

Merit Badge and other Programs	Year	Cost	8am	9am	10am	11am	1pm	2pm	3pm	4pm	Other	Location	
Advanced COPE (8 am - 11 am) **	previous completed Basic COPE	\$40	8									COPE Area	
Archery (2 HR)	3rd Year	\$17	16			16						Archery Range	
Archaeology	2nd Year		15									Con Yard	
Astronomy (8:30-9:30 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, 1:15 pm-4 pm) **	13 and older	\$35	16			16						COPE Area	
Basketry	1st Year	\$17	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	
Chess			10									Handicraft	
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	
Energy									15				Con 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	\$6	25						25				Con Yard
Golf									10				Activity Yard
Green Bar First Class ** (9-12 or 2-5)	1st Year		24			24						Green Bar Area	
Green Bar Second Class ** (9-12 or 2-5)	1st Year		24			24						Green Bar Area	
Green Bar Tenderfoot ** (9-12 or 2-5)	1st Year		24			24						Green Bar Area	
Indian Lore	1st Year		25	25								OA Lodge	

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 (8:30-9:30 pm Mon-Thur only)		Paper and pencil, MUST PROVIDE OWN TRANSPORATION
Athletics	1	Be physically fit
Automotive Maintenance	12	14 year minimum
Basic COPE (8 am-11 am, 1:15 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
Chess		
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
Energy		
Environmental Science	3e	Paper and pencil, bring proof of requirement 3e
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
Golf		
Green Bar First Class ** (9-12 or 2-5)		NO OPENED TOED SHOES, swim suit, towel, goggles if needed,Scout handbook,COMPASS, water bottles
Green Bar Second Class ** (9-12 or 2-5)		NO OPENED TOED SHOES, swim suit, towel, goggles if needed,Scout handbook,COMPASS, water bottles
Green Bar Tenderfoot ** (9-12 or 2-5)		NO OPENED TOED SHOES, swim suit, towel, goggles if needed,Scout handbook,COMPASS, water bottles
Indian Lore	2	

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Instruction Swim ** (11 am -WF, 4 pm-Pool)						25				25		Waterfront, Pool
Leatherwork	1st Year	\$11			20			20				Handicraft
Leatherwork/Woodcarving	1st Year	\$17		15		15			15			Handicraft
Lifesaving (2 HR)	3rd Year			16				16				Waterfront
Mammal Study	2nd Year					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			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 (1 HR)	3rd Year	\$18		16	16			16	16			Rifle Range
Rowing (2 HR)	14 and older				8			8				Waterfront
Sculpture					10							Handicraft
Shotgun Shooting (2 HR)	3rd Year	\$21		10				10				Shotgun Range
Small Boat Sailing (2 HR)	14 and older			6				6				Boat Harbor
Snorkeling (Mon-Tues-Stahlman, Wed-Thur-Craig) **										20		Pool
Space Exploration	1st Year	\$12		20	20			20	20			Activity Yard
Sports	2nd Year							20				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	\$6			16			16				Handicraft
Woodwork	3rd Year	\$6								12		Handicraft

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Merit Badge and other Programs	Prereq.	Previous Work Requires and Materials needed
Instruction Swim ** (11 am -WF, 4 pm-Pool)		
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 at camp
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 (1 HR)	1a-1i	
Rowing (2 HR)		Physical exercise - upper body
Sculpture		
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 (Mon-Tues-Stahlman, Wed-Thur-Craig) **		
Space Exploration		Rocket Kit (from Trading Post)
Sports	4	Proof of requirement 3
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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