2018 Brownsea Island Adventure

LEADER'S GUIDE

Camp Geronimo
2599 W Webber Creek Rd
Payson, AZ 85541

NATIONALLY ACCREDITED
BOY SCOUTS OF AMERICA CAMP

PROGRAM PHILOSOPHY

Brownsea Island Adventure (BSI) is designed for Scouts who have just joined a troop or have just graduated from Webelos. The program completes most requirements for Tenderfoot and Second Class, and many requirements for First Class, but can be tailored, to an extent, to suit the needs of the Scouts in your troop. This is a transitional program to help the boys understand the patrol method, learn basic Scout skills, and experience many of the programs available at Summer Camp.

Program Goals

1. To provide a well-organized program based upon the Patrol Method lead by qualified instructors.
2. To maintain a ratio of 1 instructor to 12 boys.
3. To teach the basic skills necessary to succeed in Scouting and the outdoor program.
4. To instill in the boys a respect for the Scouting Methods and Ideals found in the Outdoor Code and Scout Law.
5. To provide an exciting and memorable summer camp experience.

Before Sending Scouts through BSI:

1. Help the boys earn the Scout rank prior to summer camp.
2. Ask the Troop Guide or an older Scout to show the new boys how to use and update their information in the Scout Handbook.
3. If your troop has more than three boys participating in the program, we ask that you provide an adult leader to assist the Patrol Guides throughout the week. This is an excellent opportunity for the new leader in your troop to learn about Scouting. Troops may rotate the leader through the week as needed.
4. Host a shakedown at a troop meeting prior to camp to make sure that the Scouts have all the equipment they will need for the week. Refer to the Equipment List in the Administrative Guide and additional gear listed below:

Required Items	Items Needed Daily	Optional Items
Rain Gear Flashlight Water bottle Backpack	Water bottle Pen and Paper BSI Passport *(provided on Monday)*	Compass Pocket knife Camera

YOUR WEEK IN BSI

The Brownsea program kicks off at 8:00AM on Monday morning (2:00PM Monday, Session 1 Only) with an opening ceremony. During this ceremony Scouts will be grouped into patrols and meet their Brownsea Island Guide—an experienced Scout who will work with them through the week as an instructor and mentor. Scouts will be matched with other boys who are similar in rank and experience to increase program flexibility and allow the patrols to work on appropriate material for their skill level. We will attempt to place troop members in the same patrol. Scouts will be presented with a passport and walking stave to keep with them at all times during the week. The passport will chart their progress towards the advancement requirements of Tenderfoot through First Class.

Below is a sample day for Scouts in Brownsea. (Schedule will vary from day to day).

8:00 - 8:15AM Opening Ceremony - Opening Ceremony will be in Amphitheater

8:30 - 11:50AM Patrol Time - Specific time at a secluded site to work with the Patrol Guide on rank requirements and prepare for the troop competition.

12:20 - 1:30PM - Lunch & Free Time

2:00 - 4:00PM Merit Badge Option – Opportunity to take 2 merit badges in the afternoon

In addition, a day will be scheduled for the troop 5-mile hike on well-established trails surrounding camp with their patrol. That evening, they will cook dinner and participate in a special Brownsea Island campfire. This is a highlight experience for the Scouts. We ask that a leader from your troop please attend the hike with your Brownsea Scouts. Refer to the sample schedules on the next page (Rocks and Sticks are the two groups used to divide Scouts in the program into more manageable halves) for an idea of the general layout of the week.

ADDITIONAL INFORMATION

Extra Programming

One day during lunch, or whenever your Brownsea Island Scouts are scheduled, there will also be an opportunity to shoot rifles (and possibly archery) without having to compete with older scouts. This open time for only BSI Scouts allows them to experience other programs at camp and see the fun opportunities that await if they return next year.

Finally, at least one day of the week there will be a Brownsea Island evening program in addition to the special campfire on the evening of the hike.

Schedule Flexibility

Each Patrol Guide is given the flexibility to structure the week to maximize their patrol's learning and enjoyment of camp. Therefore, the times listed above provide a good outline, but not a definitive schedule, for each patrol. Other activities guides may include these in their schedule:

- Touring the camp and explaining the activities at different program areas. This builds enthusiasm in new Scouts by showing them the things they can look forward to when they return to camp next year.
- Participate in various evening activities as a patrol to sample program areas such as shooting sports, handicraft or nature.
- Inter-Patrol Competitions-challenge another patrol to a game of volley-ball or steal the bacon to build Scout spirit and have fun.

Getting the Most from the Program

In order for your Scouts to truly take advantage of the Brownsea Program, there must be a leader committed to working with the boys throughout the week. For example, leaders should ask to see the Scout's passports each night and test them on what they have learned. If you, as a leader, are satisfied with the Scout's knowledge, then sign off the requirement in the handbook. Though there will be informational meetings throughout the week, we encourage you to seek out the Brownsea Director if you have any questions or concerns.

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
8:00-9:25	Who Am I Who Are We	Nocturnals	You're Outta Here	The Square Knot on EDGE	5-Mile Hike
	My Buddy	True North	What's the Number for 911 It's Just a Flesh Wound	Why Knot	
	To the Colors	Topo the World Surviving the Elements	Once Bitten	All Tied Up	
9:30-10:00	Stave Ceremony	Orienteering Competition	First Aid Competition	Knot Tying Competition	
10:05-11:50	Stave Decorating	Totin' Chip	Reach, Throw, Row, Go	Can't Touch This Wild Thing	
	Shooting Ranges	Firemn' Chit Play With Fire	PDQBALLS PDQBEPPS	Outdoor Ethics	
12:20-1:30	Lunch	Lunch	Lunch	Lunch	Lunch
2:00-4:00	Merit Badges	Merit Badges	Merit Badges	Merit Badges	Merit Badges

	Bead Color	Type of Skill
	<=Red Beads	First Aid Skills
	<=Purple Beads	Program Spirit
	<=Blue Beads	Water Skills
	<=Black Beads	Scout Skills
	<=Green Beads	Nature Skills
	<=Yellow Beads	Knot Tying
	<=Orange Beads	Orienteering Skills
	<=Brown Beads	Scout Spirit

Camp Geronimo

2018 Brownsea Island Adventure Completion Form

Scout's Name: _____ Scout's Troop #: _____

Week #: _____ Guide's Name: _____

The following is a complete listing of all the requirements that could have been completed this week. The goal of the program is to help boys advance, but more importantly we hope he has enjoyed the experience and is excited about continuing in scouting with your troop. Each Scout was expected to earn a minimum of 20 beads in order to graduate. Any amoun above 20 beads means your Scout really applied himself and worked hard this week.

Bead Name/ Module	Requirement	Description	Completed	Comment
BROWN BEADS				
My Buddy	Tenderfoot #5a 2nd Class #9ab	Explain the Buddy System, 3 R's, and Bullying		
Who Am I	Scout #1abc	Scout Oath, Law, Motto, Slogan, Handshake, Sign and Salute		
To the Colors	Tenderfoot #7a 2nd Class #8b	Flag Etiquette		
Flag Ceremony	2nd Class #8a	Participate in a Flag Ceremony		
Scout Service	Tnderfoot #7b	Camp Service Project		
ORANGE BEADS				
Topo the World	2nd Class #3a	Understanding Maps and Symbols		
True North	2nd Class #3a	Understanding how a compass works		
Nocturnals	2nd Class #3d	Finding directions night or day		
Hit the Road	2nd Class #3b	Five mile hike		
Travel Advisory	Tenderfoot #5bc 2nd Class #3c	Rules of sae hiking, hazards and what to do if you become lost		
BLACK BEADS				
Aluminum Chef	2nd Class #2ad	Choosing the best way to cook a meal		

Bead Name/ Module	Requirement	Description	Completed	Comment
BLACK BEADS CONT.				
Silver Turtles	Tenderfoot #2abc	Cooking silver turtles		
Light My Fire	2nd Class #2bc	All about fires		
A Cut Above	Scout #5 Tenderfoot #3d 2nd Class #2b	Totin' Chip and Tools		
RED BEADS				
You're Outta Here	1st Class #7b	Transporting an injured person		
What's the Number for 911	2nd Class #6de	How to get help		
It's Just a Flesh Wound	Tenderfoot #4ac 2nd Class #6ac	Simple cuts and wounds		
Play with Fire	Tenderfoot #4ac 2nd Class #6ac	Minor burns Serious burns		
Surviving the Elements	Tenderfoot #4ac 2nd Class #6ac	Frostbite & sunburn Temp related first aid		
Once bitten	Tenderfoot #4ac 2nd Class #6ac	Bug and snake bites		
Stayin' Alive	2nd Class #6b 1st Class #7c	Hurry cases		
Strains and Sprains	1st Class #7a	Bandaging injuries		
BLUE BEADS				
Reach, Throw, Row, Go	2nd Class #5cd 1st Class #6e	Reaching water rescue. Line rescue.		
Water I.Q.	2nd Class #5b	Pass the Beginner Test		
License to Swim	1st Class #6a	Pass the Swimmer Test		
PDQ BALLS	2nd Class 5a	Safety Swim		
PDQBEPPSS	1st Class #6b	Safety Afloat		

Bead Name/ Module	Requirement	Description	Completed	Comment
YELLOW BEADS				
The Square Knot on EDGE	Scout #4a Tenderfoot #3a & #8	EDGE method Square Knot		
Why Knot	2nd Class #2fg	Sheep Bend and Bowline		
All Tied Up	Scout #4a Tenderfoot #3bc 1st Class #3b	Timber Hitch, Clove Hitch, Two-Half Hitchs and Taut-line Hitch		
A Frayed Knot	Scout #4b	Whipping and Fusing Rope		
Don't Lash Out	1st Class #3acd	Lashings		
GREEN BEADS				
Can't Touch This	Tenderfoot #4b	Poisonous plants		
Outdoor Ethics	Scout #1e Tenderfoot #1c	Understand and apply the Outdoor Code		
Hemlock Havoc	1st Class #9b	Investigate an environmental issue		
Wild Thing	2nd Class #4	Animal identification		
Can't See Through the Forest	1st Class #5a	Plant identification		

Note from Director:

Earning a bead means that the Scout has been taught a skill and has demonstrated some level of proficiency. However, since these requirements represent core Scout skills, we encourage your Troop leadership to reinforce the week's instruction before signing off in the Handbook. Please keep this form for your records and thank you for visiting Camp Geronimo.

Guide's Signature: _____