

Solid color blocks denote continual class

Area	Merit Badge	9:00 - 9:30	9:30 - 10:00	10:00 - 10:30	10:30 - 11:00	11:00 - 11:30	11:30 - 12:00	Lunch	1:30 - 2:00	2:00 - 2:30	2:30 - 3:00	3:00 - 3:30	3:30 - 4:00	4:00 - 4:30	Pre-requisites and paperwork	
Ecology / Conservation	Env. Science	prepare							prepare						4, recommended for age 13+	
	Geology (New!)															
	Chemistry															
	Soil and Water															
	Fish and Wildlife Mgmt															
	Reptile and Amphibian Study														8	
	Space Exploration															
	Oceanography															
	Open Econ															
	Nature															
	Forestry															
	Mammal Study															
	Insect Study															
	Note: All blocks of time are separate merit badge classes.															
Astronomy Program		Offered on Tues nights at 8:30pm unless otherwise announced- Not a merit badge class														
Scoutcraft	Pioneering															
	Orienteering															
	Geocaching															
	CAMPING*														4,7b,9	
	Wilderness Survival															
	Hiking														5,6,7	
	Indian Lore														Must attend Mon. Night Worc. Inter Tribal Council Program	
COOKING* partial		M, W, TH 6:30-8 : requirements needing cooking food will not be done in class. SM note will be accepted														
Aquatics	LIFESAVING														Not Recommended for 1st year campers	
	SWIMMING														Know Strokes	
	Canoeing														Not Recommended for 1st year campers	
	Small Boat Sailing															
	Snorkeling BSA															
	BSA Lifeguard	M-F 9-11:45 and 1:30-4:45														To complete Cert must have/ earn outside camp CPR for Pro, Healthcare or lifeguard
	Mile Swim															
	Kayaking														Limited availablilty	
	stroke improvement														Offered M, W, Th evening; please speak w/ Staff	
	Free Swim														Free swim is 45 minutes (ends at 11:45 and 4:45)	
Free Boating																
Scoutmaster can schedule Troop swim with waterfront Director with qualified supervisors who have safe swim defense training																
Handicraft	Art															
	Leatherwork														Projects cost \$4-\$20 Scout choice of project	
	Basketry														Required kits: 1 round basket & 1 square basket + 1 seat kit Projects total \$20.00	
	Wood Carving														Totin Chip, No purchasing necessary however kits are available	
	Wood Working															
	Pulp & Paper															
	Metal Working	M, W, TH evenings Age 14+														
	Open handicraft	M, W, TH evenings to work on merit badge projects or special Handicraft projects offered in acorn														

The Program Schedule is subject to change based on enrollment and instructor availability

Daily Meal Times:
 Breakfast 8:00am
 Lunch Noon
 Dinner 5:30pm
 Troops should report for Flag 5 minutes before each meal
 Please send a "Waiter" to the dining tent 15 minutes before each meal.

Trading Post Hours:
 Closed 15 minutes before each meal time!
Sunday: 11:30am -8:30pm
Mon.-Friday: 9:00am -8:30pm
Saturday: Closed

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Shooting MBs require qualifying rounds and practice during open time, mb not recommended for 1st yrs.																
Shooting Sports	Archery MB														Not Recommended for 1st year campers	
	RifleMB														Not Recommended for 1st year campers	
	Open Rifle Shooting															
	Open Archery															
	Shot Gun Shooting	Open to Scouts age 14 or older and able to handle a 12 gauge shotgun. The Acorn will list days and times offered.														
Field Sports	Sports														4,5	
	Athletics														3	
	Fishing														Although Fishing & Fly Fishing meet together you cannot earn both merit badges at the same time	
	Fly Fishing															
	Mountain Biking														Partial completed (Week #2 will be a 22 mile ride Tues.)	
First Aid	First Aid														Come Prepared	
	Emergency Prep														Come Prepared	
	Finger Printing														T, F	
	Search and rescue														M, W, TH	
COPE	COPE: Week long	Group 1				Group 2								COPE is a half day/week long program. Scouts can choose morning or afternoon sessions		
	Open COPE	Offered during evening program TBA														
Other	Brown Sea Island (BSI)	Group 1				Group 2								BSI is a half day/week long program. Scoutmaster's report how many BSI Scouts they will have at the pre-camp meeting and will be assigned a morning or afternoon schedule.		
	COMMUNICATIONS	Offered during evening program TBA														M, W, TH
	Scouting Heritage	Offered during evening program TBA														New M, W, TH
	Public Health	Offered during evening program TBA														New M, W, TH

*Denotes a badge that will require work outside of camp that will need a letter from their leader that the requirement had been fulfilled. Otherwise there is a chance a scout will get a partial

Scouting Decoded	Area	Explanation
	BSI (Brownsea Island)	Brownsea Island is our first year Scout program where boys have the opportunity to cover requirements for Tenderfoot, 2nd Class and First Class that aren't generally easy to do in regular troop meetings. This year's BSI Scouts will receive a special 90th anniversary BSI Patch at the end of the week.
	COPE	COPE is an acronym for Challenging Outdoor Personal Experience. It consists of group initiative games, trust events, low-course events, and high-course events.
	Scoutcraft	Scoutcraft is a term used to cover a variety of woodcraft knowledge and skills required by people seeking to venture into wild country and sustain themselves independently.

Evening schedule announcements will be posted daily in the camp newsletter (Daily Acorn)

Sunday Evening	Find Out Fair/Opening Campfire
Monday Evening	Trainings/TBA Open Areas/TBA Outside Guests
Tuesday Evening	Magee Games & Order of the Arrow Ice Cream Social <i>Sash night-wear your OA sashes to dinner!</i>
Wednesday Evening	Troop time in areas & Friendship Fires
Thursday Evening	TBA Open Areas <i>Throwback Thursday-If you have a vintage Scout uniform wear it to dinner! #TBT</i>
Friday Evening	Family BBQ & Closing Campfire (BBQ tickets sold on check-in day only)