

Merit Badge and other Programs	Years at camp	Cost	8am	9am	10am	11am	1pm	2pm	3pm	4pm/other	Location	requirements to be covered at camp	
Advanced COPE (8 am - 10:50 am) **	completed Basic COPE	\$40.00	16									COPE Area	
American Heritage and American Culture	1st year					20					Green Bar Area	AH - 1,2acd, 3ab,4b,5c,6- AC-1cd,2,3,4	
Animation- STEM	knowledge of program	\$10.00				20					STEM Center		
Archery (2 HR)	3rd Year	\$17.00		16				16			Archery Range	1-5	
Astronomy	1st Year					15			15		Con Yard	1,2,3,4abd, 5acd,6,7,8,9	
Athletics and Sports	2nd Year								20		Activity Yard	Athletics 1-6 Sports 1-3; 5	
Automotive Maintenance	14 and older	\$5.00				12					Boat Harbor	1-11	
Basic COPE (8 am-10:50 am, 1:15 pm-4 pm) **	13 and older	\$35.00	32					32			COPE Area		
Basketry	1st Year	\$17.00	20			20			20		Handicraft	1-3	
BSA Lifeguard -All Day **	15 and older		10									Waterfront	
BSA Lifeguard Counselor - All Day **	21 and older		5									Waterfront	
Camping	2nd Year		30			30		30			Activity Yard	1-8c	
Canoeing (2 HR)	3rd Year			24				24			Waterfront	1, 3-10	
Chemistry - STEM	knowledge of program	\$10.00		20				20			STEM Center	1, 2, 3, 4, 5, 6, 7	
Climbing (2 HR)	3rd Year			20				20			Climbing Tower	1-12	
Cooking (2HR)	2nd Year	\$20.00		10				10			Activity Yard	1,2a,2b,3,4,5	
Cycling (2 HR)	3rd Year			18				18			Cripple Crab	1-7, 8 (partial)	
Disability Awareness	1st Year								20		Cripple Crab	1, 3, 4 (partial), 5 (possible), 6,7	
Electricity - STEM	knowledge of program	\$10.00		20				20			STEM Center	1, 3, 4, 5, 6, 7, 9, 10, 11	
Electronics- STEM	knowledge of program	\$10.00				20					STEM Center	1, 2, 3, 4, 5,	
Emergency Preparedness	2nd Year			25		25		25			Activity Yard	2-8b, 9b, 9c	
Engineering- STEM	knowledge of program	\$10.00				20					STEM Center	1, 3, 4, 5, 6, 7, 8	
Environmental Science (2 HR)	completed 7th grade			20				20			Con Yard	1,2,3,4,5,6	
First Aid	1st Year		25	25					25		Activity Yard	1,2a-c,3a, c-f, 4-7	
Fish and Wildlife Management	1st Year				20	20					Con Yard	1,2,3,4,6,7c,8	
Fishing	1st Year		15	15					15		Con Yard	1,2,3,4,5,6,7,8	
Forestry	2nd Year		25					25			Con Yard	1,2,3,4,6,7	
Game Design	1st Year		20			20			20		Handicraft	all	
Geocaching (Mon & Thur only 4:00-6:00pm)	1st Year									12	OA Lodge	1a&c, 2,4-6	
Geology and Nature	2nd Year		25						25		Con Yard	1,2,3,4,5 and 1,2,3,4a1,4b,4c,4g,4h	
Green Bar First Class ** (9-11 or 2-4) (2 HR)	1st Year			24				24			Green Bar Area		
Green Bar Second Class ** (9-11 or 2-4) (2 HR)	1st Year			24				24			Green Bar Area		
Green Bar Tenderfoot ** (9-11 or 2-4) (2 HR)	1st Year			24				24			Green Bar Area		
Indian Lore	1st Year		25					25			OA Lodge	1,3,4	
Insect Study	1st year				25				25		Con Yard	1,2,3,4,5,6,8,9,10,11	

Numbers indicated capacity of each class.**are non Merit Badges

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Instructional Swim ** (11 am -WF, 4 pm-Pool)	all					25				25	Waterfront, Pool	
Jet Ski/TWRA Boat License** (2 HR)	14 and older	\$30.00			12					12	Boat Harbor	
Kayaking (2 HR)	2nd Year				10						Waterfront	1,2,3,4,5,6,7,8
Leatherwork	1st Year	\$11.00			20			20			Handicraft	1-5c
Leatherwork/Woodcarving	1st Year	\$17.00		15		15				15	Handicraft	1-5c, 1, 1b, 3-7
Lifesaving (2 HR)	3rd Year				16					16	Waterfront	1-12, 14, 15
Mammal Study	2nd Year					25		25			Con Yard	1,2,3,4,5
Mile Swim **	2nd year					26					Waterfront	1-4
Motorboating	14 and older	\$24.00		16	16	16		16	16		Boat Harbor	1a, 2b, 3-6
Music (2 HR)	1st Year				20				20		Parnell Music Center	1-4
Nuclear Science- STEM	knowledge of program	\$10.00				20					STEM Center	1, 2, 3, 4, 5, 6, 7
Orienteering	3 year			12							Activity Yard	1,2,3,4,5,6
Personal Fitness	14 and older				20			20			Activity Yard	2-6
Pioneering (2 HR)	14 and older				15				15		Activity Yard	1-10
Programming- STEM	knowledge of program	\$10.00			20				20		STEM Center	1acd, 2, 3, 4, 5
Reptile and Amphibian Study	2nd Year			25							Con Yard	1,2,3,4,5,6,7,9
Rifle Shooting	3rd Year	\$18.00		8	8	8		8	8		Rifle Range	1, 2
Rimfire Rifle Qualification **	3rd Year	\$15.00		8	8	8		8	8		Parnell Range	MUST HAVE RIFLE MERIT BADGE
Robotics- STEM	knowledge of program	\$10.00			20				20		STEM Center	2, 3, 4, 5, 6a,
Rowing (2 HR)	14 and older				8				8		Waterfront	1, 3-11
Salesmanship	2nd Year			10							Trading Post	1,2,3,4,6
Scouting Heritage	1st year					20					Green Bar Area	1,2a,2b,3,4b,7,8
SCUBA BSA Experience** - Thursday Only	all	\$40.00				16					Pool	pass BSA Swim Test
Sculpture and Inventing	2nd Year				10			10			Handicraft	1, 2(partial),3
Shotgun Shooting (2 HR)	3rd Year	\$21.00			20				20		Shotgun Range	1-2
Small Boat Sailing (2 HR)	14 and older				12				12		Boat Harbor	1a, 3-9
Snorkeling** (Mon&Tues-Stahlman, Wed&Thur - Craig)	all									20	Pool	1-8
Soil and Water Conservation	1st Year					15		15			Con Yard	1,2,3,4,5,6,7
Space Exploration	1st Year	\$12.00		20		20			20		Handicraft	1-8
Swimming (1 HR)	2nd Year			18	18			18	18		Pool	1, 2a, 3-10
Water Sports (1 HR) - know how to waterski	14 and older	\$24.00				6					Boat Harbor	1, 3-7
Water Sports (2 HR)	14 and older	\$24.00			12				12		Boat Harbor	1,3-7
Weather	1st Year					20		20			Con Yard	1,2,3,4,5,6,7,8,9,10,11
Wilderness Survival	3rd Year			20					20		Activity Yard	1-12
Woodcarving	1st Year	\$6.00			16			16			Handicraft	1, 2b, 3-7

Numbers indicated capacity of each class.**are non Merit Badges

Merit Badge and other Programs	Previous Work Required and Materials needed
Advanced COPE (8 am - 10:50 am) **	Completed COPE in a previous summer; blindfold, water bottle, closed toed shoes, clothing should be well-fitting and not too large on Scout, must be comfortable; GLOVES
American Heritage and American Culture	Notebook and Pen
Animation- STEM	
Archery (2 HR)	Lots of practice, difficult, skill needed
Astronomy	Notebook and Pen - Star Party at Crab to earn reqs
Athletics and Sports	
Automotive Maintenance	
Basic COPE (8 am-10:50 am, 1:15 pm-4 pm) **	First Class, Physically fit; blindfold, water bottle, closed toed shoes, clothing should be well-fitting and not too large on Scout, must be comfortable; GLOVES
Basketry	Basket Kits (2)
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	Backpack, small tent, ground cloth, sleeping bag, and compass
Canoeing (2 HR)	Complete BSA Swimmer Test
Chemistry - STEM	
Climbing (2 HR)	
Cooking (2HR)	
Cycling (2 HR)	bicycle and helmets are provided
Disability Awareness	
Electricity - STEM	
Electronics- STEM	
Emergency Preparedness	First Aid Merit Badge, pencil and paper
Engineering- STEM	
Environmental Science (2 HR)	Notebook and Pen
First Aid	Tenderfoot, Second Class and First Class Requirement
Fish and Wildlife Management	Notebook and Pen
Fishing	Fishing Licenses not required. Pole and tackle provided.
Forestry	Notebook and Pen
Game Design	
Geocaching (Mon & Thur only 4:00-6:00pm)	first aid requirement 1b, define terms in 3. Transportation not available after class
Geology and Nature	Notebook and Pen
Green Bar First Class ** (9-11 or 2-4) (2 HR)	NO OPEN TOED SHOES, swim suit, towel, goggles if needed,Scout handbook,COMPASS, water bottles
Green Bar Second Class ** (9-11 or 2-4) (2 HR)	NO OPEN TOED SHOES, swim suit, towel, goggles if needed,Scout handbook,COMPASS, water bottles
Green Bar Tenderfoot ** (9-11 or 2-4) (2 HR)	NO OPEN TOED SHOES, swim suit, towel, goggles if needed,Scout handbook,COMPASS, water bottles
Indian Lore	
Insect Study	

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Merit Badge and other Programs	Previous Work Required and Materials needed
Instructional Swim ** (11 am -WF, 4 pm-Pool)	
Jet Ski/TWRA Boat License** (2 HR)	Study for TWRA Boating license
Kayaking (2 HR)	
Leatherwork	
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. Bring Proof of CPR to camp
Mammal Study	Notebook and Pen
Mile Swim **	Complete BSA Swimmer Test
Motorboating	Complete BSA Swimmer Test (14 year minimum)
Music (2 HR)	Bring own musical instrument if available
Nuclear Science- STEM	
Orienteering	
Personal Fitness	
Pioneering (2 HR)	Know knots, bring knife and gloves
Programming- STEM	
Reptile and Amphibian Study	Notebook and Pen
Rifle Shooting	
Rimfire Rifle Qualification **	MUST HAVE RIFLE MERIT BADGE! Money to purchase patches at camp
Robotics- STEM	
Rowing (2 HR)	Physical exercise - upper body
Salesmanship	
Scouting Heritage	Notebook and Pen
SCUBA BSA Experience** - Thursday Only	
Sculpture and Inventing	
Shotgun Shooting (2 HR)	Hunter Safety Card (if available), lots of practice, difficult, skill needed
Small Boat Sailing (2 HR)	Water Shoes, Complete BSA Swimmer Test
Snorkeling** (Mon&Tues-Stahlman, Wed&Thur - Craig)	
Soil and Water Conservation	Notebook and Pen
Space Exploration	
Swimming (1 HR)	Complete BSA Swimmer Test, Long sleeves, button up shirt, long pants, belt, socks and shoes
Water Sports (1 HR) - know how to waterski	Complete BSA Swimmer Test, Must already know how to water skiing before
Water Sports (2 HR)	Complete BSA Swimmer Test, Must have attempted water skiing before
Weather	Notebook and Pen
Wilderness Survival	
Woodcarving	Folding pocketknife or carving knife. Sheath knives not allowed, Totin' Chip

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