

2010
First Class Adventure Master Schedule ~~2009~~

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

(A,B)= tenderfoot trails ; C)= Second Class Trail ; (D)= First Class Trail

Time	Group	Monday	Tuesday	Wednesday	Thursday	Friday		
9:00	A,B,C,D	Trail Gatherings and Attention Grabber, (A,B) recite scout oath and law (T-7)						
9:15	A	Ball Name Game, Game from list, Patrol stuff; T-8,9 (for A,B); Hury Cases: S-6a	First Aid: T-12a, 12b	Knots, T- 4a, 4b; game from list	Flag T-6, Bowline F-8a	Lashings F-7a,b,c		
	B				Lashings F-7a,b,c	Flag T-6, Bowline F-8a		
	C		Totin' Chip: S-2c, 2d	Nature: S-5, F-6	First Aid: S-6c	Orienteering S-1a, F-1,2		
	D	Ball Name Game, Game from list	Cook Breakfast		First Aid: F-8b,c			
10:00	A	Totin' Chip: S-2c, 2d	Range: Archery	Nature: T-11, S-5, F-6	Range: Rifle	First Aid: S-6C		
	B		Range: Archery		Range: Rifle			
	C	Range: Rifle	First Aid/ Carries: F-8b, 86	Bowline, CPR F-8a, 8d	Range: Archery	Lashings F-7a,b,c		
	D	Range: Rifle	Bowline, CPR F-8a, 8d	First Aid, Carries: F-8b, 86c	Range: Archery			
11:00		FCA Open For Extra Help and Advancement: Skill Instruction, Orienteering Course, Swim Instruction at Waterfront						
12:00		Lunch						
1:00		Siesta	Siesta	Camp Wide Games	Hike: Req's: T-5, S-6b (HW), S-1b	Siesta		
2:00	A	Aquatics: 5-7a, 7b, 7c; F-9a,9b,9c	Cooking: T-3, S-2e, 2f, 2g, split differently between open fire, stove, dutch oven					Review/ Catch-up/ Challenges/ service project- at discretion of instructor
	B							
	C							
D	Meal Planning: 4a-4d	Cook Lunch						
3:00	A	Cooking: T-3, S-2e, 2f, 2g, split between open fire, stove, dutch oven	Extended time for cooking, aquatics, catch-up, game, etc.			Orienteering S-1a, F-1,2		
	B							
	C							
	D	Cook Dinner, Game	Aquatics: F-9a,9b,9c?			Service Project, Game, non-required skills		

List of Games:

- Ball Name Game
- Energy Ball
- Zap (Bang)
- Wizards, Trolls, Elves
- Steal the Bacon
- Bench stealth
- The blob