

Merit Badge and other Programs	Year	Cost	8am	9am	10am	11am	1pm	2pm	3pm	4pm	Other	Location	
Advanced COPE (8 am - 11 am) **		\$38		8								COPE Area	
Archery (2 HR)	3rd Year	\$16		16				16				Archery Range	
Archaeology						15						Con Yard	
Astronomy (7:30-9:00 pm Mon-Thur only)	1st Year										15	Cripple Crab	
Athletics	2nd Year								28			Activity Yard	
Automotive Maintenance	14 and older	\$5				6						Boat Harbor	
Basic COPE (8 am-11 am, 1 pm-4 pm) **	13 and older	\$33		16				16				COPE Area	
Basketry	1st Year	\$16		20	20	20		20	20			Handicraft	
BSA Lifeguard -All Day **	15 and older			10									Waterfront
BSA Lifeguard Counselor - All Day **	21 and older			5									Waterfront
Camping	2nd Year			30		30						Activity Yard	
Canoeing (2 HR)	3rd Year				24			24				Waterfront	
Cinematography	3rd Year									8		HA Building	
Climbing (2 HR)	3rd Year			11				11				Climbing Tower	
Cycling (2 HR)	3rd Year			18				18				Cripple Crab	
Disability Awareness	1st Year									20		Cripple Crab	
Emergency Preparedness	2nd Year				25	25		25				Activity Yard	
Environmental Science	completed 7th grade			25				25				Con Yard	
First Aid	1st Year			25	25	25		25	25			Activity Yard	
Fish and Wildlife Management	1st Year				25	25						Con Yard	
Fishing	1st Year			20	20				20			Con Yard	
Forestry	2nd Year			25				25				Con Yard	
Geocaching (Mon & Thur only 4:00-5:00pm)	1st Year									6		HA Building	
Geology	2nd Year	\$5		25					25			Con Yard	
Green Bar First Class ** (9-12 and 2-5)	1st Year			24				24				Green Bar Area	
Green Bar Second Class ** (9-12 and 2-5)	1st Year			24				24				Green Bar Area	
Green Bar Tenderfoot ** (9-12 and 2-5)	1st Year			24				24				Green Bar Area	
Indian Lore	1st Year			25				25				S-OA Lodge, C-Veranda	
Instruction Swim ** (11 am -WF, 4 pm-Pool)						25				25		Waterfront, Pool	

In the above schedule the number indicated below the time is the capacities of each class

Merit Badge and other Programs	Prereq.	Previous Work Requires and Materials needed
Advanced COPE (8 am - 11 am) **		Completed C.O.P.E. in a previous summer; blindfold, water bottle, closed toed shoes, clothing should be well-fitting and not to large on Scout, must be comfortable; GLOVES
Archery (2 HR)	1, 2, 3, 4	Lots of practice, difficult, skill needed
Archaeology		
Astronomy (7:30-9:00 pm Mon-Thur only)		Paper and pencil
Athletics	1	Be physically fit
Automotive Maintenance	12	14 year minimum
Basic COPE (8 am-11 am, 1 pm-4 pm) **		First Class, Physically fit; blindfold, water bottle, closed toed shoes, clothing should be well-fitting and not to large on Scout, must be comfortable; GLOVES
Basketry		2 kits required from Trading Post
BSA Lifeguard -All Day **		First Aid and CPR certified, significant aquatic experience and strong aquatic skills
BSA Lifeguard Counselor - All Day **		Previously or currently certified Lifeguard with BSA, Red Cross or YMCA. Must have extensive experience and strong aquatic skills. First Aid
Camping	9	Backpack, small tent, ground cloth, sleeping bag, and compass
Canoeing (2 HR)	2b	Complete BSA Swimmer Test
Cinematography		
Climbing (2 HR)		
Cycling (2 HR)		Practice
Disability Awareness		
Emergency Preparedness	8b, 8c	First Aid Merit Badge, bring Emergency Pack to camp (8c), pencil and paper
Environmental Science	3e	Paper and pencil, bring proof of requirement 7
First Aid	2b	Tenderfoot, Second Class, First Class Requirement, bring First Aid Kit to camp (2b)
Fish and Wildlife Management	5	Bring proof of requirement 5
Fishing		Fishing Licenses not required Pole and tackle provided
Forestry	5	Paper and pencil, bring proof of requirement 5
Geocaching (Mon & Thur only 4:00-5:00pm)		this class is Monday and Thursday only from 4:00 - 5: 00 pm
Geology	5	Bring proof of requirement 5 to camp
Green Bar First Class ** (9-12 and 2-5)		NO OPENED TOED SHOES, swim suit, towel, goggles if needed,Scout handbook,COMPASS, water bottles
Green Bar Second Class ** (9-12 and 2-5)		NO OPENED TOED SHOES, swim suit, towel, goggles if needed,Scout handbook,COMPASS, water bottles
Green Bar Tenderfoot ** (9-12 and 2-5)		NO OPENED TOED SHOES, swim suit, towel, goggles if needed,Scout handbook,COMPASS, water bottles
Indian Lore	2	
Instruction Swim ** (11 am -WF, 4 pm-Pool)		

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Merit Badge and other Programs	Year	Cost	8am	9am	10am	11am	1pm	2pm	3pm	4pm	Other	Location
Leatherwork	1st Year	\$10			20			20				Handicraft
Leatherwork/Woodcarving	1st Year	\$15		20		20			20			Handicraft
Lifesaving (2 HR)	3rd Year			16	16			16	16			Waterfront
Mammal Study	2nd Year					25		25	25			Con Yard
Mile Swim **	2nd year					26						Waterfront
Motorboating	14 and older	\$24		8	8	8		8	8			Boat Harbor
Music	1st Year				25			25				Activity Yard
Nature	2nd Year				25			25	25			Con Yard
NRA Light Rifle **		\$15		10	10	10		10	10			Parnell Rifle Range
Personal Fitness	14 and older				20			20				Activity Yard
Photography	All					20						Activity Yard
Pioneering (2 HR)	14 and older				15			15				Activity Yard
Reptile and Amphibian Study	2nd Year			25	25							Con Yard
Rifle Shooting (2 HR)	3rd Year	\$18		12				12				Rifle Range
Rowing (2 HR)	14 and older				8			8				Waterfront
Shotgun Shooting (2 HR)	3rd Year	\$20		10				10				Shotgun Range
Small Boat Sailing (2 HR)	14 and older			6				6				Boat Harbor
Snorkeling (4 pm Mon-Thur only) **										25		Pool
Soil and Water Conservation	1st Year					25						Con Yard
Space Exploration	1st Year	\$12		20	20			20	20			Activity Yard
Sports	2nd Year							20				Activity Yard
Survivor Man Series	4th Year					12						Activity Yard
Swimming (2 HR)	2nd Year			32				32				Pool
Water Sports (1 HR) - know how to waterski	14 and older	\$24				6						Boat Harbor
Water Sports (2 HR)	14 and older	\$24		6				6				Boat Harbor
Weather	1st Year					25		25				Con Yard
Wilderness Survival	3rd Year			20					20			Activity Yard
Woodcarving	1st Year	\$5			16			16				Handicraft
Woodwork	3rd Year	\$5							12			Handicraft

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Merit Badge and other Programs	Prereq.	Previous Work Requires and Materials needed
Leatherwork		Kit
Leatherwork/Woodcarving		Leatherwork & Woodcarving-Kit, Folding pocketknife or carving knife, Sheath knives not allowed, Totin' Chip
Lifesaving (2 HR)		Long sleeves, button up shirt, long pants, belt, socks and shoes. Present CPR to complete at camp.
Mammal Study	4	Paper and pencil, bring proof of requirement 4
Mile Swim **		Complete BSA Swimmer Test
Motorboating	2b	Complete BSA Swimmer Test (14 year minimum)
Music		Bring own musical instrument if available
Nature	4	Complete requirement 4 bring proof from Scoutmaster
NRA Light Rifle **		Money to purchase patches
Personal Fitness	1a, 1b, 7, 8, 9	Bring proof of 7 & 8
Photography		Film development handled by Troop
Pioneering (2 HR)		Know knots, bring knife and gloves
Reptile and Amphibian Study	8	Paper and pencil, bring proof of requirement 8
Rifle Shooting (2 HR)	1a-1i	Hunter Safety Card (if available) lots of practice, difficult, skill needed
Rowing (2 HR)		Physical exercise - upper body
Shotgun Shooting (2 HR)	1a-1i	Hunter Safety Card (if available), lots of practice, difficult, skill needed
Small Boat Sailing (2 HR)	2b	Water Shoes, Complete BSA Swimmer Test
Snorkeling (4 pm Mon-Thur only) **		
Soil and Water Conservation	7	Paper and pencil, bring proof of requirement 7
Space Exploration		Rocket Kit (from Trading Post)
Sports	4	Proof of requirement 3
Survivor Man Series		
Swimming (2 HR)	2b	Complete BSA Swimmer Test, Long sleeves, button up shirt, long pants, belt, socks and shoes
Water Sports (1 HR) - know how to waterski	2b	Complete BSA Swimmer Test, Must already know how to water skiing before
Water Sports (2 HR)	2b	Complete BSA Swimmer Test, Must have attempted water skiing before
Weather	8	Paper and pencil, bring proof of requirement 8
Wilderness Survival		Bring Survival Kit to camp
Woodcarving		Kit. Folding pocketknife or carving knife. Sheath knives not allowed, Totin' Chip
Woodwork	2b, 7	

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