

# 2024 Troop Camping Outcome Sheet



Thank you for joining us at summer camp for your Troop Camping experience. Camp staff incorporate some Girl Scout programming into outdoor programs or activities. Please see below for badge and patch steps your troop members had the opportunity to complete during your Troop Camping experience.

## Archery (entering grades 2-12), only at Trefoil Ranch

Experience Trefoil Ranch's archery range, which uses Genesis compound bows (official bow of the National Archery in Schools program) and basic archery targets connected to hay bales. Camp staff are trained for the camp's specific archery range through a Level 2 USA Archery Instructor. Cadettes will work on some of the requirements for the Archery badge.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Brownie	Fair Play	Step 1
Junior	Practice with Purpose	Step 5
Cadette	Archery	Steps 1, 2, 3, 4

## Field Day (entering grades 1-12) at both camp locations

Immerse your troop in an activity block full of spirited fun that the Girl Scouts' ideas will drive! Using classic Field Day games as a foundation, campers will create their own rules and scoring systems to immerse themselves into a lively mix of active and passive games that foster camaraderie and lasting memories. Each session will be personalized and unforgettable, as it is the participants driving the imagination and result.

\*Please note all steps might not have been done, depending on what games/ideas the Girl Scouts came up with/how many activities were played during your troop's specific time block – as mentioned, each block is unique!

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	Honest & Fair Petal	Step 2
Brownie	Making Games	Steps 4, 5
Brownie	Fair Play	Steps 1, 2, 3, 5
Junior	Staying Fit	Step 1
Junior	Playing the Past	Step 4
Cadette	Good Sportsmanship	Steps 3, 4, 5
Senior	Game Visionary	Steps 1, 2, 3

## Fire Building & Knife Safety (entering grades 1-12) at both camp locations

Campers will learn about fire safety and will practice building different types of fires to understand what each is best used for. Starting a fire will be dependent on presence of a fire ban/location of the program block. Following fire building, campers will learn about and practice knife safety; they will learn about safety circles, how to hold and use a knife, and different types of cutting techniques before preparing a simple snack for the group to enjoy.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	GSU Outdoor Skills Patch	Fire Building, Knife Safety Level 1
Brownie	GSU Outdoor Skills Patch	Fire Building, Knife Safety Level 1
Brownie	Cabin Camper	Step 4
Brownie	Eco Friend	Step 3
Brownie	Outdoor Adventurer	Step 4
Junior	GSU Outdoor Skills Patch	Fire Building, Knife Safety Levels 1, 2
Junior	Camper	Step 2
Cadette	GSU Outdoor Skills Patch	Fire Building, Knife Safety Levels 1, 2
Senior	GSU Outdoor Skills Patch	Fire Building, Knife Safety Levels 1, 2, 3
Ambassador	GSU Outdoor Skills Patch	Fire Building, Knife Safety Levels 1, 2, 3

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## Hatchet Throwing (entering grades 6-12), only at Trefoil Ranch

Campers can experience the latest craze of hatchet throwing at Trefoil Ranch! Participants will learn safety of the sport and work to improve their aim while at the course. Camp staff are trained for the camp's specific hatchet range and follow all safety standards.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Senior	Adventurer	Step 2

## High Ropes Course (entering grades 4-12), only at Trefoil Ranch

Experience the thrill of the brand-new ropes course at Trefoil Ranch! Participants will work on communication, bravery, patience, and teamwork to tackle select elements of the new course. Please note that this new course is designed for progression-based experiences; participants will not complete the entire course during one activity block. Depending on group size, age level, and desired outcome for the group, camp staff will select specific elements for the group to focus on. The course is inspected each year, and camp staff are trained by an Association of Challenge Course Technology-approved vendor.

Due to scheduling limitations and to provide high quality programming, troops at Troop Camping will choose either Horseback Riding or High Ropes Course.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Junior	Practice with Purpose	Step 1
Cadette	Good Sportsmanship	Steps 3, 4
Cadette	Snow or Climbing Adventure	Step 3
Senior	Cross Training	Step 3
Senior	Adventurer	Step 2

## Horseback Riding and Horse Care (entering grades 1-12), only at Trefoil Ranch

Campers will visit the stables at camp where they will meet some of the horses while learning some of the basics of horseback riding and horse care. Campers will be fitted for helmets and boots (if needed) when arriving at the stables. Camp staff will assist campers on a beginner-level ride around the arena, and when not riding, participants will learn about and practice horse grooming and ground handling. Trail rides are not available at Troop Camping; all rides take place in the arena. The horse program area is located uphill from main camp, about a .75 mile walk on uneven terrain.

Due to scheduling limitations and to provide high quality programming, troops at Troop Camping will choose either Horseback Riding or High Ropes Course.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	Courageous & Strong Petal	Step 3
Junior	Horseback Riding	Steps 1, 2, 3, 4, 5
Senior	Cross Training	Step 3

## Lake Hike & Nature Exploration (entering grades 1-12), only at Camp Cloud Rim

Campers can enjoy a short hike (less than two miles round trip) around camp and participate in other activities while learning about the natural world around them. Activities focus on taking a closer look at surroundings, learning about Leave No Trace, and how they can help protect our world. Girl Scouts will work on some of the requirements of the Eco Explorer badges.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	Eco Learner	Step 2
Brownie	Eco Friend	Steps 2,5
Junior	Eco Camper	Steps 1, 4, 5
Cadette	Eco Trekker	Steps 1, 3

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## Outdoor Art Badge Series (entering grades 1-12), only at Trefoil Ranch

Trefoil Ranch is a beautiful place to experience the Outdoor Art badges! Campers will work on art projects in different locations at camp based on the badge curriculum. Multi-level troops will be grouped based on grade levels. Camp staff will work with your campers to complete sections of the badge. All badges will require additional steps after camp to complete.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	Outdoor Art Maker Badge	Steps 1, 2, 3
Brownie	Outdoor Art Creator Badge	Steps 1, 2, 3
Junior	Outdoor Art Explorer Badge	Steps 2, 3
Cadette	Outdoor Art Apprentice Badge	Step 2
Senior	Outdoor Art Expert Badge	Step 2
Ambassador	Outdoor Art Master Badge	Step 2

## Pottery (entering grades 1-12), only at Camp Cloud Rim

Girls who sign up for pottery will experience time on the pottery wheels and hand building. Pieces built in pottery will not be fired or glazed.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	Craft and Tinker	Step 1
Brownie	Craft and Tinker	Steps 1, 2, 4
Junior	Craft and Tinker	Steps 1, 2, 4

## Primitive Camp Experience (entering grades 4-12), only at Camp Cloud Rim

Ready to take your camping trip to the next level? Try out a primitive overnight camp experience! Campers will pack out their gear for the night starting around 3:00 p.m., hike to a nearby location, set up pop-up tents or hammocks, cook dinner on camp stoves, fall asleep under the stars, wake up, pack up gear, work on badge steps, and hike back to by 11:00 a.m. Gear is provided by camp, with the exception of personal items.

Overnight locations are determined by camp staff and are on or near camp property within a 20-minute walk from the lodge. Note: The overnight experience will take two of your three program blocks. Girls will work on the Junior Eco Camper and Cadette Primitive Camper badges.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Junior	Eco Camper	Steps 1, 3, 4
Cadette	Primitive Camper	Steps 1, 2, 3, 5

## Rock Climbing & Bouldering (entering grades 1-12), only at Camp Cloud Rim

Cloud Rim has a rock face chimney attached to the lodge where family members can learn the basics of bouldering and rock climbing. The Cloud Rim Chimney is approximately 30 feet tall, and family members 7 and older climb using a harness, rope, and helmet. All family members are eligible to boulder, where climbers traverse across the chimney with a spotter up to a pre-determined climbing height.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	Snow or Climbing Adventure	Step 3
Brownie	Snow or Climbing Adventure	Steps 3, 5
Cadette	Snow or Climbing Adventure	Step 3

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## Rock Climbing at Cadette Cliff (entering grades 6-12), only at Camp Cloud Rim

Cloud Rim has a rock face outcrop where older Girl Scouts can experience more climbing. The rock face is approximately 20 feet tall, and participants climb using a harness, rope, and helmet. It is recommended that participants have previously climbed the Cloud Rim chimney or at an indoor climbing gym.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Cadette	Snow or Climbing Adventure	Step 3

## Slingshots (entering grades 1-12), only at Trefoil Ranch

Spend the first portion of this program making your own catapult out of everyday craft supplies! Then, join the camp staff on a short hike to get to the slingshot range so you can test out your home-made catapult before transitioning to using a real slingshot. At the range, you will learn about proper form, the equipment and why it works, and, of course, how to aim.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Brownie	Fair Play	Step 1
Junior	Practice with Purpose	Step 5

## Teambuilding (entering grades 1-12), only at Trefoil Ranch

Bring your troop together by participating in a variety of teambuilding challenges. Campers will work together to complete a variety of ground-based challenges that strengthen problem solving and communication skills. Camp staff are trained in a variety of activities that they will sequence and debrief accordingly, based on your group and their needs/goals.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	Honest & Fair Petal	Step 3
Brownie	Making Friends	Step 1
Brownie	Outdoor Adventure	Step 1
Brownie	Fair Play	Step 3
Cadette	Good Sportsmanship	Steps 3, 4

## Textile Art (entering grades 1-12), only at Camp Cloud Rim

Campers who sign up for Textile Art will create two projects. Campers will learn about and create a reverse tie-dye project and will also try weaving with a loom to create a potholder.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	Craft and Tinker	Step 1
Brownie	Craft and Tinker	Step 1
Junior	Craft and Tinker	Step 1
Senior	Textile Artist	Step 4

## WonderWorks (entering grades 1-12) at both camp locations

Join us as the magic of imagination meets the thrill of hands-on discovery! Roll up your sleeves and dive into the world of science through building roller coasters, designing thaumatropes, giant bubbles, and balloon experiments. Girl Scouts will work on steps of the Home Scientist and Entertainment Technology badges as we unlock the wonders of science.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Brownie	Home Scientist	Steps 2, 4, 5
Junior	Entertainment Technology	Steps 1, 3

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## **Woodworking Experience (entering grades 1-12), only at Trefoil Ranch**

Enjoy Trefoil Ranch's woodworking shop this summer! Participants who sign up for this woodworking introduction course will learn skills, such as how to sand, use a hammer, and an introduction to other hand tools. By the end of the session, campers will create a birdhouse project to take home. Please note that participants do not use power tools/lathes at Troop Camping.

<b>GIRL SCOUT LEVEL</b>	<b>BADGE/PATCH/JOURNEY</b>	<b>STEP(S) COMPLETED</b>
Daisy	Craft & Tinker	Step 2
Cadette	Woodworker	Steps 1, 5
Senior	Room Makeover	Step 5

## **Waterfront Experience (entering grades 1-12), only at Camp Cloud Rim**

Camp Cloud Rim is home to Lake Brimhall where campers can participate in a wide variety of activities. The waterfront is staffed by lifeguards with training in watercraft activities. All campers are required to wear life jackets while swimming and while operating canoes, kayaks, sailboats, and other watercraft. All campers can canoe and swim. Campers entering grades 4-12 can kayak and paddle board.

<b>GIRL SCOUT LEVEL</b>	<b>BADGE/PATCH/JOURNEY</b>	<b>STEP(S) COMPLETED</b>
Junior	Camper	Step 1
Senior	Paddling	Steps 2, 3, 4
Ambassador	Water	Step 1
Ambassador	Ultimate Recreation Challenge	Step 3