

AFTERNOON PROGRAM (1:45-3PM)

Directly following lunch, scouts are invited to visit any of Onteora’s open and staffed program areas. Listed below are some highlighted events going on at each of the areas. **Please have your SPL sign your Troop up in the SPL meeting the day before.**

*Note: In line with risk management policies, any area director has the right to restrict certain activities as they see fit.

AREA	ACTIVITY
Aquatics	Open Swim & Boating, Instructional Swim, Paddle Boarding, Kayaking, Mile Swim, and Additional Merit Badge Studies/Practice
Climbing	Open Climb, Rappel & Zipline, and Additional Merit Badge Studies/Practice
Communications	Radio & Camp News Production and Additional Merit Badge Studies/Practice
Craft Lodge	Open Craft Time, Costume Creation, and Additional Merit Badge Studies/Practice
Dan Beard	Hone your Basic Scout Skill, Earn Outdoor Skills Awards, and Additional Rank Studies/Practice
Field Sports	Camp Games, Sports, Cycling, Bike Track, Gaga Ball, and Additional Merit Badge Studies/Practice
The Glaize	Blacksmithing, Branding, Tomahawk Throwing, and Additional Merit Badge Studies/Practice
Health & Safety	Search & Rescue Scenarios, First Aid Skills, and Additional Merit Badge Studies/Practice
Nature	Nature Hikes, Conservation Projects, and Additional Merit Badge Studies/Practice
Older Scout	Escape Room, Welding, Service Projects, and Additional Merit Badge Studies/Practice
Scoutcraft	Pioneering Projects, Geocaching & Orienteering Course Offerings, Outdoor Skills Awards, and Additional Merit Badge Studies/Practice
Shooting Sports	Open Shoots, Specialty Shoots (Watermelon Archery, Pudding Shotgun, Balloon Rifle, etc.), and Additional Merit Badge Studies/Practice
STEM	Operate the 3D printer, Research, Build Robots, and Additional Merit Badge Studies/Practice