



# Program Planning Sheet

Troop / Crew #: \_\_\_\_\_ Weekend (1-8): \_\_\_\_\_

Below is a list of the programs available at North Wind.

- Please review the advancement needs for Scouts to see what the North Wind Staff can help you with.
- Groups will work with the Crew Guides to create a schedule for the weekend.
- Expedition Groups: For units that have 50% or more of the participants at North Wind who have participated in the Adventure Program

## Experience Program

The Experience program is North Wind's introduction to winter camping program. Here, Scouts will participate in short burst program. Time outside will be maximized, and activities will include a trek that includes stations related to animal tracking, tree identification, orienteering, and first aid skills.

At the end of the Trek, Scouts will reach our Experience Base, which includes activities such as knots, cooking, initiative games, and survival skills. After Scouts have participated in this program, they will have a strong understanding of what is available to them in future winters.

Scouts will return to Base Camp for a warm supper and night activities, followed up by a warm breakfast before departure on Sunday.

## Adventure Program

The Adventure program is North Wind's traditional program. Here, Scouts will be fully involved with the selection of gear, food, and site named after a famous arctic explorer.

This program is completely customized to what the Scouts want to do throughout the weekend, but always includes:

- Stove Lighting
- Orienteering
- Outdoor Cooking
- Shelter Setup
- Use of Buddy System
- Night Skies
- Ice Safety
- Meal Preparation
- Intro to Winter Camping
- Initiative Activities
- Arctic Obstacles
- Medallion Search

## Shelters

- Igloo
- Polar Dome
- Quinzee
- Tent
- Thermal Shelter

## Games and Activities

- Winter Bean Bag Toss
- Kick Launch Curling
- GAGA Snow Pit
- Winter Volleyball
- Human Foosball
- Ice Soccer
- Giant Ice Bowling
- Snow Tube Challenge Course -
- Ice Climbing
- Skiing & Snowshoeing
- Adventure (spider island, rope swing, and more)
- Ultimate Frisbee

## Expedition Program

- Extreme Expedition**

Much of the Adventure program, plus a twist.

Extreme Expedition challenges Scouts from gear checkout to scenarios on the trail and in the campsite. Starting from the time you walk into the door, Scouts will be faced charged with a role throughout the weekend. Whether Scouts are the medic, cook, quartermaster, navigator, crew lead, geologist, or communicator, each will be filled with responsibilities.

As their first challenge, Scouts will be need to fundraise for North Wind currency at Base Camp.

Outside, the Scouts will be faced with decision dependent scenarios that are decided upon at different check-points throughout the adventure.

Scouts will have an opportunity to climb and do some of the activities displayed in the center column which have been strategically integrated into the program, but will primarily be focused on the Extreme Expedition Trek.

### Sunset Times at North Wind:

Week 1: 4:51PM  
Week 2: 5:00PM  
Week 3: 5:10PM

Week 4: 5:19PM  
Week 5: 5:29PM  
Week 6: 5:39PM

Week 7: 5:49PM  
Week 8: 5:59PM