

## 2024 MERIT BADGE PROGRAM

6:30AM							
Fishing Merit Badge				I	Polar Bear Swim		
9:00AM - 9:30AM							
Woodcarving	Forestry	American Heritage	Bird Study	Camping	Canoeing	Movie Making	Environmental Science <sup>1</sup>
Plumbing	Geocaching	Pottery	Kayaking	Lifesaving	Sculpture	Athletics	Photography
Swimming	Wilderness Survival <sup>5</sup>	Farm Mechanics	Composite Materials				First Class Path - Basic Skills Session A
9:00AM - 10:30AM							
Archery	First Aid <sup>8</sup>	Rifle Shooting	Shotgun Shooting <sup>3</sup>	Welding <sup>1,3</sup>	ATV Power Sports Section 1 <sup>3,7</sup>		
Climbing <sup>4,12</sup>				BSA LifeGuard <sup>1</sup> (9:15 - 12:30)			
10:00AM - 10:50AM							
Art	Basketry 3	Camping	Canoeing	Chess	Graphic Arts	Environmental Science <sup>1</sup>	Fish & Wildlife Management
Engineering	Wilderness Survival <sup>5</sup>	Kayaking	Leatherwork	Nature	Public Speaking	Salesmanship	Sports
Swimming	Plant Science	Rowing	Electricity				First Class Path - Merit Badge Session 1 (Art or Swimming)
10:30AM - 12:00PM							
Archery	Rifle Shooting	Shotgun Shooting <sup>3</sup>	Welding <sup>1,3</sup>	ATV Power Sports Section 2 <sup>3,7</sup>	Search & Rescue		
11:00AM - 11:50AM							
Art	Geocaching	Basketry 3	Camping	Canoeing	Citizenship in the Nation	Digital Technology	Electronics
Environmental Science <sup>1</sup>	Archeology	Golf <sup>4</sup>	Game Design	Leatherwork	Insect Study	Nature	Signs Signals & Codes
Small Boat Sailing <sup>1</sup>	Swimming	Whitewater <sup>4</sup>	Fire Safety <sup>4</sup>				First Class Path - Merit Badge Session 2 (Art or Swimming)
2:00PM - 2:50PM							
Animal Science <sup>1</sup>	Pulp & Paper Production	Architecture	Chemistry	Chess	Cycling <sup>4</sup>	Weather	Exploration
Painting	Animation	Kayaking	Lifesaving	Fly Fishing	Metalworking 1	Orienteering	Pioneering <sup>10</sup>
Pottery	Robotics <sup>1</sup>	Rowing	Small Boat Sailing <sup>1</sup>	Woodcarving	ATV Section 3 <sup>3,7</sup> - Class runs until 2:00 PM to 3:30 PM		
First Class Path - Basic Skills Session B						ATV Section 4 <sup>3,7</sup> - Class runs until 3:30 to 5:00 PM	
3:00PM - 5:00PM							
Project COPE - High & Low Course							
7:00PM - 8:00PM							
Fingerprinting	Astronomy	Motor Boating <sup>2</sup>	Paddle Boarding BSA	JNW Paul Bunyan	Radio	Snorkeling BSA	Space Exploration <sup>3</sup>
BY APPOINTMENT							
Bugling	Music	Personal Fitness	Scouting Heritage	Water Sports <sup>6</sup>	Sustainability <sup>1</sup>		

### NOTES

- <sup>1</sup> Significant additional out of class time will be needed
  - <sup>2</sup> Must Have a State or Coast Guard Boating Safety License/Certificate
  - <sup>3</sup> Extra program fee (Beyond what is reasonably included in the general camp fee)
  - <sup>4</sup> Off site trip included
  - <sup>5</sup> Thursday night outpost camp overnight
  - <sup>6</sup> Must be an accomplished wake boarder or water skier (May want to bring your own gear)
  - <sup>7</sup> Limited Number of participants per session, Pre-camp on-line registration required (Age 14+)
  - <sup>8</sup> Must be First Class Rank
  - <sup>9</sup> Additional Class Wednesday Night at 9:00PM
  - <sup>10</sup> Friday class runs from 2:00PM until 3:30PM
  - <sup>12</sup> Not recommended for younger scouts
- Mile Swim/Iron Man takes place on Thursday at 1:00PM - Daily Training Required