



BDSR Week Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
6:45 AM	C a m p C l o s e d		Western Day	Polar Bear Plunge		Western Day	Guides in Campsites Pack up - Pick up Breakfast Check-out by 9:00am	
7:30 AM		Morning Flags (<i>Activity Uniform</i>)						
8:00 AM		Breakfast						
9:00 AM - 11:30 AM		Merit Badge Session A - 9:15 Coffee with the Commissioner @ Scoutmaster Lounge	Merit Badge Session A - 9:15 Coffee with the Commissioner @ Scoutmaster Lounge	Merit Badge Session C - 9:15 Coffee with the Commissioner @ Scoutmaster Lounge	Merit Badge Session C - 9:15 Coffee with the Commissioner @ Scoutmaster Lounge	9:15 Coffee with the Commissioner @ Scoutmaster Lounge		10:00am BDSR RODEO OLYMPICS! 
12:00 PM		Lunch						
12:45 PM		Sr. Patrol Leader Meeting @ Nature Lodge						
1:30 PM - 4:00PM	Camp Check-In begins at 1:30 @ Museum in Main Lot (Camp Tour)	Merit Badge Session B	Merit Badge Session B	Merit Badge Session D	Merit Badge Session D	Merit Badge Makeup United Nations Game Limited Open Program - 4:30 Staff Chase!	C A M P C L O S E D	
4:00PM - 5:15PM		Open Program Time Climbing Shooting Sports Canoeing Kayaking Fishing Mountain Biking Horse Rides				5:00 OA Cracker Barrel @ KOLA Lodge		
5:45 PM	Evening Flags (<i>Field Uniform</i>)							
6:00 PM	Dinner		 Famous Chuck Wagon Dinner & Hoedown - Branding Line Dancing Knife Throwing Hawk Throwing Lassoing Sporting Archery & Cowboy Games	Dinner				
6:45PM - 8:30PM	7:00 Sr. Patrol Leader & Adult Leader Mtg @ Scoutmaster Lounge - 8:15 Opening Campfire @ Campfire Ring	Free / Troop Time Cowboy Action 14+ Fishing - Chess MB Pulp and Paper MB - 7:00 Totin' Chip 8:00 Firem'n Chit		7:15 Troop Campfire @ Campfire Ring - BDSR Honor Trail	6:45 Leader Dinner @ Dining Hall - Free / Troop Time Cowboy Action 14+ Chess Tournament Monster Mountain Hike Wilderness Survival Scouting Heritage MB Fingerprinting MB - 8:30 Astronomy	Family Night - 8:15 Closing Campfire @ Campfire Ring		
10:00PM	Scoutmaster Minute - Taps							