

James C. Justice National Scout Camp

Brownsea Island (Beginner Camper Program)

Scouts who have not achieved the 1st Class Rank will be strongly encouraged to take part in the Brownsea Island Beginner Camper Program. In this program, Scouts will earn Tenderfoot through 1st Class Rank Requirements while being introduced to the various program venues around the Justice National Scout Camp. During the evenings Scouts will be encouraged to tag along with the rest of their units for open programs and activities.

Tentative Program (Subject to Change due to Weather)

Monday AM – Brownsea Island

- Patrol method, name, flag, yell
- Initiative/team building games
- Flag etiquette, folding, raising/lowering

Monday PM – Brownsea Island

- Totin Chip/ Knife Safety
- Map & Compass
- Weather

Tuesday AM – Brownsea Island

- EDGE Method
- Knots, Hitches & Lashings
- Pioneering Project
- Tomahawk Throwing

Tuesday PM – Goodrich Lake (Aquatics)

- Water Rescues (Reach, row, throw, go w/ support)
- Safe Swim Defense/ Safety Afloat
- Parts of a Canoe/ Paddle

Wednesday AM – Brownsea Island

- Fitness Test
- First Aid

Wednesday PM – Sustainability Treehouse

- Orienteer to Treehouse from Brownsea Island
- 10 Plants
- 10 Animals
- Leave No Trace/ Outdoor Code

Thursday AM – Boulder Cove

- Climbing
- First Aid
- Emergency Preparedness
- Fire Safety

Thursday PM – Brownsea Island

- Food Safety
- Meal Planning
- Firem'n Chit
- Cooking

Friday AM – Big Zip

- Five Mile Hike (Required)
- Big Zip (Optional)

Friday PM – Brownsea Island

- Review/ Makeup
- Games

*Subject to weather, participant ability, class size, and other unforeseen circumstance

Required Items:

- Mask
- Water bottle
- Buddy Tag (Aquatics)
- Closed Toed Shoes

All participants who arrive without required items may be sent back to their campsite to retrieve it .