

*Tentative Class Times*

<b>Aquatics</b>	<b>9:00</b>	<b>10:00/ 10:30</b>	<b>11:00</b>	<b>7:00</b>	<b>Difficulty Rating</b>	<b>Requirements to be done before camp. Notes.</b>
Swimming	9:00	10:00	11:00		2	None; bring clothes for disrobing (#4).
Canoeing	9:00	10:00	11:00		2	None.
Lifesaving*	9:00*		10:30*		3	1a; bring clothes for disrobing (#7).
Rowing	9:00	10:00	11:00		2	None.
Small Boat Sailing	9:00	10:00	11:00		2	None.
Sailboat Regatta				7:00	3	Small Boat Sailing merit badge or permission of Aquatics Director required.
Snorkeling, BSA					Certificate	None—not a merit badge.
BSA Lifeguard	6am- 5pm				4	CPR. Requires full day at waterfront. Requires Lifesaving MB.
Mile Swim				7:00	4	Must be a strong swimmer.

**Notes about Aquatics:** *All merit badges and aquatics programs except Swimming require the Scout to have passed the swim test as a swimmer. All Trailblazer participants will be enrolled in Swimming Merit Badge sessions unless other arrangements are made.*

*Tentative Class Times*

<b>Handi- crafts</b>	<b>9:00</b>	<b>10:00</b>	<b>11:00</b>	<b>3:00</b>	<b>4:00</b>	<b>7:00</b>	<b>Diffi- culty</b>	<b>Requirements to be done before camp. Notes.</b>
Art	9:00						3	None.
Basketry		10:00					2	Kits available for purchase.
Indian Lore			11:00				3	Kits available for purchase.
Leatherwork				3:00			1	Kits available for purchase.
Woodcarving					4:00		2	Totin' Chip; sharp knife.

**Notes about Handicrafts:** The Handicraft Lodge at Guyton is open most of the day on a walk in basis. Kits are available for purchase at the Trading Post for most of the merit badge projects. Although most boys prefer to use kits, they are not required; Scouts can bring their own supplies or use whatever might be available in the Handicrafts Lodge.

*Tentative Class Times*

<b>Nature</b>	<b>9:00</b>	<b>10:00</b>	<b>11:00</b>	<b>3:00</b>	<b>4:00</b>	<b>7:00</b>	<b>Diffi- culty</b>	<b>Requirements to be done before camp. Notes.</b>
Astronomy						7:00	4	Clear night needed.
Bird Study +				3:00			4	7.
Environmental Science	9:00	10:00	11:00				3	4; bring "ecosystem in a bottle" to camp.
Fish & Wildlife	9:00						3	7.
Fishing			11:00				2	None/bring own equipment if possible.
Forestry +				3:00			3	5, 7.
Geology +					4:00		3	None
Insect Study +					4:00		3	7.
Mammal Study				3:00			3	None.
Nature	9:00						4	None
Reptile & Amphibian +			11:00				4	8.
Soil & Water Conservation		10:00					3	None.
Weather		10:00					3	None.

+ May be scheduled individually in the afternoon

**Special Notes about Nature:** Many of the environmental and nature badges have observation and identification requirements that often need favorable conditions to complete. Others have requirements of caring for plants/animals for a month or more, which obviously cannot be completed in a week of summer camp. It is usually helpful for Scouts to have some prior knowledge of their chosen area(s) of concentration before camp. A camera can be helpful for some badges.

*Tentative Class Times*

<b>Scoutcraft</b>	<b>9:00</b>	<b>10:00</b>	<b>11:00</b>	<b>7:00</b>	<b>Diffi- culty</b>	<b>Requirements to be done before camp/Notes</b>
Camping	9:00	10:00	11:00		3	8,9.
Cooking	9:00*		10:30*		2	6,7d.
Orienteering		10:00			3	None, if you do Ultimateering; bring a compass.
Pioneering		10:00			2	None.
Wilderness Survival	9:00		11:00		2	None.
Hiking +					Part'l	Partial only; can complete 1-4.
Leave No Trace +					Class only	Not a merit badge--needs 1 session only.
Ultimateering Program				7:00	4	First Class; age 12. Includes orienteering mb.

+ May be scheduled individually in the afternoon

**Notes about Scoutcraft:** The Camping and Hiking merit badges require extensive experiences that are not available in a merit badge class at summer camp.

*Tentative Class Times*

<b>Shooting Sports</b>	<b>9:00</b>	<b>10:30</b>	<b>7:00</b>	<b>Difficulty</b>	<b>Requirements to be done before camp/ Notes</b>
Archery	9:00*	10:30*		2	None.
Rifle Shooting	9:00*	10:30*		4	None.
Shotgun Shooting			7:00	4	None, but Scout must be large enough to safely handle shotgun; \$25 for ammo.

**Notes about Shooting Sports:** Requirements for these merit badges include skill proficiencies that take many Scouts a considerable amount of time and practice to develop. These campers may want to plan for extra practice when the range is open.

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<b>Special Programs</b>	<b>9:00</b>	<b>10:30</b>		<b>Difficulty</b>	<b>Requirements to be done before camp/ Notes</b>
C.O.P.E.			7:00	4	First Class and age 13; limited number.
Climbing	9:00*	10:30*		4	None.
Radio			7:00	2	None.
Sailboat Regatta			7:00	3	Small Boat Sailing merit badge or permission of Aquatics Director required.
Mile Swim			7:00	4	Must be a strong swimmer.
First Aid			2:00	4	

**Notes about These Programs:** C.O.P.E. requires long pants, belt and sneakers. Mile swim is tough, very tough; special recognition is given to camp record-breakers and pacesetters. Other merit badges or programs may be available if we have volunteers. *Is there something you'd like to offer?*