ages.
12.	DUTCH OVEN COOKING	An introduction to the basics of Dutch Oven cooking including care and maintenance of equipment.
13.	EMERGENCY DAY PACK & SAFE DRINKING WATER	What to carry for any outdoor activity and how to ensure an adequate supply of safe drinking water.
14.	ENVIRONMENTAL GAMES	Games for all ages focusing on environmental stewardship.
15.	FOOD FOR LIGHTWEIGHT TRAVEL	Learn how to get the most out of your food for the least weight including dehydrating and re-packaging techniques.
16.	GAMES FOR YOUTH	Practical experience involving games with meaning and purpose. How to use cooperative games for learning, skills and social growth.
17.	GEOCACHING (Double Session)	Using a GPS to create and find Geocaches.
18.	HUG-A-TREE	What to do when you're lost.
19.	JUNGLE THEME	An overview of implementing the Jungle Theme in the Cub program.
20.	KNOTS & ROPE CARE	Basic knots and uses as well as the types and care of ropes.
21.	LEATHER WORKING	Learn the basics of leather working. For materials on larger projects there may be a charge.
22.	MAGIC CAMPFIRES	Interesting and unique ways to ignite your campfires.
23.	MAP & COMPASS	Learn about parts of a compass, taking bearings and topographical map reading.
24.	NATIVE FOLKLORE (Double Session)	Introduction to the culture and crafts of First Nations.
25.	NIGHT GAMES	Games to play in the dark.
26.	NON- CONVENTIONAL COOKING (2 Sessions)	Different menus and unique cooking techniques.
27.	ORIENTEERING	How to put together a simple Orienteering Course - for all sections.
28.	OUTDOOR BASICS	What to wear, what to do when lost and how to build an emergency shelter.
29.	PHOTOGRAPHER'S EYE	Learn how to take that special photograph. Expand your creative vision. See what others don't see. <i>(Please bring your own digital camera)</i>
30.	PIONEERING – BASIC	Participants will learn lashing techniques used in constructing simple camping aids.
31.	PIONEERING – FLAG POLES	Participants will learn to set up flag poles using pioneering techniques.

32.	PIONEERING – ADVANCED (Double Session)	Participants will learn lashing techniques used to construct advanced pioneering projects.
33.	SCOUTING AHEAD (Double Session)	Learn the concepts and techniques for Low Impact Recreation - Leave No Trace – Useful resources for all sections.
34.	SCOUTING HISTORY & TRADITIONS	Learn the history of Scouting and its many traditions.
35.	SCOUTS OWN IDEAS	Share ideas of putting on a memorable Scouts Own.
36.	SHELTER BUILDING	Some basic techniques for shelter building.
37.	SIGN LANGUAGE	The basics of signing.
38.	SIXER / SECOND WORKSHOPS	How to organize and implement a successful Sixer /Second Camp Workshop.
39.	WALKING STICK MAKING	An opportunity to learn how to make your own customized walking stick. <i>(Please bring your Own Walking Stick)</i>
40.	WOGGLE MAKING	How to make your own personalized woggle.
41.	WOODWORKING CRAFTS (Double Session)	An introductory course to making useful items for fun and fund raising.
42.	WORKING WITH CHILDREN WITH LEARNING DISABILITIES	Learn the skills of working with children who have learning disabilities.

SATURDAY EVENING EVENT

	IRON CHEF	5 teams of 2 – Standing camp style
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