Scou	ıt's Name:		
Date Completed:			Patch Awarded On:
_		000000 5000	F
		SCOUTS, FUD Troop #327 - Our Troop's Own M	
	- -	are only a few places you have the op Froop's own Scouts, Fudge and Fu	Store & Dr. Beaumont Memorial, and the Fort these portunity to visit while serving on Mackinac Island. Our n Interest Project will help you learn more about the nefiting you as you become a guide to others.
	<u> </u>	Requirements: Complete eight activiti	es, including the two starred.
*1.	On THE MAII		Date: Advisor:
	while on the	Island and ask any questions you mabehavior when on the Island. Get to	rvice Camp. See a movie about the life of the Scouts ay have. Attend monthly meetings to learn about duties know your patrol leadership, other girl leadership, and
*2.	POMP AND C	IRCUMSTANCES	Date:
	demonstrate duty. Exhib important to	e your skills in these areas. Be the catific your ability to raise a flag properly, to	Advisor: s of our week on the Island, and you must be able to aller for your sister scouts on your way to/from flags or untangle ropes and clip on the flag (right side up!). It is rican and non-American flags. Describe the rules and
3.	THE FORT, T	HE FORT, THE FORT	Date:
	Witness a ri a court mart see the slide	fle firing and demonstration of marchinitial. Head up to Upper Gun platform	Advisor: Spend an hour or so watching the demonstrations. In any on the Parade Grounds. While you are there, watch to see a cannon firing. Take the short-guided tour and you have learned with a group (do a short write-up to
4.	BECOME AN	ARTIST	Date:
		e, you could illustrate it in a mural, wi	Advisor: Dect of colonial daily life. Depict this in an artistic way. The initial representation in the properties of
5.	WHAT ABOU	T THE TURTLE?	Date:
			Advisor: al history of Mackinac Island. Their legends reveal part in the Island. Read and re-tell two Indian legends about

Mackinac Island.

Scouts, Fudge and Fun Troop #327 Mackinac Island Interest Project #1

6.	HIKING AND BIKING	Date:		
		Advisor:		
	The Fort and downtown houses contain much of Mackinac's history, but just as important are natural formations on the Island.			
	 Hike to Sugar Loaf, Arch Rock, Lookout Point and Skull Cave OR Bike to British Landing, the Nature Center and the Devil's Kitchen. 			
	Take a break at each site to discuss the history and significance of your group at each site as a keepsake!	the site. Take a photo of you and		
7.	POLITICS AND GOVERNMENT	Date: Advisor:		
	Visit the Governor's Mansion and, if possible (hint: Wednesday mo house. Who lives here? When is it used? What role does it play the Island are policy decisions about the State of Michigan made?	rnings), take a tour of the inside of the		
8.	FUDGIES EVERYWHERE, UNITE	Date:		
	Mackinac Island is known for the devilish confection called fudge. made and explain the process to others. Sample three flavors perhaps raspberry, maple or peanut butter?			
9.	WHAT DO YOU KNOW?	Date:		
	Play Mackinac Trivial Pursuit to test your knowledge. How many residents travel during the winter? What former President was an doesn't matter if your team wins or loses, it is what you know!			
10.	WE HAVE FREE TIME?	Date:		
		Advisor:		
	Despite all of the duties and kapers, there is free time for every Scout.			
	Take part in one afternoon program and journal your experience.			
	 Create three crafts in your spare time and show them to a g 	group.		
11.	STAR-SPANGLED CEREMONY	Date:		
		Advisor:		
	Work with the Senior Patrol Leaders to plan a flag raising or flag lowering at the Barracks. Ask/encourage your friends to participate in the ceremony with you. Suggestions: You could include a song, poem or quotes, perhaps all focusing on a central theme.			