



	Aquatics		Shooting Sports		Trades			Trades			
8:30 AM	Arrive at Camp										
8:45	Opening										
9:00 - 10:20	Canoeing (5)	Kayaking (5)	Archery (12)	Rifle (16) *Must be 12+ years old	Truck Transportation (10)	Metalwork (10)	Drafting (10)	Plumbing (5)	Electricity (10)	Welding (10)	Woodworking (10)
10:30 - 11:50	Canoeing (5)	Rowing (10)	Archery (12)	Rifle (16) *Must be 12+ years old	Truck Transportation (10)		Drafting (10)	Plumbing (5)	Electricity (10)		
12:00 - 12:40	Lunch										
12:40 - 1:00	Presentation Time										
1:10 - 2:30	Swimming (10)	Lifesaving (10)	Archery (12)	Shotgun (8) *Must be 13+ years old	American Labor (10)	Metalwork (10)	Model Design and Building (10)	Plumbing (5)	Automotive Maintenance (10)	Welding (10)	Woodworking (10)
2:40 - 4:00	Swimming (10)	Lifesaving (10)	Archery (12)	Shotgun (8) *Must be 13+ years old	American Labor (10)		Model Design and Building (10)	Plumbing (5)	Automotive Maintenance (10)		
4:15	Closing Ceremony										
4:30	Departure										

Notes:

- *Class size is noted in parenthesis following merit badges.
- *Merit badge requirements can be reviewed at: <http://www.scouting.org/Home/BoyScouts/AdvancementandAwards/MeritBadges.aspx>
- *Some merit badges may not be able to be completed in camp.
- *Scouts who do not complete all requirements for a merit badge will receive a blue card indicating their partial completion.
- *Information on prerequisites and registration materials will be distributed at district roundtables as soon as they are available.
- *****Scouts must come to camp with their Blue Cards signed by their Scoutmaster with no exception*****
- *Completed Health Forms (Parts A & B) along with a current photo of scout must be submitted to council on/before July 1, 2019 (will be returned last day)
- *Be prepared to show ID when picking up a scout.

Pre-requisites: **American Labor:** 2a, b & c **Canoeing, Kayaking, Swimming, Rowing:** Must pass Swim Test at Camp **Lifesaving:** 1a, Must pass swim test at camp **Drafting:** 3a, b or c **Electricity:** 2, 7, 8, 9a-b **Rifle & Shotgun:** Age Minimum noted above. 1d, 1f **Truck Transportaion:** 4a, b, c, d & e **Woodwork:** Totin Chip (1c)