

Program Area	Aquatics	Scoutcraft	BBs	Archery	Handicraft	Nature
Monday/ Tuesday (schedule provided)	On Monday, the PMI staff goes over the rules and safety for swimming. When that is completed, scouts will complete the Swim Check. On Tuesday, the PMI staff then teaches about boating safety, followed by a period of open boating for the scouts.	Scouts take a walking tour of the area as they learn about the different activities available at Scoutcraft on Wednesday, Thursday, and Friday. Afterwards, scouts show their stuff on the monkey bridge!	The PMI staff provides instruction on how to use a gun safely. Scouts learn about the different parts of the gun, how to use the sights, and obey the range commander. Each scout will then participate in one round of free shoot.	Similar to BBs, scouts spend Monday/ Tuesday leaning the rules of the archery range. The staff discusses how to use a bow and how to handle it safely. Each scout will have one turn after the instruction to shoot at the targets.	At Handicraft, scouts will spend the session building one theme-related craft, while learning about famous pirates and their claims to fame. Scouts will also get a sneak peek at the awesome activities to come later in the week.	Scouts will learn about and discuss the four C's of the Outdoor Code at Nature. Afterwards, the staff will help the scouts identify poisonous plants and venomous animals. Don't forget the turtle pit!
Wednesday/ Thursday/ Friday (packs choose their own schedule)	Packs can sign up for free swim or open boating. Instructional swimming is available, as well the Aquanaut activity pin.	Among the available activities are fire-building, knot-typing, the ever popular challenge course, and whittling chip.	In addition to a session of open shoot, packs may try to earn the BBs belt loop and sports pin.	On Wednesday/ Thursday/ Friday, scouts can earn the Archery belt loop and sports pin. Open shoot is also available.	Tie-dye is always the most popular activity at Handicraft. Scouts also have the option to do leather activities, gimp, and more.	Nature offers three different activity pins—Naturalist, Geologist, and Forester. Again, don't forget the turtle pit!

Other

- Readyman: an activity pin that covers basic first aid, such as hurry cases, insect bites, hot and cold first aid, and more. Taught by our first aider on Monday/ Tuesday.
- Den Time: a Monday/ Tuesday program session where packs get to choose their activity. Available options are fishing, volleyball, horse shoes, Frisbee golf, geo-caching, rock throwing, or den-related activities in the campsite.