

Green Bar Program

@ S-F Camp Famous Eagle

Overview and Daily Schedule



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Eagle Scout, Venturing Pathfinder Rank, Venturing Ranger and Trust Awards, Venturing Outstanding Shooting Sports Award, NOA Medal, WARFA certified, LNT Level 1 Trainer, BSA Lifeguard, Cool guy at camp!



This file is provided as an information and planning resource for Unit Leaders and adults interested in the aspirations, the current state, and the future of the Greenbar Program as administered by the current Director. Many opportunities existed and were not pursued due to time, budget, or other constraints on the program. It is hoped that in the future more aspects of the program can be explored and opened up to other Scouts and adults. With that in mind, consider this syllabus a "what might have been" or a "what might be" outline for the future. I hope you can help us get there!

Monday

"Ideally, no Troop should have a single indoor meeting—all its activities should be in the outdoors! Ideally, we say—for Scouting is a Movement of the out-of-doors, teaching Scouts citizenship through woodcraft. Youths join Scouting to have fun under the open sky, not to be cooped up in a Troop room."

—William "Green Bar Bill" Hillcourt

Morning Sessions (Modules 1 and 2) Modules are specific training outlines(flipbooks or *.ppt presentations that are part of the overall program goals. Each module has a specific set of learning objectives that are related to training, a recognition, or an award.

Session 1 9AM-10AM Green Bar overview. Totin' Chip refresher (group 1)

Session 2 10AM-11AM Green Bar overview. Totin' Chip refresher (group 2)

Session 3 11AM-12PM Green Bar overview. Totin' Chip refresher (group 3)

Lunch 12PM-1PM Scouts are dismissed to Troops for lunch.

Session 4-6 2PM-6PM Open sessions of the Green Bar overview (Modules 3 and 4)

- Blacksmithing safety rules and requirements(long pants, closed shoes and socks, eye protection, ear protection, face shields when using striking tools, etc.)
 - General Green Bar safety rules for all tools(Bit&brace, shave horse and draw knives, sapling lathe, pizza oven, spit rotisserie, ice cream, dutch oven use, INTRO TO FIREM'N CHIT and why it is important for the rest of the skills and activities!)
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6PM Dismissed to Troops for dinner

After Dinner evening Program (Recipes 1 and Intro to 2) Recipes are provided to enhance the Greenbar environment. They are not primary training, but they are primary fun and essential to enjoyment of camp and the overall experience.

- For the first night after dinner we will be making simple food and desserts. The plan is to cook donuts on Monday night. We might start on ice cream as well.
 - We will begin setup for grinding flour, making charcoal, and brining the chicken for Tuesday's special food item. If possible we will start a batch of birch bark soda or root beer.
 - Dedicated participants will begin to select projects for blacksmithing, carving, and lathework. Wood specimens and sample projects will be presented with beginning instructions on how to work safely and efficiently.
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9PM Dismissed to Troops for the night. Be ready tomorrow for Totin' Chit and starting the Paul Bunyan requirements! Get a good night's rest!

Tuesday

"Your life as a Scout will make you strong and self-reliant. You will learn Scoutcraft skills that will benefit you as you grow. In time, you will develop skills of leadership as well. So pitch in! Swing into action! In your patrol and your troop you will have some of the best times of your life."

—William "Green Bar Bill" Hillcourt

Morning Sessions [\(Module 4 and NPS LNT video 1\)](#)

Session 1 9AM-10AM Firem'n Chit safety guidelines Tools of the trade! (group 1)

Session 2 10AM-11AM Firem'n Chit safety guidelines Tools of the trade! (group 2)

Session 3 11AM-12PM Firem'n Chit safety guidelines Tools of the trade! (group 3)

Lunch 12PM-1PM Scouts are dismissed to Troops for lunch.

● Session 4-6 2PM-6PM [\(Continue Module 4 and National Parks Service LNT video 2\)](#)

- Blacksmithing projects selected. Primary work and workpiece instruction.
 - Intro to Classwork on Wednesday. Meet in Dining Hall for Morning Session for LNT and Tread Lightly 101 course jumpstart.
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6PM Dismissed to Troops for dinner

After Dinner evening Program [Recipe 4](#)

- Use flour or charcoal to make sourdough bread and feed the starter. Get pizza dough ready for Wednesday.
 - Walnut bowls or Sycamore spoon/spatulas started.
 - Continued rough work on blacksmith projects. Dedicated participants who are competent will begin work on the "Camp Hawk" for Friday recognition.
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9PM Dismissed to Troops for the night. Be ready tomorrow for finishing Paul Bunyan tasks and getting Outdoor Ethics fully underway. This will require two days with a session of "classwork" so be ready for some sitdown study to prep us for Wednesday's Trailwork!

Wednesday

“SCOUTING IS A GAME for boys, under the leadership of boys, in which elder brothers can give their younger brothers healthy environment and encourage them to healthy activities such as will help them to develop citizenship.”

—William “Green Bar Bill” Hillcourt

Morning Sessions (Module 6 and LNT/TL 101)

Session 1 9AM-10AM LNT101 and TL101 in Dining Hall (group 1)

Session 2 10AM-11AM LNT101 and TL101 in Dining Hall (group 2)

Session 3 11AM-12PM LNT101 and TL101 in Dining Hall (group 3)

Lunch 12PM-1PM Scouts are dismissed to Troops for lunch.

- Session 4-6 2PM-6PM (Module 7 Paul Bunyan Tool ID)
 - Blacksmithing and woodcarving projects continue work. Further work instruction.
 - Paul Bunyan tool ID, maintenance, and use.
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6PM Dismissed to Troops for dinner

After Dinner evening Program

- Use flour or starter for pizza and hoagie rolls. Second batch of ice cream.
 - Walnut bowls or Sycamore spoon/spatulas continue work.
 - Finishing work on blacksmith projects. Dedicated participants who are competent will continue work on the “Camp Pickaroo” for Friday recognition.
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9PM Dismissed to Troops for the night. Be ready tomorrow for finishing Paul Bunyan trail and firebreak maintenance and finishing Outdoor Ethics main objectives. This is the second day of “classwork” so be ready for some sitdown study to prep us for Friday’s finish and any makeup tasks!

Thursday

“No rocking-chair adventuring for us!”

—William “Green Bar Bill” Hillcourt

Morning Sessions (Module 8)

Session 1 9AM-10AM Firem’n Chit wood prep, and fire prevention! (group 1)

Session 2 10AM-11AM Firem’n Chit wood prep, and fire prevention! (group 2)

Session 3 11AM-12PM Firem’n Chit wood prep, and fire prevention! (group 3)

Lunch 12PM-1PM Scouts are dismissed to Troops for lunch. Prime rib recipe

- Session 4-6 2PM-6PM (Continue Module 8 - trail work and help OA fire team?)
 - Trail Day! Will spend 2 hours on trail maintenance or building. Fire Break maint. And assisting the OA bonfire construction crew.
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6PM Dismissed to Troops for dinner

- After Dinner evening Program - Family Night. OA callout! Maybe serve prime rib on hoagies and ice cream to families?
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9PM Dismissed to Troops for the night.

Friday

"What Scouts have done, Scouts can do! So get yourself trained to meet any accident, any emergency. Then when the chance comes, you'll be ready to do your part to keep alive the tradition of Scouting!"
—William "Green Bar Bill" Hillcourt

Morning Sessions (Module 9)

Session 1 9AM-10AM Make up day. Finish any Totin', Firem'n, or Paul Bunyan! (group 1)

Session 2 10AM-11AM Make up day. Finish any Totin', Firem'n, or Paul Bunyan! (group 2)

Session 3 11AM-12PM Make up day. Finish any Totin', Firem'n, or Paul Bunyan! (group 3)

Lunch 12PM-1PM Scouts are dismissed to Troops for lunch.

- Session 4-6 2PM-6PM (Recipe Pork Loin!)
 - Blacksmithing and woodcarving completed.
 - Green Bar area projects wrap up.
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6PM Dismissed to Troops for dinner

After Dinner evening Program

- Campfire! Recognition of all Totin', Firem'n, and Paul Bunyan.
 - Extra recognition for OUTdoor Ethics, LNT, and TL.
 - Green Bar Patrol patches(5 per week!)
 - Green Bar gold star Pickaroo bearer!
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After campfire 5 Green Bar Patrol final meeting.

Historic Merit Badges?

Several are located around the Greenbar area.

Which ones can you identify?

What, if any, is the significance or relevance of these merit badges and our history to Scouts of today and tomorrow?

