

**First Class Adventure Master Schedule 2015**

T=Tenderfoot Req. ; S=Second Class Req. ; F=First Class Req.

( ) Indicates Location of Trail OC=Outdoor Chaptel

(A,B)= Working towards Tenderfoot; (C,D)= With scouts already Tenderfoot

Time	Group	Monday	Tuesday	Wednesday	Thursday	Friday	
9:00	A,B,C,D	Patrol Gatherings, Attention Grabber, Attendance					
9:15	A	Patrols are formed, name game is played followed by other games to get scouts comfortable with camp	Knot Tying T- 4b,4c (OC)	Nature T-11 S-6 F-6 (Nature)	Leave No Trace S-2 and Safe Hiking T-5 (OC)	First Aid T-12a,12b (OC)	
	B		Whip and Fuse T-4a (FCA)	Fire Building S-3e,3f (Van Dusen)	Leave No Trace S-2 and Safe Hiking T-5 (OC)	Flags T-6 (A-Field)	
	C		Totin' Chip S-3c,3d (FCA)	First Aid S-7c (FCA)	Leave No Trace S-2 and Safe Hiking T-5 (OC)	Fire Building S-3e,3f (FCA)	
	D		Totin' Chip S-3c,3d (FCA)	Nature S-6 F-6 (Nature)	Leave No Trace S-2 and Safe Hiking T-5 (OC)	Lashings F-7a, 7b (FCA)	
10:00	A	Range: Rifle	Whip and Fuse T-4a (OC)	Fire Building S-3e,3f (FCA)	Archery	First Aid Carries F-8c (A-Field)	
	B	Buddy System, and Hurry Cases T-9 S-7a (FCA)	Range: Archery	Nature T-11 S-6 F-6 (Nature)	Range: Rifle	First Aid T-12a,12b (OC)	
	C	Range: Rifle	Totin' Chip S-3c,3d (FCA)	Nature S-6 F-6 (Nature)	Archery	Lashings F-7a, 7b (FCA)	
	D	Hurry Cases and Food Procedures S-7a F-4d (FCA)	Range: Archery	First Aid S-7c (FCA)	Range: Rifle	Fire Building S-3e,3f (FCA)	
11:00		FCA Open For Extra Help and Advancement: Skill Instruction, Swim Instruction at Waterfront					
12:15		Lunch					
1:00		Siesta	Siesta	Camp Wide Games	Hike: Req's: S-7b (HW), S-1b water, first aid kit and more water. Shoes and Socks are suggested if you can	Bring Hiking	
2:00	A	Totin' Chip S-3c,3d (FCA)	Aquatics: S-8a, 8b, 8c; F-9a, 9b, 9C				Siesta
	B	Aquatics: S-8a, 8b, 8c; F-9a, 9b, 9C	Totin' Chip S-3c,3d (FCA)				First Aid S-7c (FCA)
	C	Orienteering S-1a (FCA)	Aquatics: S-8a, 8b, 8c; F-9a, 9b, 9C				First Aid S-7c (FCA)
	D	Aquatics: S-8a, 8b, 8c; F-9a, 9b, 9C	Orienteering S-1a (FCA)				Lashings F-7a, 7b (FCA)
3:00	A	Totin' Chip S-3c,3d (FCA)	Buddy System, and Hurry Cases T-9 S-7a (FCA)				Lashings F-7a, 7b (FCA)
	B	Knot Tying T- 4b,4c (FCA)	Totin' Chip S-3c,3d (FCA)				Lashings F-7a, 7b (FCA)
	C	Bowline F-8a (OC)	Hurry Cases and Food Procedures S-7a F-4d (FCA)				Flags T-6 (A-Field)
	D	Totin' Chip, Knife Sharpening S-3c,3d (FCA)	Bowline F-8a (OC)	First Aid Carries F-8c (A-Field)			
4:00		FCA Open For Extra Help and Advancement: Skill Instruction, Free Swim					

List of Games:

- Name Game
- Energy Ball
- Zap (Bang)
- Human Knot
- Steal the Bacon
- The Blob