

CMM Zone Rotation

Your Unit will be put into a Tribe when you enter camp. Your Tribe will be in the same campsite cluster, you will eat in your campsite and you will move around camp together. There will be 4 Program Zones in camp your Tribe will visit each zone twice throughout the week. Your Scouts will be given the option of several merit badges within the zone and they will pick which merit badge they would like to work on when they get to the program zone. That merit badge will be worked on during your Scouts time in that zone and we will work diligently to help them complete that merit badge.

Program Zones & Tribes have been created due to Executive order 38 which limits summer camps to having groups no larger than 50 people. The group should not cross pollinate for safety reasons.

Zone 1:

➤ Shooting Sports – Ranges

- Rifle - Monday/Tuesday
- Shot Gun - Wednesday/Thursday
- Archery - Monday/Tuesday

➤ Climbing Tower

- Climbing/Rappelling - Everyday

➤ Scout Craft – Adventure Basin (new location)

- Pioneering - Monday/Tuesday
- Camping - Monday/Tuesday
- Signs, Signals, and Codes - Monday/Tuesday
- Hiking - Wednesday/Thursday
- Cooking - Wednesday/Thursday
- Fire Safety/Safety - Wednesday/Thursday

Zone 2:

➤ Aquatics – Waterfront

(Merit badges will be offered based on the vote of the Scouts in attendance)

- Water Sports
- Small Boat Sailing
- Kayak
- Rowing
- Canoeing
- Motor Boat
- Swimming
- Instruction Swim
- Open activities when possible

Zone 3:

➤ **Eagle’s Nest - Carlisle Hall**

- Cit in Nation - Monday/Tuesday
- Cit in Community - Monday/Tuesday
- Communications - Monday/Tuesday
- First Aid - Monday/Tuesday
- Cit World - Wednesday/Thursday
- American Heritage - Wednesday/Thursday
- E. Prep - Wednesday/Thursday
- Public Health & Medicine - Wednesday/Thursday

➤ **Ecology – Ecology Pavilion**

- Mammal Study - Monday/Tuesday
- Reptile & Amphibian - Monday/Tuesday
- Soil & Water Conservation - Monday/Tuesday
- Environmental Science - Wednesday/Thursday
- Geology - Wednesday/Thursday
- Insect Study - Wednesday/Thursday

➤ **Handicraft – Handicraft Pavilion**

- Art - Monday/Tuesday
- Basketry - Monday/Tuesday
- Leatherwork - Monday/Tuesday
- Painting - Wednesday/Thursday
- Wood Carving - Wednesday/Thursday
- Pulp & Paper - Wednesday/Thursday

Zone 4:

➤ **S.T.E.M. – Badger Pavilion**

(Merit badges will be offered based on the vote of the Scouts in attendance)

- Space Exploration
- Robotics
- NOVA Award

➤ **Service – Badger Pavilion**

- Service projects around camp as a Tribe
- Ditch/trail cleaning
- Sign repainting
- Whatever else you and Ranger decide

First Year Camper Program:

These campers will stay with their Tribe but when they go to Program Zones they will go to the First Year Camper program in each Zone. We will Have a staff member from FYC in each zone to teach the Skills.

Example:

<u>Zone 1: Adventure Basin</u> Fire Safety/Fire’m Chit Knots/Lashing Totin’ Chip Cooking Plan	<u>Zone 2: Waterfront</u> Swimming MB Instruction Swim Open activity -when possible	<u>Zone 3: Carlisle</u> First Aid MB Nature Walk/Orienteering	<u>Zone 4: Badger Pavilion</u> Rank Skills
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Camp Mack Morris Schedule 2020

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:15-7:30AM		Breakfast Delivered	Breakfast Delivered	Breakfast Delivered	Breakfast Delivered	Breakfast Delivered	Breakfast Delivered
8:45AM		Morning Messages Facebook	Morning Messages Facebook	Morning Messages Facebook	Morning Messages Facebook	Morning Messages Facebook	Check Out
9:00AM		Program in Zones	Program in Zones	Program in Zones	Program in Zones	Please see your Tribe schedule	
9:15AM			Scout Master Coffee - Dining Hall	Scout Master Coffee - Dining Hall	Scout Master Coffee - Dining Hall		
12:00		Zones Dismissed	Zones Dismissed	Zones Dismissed	Zones Dismissed		
12:00 – 12:15PM		Lunch Delivered	Lunch Delivered	Lunch Delivered	Lunch Delivered	Lunch Delivered	
1:30PM	Check-In	Program in Zones	Program in Zones	Program in Zones	Program in Zones	Please see your Tribe schedule	
4:30PM		Zones Dismissed	Zones Dismissed	Zones Dismissed	Zones Dismissed		
4:45PM		SPL Meeting Dining Hall	SPL Meeting Dining Hall	SPL Meeting Dining Hall	SPL Meeting Dining Hall		
5:00PM	Dinner Delivered	Dinner Delivered	Dinner Delivered	Dinner Delivered	Dinner Delivered	Dinner Delivered	
6:30PM	Campfire	Night Zones	Night Zones	Night Zones	Night Zones	Campfire & Awards	
7:30PM		Scout Master Coffee					
8:00PM	Campfire Dismissed Back to Campsite	Night Zone Dismissed Back to Campsite	Night Zone Dismissed Back to Campsite	Night Zone Dismissed Back to Campsite	Night Zone Dismissed Back to Campsite	Campfire Dismissed Back to Campsite	

*Evening activities, competitions & Merit Badges will be available for your Troop to participate in at your campsite.

CMM Program Zone Schedule

	<u>Tribe 1</u>	<u>Tribe 2</u>	<u>Tribe 3</u>	<u>Tribe 4</u>
Monday Morning	Zone 1	Zone 2	Zone 3	Zone 4
Monday Afternoon	Zone 2	Zone 3	Zone 4	Zone 1
Monday Evening	Aquatics	Trading Post & Movie	Rappelling	Open Shoot
Tuesday Morning	Zone 3	Zone 4	Zone 1	Zone 2
Tuesday Afternoon	Zone 4	Zone 1	Zone 2	Zone 3
Tuesday Evening	Trading Post & Movie	Rappelling	Open Shoot	Aquatics
Wednesday Morning	Zone 1	Zone 2	Zone 3	Zone 4
Wednesday Afternoon	Zone 2	Zone 3	Zone 4	Zone 1
Wednesday Evening	Rappelling	Open Shoot	Aquatics	Trading Post & Movie
Thursday Morning	Zone 3	Zone 4	Zone 1	Zone 2
Thursday Afternoon	Zone 4	Zone 1	Zone 2	Zone 3
Thursday Evening	Open Shoot	Aquatics	Trading Post & Movie	Rappelling
Friday Schedule				
8:30AM-10:00AM	Climbing Tower	Open Shoot	Waterfront	Trading Post/Carlisle
10:30AM-12:00PM	Open Shoot	Climbing Tower	Trading Post/Carlisle	Waterfront
12:00PM	Lunch Delivered	Lunch Delivered	Lunch Delivered	Lunch Delivered
1:30PM-3:00PM	Waterfront	Trading Post/Carlisle	Open Shoot	Climbing Tower
3:30PM- 5:00PM	Trading Post/Carlisle	Waterfront	Climbing Tower	Open Shoot
5:00PM	Dinner Delivered	Dinner Delivered	Dinner Delivered	Dinner Delivered
6:30PM	Campfire	Campfire	Campfire	Campfire
8:00PM	Back to Campsite	Back to Campsite	Back to Campsite	Back to Campsite

