

2022 Troop Camping Program Outcomes



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.

Amazing Animals (entering grades 1-12)

Girls will become young biologists by learning about the animals that live around camp. They will identify various animal tracks and create a track to take home, study the lifecycle and food chain of owls, and use a magnifying glass and tweezers to dissect a sterilized owl pellet. Juniors will work on some of the requirements of the Animal Habitats badge.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	Gerri's Magenta Petal	Step 3
Junior	Animal Habitats	Step 1

Archery (entering grades 2-12)

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	Steps 1, 2
Junior	Practice with Purpose	Steps 1, 5
Cadette	Archery	Steps 1, 2, 3, 4
Senior	Cross Training	Step 3
Senior	Adventurer	Step 2

Bouldering at Cloud Rim Chimney (entering grades 1-12)

Cloud Rim has a rock-face chimney attached to the lodge where campers can learn the basics of bouldering and rock climbing. Bouldering is a type of climbing where campers traverse across the chimney with a spotter following them (no harness or rope, pre-determined climbing height).

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	Gerri's Magenta Petal	Step 3
Daisy	Tula's Red Petal	Step 3
Daisy	Snow or Climbing Adventure	Step 3
Brownie	Snow or Climbing Adventure	Steps 3, 5

Eco Explorers (entering grades 1-12)

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 girls can help protect our world. Girls will work on some of the requirements for the new Eco Explorer badges based on grade levels: Eco Learner (Daisies), Eco Friend (Brownies), Eco Camper (Juniors), Eco Trekker (Cadettes), Eco Explorer (Seniors), and Eco Advocate (Ambassadors).

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	Eco Learner	Step 1
Daisy	Buddy Camper	Step 3
Daisy	Trail Adventure	Step 1
Daisy	GSU Outdoor Skills Patch	Leave No Trace Level 1
Brownie	Cabin Camper	Step 5
Brownie	Hiker	Steps 1, 5

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Eco Explorers continued

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Brownie	Bugs Badge	Steps 3, 5
Brownie	Eco Friend	Step 1
Brownie	GSU Outdoor Skills Patch	Leave No Trace Level 1
Junior	Camper	Step 4
Junior	Eco Camper	Step 1
Junior	Flowers Badge	½ of Step 1
Junior	GSU Outdoor Skills Patch	Leave No Trace Level 1
Cadette	Trees Badge	Step 2
Cadette	GSU Outdoor Skills Patch	Leave No Trace Level 1
Cadette	Eco Trekker	Steps 1, 3
Senior	GSU Outdoor Skills Patch	Leave No Trace Level 1
Senior	Eco Explorer	Step 1
Ambassador	GSU Outdoor Skills Patch	Leave No Trace Level 1
Ambassador	Eco Advocate	Step 2

Hatchet Throwing (entering grades 6-12)

Campers can experience the latest craze of hatchet throwing at Trefoil Ranch! Girls 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	Cross Training	Step 3
Senior	Adventurer	Step 2

High Ropes Course (entering grades 6-12)

Experience the high ropes course at Trefoil Ranch. The high ropes course provides campers the opportunity to climb up a pole while being belayed and then traverse across numerous elements with lobster claws. The course is inspected each summer, and camp staff are trained by an Association of Challenge Course Technology-approved vendor.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
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)

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 brief ride around the arena, learn horse grooming and ground handling, as well as assist with horse care (stall cleaning and watering).

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	Tula's Red Petal	Step 3
Daisy	Mari's Orange Petal	Step 3
Daisy	Gerri's Magenta Petal	Step 3
Junior	Horseback Riding	Steps 1, 2, 3, 4, 5
Senior	Cross Training	Step 3
Senior	Adventurer	Step 2

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Mad Science (entering grades 1-12)

Travel to our outdoor laboratory and mix up some messy fun! Girls will create some explosions, make a tasty treat, and choose a third experiment from other Mad Science experiment options. Camp staff will lead you through all the experiments while helping you test your theories in this hands-on session.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	Gerri's Magenta Petal	Step 3
Brownie	Home Scientist	Step 1

Outdoor Art Badge Series (entering grades 1-12)

Trefoil Ranch is a beautiful place to experience the Outdoor Art badges! Girls will work on various 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 girls to complete sections of the badge. Some badges may require additional steps after camp.

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, 5
Junior	Outdoor Art Explorer Badge	Steps 2, 3, 5
Cadette	Outdoor Art Apprentice Badge	Steps 2, 3, 5
Senior	Outdoor Art Expert Badge	Steps 2, 3, 5
Ambassador	Outdoor Art Master Badge	Step 2

Knot Tying, Knife Safety, and First Aid (entering grades 1-12)

The Outdoor Skills Patch Program is a progressive, five-level program to help Girl Scout Daisies-Ambassadors learn and become proficient in outdoor skills. This session focuses on three of eight outdoor skills – Knot Tying, Knife Safety, and First Aid. Learn how to tie three knots and understand their uses, stay safe when using a knife or other sharp objects, and perform some first aid techniques, like splints, in the wilderness. Each participant will leave the activity with a homemade first aid kit.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	GSU Outdoor Skills Patch	Knot Tying, Knife Safety, First Aid Level 1
Daisy	Sunny's Yellow Petal	Step 3
Daisy	Gerri's Magenta Petal	Step 3
Daisy	Buddy Camper	Step 3
Brownie	GSU Outdoor Skills Patch	Knot Tying, Knife Safety, First Aid Levels 1, 2
Brownie	Cabin Camper	Step 4
Brownie	First Aid Badge	Steps 2, 3, 4
Junior	GSU Outdoor Skills Patch	Knot Tying, Knife Safety, First Aid Levels 1, 2, 3
Junior	Camper	Step 2
Junior	First Aid Badge	Step 3
Cadette	GSU Outdoor Skills Patch	Knot Tying, Knife Safety, First Aid Levels 1, 2, 3
Cadette	Primitive Camper	Step 4
Cadette	First Aid Badge	Step 2
Senior	GSU Outdoor Skills Patch	Knot Tying, Knife Safety, First Aid Levels 1, 2, 3
Senior	Adventure Camper	Step 4
Senior	First Aid Badge	Steps 1, 3
Ambassador	GSU Outdoor Skills Patch	Knot Tying, Knife Safety, First Aid Levels 1, 2, 3
Ambassador	Survival Camper	Step 4
Ambassador	First Aid Badge	Steps 1, 3

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Pottery (entering grades 1-12)

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	Gerri's Magenta Petal	Step 3
Brownie	Potter	Seps 2, 3, 4

Primitive Camp Experience (entering grades 4-12)

Thinking about a backpacking trip as a troop? Try out this overnight experience first! Campers will pack out their gear for the night starting around 3:00 p.m., hike to a location, set up pop-up tents or hammocks, cook dinner on camp stoves, fall asleep under the stars, wake up, pack up their gear, and hike back to camp in time for breakfast (8:00 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 earn the Junior Eco Camper, Cadette Primitive Camper, and Senior Adventure Camper badges.

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

Rock Climbing at Chimney (entering grades 4-12)

Cloud Rim has a rock-face chimney attached to the lodge where campers can learn the basics of bouldering and rock climbing. The Cloud Rim chimney is approximately 30 feet tall, and girls climb using a harness, rope, and helmet.

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

Rock Climbing at Cadette Cliff (entering grades 6-12)

Cloud Rim also has a rock-face outcrop where 6th –12th graders can experience more climbing.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Cadette	Good Sportsmanship	Steps 3, 4
Cadette	Snow or Climbing Adventure	Step 3
Senior	Cross Training	Step 3
Senior	Adventurer	Step 2
Ambassador	Ultimate Recreation Challenge	Steps 4, 5

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Teambuilding (entering grades 1-12)

Bring your troop together by participating in a variety of teambuilding challenges. Girls 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	Gerri's Magenta Petal	Step 3
Daisy	Lupe's Light Blue Petal	Step 3
Brownie	Making Friends	Step 1
Brownie	Outdoor Adventure	Step 1
Brownie	Fair Play	Step 3
Cadette	Good Sportsmanship	Steps 3, 4
Senior	Cross Training	Step 3

Textile Art (entering grades 1-12)

Girls who sign up for Textile Art will create a reverse tie-dye effect, hand-sew a project, and try weaving with a loom.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	Gerri's Magenta Petal	Step 3
Senior	Textile Artist	Steps 1, 2, 3, 4
Senior	Room Makeover	Step 3

Woodworking Experience (entering grades 1-12)

Enjoy Trefoil Ranch's woodworking shop this summer! Girls 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, girls will create a string art project to take home.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Cadette	Woodworker	Steps 1, 5
Senior	Room Makeover	Step 5

Waterfront Experience (entering grades 1-12)

Camp Cloud Rim is home to Lake Brimhall where campers can participate in a wide variety of activities. The waterfront is staffed by waterfront 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.

GIRL SCOUT LEVEL	BADGE/PATCH/JOURNEY	STEP(S) COMPLETED
Daisy	Gerri's Magenta Petal	Step 3
Junior	Camper	Step 1
Senior	Paddling	Steps 2, 3, 4
Ambassador	Water	Step 1
Ambassador	Ultimate Recreation Challenge	Step 3