**Fishing Mastery Requirements**

**Level I**

- Catch a Fish
- Identify the Fish in PFC Pond - Blue Gill, Perch, Small Mouth Bass
- Demonstrate Proper Casting and Understanding of Safety Rules
- Fish an entire period with no tangles (Must cast at least 7 times)
- Know Parts of Push-Button Rod and Reel

**Level II**

- Bait Own Hook - with Live Bait
- Catch and Release Fish by Yourself (Safely)
- Catch and Secure Fish with 3 Different Baits
- Catch Legal-size (12") Small Mouth Bass
- Catch and Release Fish with Open-Face Reel

**Level III**

- Catch all 3 Types of Fish in PFC Pond
- Catch and Release Fish from Canoe by Yourself (Must be Level II in Canoeing to Attempt)
- Tie Clinch Knot
- Catch 3 Different Types of Fish Away from PFC Pond
- Teach a Group of at Least 6 Campers How to Fish (Can be done on multiple days)
  - Must Include:
  - Safety Instructions
  - Casting
  - Baiting
  - Release of Fish
  - Parts of Push-Button Rod and Reel
Spirit of the Salmon -  
Determination  
Persistence  
Instinct

Rules:
1. No participants are permitted to enter the water at anytime.
2. Fishing may be done from the dock as long as no group is canoeing, and if accompanied by an Instructor.
3. Campers may fish from a Canoe once they have demonstrated a proficiency in fishing and canoeing.
4. Fishing must be limited to certain areas of the pond- one adult must be with each group fishing in a specified area (participants may not be allowed free range of the entire circumference of the pool).
5. The supervising adult or counselor must assist in putting bait on the hook.
6. The supervising adult or counselor is responsible for orienting the group to safety regulations prior to fishing:
   - Identify and review fishing boundaries
   - When putting the line in the water campers must be careful to make sure the area is clear before gently casting (side-motion) the line into the water
   - When walking with a fishing pole, campers must be careful to pay close attention to ensure the hook does not harm other participants or self
   - When a fish is caught- call for an adult to assist in removing the fish from the line
   - All fish caught are returned to the pond.
Archery Mastery Requirements

**Level I**

- Know the Parts of a Bow and Arrow
- Know the Proper Shooting Position and Understanding of Safety Rules
- Nock an Arrow without Assistance
- Hit the Target 5 Times in 1 Period
  
  Score 20 points with 5 Arrows

**Level II**

- Hit a Bull’s Eye
- Hit the Target 15 Times in 1 Period
  
  Score 50 points with 10 arrows (from 10 yards)
- Assist in Set-up and Take Down of Archery Area
  
  Hit the Target 3 out of 5 times at 20 yards

**Level III**

- Hit a Bull’s Eye 5 Times
  
  Score 75 points with 10 arrows (from 10 yards)
- String and Prepare an Adult Bow Properly
  
  Score 30 points with 5 arrows at 20 yards
- Repair 3 Arrows with Torn Fletchings
- Teach a Group of at Least 6 Campers
  
  (Can be done on multiple days)
  
  Must Include:
  
  Safety Instructions
  Shooting Position
  Nocking the Arrow
  Proper Arrow Retrieval
  Parts of Bow and Arrow

Scoring your shots on a regulation target face

1 2 3 4 5 6 7 8 9 10
Safety rules:

1. Wrist and finger guards are provided and should be used.
2. Never point a bow and arrow at a person, even when not drawn.
3. Arrows are not picked up until whistle command is given.
4. Never shoot your arrow until the "fire when ready" command is given.
5. Never draw the string without an arrow, overdrawing can occur and break the bow.
6. When aiming arrow, keep tip pointed toward the target. Shoot only at target, never at anything else (trees, animals, etc.). Never shoot an arrow straight up into the air! One never knows exactly where that arrow will fall.
7. After completing round, campers place bow in the quiver and step back behind line to wait for others to finish and command to “retrieve arrows.”

Correct stance:
- straddle shooting line
- shooter's body in a “T” formation
Canoeing Mastery Requirements

Level I

Know the Parts of a Canoe and Paddle
Understanding of All Safety Rules
Can Demonstrate a Forward and Back Paddle
Spend an Entire Canoeing Session Without Tipping Canoe or Running to Shore
Canoe from both Bow and Stern Seats

Level II

Canoe with Partner to Buoy and Back in 5 minutes or less
Demonstrate Quick Turns and J-Stroke
Understand and Demonstrate each Paddler’s Position and Duties
Assist in Set-up and Take Down of Pond Area including Launching and Docking of Canoes
Bring Canoe to Dock Perfectly with Partner without Hitting the Dock

Level III

Canoe with Partner to Buoy and Back in Straight Line Not Switching Sides to Paddle
Paddle Solo to Buoy
Canoe with Partner to Buoy and Back in 3 minutes or less
Tow a Canoe Back to Dock
Teach a Group of at Least 6 Campers (Can be done on multiple days)
Must Include:
Safety Instructions
Paddling Instructions
Parts of Paddle
Review of Strokes

Pond Rules
No Swimming in pond
You Must Wear PFD at all times
Do not stand in Canoes
No Bumper Boats
Do not Rock Canoes
Do not ram sides of pond or dock
Do not use paddle to splash other canoers
Step on dock without instructor’s permission
Do not Pass buoy
Stay at least one boats length away from the shore and other boats

Spirit of the otter - Cooperation Communication Imaginative
Paddler’s Positions and Duties

Bowman
1. The motor of the craft (power in the strokes) and the pace setter
2. Looks out for objects in water
3. Climbs in and out of canoe first

Sternman
1. The captain of the craft
2. Gives the orders
3. Has control of the steering
4. Able to keep the paddling rhythm with the bowman (to place paddle in the water at the same time helps move the canoe smoothly.)
Outdoor Living Mastery Requirements

Level I
Go on a Nature Hike and Identify 5 Plants, Animals or Trees
Assist in Building an Outdoor Shelter
Understand How to Use a Compass Correctly
Know the Basic Knots: Square Knot, Two Half-Hitch, Slip Knot and Bowline
Know the Basics of a Good Campsite

Level II
Identify 7 Types of Tree at PFC
Identify 5 Edible Plants at PFC
Identify 10 Types of Bird at PFC
Understand How to Build a Fire Correctly
As Part of a Group Build a Tent or a Teepee

Level III
Build a Fire without Matches
Stay Overnight in a Tent
Identify 10 Constellations including the North Star, Big Dipper and Orion’s Belt
Know the Principles of Leave No Trace
Teach a Group of at Least 6 Campers
5 Outdoor Living Principles
(Can be done on multiple days)
May Include:
Knot Tying
Plant, Tree, Animal ID
Fire Building
Shelter Building
Leave No Trace Principles

Spirit of the Wolf - Growth, compassion, survival

Outdoor Living

WAWAKIYA

PARADISE FARM CAMPS
Round Turn and two half hitches
This knot secures a rope to spar or ring. It is a very useful knot.

Slipknot

Please Practice Leave No Trace

Spirit of the Wolf -
Growth
compassion
survival
**Fishing Mastery Requirements**

**Level I**

- Catch a Fish
- Identify the Fish in PFC Pond - Blue Gill, Perch, Small Mouth Bass
- Demonstrate Proper Casting and Understanding of Safety Rules
- Fish an entire period with no tangles (Must cast at least 7 times)
- Know Parts of Push-Button Rod and Reel

**Level II**

(Can't Fish from Dock)

- Bait Own Hook - with Live Bait
- Catch and Release Fish by Yourself (Safely)
- Catch and Secure Fish with 3 Different Baits
- Catch Legal-size (12”) Small Mouth Bass
- Catch and Release Fish with Open-Face Reel

**Level III**

- Catch all 3 Types of Fish in PFC Pond
- Catch and Release Fish from Canoe by Yourself (Must be Level II in Canoeing to Attempt)
- Tie Clinch Knot
- Catch 3 Different Types of Fish Away from PFC Pond
- Teach a Group of at Least 6 Campers How to Fish (Can be done on multiple days)

**Archery Mastery Requirements**

**Level I**

- Know the Parts of a Bow and Arrow
- Know the Proper Shooting Position and Understanding of Safety Rules
- Nock an Arrow without Assistance
- Hit the Target 5 Times in 1 Period
- Score 20 points with 5 Arrows

**Level II**

- Hit a Bull’s Eye
- Hit the Target 15 Times in 1 Period
- Score 50 points with 10 arrows (from 10 yards)
- Assist in Set-up and Take Down of Archery Area
- Hit the Target 3 out of 5 times at 20 yards

**Level III**

- Hit a Bull’s Eye 5 Times
- Score 75 points with 10 arrows (from 10 yards)
- String and Prepare an Adult Bow Properly
- Score 30 points with 5 arrows at 20 yards
- Repair 3 Arrows with Torn Fletchings
- Teach a Group of at Least 6 Campers (Can be done on multiple days)

**Must Include:**
- Safety Instructions
- Shooting Position
- Nocking the Arrow
- Proper Arrow Retrieval
- Parts of Bow and Arrow
**Canoeing Mastery Requirements**

**Level I**
- Know the Parts of a Canoe and Paddle
- Understanding of All Safety Rules
- Can Demonstrate a Forward and Back Paddle
- Spend an Entire Canoeing Session Without Tipping Canoe or Running to Shore
- Canoe from both Bow and Stern Seats

**Level II**
- Canoe with Partner to Buoy and Back in 5 minutes or less
- Demonstrate Quick Turns and J-Stroke
- Understand and Demonstrate each Paddler’s Position and Duties

**Level III**
- Canoe with Partner to Buoy and Back in Straight Line Not Switching Sides to Paddle
- Paddle Solo to Buoy
- Canoe with Partner to Buoy and Back in 3 minutes or less
- Tow a Canoe Back to Dock

**Outdoor Living Mastery Requirements**

**Level I**
- Go on a Nature Hike and Identify 5 Plants, Animals or Trees
- Assist in Building an Outdoor Shelter
- Understand How to Use a Compass Correctly
- Know the Basic Knots: Square Knot, Two Half-Hitch, Slip Knot and Bowline
- Know the Basics of a Good Campsite

**Level II**
- Identify 7 Types of Tree at PFC
- Identify 5 Edible Plants at PFC
- Identify 10 Types of Bird at PFC
- Understand How to Build a Fire Correctly
- As Part of a Group Build a Tent or a Teepee

**Level III**
- Build a Fire without Matches
- Stay Overnight in a Tent
- Identify 10 Constellations including the North Star, Big Dipper and Orion’s Belt
- Know the Principles of Leave No Trace
- Teach a Group of at Least 6 Campers 5 Outdoor Living Principles
  (Can be done on multiple days)

**5 Outdoor Living Principles**
- May Include:
  - Knot Tying
  - Plant, Tree, Animal ID
  - Fire Building
  - Shelter Building
  - Leave No Trace Principles