



	Track 1	Track 2	Track 3	Track 4	Track 5	Track 6	Track 7	Track 8	Track 9	Track 10
8:30 AM	Arrive at Camp		13+ this track			12+ this track				
8:45	Opening									
9:00 - 10:20	Textile (4)	FULL	Metalwork (3)	Woodwork (8)	Radio (M-W) (7)	Plumbing (4)	Rifle (4)	Waterfront (3)	Plumbing (5)	Waterfront (4)
10:30 - 11:50	Painting (4)	FULL			Scouting Heritage (7)	waterfront (4)	waterfront (4)	Scouting Heritage (3)	Radio (W-f) (5)	Radio (W-F) (4)
12:00 - 12:40	Lunch Presentation Time									
1:10 - 2:30	Waterfront (4)	FULL	Welding (3)	Plumbing (8)	Textile (7)	Forestry (4)	Welding (4)	Woodwork (3)	Woodwork (5)	Archery (4)
2:40 - 4:00	Auto Maintenance (4)	FULL	Shotgun (3)	Waterfront (8)	Plumbing (7)		Plumbing (4)			Welding (4)
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: **Waterfront:** Must pass Swim Test at Camp **Lifesaving:** 1a, Must pass swim test at camp **Rifle & Shotgun:** Age Minimum noted above
Woodwork: Totin Chip