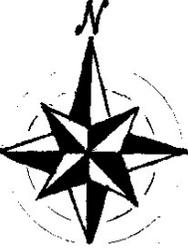


Harbor

Harbor Master

CAMP

PIRATE'S
COVE



Port
Edward
Inn

Chapel



Castaway's
Refuge

Crows
Nest

Dry Dock



East India
Trading Co.

Broken Bow

Buffalo
Surround

Mystery Dog

Looking
Glass

Grand Ronde

Appaloosa

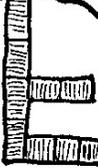
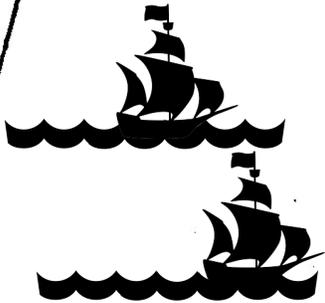
Buccaneer
Bay

Medicine
Pipe

War Bundle

Matey's
Meadow

Bullseye Bog



Deadman's
Dugout

Firearm Fortress





PIRATE'S COVE AT CAMP EDWARD

PROGRAM OFFERINGS



KNOTS	AT DEADMAN'S DUGOUT YOUR YOUNG PIRATES WILL LEARN SEVERAL KNOTS, AND THEN HAVE AN OPPORTUNITY TO TRY TYING THEM IN PRACTICAL SITUATIONS.
NATURE WALK	WHILE WE ARE ALL STRANDED ON THE ISLAND, WE SHOULD BE PREPARED TO LIVE OFF THE LAND. LUCKILY THE CASTAWAYS AT CASTAWAY'S REFUGE HAVE SPENT YEARS LEARNING ABOUT THE LOCAL WILDLIFE AND ARE OFFERING TO SHOW US AROUND AND SHARE THEIR KNOWLEDGE.
SERVICE PROJECT	ALSO, WHILE STRANDED, WE SHOULD DO WHAT WE CAN TO IMPROVE OUR NEW HOME. THE CASTAWAYS AT CASTAWAY'S REFUGE HAVE BEGUN AND ITS YOUR DUTY TO HELP THEM.
CRAFT PROJECT	YOU AND YOUR CAMPSITE ARE TASKED WITH BECOMING TRUE PIRATES BY BUILDING AN ARMADA. IN THE DRY DOCK YOU WILL DESIGN AND BUILD THE SHIP THAT YOU WILL CAPTAIN AS YOU SAIL THE OCEAN BLUE.
BB GUNS	OUR CERTIFIED RANGE STAFF WILL TRAIN PIRATES IN PROPER AND SAFE HANDLING OF BB GUNS AT THE FIREARM FORTRESS. PIRATES WILL BE ABLE TO TAKE THEIR TARGETS HOME!
ARCHERY	DOWN AT THE BULLSEYE BOG, YOUR PIRATES WILL BE INSTRUCTED IN THE SAFE USE OF BOWS AND ARROWS.
SWIMMING	THE DASHING AND AMAZING AQUATICS CREW WILL BE HOSTING YOUR BOYS FOR A SWIMMING SESSION AT THE BUCCANEER BAY.
ROWING	FEARLESS PIRATES WILL PILE INTO THE ROWBOATS FOR ROWING DOWN AT BUCCANEER BAY.
SCOUT GAMES	PIRATES WILL HEAD TO THE GAMES FIELD TO PLAY SOME ROUSING FIELD GAMES.
WAGON RIDE	SIGN UP AT HARBOR MASTER FOR A DANGEROUS JOURNEY TO THE NEIGHBORING PIGOTT ISLAND DURING ONE OF THE ADVANCEMENT OR FREE TIME SESSIONS. CAREFUL, THERE MAY BE SOME UNRULY FOLK ABOUT.
CLIMBING WALL	HEAD ON OVER TO THE CROWS NEST FOR A CHALLENGE TO ALL PIRATES DURING OPEN AREAS AND CAMP-WIDE GAMES TIMES. DUE TO BELAY SYSTEM REQUIREMENTS, PIRATES MUST BE AT LEAST 50 POUNDS TO CLIMB.
CHIEF JOE RACE	MEET AT THE PARADE FIELD FOR A RELAY RACE AROUND CAMP EDWARD WITH 9 STATIONS TESTING SKILLS FROM KNOT TYING AND FIRST AID TO PLANT IDENTIFICATION AND SCOUTING IDEALS (I.E. SCOUT LAW). TEAMS ARE REQUIRED TO PROVIDE THEIR OWN BATON, WHICH WILL BE JUDGED AS WELL.
ADVANCEMENT	ALL CUB PIRATES ARE ABLE TO FULFILL REQUIREMENTS FOR ADVENTURES! DURING ROTATIONS AND OPEN TIME, SOME REQUIREMENTS MAY BE COVERED . DURING ADVANCEMENT TIME, THIS IS THE PRIMARY FOCUS OF PROGRAM.
ORIENTEERING	LEARN HOW TO FIND YOUR WAY AROUND THE SEVEN SEAS WITH NOTHING BUT A MAP AND COMPASS. MEET AT DEADMAN'S DUGOUT AND PILOT YOUR SHIP TO SAFETY!
SCOUTS OWN SERVICE	THIS IS A NON-SECTARIAN SERVICE. STAFF WILL CONDUCT THE SERVICES WITH THE HELP OF PIRATES AND LEADERS PRESENT. A SCOUT ALWAYS DOES HIS DUTY TO GOD.
CAMPFIRES	AN OPENING CAMPWIDE CAMPFIRE WILL BE HELD AT THE BEGINNING OF THE SESSION. MEET AT THE PARADE FIELD. YOU WILL ALSO HAVE THE OPPORTUNITY TO HAVE A CAMPFIRE IN YOUR OWN SITE, AND BE THE HOST OR GUEST AT A FRIENDSHIP FIRE WITH ANOTHER GROUP. CUBS ARE ENCOURAGED TO PREPARE THEIR OWN SKITS AND SONGS, AND MAKE SOME NEW FRIENDS!