



- Facilities**
- A. Star Lodge (Medic and Check-in/out)
 - B. Campfire Ring
 - C. Dining Hall
 - D. Trading Post
 - E. Director's Office
 - F. Scoutmaster Training Room
 - G. Adult Showers
 - H. Moeder Space Center
 - I. Chapel
 - J. Tribe
 - K. Commissioners
 - L. Chaplain
 - P. Parking Lot

- Features**
- Q. Main Gate
 - R. Sand Volleyball
 - S. Bicycle Check-out
 - T. Gaga Pit
 - U. Totem Pole
 - V. Flag Mall
 - W. Water Station
 - X. Trash

- Program Areas**
1. Handicraft
 2. Tribe Longhouse
 3. Climbing Wall
 4. Technology (lower level)
 5. Archery
 6. Shotgun Range
 7. Rifle Range
 8. Baden-Powell
 9. Outdoor Skills
 10. Nature
 11. Aquatics

Murray Gill Lake