

Program Merit Badge and Advancement Schedule

Program Areas	1 ST Period 8:45-9:35 a.m.	2 ND Period 9:45-10:35 am.	3 RD Period 10:45-11:45 am.	4 TH Period 1:30 – 2:20 p.m.	5 TH Period 2:30 – 3:20 p.m.	Open Period 3:30 – 5:30 p.m.
Aquatics	Lifesaving Swimming BSA Lifeguard (ALL Day)	Swimming Non Swimmer -----	Swimming Lifesaving -----	Swimming Lifesaving -----	Swimming Beginners -----	Open Swim Mile Swim Prac. -----
Boating	Rowing Motorboating	Canoeing Sm.Boat Sailing (2hours)	Motorboating -----	Canoeing Waterskiing (2hrs)	Rowing -----	Water Skiing Tubing
C.O.P.E.	C.O.P.E. I (2 Hours)	-----		C.O.P.E. II (2 hours)	-----	Troop COPE
Ecology	Env. Science Forestry	Reptile & Amph. Nature	Mammals Geology	Env. Science Weather	Soil & Water Fishing	
Equestrian	Horsemanship (2 hours)	-----		Horsemanship (2 hours)	-----	
Handicraft	Basketry Indian Lore	Leatherwork Pottery	Woodcarving Basketry	Indian Lore Pottery	Art woodcarving	Open Area
Healthcraft	First Aid Personal Fitness	Athletics Emerg. Prep	First Aid Personal Fitness	First Aid Emerg. Prep.	Athletics Emerg. Prep.	Open Area
Scout Skills	Pioneering Camping	Wilderness Sur. Orienteering	Pioneering Camping	Camping Orienteering	Wilderness Sur.	
Field Sports	Archery Riflery	Archery Riflery	Archery Shotgun	Archery Riflery	Archery 2 Riflery 2	Troop Shoots
First Year Camper	First Class (2 hours) 2 nd Class (2 hours) Tenderfoot (2 hours)	----- ----- -----		First Class (2 hours) 2 nd Class (2 hours) Tenderfoot(2 hours)	----- ----- -----	
Climbing	Climbing & Rappelling (3 hours)	-----	-----			Troop Rappel

Note I: BSA Lifeguard is an all day course the entire week at camp.

Note II: Environmental Science is a 1-hour course.

Note III: First Year Camper is a 2 hour course. If a scout should not take class for his rank. ie... if a scout is Tenderfoot class he should take the 1st & 2nd class requirements.

Note III: Additional Merit Badges will be offered upon volunteering at Scoutmaster's dinner.