

# Aquatics

## Program Schedule

| Morning Schedule | 8:50 AM   | 9:00 AM                                     | 10:00 AM      | 11:00 AM                         | 11:50 AM    | 1:00 PM          |                           |
|------------------|-----------|---|---------------|----------------------------------|-------------|------------------|---------------------------|
| Monday - Friday  | Swim Test | Swimming MB                                 | Swimming MB   | Swimming MB & Instructional Swim | Swim Test   | Leaders' & Staff |                           |
|                  |           | Lifesaving MB                               | Lifesaving MB | Lifesaving MB                    |             |                  |                           |
|                  |           | BSA Swimming and Water Rescue Certification |               |                                  |             |                  |                           |
|                  |           | Canoeing MB                                 |               |                                  | Canoeing MB |                  | 2:00PM - Fri Channel Swim |

\* Leader Swim by appointment: 1-1:50 PM Mon-Thurs.

| Afternoon Schedule | 1:50 PM   | 2:00 PM                              | 3:00 PM       | 4:00 PM          | 5:00 PM          |
|--------------------|-----------|--------------------------------------|---------------|------------------|------------------|
| Monday - Thursday  | Swim Test | Lap Swim                             | Stroke Clinic | Open Swim        | Leaders' & Staff |
|                    |           | BSA Paddlecraft Safety Certification |               |                  |                  |
|                    |           | Rowing MB                            | Rowing MB     | Boatdocks Closed |                  |

| Evening Schedule | Monday          | Tuesday         | Wednesday                          | Thursday                    | Friday          |
|------------------|-----------------|-----------------|------------------------------------|-----------------------------|-----------------|
| 7:00 - 9:00 PM   | Boatdocks       |                 |                                    |                             |                 |
|                  | Canoe Trek      | Open Boating    | Swamped Canoe Race<br>Open Boating | Sponge Wars<br>Open Boating |                 |
|                  | Pool            |                 |                                    |                             |                 |
|                  | 7:00            | Lone Troop Swim | Lone Troop Swim                    | Closed (Vespers)            | Lone Troop Swim |
| 8:00             | Lone Troop Swim | Lone Troop Swim | Zaxieball                          | Lone Troop Swim             |                 |

\*Please be sure attend your merit badge session at the same time each day

### Special Aquatics Programs

- Polar Bear Swim and Breakfast** - Ever think about jumping into the Camp Wolverine pool before breakfast? Yeah, I thought not. For a unique opportunity for you and your troop come swim with your fellow scouts and scouters bright and early Tuesday at the refreshing Wolverine Pool at 7:00 am. After swimming come chow down on a homemade pancake breakfast with the Aquatics staff under the commissioner tents. Make sure to sign-up for this unique opportunity Sunday evening after the leaders' meeting.

- **Zaxieball** - Are you looking for something fun and competitive to do on Tuesday evening after vespers? Gather a few friends and come down to the pool for an exciting game known as Zaxieball. This new take on water polo is a great time and sure to help you let out some steam. The aquatics staff looks forward to seeing you there.
- **Canoe Trek** - This summer, a canoe trek will be departing the beautiful shores of Zaxie beach each Monday at 7pm for a two-hour watercraft adventure. During the trek, scouts and leaders will see Owasippe from a unique perspective: from boat!. During this trip visit remote places of camp only accessible by paddle. This trip is great for nature lovers, scouts practicing their watercraft skills, and anyone looking to get a little wet.
- **Sailing on Big Blue Lake @ Camp Blackhawk** - Scouts who are classified as swimmers may check out the sailboats on Big Blue Lake. Scouts must be approved for sailing on Big Blue Lake by the sailing staff. It is recommended that scouts have earned or are working on earning Sailing M.B. Sailing is available during the open sailing hours. Open Sailing is considered an outpost; sign up for open sailing as you would any other outpost, making sure to bring your receipt to your session.
- **Channel Swim** - See the Aquatics Director Monday morning for more information on what is required to participate in the Channel swim as well as to schedule a time to do your swim. Lap swim is offered to MILE SWIM participants as a way to progressively increase the amount of distance that you swim each day; ultimately leading up to a mile. Lap Swim is ONLY offered to those participating in the mile swim.
- **Open Swimming** - Looking for a way to cool off from the hot summer heat? Come down to down to aquatics for open swim! The non-swimmer, beginner, and swimmers' areas will all be available for use so you can practice your strokes, dives, or just enjoy the water.
- **Open Boating** - Practice your canoeing and rowing skills, or take a boat out to have fun or go fishing. You must have a buddy and you must be a swimmer to participate in open boating.
- **Lone Troop Swim** - This is a great way for your entire troop to cool off and swim together during evening program time. A Lone Troop Swim can be scheduled on the sign-up sheet in the Lodge. Leaders **must** have their safe swim defense card, lifeguarding, CPR, and first aid.
- **Programs for Adult Leaders** -
  - Safe Swim Defense: Monday at 1:30p
  - Safety Afloat: Tuesday at 1:30p
  - Leader/Staff Swim (by appointment) Mon-Thurs 5p

### **Important Aquatics Reminders**

- **Swimming Merit Badge** - Please make sure that every Scout taking Swimming MB **brings** a pair of pants, a long-sleeved button-up shirt, belt, and socks. This is for the requirement clothes inflation, of the merit badge. Scouts **must** be classified as a swimmer to work on this merit badge and have 1st and 2nd class water requirements completed.
- **Sailing Merit Badge** - Sailing Merit Badge is treated as an outpost; please sign-up for this merit badge as you would other outposts, making sure to bring your receipt to your session. You **must** be classified as a swimmer to work on this merit badge.
- **Swim Tests and Instructional Swim** - Scouts are encouraged to participate in instructional swim if they do not pass the swimmers test to improve their strokes. Scouts will learn proper technique and build swimming strength through instructional swim. Scouts are encouraged to re-take the swim test once they have worked on their strokes.

# Ecology & Conservation

## Program Schedule

| Morning Schedule  | 9am                    | 10am         | 11am         |
|-------------------|------------------------|--------------|--------------|
| Monday - Thursday | Environmental Science* | Astronomy    | Fishing      |
|                   | Reptile & Amphibian    | Mammal Study | Mammal Study |
| Friday*           |                        | Nature       |              |
|                   | Merit Badge Make-Up    |              |              |

| Afternoon Schedule | 2pm                    | 3pm                    | 4pm                   |
|--------------------|------------------------|------------------------|-----------------------|
| Monday - Thursday  | Environmental Science* | Environmental Science* | Fishing               |
|                    | Weather                | Fish & Wildlife Mgt.   |                       |
|                    | Nature                 | Mammal Study           | Soil & Water Conserv. |

| Evening Schedule | 7pm                 | 8pm        |
|------------------|---------------------|------------|
| Monday           | Open Program        |            |
| Tuesday          | Closed (Vespers)    | MB Make-Up |
| Wednesday        | Open Program        |            |
| Thursday         | Merit Badge Make-Up |            |

\*Both Morning and Afternoon Environmental Science MB sessions meet Friday at 9am

- **Friday 9am-12pm:** *Open Merit Badge Instruction* - Work on any requirement for merit badges offered at Eco-Con.

### Special Eco-Con Programs

- **Star Hike** - Ever wonder about the stars and constellations? Want to learn about the night sky? Accompany the Eco-Con staff Monday night for a star hike. Meet the staff at 10:30pm at the chapel for a view into the summer sky unique to anywhere but Owasippe.
- **Nature Hike** - Join the Scoutcraft-5 and EagleQuest on a five mile hike Thursday afternoon exploring some of the most unique and exciting places at Owasippe. On your hike you will encounter, identify, and discuss the rare animal and plant life at camp. This hike can be used in conjunction with multiple Eco-Con merit badges such as Nature and Fish and Wildlife Management, and can also fulfill requirements for Hiking merit badge and the Second-class rank.
- **Catch-of-the-Week** - As part of a long-standing Camp Wolverine tradition, Eco-Con is once again sponsoring the Catch-of-the-Week fishing contest. Feel free to bring any **live** fish you catch to the Eco-Con area during **program hours** for measurement. The goal: simply put, to record the largest catch. Prizes will be rewarded to one scout and one leader per week. Good luck!

### Important Eco-Con Reminders

- **Environmental Science** - All paperwork for Environmental Science Merit Badge is due by Thursday at 5pm. Scouts are encouraged to complete paperwork requirements before arriving at camp. Experiments are performed thrice daily. Scouts must attend ONE of the three demonstrations that are offered.

# Scoutcraft

## Program Schedule

| Morning Schedule  | 9am                 | 10am          | 11am          |
|-------------------|---------------------|---------------|---------------|
| Monday - Thursday | Pioneering MB       | Pioneering MB | Cooking MB    |
|                   | Camping MB          | Cooking MB    | Pioneering MB |
| Friday*           | Merit Badge Make-Up |               |               |

| Afternoon Schedule | 2pm   | 3pm                    | 4pm                    |
|--------------------|---|------------------------|------------------------|
| Monday - Thursday  | Pioneering MB   | Pioneering MB          | Pioneering MB          |
|                    | Camping MB  |                        | Camping MB             |
|                    | Wilderness Survival MB  | Wilderness Survival MB | Wilderness Survival MB |
|                    |   | Hiking MB              | Orienteering           |
|                    | <b>Thursday:</b> Scoutcraft-5 Backpacking Demo<br>1:00-5:00pm |                        |                        |

| Evening Schedule | Monday                                       | Tuesday                | Wednesday   | Thursday   |
|------------------|--|------------------------|---|--|
| 7pm - 9pm        | Open Merit Badges<br>(except for<br>Camping) | Merit Badge<br>Make-Up | Merit Badge<br>Make-Up &<br>Wilderness<br>Survival<br>Overnighter | Hootennany (7p)<br>& Dutch Oven<br>Cook-off (8p) |

\*Work on any requirement for **any** Scoutcraft Merit Badge from 9a-12p

### Special Scoutcraft Programs

- Totin' Chip & Firem'n Chit Demonstrations** - During evening program on Monday, you can participate in a Totin' chip and Firem'n chit demonstration. This demonstration is designed to show the techniques needed to obtain totin' chip and firem'n chit. However, counselors will **not** be able to sign off anyone for their totin' chip or firem'n chit. This is the responsibility of a unit leader; blank totin' chip and firem'n chit cards are available at the camp office. **Monday 7p-9p in Scoutcraft.**
- Hootennanny & Dutch Oven Cook-off**- Bored in camp with nothing to do? Of course not cause we have three words for you: **GARBAGE CAN TURKEY.** Come on down to Scoutcraft Thursday evening where you'll be spending the night hanging out with the Scoutcraft staff! Merit Badges will not be taught in the area this night; instead we will be having a hoot at the Scoutcraft Hootennanny! Come by for some skill based games, challenges, food, fun, and noise. Join the fun for laughs and tasty food such as cobblers, doughnuts, and fire roasted turkey. See you there!
- Scoutcraft-5 Backpacking Demonstration & Hike** - New this summer, a five mile guided hike through Owasippe. Come join the Scoutcraft Director as he treks to some of the more prominent places on the Reservation, including Owasippe's Grave and Paradise Valley. Before the hike participants will be shown how to properly pack a frame pack for a trip. During the hike we will practice backpacking techniques and orienteering skills. This hike is a great opportunity for fun, fellowship, and rank advancement.

- **Paul Bunyan Woodsman Award** - Scoutcraft will be offering the Paul Bunyan Woodsman award. This award is an exciting way for scouts to become more accustomed to axe and saw skills and provides an excellent opportunity to do service for the better good of camp. More information on this award can be obtained following the Totin' Chip demonstration Monday afternoon in Scoutcraft. The requirements include:
  1. Show that you have earned the Totin' Chip.
  2. Help a Scout or patrol earn the Totin' Chip and demonstrate to him (them) the value of proper woods-tools use on a troop camping trip.
  3. With official approval and supervision do ONE of the following:
    - a. Clear trails or fire lanes for 2 hours.
    - b. Trim a downed tree, cut into 4-foot lengths and stack; make a brush (pile) with branches.
    - c. Build a natural retaining wall or irrigation way to aid in a planned conservation effort.

### **Important Scoutcraft Reminders**

- **Camping** - Scouts in camping merit badge have the opportunity to complete their camping conservation project requirement by participating in the camping conservation project. Scouts will take part in a conservation project that will better the camp. Time, day and location will be announced in your merit badge classes.
- **Wilderness Survival** - Scouts in wilderness survival merit badge must build a shelter and sleep in/under it for a night. Scouts can complete this requirement by participating in the wilderness survival overnighiter; where staff will oversee the construction of the shelters and supervise scouts overnight. Scouts are only allowed to bring a sleeping bag and their survival kit.  
Wilderness Survival Overnighiter  
Wednesday: 7:30pm (meet at Scoutcraft)
- **Pioneering** - Scouts must plan and carry out a pioneering project for this badge. They can complete this requirement with their troop, or they may complete it by participating in the scoutcraft pioneering project.



# Handicraft

## Program Schedule

| <b>Morning</b> | <b>Monday</b>                           | <b>Tuesday</b>                          | <b>Wednesday</b>                        | <b>Thursday</b>                         |
|----------------|---|---|---|---|
| 9:00           | Woodcarving<br>Indian Lore<br>Sculpture | Woodcarving<br>Indian Lore<br>Sculpture | Woodcarving<br>Indian Lore<br>Sculpture | Woodcarving<br>Indian Lore<br>Sculpture |
| 10:00          | Woodcarving<br>Indian Lore<br>Sculpture | Woodcarving<br>Indian Lore<br>Sculpture | Woodcarving<br>Indian Lore<br>Sculpture | Woodcarving<br>Indian Lore<br>Sculpture |
| 11:00          | Woodcarving<br>Indian Lore<br>Sculpture | Woodcarving<br>Indian Lore<br>Sculpture | Woodcarving<br>Indian Lore<br>Sculpture | Woodcarving<br>Indian Lore<br>Sculpture |

| <b>Afternoon</b> | <b>Monday</b>                  | <b>Tuesday</b>                 | <b>Wednesday*</b>              | <b>Thursday</b>                |
|------------------|--------------------------------|--------------------------------|--------------------------------|--------------------------------|
| 2:00             | Leatherwork<br>Basketry<br>Art | Leatherwork<br>Basketry<br>Art | Leatherwork<br>Basketry<br>Art | Leatherwork<br>Basketry<br>Art |
| 3:00             | Leatherwork<br>Basketry<br>Art | Leatherwork<br>Basketry<br>Art | Leatherwork<br>Basketry<br>Art | Leatherwork<br>Basketry<br>Art |
| 4:00             | Leatherwork<br>Basketry<br>Art | Leatherwork<br>Basketry<br>Art | Leatherwork<br>Basketry<br>Art | Leatherwork<br>Basketry<br>Art |

| <b>Evening Schedule</b> | <b>7pm</b>                           | <b>8pm</b>   |
|-------------------------|--------------------------------------|--------------|
| <i>Monday</i>           | Closed                               |              |
| <i>Tuesday</i>          | Indian Lore Game Night @ North Lodge |              |
| <i>Wednesday</i>        | Closed (Vespers)                     | Open Program |
| <i>Thursday</i>         | Open Program                         |              |

- **Friday 9am-12pm:** *Open Merit Badge Instruction* - Work on any requirement for merit badges offered at Handicraft.

### **Special Handicraft Programs**

- **Indian Lore Game Night:** To help fulfill requirements for Indian Lore Merit Badge, Handicraft will host Indian Lore Game night. Come out to the North Lodge on Tuesday evening for a great and fun time. The games will include Indian Foot Tag, Hacky Sack, and Bags/Cornhole). This will be made into a friendly competition between troops (large troops will be made in to teams). A winner will be declared at campfire. These games are not only available to the scouts taking the badge. Everyone is welcome!

- **The Ultimate Handi-crafter!:** New this summer, the Handicraft area is sponsoring a grueling competition to determine the best crafters in all of Camp Wolverine! The Ultimate Handi-crafter will be a two day event, Wednesday and Thursday, challenging scouts to skills based on Woodcarving, Leatherwork, Art, Basketry, and Indian Lore. The projects, tasks, and challenges will be announced on the day of competition.

Rules:

- Only up to two scouts per troop may partake in a challenge; the same two scouts do not have to do all the challenges; for larger troops, troop may be broken up into separate teams.\*
- The projects will be selected by the HandiCraft staff and announced early in the week. Possible challenges include Leather stamping, basket weaving, etc.
- Judging will be completed by the Handicraft staff. The judging will be done differently for each task; For example, proper use of tools within Leatherwork and Woodcarving challenges.
- There will be two winners! An individual (highest total single score) and troop (highest total combined team score). In the end, one troop and one individual will be known as the Ultimate HandiCrafter!

\*The WoodCarving challenge participants must have Totin' Chip

**Important Handicraft Reminders**

- **Leatherwork & Woodcarving MB** - These merit badges have requirements that involve a verbal test. Testing begins Wednesday morning and ends Friday at 12pm. Verbal testing can be completed anytime during morning program (Wed.- Fri.), anytime during afternoon program (Wed. – Thurs.), or during Thursday evening program time.
- **Merit Badge Project Kits** - Project kits and materials for merit badges offered at handicraft will be available through the trading post. Please bring enough money to cover the cost of materials for merit badges offered at handicraft. See camp trading post for availability as well as pricing of project kits/materials.



# Shooting Sports

## Program Schedule

| Morning Schedule | 9am                               | 10am       | 11am       |
|------------------|-----------------------------------|------------|------------|
| Monday - Friday  | Open Rifle Shooting (Rifle Range) |            |            |
|                  | Archery MB                        | Archery MB | Archery MB |

| Afternoon Schedule | 2pm                    | 3pm   | 4pm      |
|--------------------|------------------------|---|----------|
| Monday - Thursday  | Rifle MB               | Rifle MB  | Rifle MB |
|                    | 2:00-2:30              | Open Archery Shoot (Archery Range)                        |          |
|                    | Archery:               |   |          |
|                    | Open/<br>Instructional | <b>Wed:</b> Robin Hood Shoot<br><b>Thurs:</b> Fruit Shoot |          |

| Evening Schedule* | 7pm                   | 8pm                   |
|-------------------|-----------------------|-----------------------|
| Monday            | Rifle MB / Archery MB | Rifle MB / Archery MB |
| Tuesday           | Rifle MB / Archery MB | Rifle MB / Archery MB |
| Wednesday         | Closed (Vespers)      | Closed                |
| Thursday          | Rifle MB / Archery MB | Rifle MB / Archery MB |

- **Friday 9am-12pm:** *Open Merit Badge Instruction* - Work on any requirement for merit badges offered at Shooting Sport.

### Special Rifle Range Programs

- **Black Powder Rifle Shooting** - Try shooting a black powder rifle just like they did during the revolutionary war! Please refer to the pricing information below regarding Black Powder Rifle. Black powder shooting is from **2-4:30p Wednesday afternoon**.
- **Junk Shoot** - Do you want to shoot at your favorite stuffed animal that you have been sleeping with all week? Or maybe your favorite T-shirt? Then bring them down to the rifle range for the junk shoot! Bring anything that you want down to the range and you will be able to shoot at it. Sorry you will not be allowed to shoot at anything metal, alive, or anything that can create shrapnel. **The Junk shoot will be held during open shoot Friday Morning.**

### Special Archery Programs

- **Instructional Shoot** - Want to learn how to shoot a bow and arrow? Want to improve your archer skills? During instructional shoot times, you can visit the archery range and receive pointers from our expert staff on your shooting. This time allows people who have never shot before to come down to the range to get help before the competitive events. **Monday-Wednesday 2-2:30p.**
- **Robin Hood Shoot** - I bet you think you're a pretty good shot, eh? Well, visit the archery range **Wednesday from 3-5p** to flex your arrow blasting muscle. Step up to the firing line where each participant will be given the opportunity to shoot at a target for a score. The person with the highest score wins and will be crowned the Camp Wolverine Prince of Thieves; there will be a youth and an adult division for this competition.



- **Froot Shoot** – We know you're hungry and we want you to snack and do a little work at the same time. In the Froot Shoot participants will shoot at assorted fruits, such as pineapples, watermelons, apples, kiwis, oranges, and even grapes. It's pretty simple: if you hit a piece of fruit, you get to keep it. This event takes place **Thursday from 2-4:30p.**

### **Important Shooting Sports Reminders**

- **Prices:**
  - Black Powder: \$.50 a shot
  - .22 Caliber: FREE
- **Evening Merit Badge Instruction** - Evening sessions of Rifle & Archery Merit Badge will be held under the commissioners' tent at the Wolverine lodge. Here you will work on written requirements, make-up any missed requirements, and clean firearms and create bow-strings.

