

## Bowman Brigade – Summer 2020

The Bowman Brigade program is designed to help younger scouts have a great time during their first summer camp experience. Bowman Brigade brings together rank advancement (Scout, Tenderfoot, 2nd Class, and 1st Class) and merit badges (Mammal Study, Leatherwork or Basketry, and Swimming) in one program. The program introduces scouts to every part of beautiful Camp Bowman each day under the guidance of the camp staff and adult leaders. Bowman Brigade is designed to spark interest in future summers at camp, while providing a healthy dose of fun in a structured environment for advancement. The program also includes other exciting components such as a .22-caliber rifle open shoot, a visit with a professional forester and the Totin' Chip award.

- Designed for younger scouts with limited camping experience - typical age is 10-13.
- The schedules for Bowman Brigade are on the following page.
- Note: Scouts unable to pass the swim test will have the opportunity to do Instructional Swim at the same time on the schedule, instead of Swimming Merit Badge.

There are three groups that all Bowman Brigade scouts will be divided into: A, B, and C. Scouts will be assigned to these groups Sunday at 7:00pm in the Bowman Brigade Area. For all afternoon activities, scouts will meet in the Bowman Brigade Area unless otherwise noted. For the mornings, they will meet at the program area that their 9:00am badge is located, then they will move as a group to the others areas. For requirements covered, please note that TF is Tenderfoot, SC is Second Class, and FC is First Class.

<b>Bowman Brigade Morning Schedule (Monday - Friday)</b>			
	<b>Group A</b>	<b>Group B</b>	<b>Group C</b>
9:00 am	Swimming (Aquatics)	Mammal Study (Nature)	Basketry/Leatherwork (Handicraft)
10:00 am	Basketry/Leatherwork	Swimming	Mammal Study
11:00 am	Mammal Study	Basketry/Leatherwork	Swimming

<b>Monday Afternoon (Begins the Bowman Brigade Area)</b>		
<b>Time</b>	<b>Activity</b>	<b>Notes and covered requirements</b>
2pm	Fire Building	SC: 2a-d
3pm	First Aid	TF: 4a-c SC: 3c, 6a-e FC: 7c
4pm	Open Swim and Boating	Group will go to Aquatics (optional)
7pm	Totin' Chip	Meet at Scoutcraft

<b>Wednesday (Bowman Brigade)</b>		
<b>Time</b>	<b>Activity</b>	<b>Notes and covered requirements</b>
2pm	5 Mile Hike	SC: 3a-b
3pm		
4pm		
7pm	Open Rifle Shoot	Meet at Shooting Sports (optional)

<b>Tuesday (Bowman Brigade)</b>		
<b>Time</b>	<b>Activity</b>	<b>Notes and covered requirements</b>
2pm	Knots and Lashings	Scout: 4a-b
3pm		SC: 2f-g FC: 3a-d
4pm	Open Swim and Boating	Group will go to Aquatics (optional)
7pm	Campwide Event	Meet at the Parade Field (optional)

<b>Thursday (Bowman Brigade)</b>		
<b>Time</b>	<b>Activity</b>	<b>Notes and covered requirements</b>
2pm	Orienteering	SC: 3a,d
3pm		FC: 4a
4pm	Open Swim and Boating	Group will go to Aquatics (optional)
7pm	Totin' Chip (cont.)	Meet at Scoutcraft