

Camp Schedule

| | Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|----------|------------------|--|--|--|--|--|---------------------|
| 6:30 AM | | Reveille | Reveille | Reveille | Reveille | Reveille | Reveille |
| 7:15 AM | | Colors | Colors | Colors | Colors | | Colors |
| 7:30 AM | | Breakfast | Breakfast | Breakfast | Breakfast | | Breakfast |
| 8:15 AM | | | | | | Colors | |
| 8:30 AM | | MB Class 1 | MB Class 1 | MB Class 1 | MB Class 1 | Breakfast | Checkout |
| 9:45 AM | | MB Class 2 | MB Class 2 | MB Class 2 | MB Class 2 | Merit Badge Catch-Up Mile Swim (10:30 AM) | |
| 11:00 AM | | MB Class 3 | MB Class 3 | MB Class 3 | MB Class 3 | | |
| 12:15 PM | | Dismiss to Lunch | Dismiss to Lunch | Dismiss to Lunch | Dismiss to Lunch | | |
| 12:30 PM | | Lunch | Lunch | Lunch | Lunch | Lunch | |
| 1:00 PM | | | | | | | |
| 1:30 PM | SM Meeting | SM Meeting | SM Meeting | SM Meeting | SM Meeting | | |
| 2:00 PM | MB Class 4 | MB Class 4 | MB Class 4 | MB Class 4 | | | |
| 3:15 PM | MB Class 5 | MB Class 5 | MB Class 5 | MB Class 5 | MB Class 5 | | |
| 4:30 PM | Check-In | Open Program (Free Swim, Free Shoot, Free Forge, Eagle Prep, Free Forge, Handicraft, Scoutcraft, Free COPE) | Open Program (Free Swim, Free Shoot, Free Forge, Eagle Prep, Free Forge, Handicraft, Scoutcraft, Free COPE) | Open Program (Free Swim, Free Shoot, Free Forge, Eagle Prep, Free Forge, Handicraft, Scoutcraft, Free COPE) | Open Program (Free Swim, Free Shoot, Free Forge, Eagle Prep, Free Forge, Handicraft, Scoutcraft, Free COPE) | Camp Carnival | |
| 6:00 PM | | | | Scouts' Own Worship Service | | | |
| 6:30 PM | | | End of Open Program | End of Open Program | Cooking in the Campsite | | End of Open Program |
| 7:00 PM | Colors | Colors | Colors | Camp Activity | Colors | Colors | |
| 7:15 PM | Dinner | Dinner | Dinner | | Dinner | Dinner | |
| 8:00 PM | SM/SPL Meeting | SPL Meeting | SPL Meeting | | SPL Meeting | Meet at Flagpole | |
| 8:15 PM | Meet at Flagpole | | | | | | |
| 8:50 PM | | Scout Executive. Keep it/Tweak it | Gaga Ball tournament | SMDutch Oven Cookoff | Awards/Troop Skits | Order of the Arrow Campfire | |
| 9:00 PM | Opening Campfire | Karaoke Night | Are you Smarter Than a Scoutmaster? | (Food can be picked up from the Dining Hall beginning at 4 PM.) | Polaris/WS Campout | | |
| 10:30 PM | Taps | Taps | Taps | Taps | Taps | Taps | |

Merit Badges

| | | 1 | 2 | 3 | 4 | 5 | Max |
|---|---|------|------|-------|------|------|--------------|
| Course | Prerequisites/Notes | 8:30 | 9:45 | 11:00 | 2:00 | 3:15 | Participants |
| COPE | | | | | | | |
| COPE/Climbing | 14+, \$25 fee | 5 | | | | | 12 |
| Delta Discovery | | | | | | | |
| Welding | Bring long pants, boots, and long sleeves \$10 fee | 1 | | | | | 20 |
| Scouting Heritage/ American Heritage | Scouting Heritage: 5,6 | | 1 | | | | 20 |
| Automotive Maintenance | 11d | | | 1 | | | 15 |
| Metalwork | \$10 fee for materials | | | | | 1 | 15 |
| Ecology | | | | | | | |
| Insect Study | 3b | 1 | | | | | 20 |
| Mammal Study | | | 1 | | | | 20 |
| Weather | | | | 1 | | | 20 |
| Forestry | 5 | | | 1 | | | 20 |
| Environmental Science | | | | | 2 | | 20 |
| Handicraft | | | | | | | |
| Moviemaking | | 1 | | | | | 20 |
| Woodcarving | Must have Totin' Chip, \$10 fee for supplies | | 1 | | | | 20 |
| Leatherwork | \$15 fee for supplies | | | 1 | | | 20 |
| Basketry | \$15 fee for supplies | | | | 1 | | 20 |
| Photography | | | | | 1 | | 20 |
| Art | | | | | | 1 | 20 |
| Painting | | | | | | 1 | 20 |
| Life Skills | | | | | | | |
| Emergency Preparedness | 3, 2c, 8b, 9a, 9b, 9c Must have First Aid Merit Badge | 1 | | | | | 20 |
| Entrepreneurship/ Salesmanship | | | 1 | | | | 20 |
| Cit. in the World/ Cit.in the Nation | | | | 1 | | | 20 |
| Polaris First Aid | 2b | | | | 1 | | 20 |
| Home Repairs | | | | | 1 | | 20 |
| First Aid | 5a, 5b, 2b | | | | | 1 | |
| Outdoor Skills | | | | | | | |
| Pioneering | | 2 | | | | | 20 |
| Cooking/Camping | Cooking: 2c, 4b, 4c, 4d, 4e, 4f, 5b, 5c, 5d, 5e, 5f, 5g, 5h, 6b, 6c, 6d, 6e Camping: 4b, 5e, 7a, 7b, 8d, 9a, 9b, 9c | | | 1 | | | 20 |

| | | | | | | | |
|--------------------------------------|---|---|---|---|---|---|----|
| Fishing | 10 | | | 1 | | | 20 |
| Wilderness Survival | 5; Bring sleeping bag, tarp, and flashlight | | | | 1 | | 20 |
| Traffic Safety | | | | | 1 | | 20 |
| Geocaching | | | | | | 1 | 20 |
| Polaris | | 3 | | | | | 30 |
| STEM | | | | | | | |
| Digital Technology | | 1 | | | | | 20 |
| Space Exploration | \$15 fee for supplies | 1 | | | | | 20 |
| Geology | | | 1 | | | | 20 |
| Astronomy | | | 1 | | | | 20 |
| Engineering | Bring broken device to dismantle | | | 1 | | | 20 |
| Model Design and Building | | | | | 1 | | 20 |
| Electricity | 2, 9a | | | | | 1 | 20 |
| Shooting Sports | | | | | | | |
| Shotgun Shooting | Recommended 13+, must be able to handle equipment, \$10 fee for supplies | 1 | 1 | | | | 15 |
| Rifle Shooting | Recommended 13+, must be able to handle equipment, \$10 fee for supplies | | | | 1 | 1 | 15 |
| Archery | Recommended 13+, must be able to handle equipment, \$10 fee for supplies | | | 1 | | | 15 |
| Waterfront | | | | | | | |
| Lifesaving | Must have Swimming Merit Badge | 1 | | | | | 20 |
| Canoeing | Must complete BSA Swimmer's Test | | | | 1 | | 15 |
| Kayaking | Must complete BSA Swimmer's Test | 1 | 1 | | | | 5 |
| BSA Swimming & Water Rescue Training | 15+, must complete BSA Swimmer's Test, must submit written evidence of physical fitness | | 2 | | | | 5 |
| Swimming | | | | 1 | 1 | | 20 |
| Rowing | Must complete BSA Swimmer's Test | | | 1 | | | 10 |
| Polaris Swimming | | | | | | 1 | 30 |
| Motorboating | Must complete BSA Swimmer's Test | | | | | 1 | 5 |

Class Schedule



C.O.P.E. (MB)
Time Block(s): 1, 2, 3, 4, 5 (8:30AM)
Available To: Additional Week of Camp (Y), Youth (Y)
Minimum Age: 14
Amount: \$25.00
Seats Available: 12



Digital Technology (MB)
Time Block(s): 1 (8:30AM)
Available To: Additional Week of Camp (Y), Youth (Y), Adult (A), Free Adult FOS presentation (A)
Seats Available: 20

Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age.



Emergency Preparedness (MB)
Time Block(s): 1 (8:30AM)
Days: M, TU, W, TH
Available To: Additional Week of Camp (Y), Youth (Y)
Seats Available: 20

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.



Insect Study (MB)
Time Block(s): 1 (8:30AM)
Days: M, TU, W, TH
Available To: Additional Week of Camp (Y), Youth (Y)
Seats Available: 20

In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.



Kayaking (MB)
Time Block(s): 1, 2 (8:30AM)
Days: M, TU, W, TH
Available To: Additional Week of Camp (Y), Youth (Y)
Seats Available: 5



Lifesaving (MB)
Time Block(s): 1 (8:30AM)
Days: M, TU, W, TH
Available To: Additional Week of Camp (Y), Youth (Y)
Seats Available: 20

No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.



Moviemaking (MB)
Time Block(s): 1 (8:30AM)
Days: M, TU, W, TH
Available To: Additional Week of Camp (Y), Youth (Y)
Seats Available: 20

Moviemaking includes the fundamentals of producing motion pictures, including the use of effective

light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture.

**Pioneering (MB)****Time Block(s):** 1, 2 (8:30AM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Seats Available:** 20

Pioneering—the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars—is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

Polaris**Time Block(s):** 1, 2, 3 (8:30AM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Seats Available:** 30**Shotgun Shooting (MB)****Time Block(s):** 1, 2 (8:30AM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Minimum Age:** 13**Amount:** \$10.00**Seats Available:** 15

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

**Space Exploration (MB)****Time Block(s):** 1 (8:30AM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Amount:** \$15.00**Seats Available:** 20

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there. Purchase of model rocket kit from Terading Post. Cost range \$15-\$25

**Welding (MB)****Time Block(s):** 1 (8:30AM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Amount:** \$10.00**Seats Available:** 20**American Heritage / Scouting Heritage****Time Block(s):** 2 (9:45AM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Seats Available:** 20**Astronomy (MB)****Time Block(s):** 2 (9:45AM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Seats Available:** 20

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

BSA Swimming and Water Rescue Training

Time Block(s): 2, 3 (9:45AM)

Days: M, TU, W, TH

Available To: Additional Week of Camp (Y), Youth (Y)

Minimum Age: 15

Seats Available: 5

Entrepreneurship / Salesmanship

Time Block(s): 2 (9:45AM)

Days: M, TU, W, TH

Available To: Additional Week of Camp (Y), Youth (Y)

Seats Available: 20



Geology (MB)

Time Block(s): 2 (9:45AM)

Days: M, TU, W, TH

Available To: Additional Week of Camp (Y), Youth (Y)

Seats Available: 20

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.



Mammal Study (MB)

Time Block(s): 2 (9:45AM)

Days: M, TU, W, TH

Available To: Additional Week of Camp (Y), Youth (Y)

Seats Available: 20

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.



Wood Carving (MB)

Time Block(s): 2 (9:45AM)

Days: M, TU, W, TH

Available To: Additional Week of Camp (Y), Youth (Y)

Amount: \$10.00

Seats Available: 20

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.



Weather (MB)

Time Block(s): 3 (11:00AM)

Available To: Additional Week of Camp (Y), Youth (Y), Adult (A), Free Adult FOS presentation (A)

Seats Available: Unlimited

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.



Archery (MB)

Time Block(s): 3 (11:00AM)

Days: M, TU, W, TH

Available To: Additional Week of Camp (Y), Youth (Y)

Minimum Age: 13

Amount: \$10.00
Seats Available: 15

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.



Automotive Maintenance (MB)
Time Block(s): 3 (11:00AM)
Days: M, TU, W, TH
Available To: Additional Week of Camp (Y), Youth (Y)
Seats Available: 15

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

Camping / Cooking
Time Block(s): 3 (11:00AM)
Days: M, TU, W, TH
Available To: Additional Week of Camp (Y), Youth (Y)
Seats Available: 20

Citizenship in the Nation / Citizenship in the World
Time Block(s): 3 (11:00AM)
Days: M, TU, W, TH
Available To: Additional Week of Camp (Y), Youth (Y)
Seats Available: 20



Engineering (MB)
Time Block(s): 3 (11:00AM)
Days: M, TU, W, TH
Available To: Additional Week of Camp (Y), Youth (Y)
Seats Available: 20

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.



Fishing (MB)
Time Block(s): 3 (11:00AM)
Days: M, TU, W, TH
Available To: Additional Week of Camp (Y), Youth (Y)
Seats Available: 20

Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish.



Forestry (MB)
Time Block(s): 3 (11:00AM)
Days: M, TU, W, TH
Available To: Additional Week of Camp (Y), Youth (Y)
Seats Available: 20

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

**Leatherwork (MB)****Time Block(s):** 3 (11:00AM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Amount:** \$15.00**Seats Available:** 20

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

**Rowing (MB)****Time Block(s):** 3 (11:00AM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Seats Available:** 10

Rowing is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.

**Swimming (MB)****Time Block(s):** 3, 4 (11:00AM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Seats Available:** 20

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills

**Basketry (MB)****Time Block(s):** 4 (2:00PM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Amount:** \$15.00**Seats Available:** 20

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

**Canoeing (MB)****Time Block(s):** 4 (2:00PM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Seats Available:** 15

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

**Environmental Science (MB)****Time Block(s):** 4, 5 (2:00PM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Seats Available:** 20

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

**Home Repairs (MB)****Time Block(s):** 4 (2:00PM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Seats Available:** 20

Successfully completing this badge's requirements can lead to a lifetime of personal and financial rewards: Doing basic home repairs provides a sense of personal pride in one's achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family thousands of dollars in repair bills over the years.

**Model Design and Building (MB)****Time Block(s):** 4 (2:00PM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Seats Available:** 20

Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby: it is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes.

**Photography (MB)****Time Block(s):** 4 (2:00PM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Seats Available:** 20

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

**Polaris First Aid (MB)****Time Block(s):** 4 (2:00PM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Seats Available:** 20**Rifle Shooting (MB)****Time Block(s):** 4, 5 (2:00PM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Minimum Age:** 13**Amount:** \$10.00**Seats Available:** 15

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

**Traffic Safety (MB)****Time Block(s):** 4 (2:00PM)**Days:** M, TU, W, TH**Available To:** Additional Week of Camp (Y), Youth (Y)**Seats Available:** 20

Staying safe in traffic wherever you live is getting more difficult all the time, as more and more people take to the road. Earning the Traffic Safety merit badge and will give Scouts some crucial tools to stay safer, when driving a car on a highway, riding a bike across town, or jogging across a busy street.



Wilderness Survival (MB)
Time Block(s): 4 (2:00PM)
Days: M, TU, W, TH
Available To: Additional Week of Camp (Y), Youth (Y)
Seats Available: 20

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.



Geocaching (MB)
Time Block(s): 5 (3:15PM)
Available To: Additional Week of Camp (Y), Youth (Y), Adult (A), Free Adult FOS presentation (A)
Seats Available: 20

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.



Art (MB)
Time Block(s): 5 (3:15PM)
Days: M, TU, W, TH
Available To: Additional Week of Camp (Y), Youth (Y)
Seats Available: 20

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.



Electricity (MB)
Time Block(s): 5 (3:15PM)
Days: M, TU, W, TH
Available To: Additional Week of Camp (Y), Youth (Y)
Seats Available: 20

Electricity is a powerful and fascinating force of nature. As early as 600 BC, observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.



First Aid (MB)
Time Block(s): 5 (3:15PM)
Days: M, TU, W, TH
Available To: Additional Week of Camp (Y), Youth (Y)
Seats Available: 20

First aid — caring for injured or ill persons until they can receive professional medical care — is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.



Metalwork (MB)
Time Block(s): 5 (3:15PM)
Days: M, TU, W, TH
Available To: Additional Week of Camp (Y), Youth (Y)
Amount: \$10.00
Seats Available: 15

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.