

Sagamore Council Brownsea Island Schedule

| Time | Monday | Tuesday | Wednesday | Thursday | Friday |
|-----------------------------|---|---|--|--|---|
| 9:00 (Scout/ Tenderfoot) | Camp Tour 5a - Buddy System | 4a - First Aid 4b - Poisonous Plants | 3a - Square Knot 3b - Two Half-hitches 3c - Taut-line Hitch | 5b - Lost Hiker 5c - Safe Hiking | 6a - Fitness Test |
| 10:00 (Second Class) | Tenderfoot 3d - Totin Chip | 6a - First Aid 6b - Hurry Cases | 2b - Prepare Tinder 2c - Fire Building | 3a - Compass 3c - Hike Hazards 3d - Navigation | 1b - Leave no Trace 4 - Animal Identification |
| 11:00 (First Class) | 1b - Tread Lightly 5a - Plant Identification | 7a - Bandages 7b - Transport 7c - Heart Attack | 3a - When Lashings 3b - Timber & Clove Hitch 3c - 3 Lashings | 4a - 1 Mile Orienteering 4b - GPS | 5b - Weather Forecasting 5c - Natural Indicators 5d - Extreme Weather |
| Lunch | | | | | |
| 2:30 | Non Swimmer & Beginner - Skill Instruction | Second Class Req. 5a - Safe Swim, 5b - Swimming Skills, 5c - Reach Rescues, 5d - Why Reaching Rescues First Class Req. 6a - Swim Test, 6b - Safety Afloat, 6e - Throwing Rescues | | | |
| | Swimmers | Swimming Merit Badge (Scouts who completed Swimmers test on Sunday) | | | |

The Brownsea Island program is designed with the Scout in Mind. Scouts can pick and choose which sessions they want to attend based on individual Troop activities. In general, Tenderfoot skills will be covered during the 9:00 hour, Second Class Skills at 10:00 and First Class skills at 11:00. Scouts who have already advanced past tenderfoot have no need to attend the 9:00 session unless they want a refresher course.

Based on Scoutmaster suggestions, swimming Merit Badge or Swimming Skills will be taught to all Scouts in the Brownsea Island program. Scouts who pass the swimmers test during check in on Sunday will work on Swimming Merit Badge, those who do not will have swimming skill instruction and work on completing Second and First Class Rank Requirements.

This schedule is a listing of the basic skills that will occur during each block of time. Additional patrol activities, games and skills will be a part of the Brown Sea Island program to reinforce the camp program, patrol method and new skills.