Camp Geronimo Ranger Program

**The Camp Geronimo Ranger Program is meant for youth 14+ and is geared towards Vocational, hands on learning. We are excited to introduce this program which boasts a full week of activities, driven by staff with years of actual experience in the different fields. Scouts will have an opportunity to learn about Welding, Plumbing, Woodwork, and Home Repair, and earn the respective Merit Badges. It is also a quick look into Facilities Management where the youth will be given an introduction into Sewer, Water, and Electrical Systems, as well as a crash course in what it takes to maintain and run Camp Geronimo. The Rangers will then choose, plan, and construct a legacy project on Thursday and Friday which we hope, they will return to camp years later to show off their project to new generations of scouts.**

**Below you will find a brief schedule, and list of requirements covered.**

**Sunday**

8:00 pm Orientation/ Safety Briefing @ Warehouse

**Monday**

8:00 am Meeting at Warehouse

Welding Requirements 1,2,3,4, 5 Plumbing Requirement 3, 4, 5 Wood Working

Requirement 1,3 Home Repair Requirement 1

Lunch

2:00 pm Meet at Warehouse

Plumbing Requirement 6, 7 Home Repair Requirement 2 (h)

**Tuesday**

8:00 am Meet at Warehouse

Welding Requirement 6 and 7

Lunch

2:00 pm Meet at Warehouse

Welding Requirement 6

**Wednesday**

8:00 am Meet at Warehouse

Plumbing Requirements 1, 2, 8, Home Repair Requirement 5 (a,b) 2(c)

Plumbing Demonstration How camp gets its water, where does waste water go,

Waste system

Lunch

2:00 pm Meet at Warehouse

Woodwork Requirement 2, 6(a,b) birdhouse, 4, 5 woodcarving bench 7 Home Repair Requirement 3 (b)

**Thursday**

8:00 am Meet at Warehouse

Home Repair Requirements 2 (b,f,or g, pick 2) 3 (d,f)

Lunch

2:00 pm Meet at Warehouse

Project Selection and Planning (youth select a project that can be started and finished Friday, this becomes a legacy project, names and troops to be carved into and left in project for posterity.

**Friday** Meet at Warehouse

Project Day