



Aaronic Priesthood Encampment
Camp Cowles
July 30 to August 4, 2012

PASSPORT

Please fill out the following information as completely as possible. If your passport is lost the encampment staff will use this information to return it to you. If you are hurt or injured this information will also be used.

Name: _____

Ward: _____

Stake: _____

Address: _____

Telephone: _____

Emergency Contact: _____

Doctor: _____

Medical Concerns / Allergies: _____

Issued at Camp Cowles, WA on 30th of July 2012. This passport allows the owner access to all activities at the Aaronic Priesthood Encampment July 30 to August 4, 2012.

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Brad K. Risenmay



David L. Beck

Message From Elder Brad K. Risenmay

Dear Young Men of the Aaronic Priesthood,

I welcome you to the 2012 Aaronic Priesthood Encampment. You and your leaders are gathering with thousands of other young men and leaders from 18 stakes. You are about to have one of the most unique experiences during your years of serving in the Aaronic Priesthood. I appreciate your willingness to come.

In May of 1831, in a great revelation (D&C 50: 13-14) to the Prophet Joseph Smith, the Lord asked this question, "...unto what were ye ordained?." He then answered the question in the next verse, "To preach my gospel by the Spirit, even the Comforter which was sent forth to teach the truth."

In this Aaronic Priesthood Encampment, you will have the opportunity to more fully understand your priesthood and why you were ordained. I give you a charge to come with an open heart and an open mind. If you do so, the teachings of priesthood leaders attending this Aaronic Priesthood Encampment will help you more fully understand your duties in the priesthood and what your Heavenly Father desires of you as a son of God.

May the Lord bless you.

Sincerely,

Brad K. Risenmay
Area Seventy

Message from Stake Presidents

Duty and Honor:

When President Thomas S. Monson spoke of duty at the April General Conference, the media observed he's been honoring priesthood obligations since ordained a deacon more than 72 years ago. Duty is at the core of his life and of our priesthood service: "Wherefore, now let every man learn his duty, and to act in the office in which he is appointed, in all diligence. (Doctrine and Covenants 107:99)"

President Monson explains "two markers define the path of duty: the duty to prepare and the duty to serve." Speaking of honor, he has said, "Honor is akin to duty. It is an expression of our inner selves, a commitment to do that which is right."

Duty and honor are core both to the priesthood of God and the Boy Scout movement. We are blessed by quality programs of the Boy Scouts of America which help young men learn duty and honor, values and skills on the path to become "men of God."

We are grateful to planning committee and stake leaders who prepared this Encampment, for the BSA making facilities and services available for our use, and for your enthusiastic participation.

Please enjoy fine fellowship and food, be involved and challenged, have lots of fun, and above all "Catch the Vision" Heavenly Father has for your life.

President Brian L. Pitcher representing the 18 Stake Presidents
Chair, BSA Inland Northwest Council LDS Relationships Committee

Message From Jim Fox

Welcome to the 2012 LDS Aaronic Priesthood Encampment:

You are about to enjoy a once in a life time experience. You must treat your time here as if you were eating at a Buffet. The variety of activities and events will test your ability to schedule your time so that you can experience the maximum of enjoyment during this week. Your priesthood leaders have given so much of their time to insure that you will find those activities that excite your interest. Woven through this event are activities that will teach you gospel principles and in the end may change your life.

I promise you that if you put forth the effort to immerse yourself in as many activities as time permits you will be greatly rewarded.

You will have scheduled for you by your priesthood leaders a special hour, at a secluded area, on a small Rocky Mount, where you will have a special time with your stake president. Look forward to this hour and come with an attitude of sincere appreciation for all that they have done to make this truly a life changing event for you.

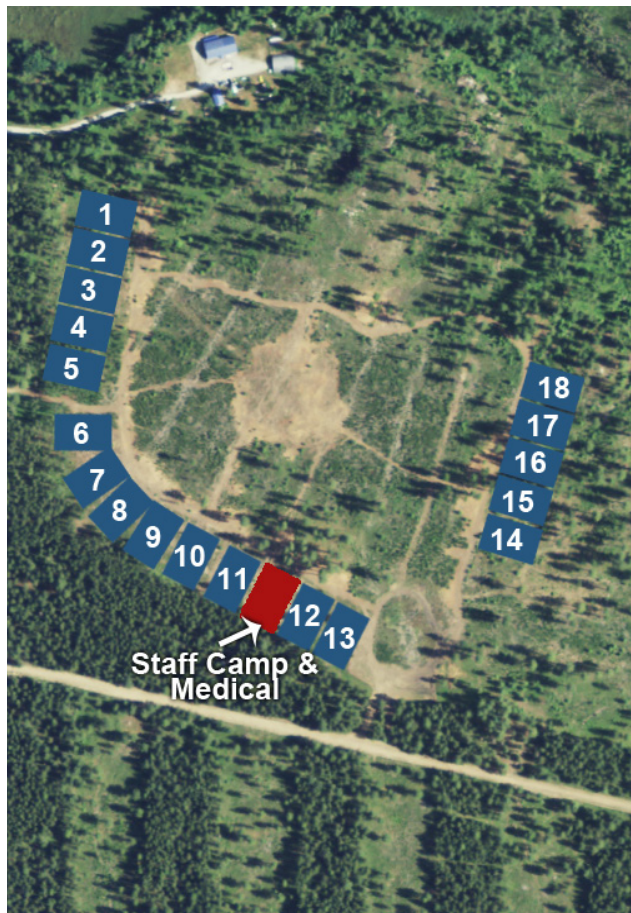
Your challenge is to 'CATCH THE VISION' of who you are, why you are here on earth, and what the Lord expects of you.

Have a wonderful week and "CATCH THE VISION."

Jim Fox
General Chairman

Stake Location Map

1. Kalispell Montana Stake
2. Spokane Washington West Stake
3. Othello Washington Stake
4. Coeur d'Alene Idaho Stake
5. Moses Lake Washington Stake
6. Spokane Washington Valley Stake
7. Lewiston Idaho Stake
8. Colville Washington Stake
9. Missoula Montana Stake
10. Spokane Washington East Stake
11. Moscow Idaho Stake
12. Hayden Lake Idaho Stake
13. Ephrata Washington Stake
14. Spokane Washington Stake
15. Sandpoint Idaho Stake
16. Spokane Washington North Stake
17. Stevensville Montana Stake
18. Great Falls Montana Stake



AREA DESCRIPTION

CAMP COWLES

In 1920, the Boy Scouts of America established Camp Cowles overlooking Diamond Lake on 80 prime waterfront acres donated by William Cowles, publisher of Spokane's daily newspaper, The Spokesman-Review. Three years later, Spokane mining magnate John A. Finch provided funding for construction of the lodge to serve as a dining hall and camp headquarters. Noted architect Julius Zittel from the Spokane firm of Zittel & Preusse drew up the plans, employing a rustic Craftsman design appropriate to the lodge's role as a center for Scouting activities. The lodge's rustic style is unique among Zittel's work that includes buildings on the campuses of Eastern Washington University and Gonzaga University, Idaho's Kootenai County Courthouse and several Spokane churches.

Although the substantial building has witnessed some alterations over the years, the lodge retains its original massing and form, and much of the interior remains intact. This includes a balcony with a Gothic-styled wooden railing running around the upper story of the main hall and a massive stone fireplace standing at each end. The Inland Northwest Council still uses the lodge, the oldest known architect-designed Boy Scout Lodge west of the Mississippi, and makes it available to the public for rental for weddings, celebrations, and community events of all stripes.

DIAMOND LAKE

Pend Oreille County's most popular and populated lake is visible to the north from U.S. Highway 2, which runs parallel to the lakeshore. Diamond Lake is approximately eight miles southwest of Newport. It covers about 750 acres and is fed by underground springs. The only outlet is Moon Creek at the southwest end of the lake. When the first settlers arrived, the lake was in the midst of lush forested land. Although the first inhabitant to build homes lived at the lake year around, it has always been a desirable summer-home location for residents of neighboring communities and counties. In earlier times, it was a popular fishing site of the neighboring Native Americans, who caught large cutthroat trout.

GENERAL SCHEDULE

6:00am	Rise And Get Ready For The Day
6:30am	Scripture Study Stake Presidents Meet At Staff Area
7:15am	Breakfast
8:45am	Clean Up And Prepare For Activities
9:00am	Activities/Merit Badges Begin Trading Post and Bank Open
Noon	Activities/Merit Badges Close
12:15pm	Lunch
2:00pm	Activities/Merit Badges Begin
5:00pm	Activities/Merit Badges Close Trading Post And Bank Close
7:45pm	Dinner
8:00pm	Evening Program With Stake Or Ward
10:00pm	Prepare For Bed
11:00pm	Quiet

WEEKLY SCHEDULE

Monday

- 7:00am Camp Check-In
- Noon Lunch
- 1:00pm Flag Ceremony
- 2:00pm Activities/Merit Badges Begin
- 5:00pm Activities/Merit Badges Close
Trading Post And Bank Close
- 5:15pm Dinner
- 7:00pm **Skydivers (Weather Permitting)**
- 8:00pm **Opening Ceremony**
- 10:00pm Prepare For Bed
- 11:00pm Quiet

Tuesday

- 6:00am Rise And Get Ready For The Day
- 6:30am Scripture Study
Stake Presidents Meet At Staff Area
- 7:15am Breakfast
- 8:45am Clean Up And Prepare For Activities
- 9:00am Activities/Merit Badges Begin
Trading Post And Bank Open
- Noon Activities/Merit Badges Close
Pick-Up Food Orders And Ice
- 12:15pm Lunch
- 2:00pm Activities/Merit Badges Begin
Food Orders And Ice Pick-Up Ends
- 5:00pm Activities/Merit Badges Close
Trading Post And Bank Close
- 5:15pm Dinner
- 8:00pm Evening Program With Stake Or Ward
- 10:00pm Prepare For Bed
- 11:00pm Quiet

Wednesday

6:00am	Rise And Get Ready For The Day
6:30am	Scripture Study Stake Presidents Meet At Staff Area
7:15am	Breakfast
8:45am	Clean Up And Prepare For Activities
9:00am	Activities/Merit Badges Begin Trading Post And Bank Open
Noon	Activities/Merit Badges Close Pick-Up Ice
12:15pm	Lunch
2:00pm	Activities/Merit Badges Begin Ice Pick-Up Ends
5:00pm	Activities/Merit Badges Close Trading Post And Bank Close
5:15pm	Dinner
8:00pm	Evening Program With Stake Or Ward
10:00pm	Prepare For Bed
11:00pm	Quiet

Thursday

6:00am	Rise And Get Ready For The Day
6:30am	Scripture Study Stake Presidents Meet At Staff Area
7:15am	Breakfast
8:45am	Clean Up And Prepare For Activities
9:00am	Activities/Merit Badges Begin Trading Post And Bank Open
9:30am	Triathlon Begins
Noon	Activities/Merit Badges Close Pick-Up Food Orders And Ice
12:15pm	Lunch
2:00pm	Activities/Merit Badges Begin Food Orders And Ice Pick-Up Ends
5:00pm	Activities/Merit Badges Close Trading Post And Bank Close
5:15pm	Dinner
8:00pm	Evening Program With Stake Or Ward
10:00pm	Prepare For Bed
11:00pm	Quiet

Friday

- 6:00am Rise And Get Ready For The Day
- 6:30am Scripture Study
Stake Presidents Meet At Staff Area
- 7:15am Breakfast
- 8:45am Clean Up And Prepare For Activities
- 9:00am Activities/Merit Badges Begin
Trading Post And Bank Open
- Noon Activities/Merit Badges Close
Pick-Up Ice
Skydivers (Weather Permitting)
- 12:15pm Lunch
- 2:00pm Activities/Merit Badges Begin
Ice Pick-Up Ends
- 5:00pm Activities/Merit Badges Close
Trading Post And Bank Close
- 5:15pm Dinner
- 8:00pm **Closing Ceremony**
- 10:00pm Prepare For Bed
- 11:00pm Quiet

Saturday

- 6:00am Rise And Get Ready For The Day
- 6:30am Scripture Study
Stake Presidents Meet At Staff Area
- 7:15am Breakfast
- 8:00am Clean Up Campsite And Prepare To Leave At Scheduled Time
- 11:00am Encampment Officially Closed

GENERAL INFORMATION

BANKS AND MONEY

Banking services will be provided at the trading post. It will be open from 9:00am-5:00pm daily except Saturday.

BULLETIN BOARD / DAILY NOTICES

A bulletin board with general information and daily announcements will be located in front of the staff campsite. Please visit it for the most up to date announcements. Each morning a camp newsletter will be distributed to each stake with announcements, updates, reminders and any changes that have been made to the schedule.

ELECTRICITY

There will be no electrical outlets available.

ELECTRONICS

No electronics are allowed at camp except cameras.

ENCAMPMENT TELEPHONE

Camp participants can use the camp phone for emergency purposes only. If you have an emergency and need to call out please contact a staff member for help.

FIRE POLICY

No fires are allowed.

GENERAL QUESTIONS

If you have any questions please visit the staff campsite or find a staff member. They will be able to help you out.

HIKING

Hiking will be limited to the general Camp Sunrise area.

IN CASE OF AN EMERGENCY

1. Stay calm and note where you are at camp
2. Make a quick survey of the situation to determine the type of help needed
3. Ask for help if needed from nearby encampment participant or seek help from an adult or camp staff.
4. Report emergency information to nearest staff member in an organized manner. They will have a radio and can call for additional help if needed.

MEALS

Your Stake and ward is responsible for meals. Please check with your leaders to see how meals will be prepared, served and cleaned up.

MEDICAL

There will be a medical center staffed 24 hours a day for emergencies. The medical center is located at the staff camp site shown on the map. There will also be staff on site at the water front during the day. Ambulances will be at the site and can be called from the nearest telephone, or via radio or paging communication. Each troop should be prepared to deal with minor injuries. Every injury, no matter how small or insignificant, should be given attention. Keep a record of any treatment provided at the troop level.

SAFETY POLICY

The following policies have been made to keep encampment participants safe, protect equipment and provide a safe environment.

1. No firearms, bow and arrows, or ammunition of any kind will be kept by any of the participants.
2. Absolutely no fires, fire starters, campfires or fireworks of any kind will be permitted
3. All vehicles will be parked in a designated parking area for the duration of the encampment. No vehicles will be allowed to travel in and out of campsites during the week.
4. Speed limit in and out of the campsite while loading and off loading equipment will be 10 miles an hour. This will help keep the dust down and provide a safe environment for campers.
5. All stakes and wards must have adult leaders present during the duration of the encampment.
6. Everyone must check in and check out at headquarters when coming into camp or leaving
7. The buddy plan should always be in effect. Campers should travel in groups of two or more everywhere they go.
8. Shoes must be worn at all times.
9. Cleanliness and conservation should be practiced at all times.
10. The articles of faith and the scout law will be the guiding principles of the encampment. Discipline will be the responsibility of stake and ward leaders.

SHOWERS

Showers are available. They will be located at camp Cowles near Finch Lodge.

TOILETS

Toilets will be located throughout the camping and program areas. Please help keep them tidy.

TRADING POST

The Catch the Vision Trading Post: once in a lifetime opportunity to purchase special memorabilia!

A special Catch the Vision Trading Post is waiting for you—with everything you'd expect: merit badge resources, craft items, clothing, and refreshments. Even better, the Trading Post offers products exclusively designed to promote the Catch the Vision theme. Keep the spirit alive after returning home, with once in a lifetime souvenirs.

The Trading Post is located near Finch Lodge and is open between 9:00am to 5:00pm, Monday through Friday. Saturday hours, if any, will be posted in Friday's daily bulletin.

TRAVEL OUTSIDE CAMP AREA

Once checked in all personnel will be required to remain within the camp confines. Special permission will be required for movement of a vehicle in and out of the camp area. Camp security will be on staff 24 hours a day to make the campsite as safe as possible.

VISITING BY FAMILY OR FRIENDS

Activities at the encampment are for participants only. If a parent or friend comes to visit they can observe but should not participate in any of the activities. All visitors should check in with camp staff upon arrival and departure.

WASTE MANAGEMENT

Waste water from cooking, dish washing, or personal use will be disposed of in a proper manner. After dumping waste water on the strainer pipe please remove solid particles and place in the stake garbage bag.

WATER

A pressurized water system will bring water to within carrying distance of each stake site. It is important that water is not wasted. Turn taps off after each use. Please do not play by or on water lines to avoid breaking them. Should a break be discovered in a water line please notify staff immediately. Water must be carried from the water tap to the stake site for drinking, washing, cooking, and dish washing purposes. No drinking or washing should be done at the water stations.

ACTIVITIES

.22 Rifle - How good is your aim? **Area: H**

Arrow Gun - Shoot paintballs using archery tools and skills, aiming for targets in the woods. **Area: E**

Archery - Test your William Tell skills. **Area: F**

Baseball Throw - Are you a Cy Young award winning pitcher? How will you match with Clayton Kershaw or Justin Verlander? **Area: E**

BB Gun - Shoot and shoot and shoot! At this activity you can shoot all day long. For 14 years or younger. **Area: Across Road From E**

Black Powder - See if you can shoot as well as the pioneers to bring home the meat. You will have the opportunity to use firearms that are similar to the ones the pioneers used as they crossed the plains. For 14 years or older.
Area: F

Bucking Barrel Horse - How long will you be able to stay on? Test your cowboy skills. This activity requires mental concentration, balance, agility and the ability to have fun. No cowboy hat required. **Area: C**

Carving Neckerchief Slides - Bill Birch and Gary Dollar are coming to demonstrate carving. **Area: Merit Badge Area**

Climbing Tower - US Army climbing tower to test your climbing skills. **Area: B**

COPE Course - Challenging Outdoor Personal Experience; Climbing tower, Zip line, other challenges. Must be 14 years or older. **Area: H**

Disc Golf/Folging - 9 hole course; How good are you at throwing a frisbee? Can you get it into the bucket? **Area: A**

Dutch Oven Cooking - Come and learn from the best dutch oven chefs in the West! Learn all the secrets of how to make pineapple upside-down cake, pizza, and even good old stew. **Area: Across Road From D**

Fire Starting - Learn principles and techniques, but no actual fires. **Area: D**

Fishing - Who can catch the biggest? Who can catch the most kinds? **Area: H**

ACTIVITIES

Football - Football punt, throw & kick: for accuracy & distance, prizes including items autographed by pro players. **Area: E**

Geocaching - Hidden prizes; do as teams or as individuals, can you find the prizes without getting lost? Must be 14 years or older. **Area: D**

Geocaching - Hidden prizes; do as teams or as individuals, can you find the prizes without getting lost? Must be younger than 14. **Area: B**

Gospel Knowledge Bowl - A test of your knowledge of scriptures, doctrine, and teachings of current prophets. Scores to be kept, by those who have attended Seminary and those that have not. Clue cards will be handed out at other events. Leader board and prizes to be awarded. **Area: B**

Giant Jenga - Can you take your stack apart without it falling? Whoever makes it fall is out! **Area: C**

Hand Cart Pull - Teams of three; timed hand cart course; winners by age group; prizes. **Area: D**

Hatchet Throwing - Can you hit the target and make it stick. Must be older than 14 years. **Area: C**

Hatchet Throwing - Can you hit the target and make it stick. Must be 14 years or younger. **Area: F**

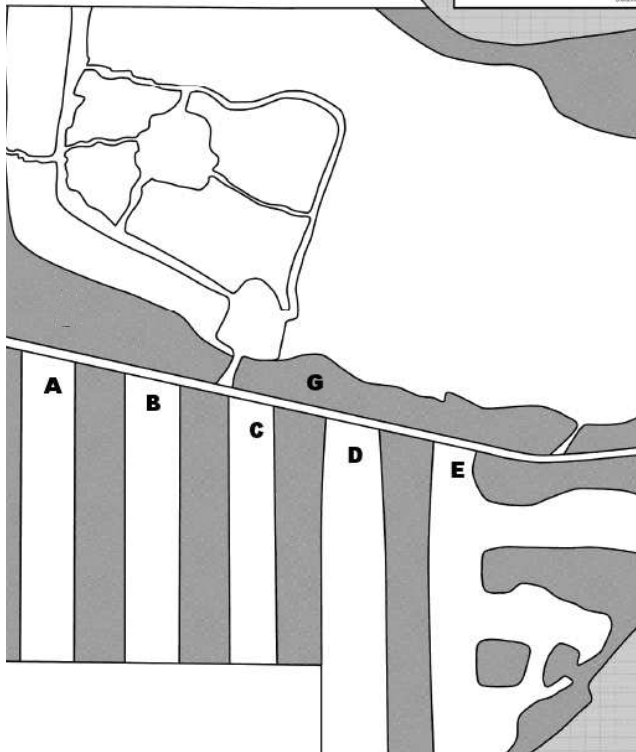
Human Foosball - Lots of fast, wild action, can you get to the goal?
Area: E

Island Challenge - Can you rescue a team mate with just a few tools from your bag? Use your thinking skills. **Area: C**

Joseph Smith Games - Encampment-wide stick pull tournament. Qualify for the final tournament held on Friday at 3:00 by competing at one of the qualifier competitions held at 10:00 and 3:00 each day (except 3:00 on Friday). Also compete in tug-of-war and "jumping at the mark". **Area: E**

Joseph Smith/Stand In The Sacred Grove - Come reflect on the sacred experience of the First Vision. **Area: E**

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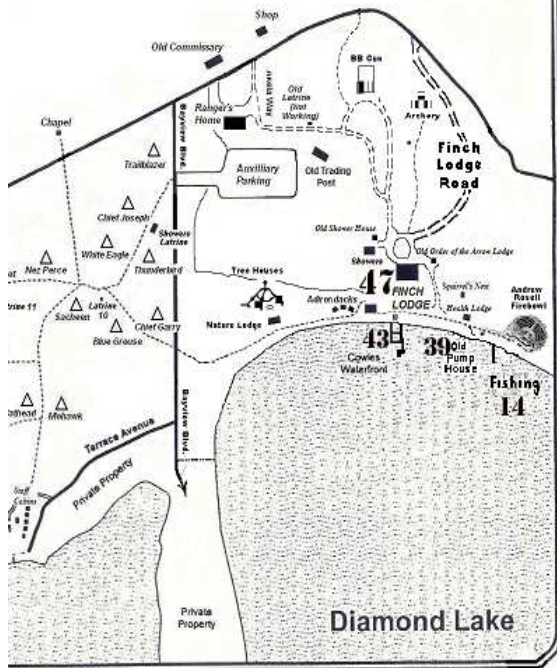
180
(1961)

F

COWLES

4161 Northshore Diamond Lake Road
Newport, WA. 99156

Camp



ACTIVITIES

Knife Throwing - Can you hit the target? **Area: C**

Knot Tying - Test your skills. Can you tie a clove hitch, a half hitch, a bowline, and a timber hitch? **Area: E**

Lashing - Can you lash together a ladder or a kitchen table? **Area: D**

Logging Activities - X-cut saw, log rolling, log toss: See if your team can cut the log the fastest; times will be posted. **Area: D**

Low COPE - COPE Spider Webb challenge. Must be less than 14 years of age. **Area: G**

Mechanical Bull Ride - How long can you stay on? **Area: C**

Ninja Warrior Obstacle Course - Crawl under netting, sprint carrying a weight, climb over bales, walk a balance beam, ride a zip line, swing across a gully, and more. **Area: G**

Obstacle Course #1 - Tire run, belly crawl, RR tie steps, climbing net, walk a balance beam, throw frisbee at targets. **Area: B**

Handicap Obstacle Course - Handicap course; wheelchairs, crutches etc. **Area: B**

Obstacle Course #2 - Bungee cord Spider Web/Downfall with bells. **Area: E**

Rock Climbing - Learn technical rock climbing skills with certified instructors. There will be six three-hour sessions for Venture Scouts only. Sign up on a first come, first served basis. Sign up located in the Merit Badge Midway each morning 9-10am. **Area: Camp**

Shotgun - Test your skills on clay pigeons. **Area: H**

Snorkeling - 1 hour /class, learn basics and dive for targets. **Area: H**

Sons of Mosiah Missionary Challenge - Teach how to respond to inquires about the church, basic doctrines, how to bear testimony of truths; role playing. **Area: G**

ACTIVITIES

Sunrise Camp Faith-Fear Factor - Is that really dog food that you have to eat? How many mustard-covered marshmallows can your teammate drop in your mouth? These challenges await you and your team while confronting potential fears with courage, faith and team work. **Area: C**

Suspension Bridge - 3 Rope bridge-How good is your balance? Can you make it across the deep canyon? **Area: E**

Swimming - Take a break from the heat. **Area: H**

Team Building - Nitro Crossing-Safely help team members cross a danger area swinging on a rope. **Area: D**

Team/Trust Building - Activities to help build trust and team (quorum and patrol) cooperation. **Area: A**

Things that Soar - Compressed air rifle shooting of tennis balls/potatoes, aim for targets; Giant water balloon slingshot with team members to catch the balloons: prizes. **Area: E**

Triathlon - Swim, bike, run: compete by age group(14 & 15, 16-18), prizes for each age group, Thursday morning 9:30am; Sign up by Tuesday to participate. **Area: H**

Tripod/A Frame Race - Carry a team member on a travois. How fast can you cover the course? Compete against other teams; best times will be posted. **Area: D**

Tug of War - Can your team out-pull the rest of the camp? Get your team together! Competition by age group. **Area: C**

Ultimate Frisbee - A fast game with 4 to 8 people on a team, wherein you advance the Frisbee from player to player until reaching the end zone. **Area: D**

Varsity Sports - Varsity Scouts: Team-based competitions to help Varsity Scouts earn their "V" badge and advance toward Denali Award. **Area: B**

Warrior Training - Build slingshots, learn to joust and more. **Area: B**

Water Rockets - Water-propelled/air pressure rocket competition, making the rocket from plastic pop bottles. **Area: D**

Merit Badges



Art - This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design.



Astronomy - In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky.



Bird Study - Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.



Basketry - Basketry is a handy skill for a Scout. A basket can be a sturdy companion on camp outs, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire.



Cinematography - Cinematography includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories.



Cooking - The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors.



Dentistry - Teeth have all sorts of duties, and having healthy teeth will help a person to eat, speak, and look great.



Electricity - As early as 600 BC, observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.



Environmental Science - Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.



Fingerprinting - Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.



Fire Safety - Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.

Merit Badges



First Aid - Caring for injured or ill persons until they can receive professional medical care — is an important skill for every Scout.



Fishing - Every Scout ought to be able to fish in order to get food for himself.



Fly Fishing - Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people.



Forestry - Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle.



Genealogy - Exploring your roots—where your family name came from, why your family lives where it does, what your parents and grandparents did for fun when they were your age—can be fascinating.



Geocaching - Geocaching is an outdoor sporting activity in which the participants use a Global Positioning System (GPS) receiver or mobile device and other navigational techniques to hide and seek containers, called “geocaches” or “caches”, anywhere in the world.



Indian Lore - Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life.



Law - Scout will learn about the history and kinds of laws, the purpose and methods of law enforcement, consumer protection agencies, emerging law, and careers in the legal profession.



Leatherwork - learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.



Mammal Study - A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly.



Nature - There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it.



Orienteering - Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years.

Merit Badges



Pioneering - The Pioneering merit badge was one of the Original 57 Merit Badges issued by the Boy Scouts of America in 1911.



Pulp and Paper - Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.



Radio - Radio is a way to send information, or communications, from one place to another.



Robotics - Learn about the science or study of the technology associated with the design, fabrication, theory, and application of robots.



Safety - Knowing about safety helps Scouts to make the right choices and to take the best actions to avoid accidents by making informed choices in their everyday activities and to respond appropriately during an emergency situation.



Scouting Heritage - Learn more about the Scouting program and how it relates to young men today.



Soil and Water Conservation - Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.



Traffic Safety - Learn about traffic safety issues and how to prevent them.



Truck Transportation - Learn about trucking and the major role it plays in our economy.



Weather - Learn about weather, dangerous weather conditions, wind and more.



Wilderness Survival - Learn back country safety skills to help you survive in a back country or wilderness location.



Woodcarving - Learn a form of wood working that results in a wooden figure or figurine, or in the sculptural ornamentation of a wooden object.

Passport Stamps - Activities

.22 Rifle	Arrow Gun	Archery
Baseball	BB Gun	Black Powder
Bucking Barrel Horse	Carving Neckerchief Slides	Climbing Tower
COPE	Disc Golf/Folging	Dutch Oven Cooking
Fire Starting	Fishing	Football

Passport Stamps - Activities

GEO Caching	Giant Jenga	Hand Cart Pull
Hatchet Throwing	Human Foosball	Island Challenge
Joseph Smith Games	Joseph Smith/Church History	Knife Throwing
Knot Tying	Lashing	Logging Activities
Low COPE	Mechanical Bucking Bull	Ninja Warrior Obstacle Course

Passport Stamps - Activities

Obstacle Course #1	Handicap Obstacle Course	Obstacle Course #2
Rock Climbing	Scripture Knowledge Bowl	Shotgun
Snorkeling	Sons of Mosiah Missionary Challenge	Sunrise Camp Faith-Fear Factor
Suspension Bridge	Swimming	Team Building
Team/Trust Building	Things that Soar	Triathlon

Passport Stamps - Activities

Tripod / A Frame Race	Tug of War	Ultimate Frisbee
Varsity Sports	Warrior Training	Water Rockets

Passport Stamps - Merit Badges

Art	Astronomy	Bird Study
Basketry	Cinematography	Cooking
Dentistry	Electricity	Environmental Science
Fingerprinting	Fire Safety	First Aid
Fishing	Fly Fishing	Forestry

Passport Stamps - Merit Badges

Genealogy	Geocaching	Indian Lore
Law	Leatherwork	Mammal Study
Nature	Orienteering	Pioneering
Pulp and Paper	Radio	Robotics
Safety	Scouting Heritage	Soil and Water Conservation

Passport Stamps - Merit Badges

Traffic Safety	Truck Transportation	Weather
Wilderness Survival	Woodcarving	

Passport Stamps - Stakes

Coeur d'Alene Idaho Stake	Colville Washington Stake	Ephrata Washington Stake
Great Falls Montana Stake	Hayden Lake Idaho Stake	Kalispell Montana Stake
Lewiston Idaho Stake	Missoula Montana Stake	Moses Lake Washing- ton Stake
Moscow Idaho Stake	Othello Washington	Sandpoint Idaho Stake
Spokane Washington East Stake	Spokane Washington North Stake	Spokane Washington Stake

Passport Stamps - Stakes

Spokane Washington Valley Stake	Spokane Washington West Stake	Stevensville Montana Stake

Names, Contact Information & Notes

