

Why Should Cadets go to an Encampment?

1. Older cadets have been asked about their experiences in CAP and overwhelmingly indicated that attending an encampment was the single greatest experience that they had in the entire cadet program.
2. Also, many cadets said that they went back to subsequent encampments for advance courses and for opportunities to give back by being a part of the encampment staff (also known as cadre).
3. It's a requirement to promote to the Cadet Officer ranks.
4. It's a prerequisite to apply for [National Cadet Special Activities \(NCSAs\)](#).

ENCAMPMENT PURPOSES

The purpose of encampment is for each cadet to:

- develop leadership skills
- investigate aerospace sciences and related careers
- commit to a habit of regular exercise
- solidify their moral character

ENCAMPMENT VISION

“An immersion into the full opportunities and challenges of cadet life.”

PHILOSOPHY

Encampment presents the five key traits of cadet life:

- the uniform;
- aerospace themes;
- opportunities to lead;
- challenge and;
- fun in an intensive environment that moves cadets beyond their normal comfort zones for personal growth

Through activities such as rappelling, obstacle courses, and the like, encampments encourage safe, calculated risk-taking in a safe environment. To develop their resilience, cadets may encounter momentary setbacks toward their personal and team goals during the carefully-designed activities. Adult guidance and encouragement from fellow cadets ensures a supportive environment.

Encampment showcases the Cadet Program's regimented, military-like training model in a positive, age-appropriate manner consistent with CAP and Air Force traditions. Encampments operate at a higher level of intensity in respect to the military aspects of cadet life than virtually any other cadet activity. The strictness, rigor, sense of urgency, and overall expectations of military bearing will be markedly more challenging at encampment — yet still age-appropriate — compared with a weekly squadron meeting.