

Column1	Column2	Column3	Column4	Column5	Column6	Column7	Column8
Area/Badge	Block 1	Block 2	Block 3	Block 4	Adventure Block 1	Adventure Block 2	Prerequisites/ Info
	9:00-9:55	10:00-10:55	11:00-11:55	1:30-2:25	2:30-3:25	3:30-4:25	
<b>ECON</b>							
Astronomy							
Bird Study							
Chemistry							Req. 7 - Research before camp or at camp.
Environmental Science							Eagle Required Badge
Fish & Wildlife/Nature							Fish and Wildlife: Req. 8 - Research before camp or at camp.
Forestry*							
Geology							
Insect/Reptile Study							Insect Study: Req. 9 - Raise an insect from larval stage to adult stage. Reptile and Amphibian Study: Req. 8 - Maintain & Study reptile for at least 1 month
Mammal Study							
Pulp and Paper*							
Weather							
<b>Agriculture</b>							
Gardening							Req. 2 - Grow 12 plants from seedlings Req. 5 - Visit a Nursery, Arboretum, etc
Animal Sciences							
Farm Mechanics*							Req. 5 - Visit an implement dealer.
Plant Science*							
<b>Waterfront</b>							
Canoeing							
Instructional Swim							
Kayaking							
Lifesaving							Physically Challenging Badge - Must be 1st Class or above. Eagle Required
Mile Swim							
Motorboating							
Rowing							
Safe Swim Defense							By Appointment
Safety Afloat							By Appointment
Smallboat Sailing							
Snorkeling BSA							
Swimming							Eagle Required
Open Swim							Scouts can come and go as they wish, with buddy
Open Boating							Scouts can come and go as they wish, with buddy
<b>Handicraft</b>							
Animation							
Chess							
Engineering							Req. 4 - Meet with Professional Engineer
Indian Lore							
Leatherwork							<i>Supplies Needed</i>
Metalwork*							
Painting*							
Programming							Req 1a - CyberChip Required
Space Exploration							<i>Supplies Needed</i>
Wood Carving							Req. 2a - Totin' Chip Needed
Woodwork*							Req. 1c - Totin' Chip Needed
<b>Outdoor Skills</b>							
Camping							Reqs. 4b, 5e, 9 - Camping Requirements must be completed with Troop on Campouts. Eagle Required
Cooking							Reqs 4,5, &6- More cooking and meal planning required. Eagle Required
Fire Safety							Req. 11 - Visit a fire station - or fire truck
Geocaching							

Hiking/Backpacking						Partial - Needs extended trips and camping. Eagle Required
Orienteering						Compass needed
Pioneering						
Wilderness Survival						*Scouts should be prepared to do an overnight in a self-made shelter
<b>Field Sports and Health</b>						
Athletics/Sports						Athletics Reqs. 3 and 5 - Sports Reqs. 4 and 5. - Must be completed over several months
Cycling*	2 Hour Block	10:00-11:55				Req. 7B - d 22-mile trip. Eagle Required. Recommended to bring own bike, if possible.
Emergency Preparedness						Req. 8b - Prepare an emergency service pack. Class requires extensive homework at camp. Eagle Required.
First Aid						Req. 2d - Prepare a first aid kit for your home. Bring it to camp. Eagle Required.
Fishing						
Medicine*						Req. 7a - Visit a physician's office
Personal Fitness						Req. 8 - Log Fitness Program Activity for 3 months. Eagle Required
Skating						
<b>Shooting Sports</b>						
Archery	2 Hour Block	9:00-10:55				
Rifle	2 Hour Block	9:00-10:55				This is a difficult badge, not recommended for first year scouts.
Shotgun			Split Block 11:00-11:55, 1:30-2:25			This is a difficult badge, not recommended for first year scouts.
Open Archery						
Open Rifle						
Open Paintball						
<b>Trading Post</b>						
Photography						Req. 1b - Cyber Chip Required. Recommended to bring own camera, if possible.
Public Speaking						
Salesmanship						Req. 5 - Sales Experience
<b>BSI</b>						
Morning Block	9:00-10:55					
Afternoon block			Split Block 11:00-11:55, 1:30-2:25			
Music*						
<b>Cope/Climbing</b>						
Climbing			1:00-2:25			Scouts should plan to get to the COPE area immediately following lunch
COPE	All morning activity					Patrols/Troops can sign up to do a teambuilding COPE during adventure block.