	9:00	10:00	11:00	2:00	3:00	<b>4:00</b> Open Areas	7:00 Patrol
Handicraft	Sculpture Public Speaking Model Design & Building	~ * Metalwork  * Photography  Woodcarving	~ * Metalwork \$ Leatherwork Moviemaking	\$ Basketry Woodcarving Model Design & Building	\$ Leatherwork * Photography Animation	Arts & Crafts - Metalworking Demonstration	Tie Dye Horseshoes Stick Wrestling Ooblek
Scoutcraft	* E. Prep & Fire Safety # Camping % Pio	# Co Wilderness Survival neering	* First Aid Orienteering	* First Aid Wilderness Survival	boking # Camping * E. Prep & Fire Safety	Scout Circus	Leave No Trace Info Session Tug of War Fire Building
Aquatics	* Fishing  Canoeing  Kayaking & ^ Stand Up Paddle Board Instructional Swim	* Lifes	at Sailing saving wing	^ Mile Swim ^ Snorkeling Swimming * Fishing	Open SwimOpen Boat	Open Swim Open Boat	War Canoes Water Polo Inflatable Drip, Drip, Drop Sponge Game
STEM	Electricity Chemistry Robotics	\$ Space Exploration Robotics Archeology	\$ Electronics     Engineering     Scouting Heritage	\$ Space Exploration Engineering - Nuclear Science ^ NOVA Pro	\$ Electronics Inventing Railroading gram (Whoosh)	Baking Soda Volcano Robot Programming Elephant Toothpaste Soldering Museum Scavenger Hunt	Egg Drop (Patrols) Spaghetti Towers (Patrols) Cardboard Boats (Patrols) Bottle Rockets Patch Trading
Sports	Exploration # Golf # Sports	# Personal Fitness # Athletics # Search & Rescue	Exploration Geocaching Chess	Game Design # Sports # Athletics	Game Design # Search & Rescue # Personal Fitness	Open Fields Chess Match	Inter-troop scrimmage  Basketball, Soccer, Gaga Ball, Frisbee, Kickball, Baseball/Wiffleball, 9 Up,
Nature	Forestry Oceanography Pulp and Paper	Fish & Wildlife Management Environmental Science # Reptiles and Amphibians	Astronomy Environmental Science Weather	Foresty Environmental Science # Nature	Mammal Studies Soil & Water Conservation Geology	Papermaking Plant Scavenger Hunt	Stalk & Camo Conservation Projects Nature Trail Hike Underwater Hike Swamp Stomp
Ranges	* Archery * Riflery			Shotgun Biflery	* Archery	* Troop Archery * Troop .22 Rifles	
ialty Progra				<sup>1</sup> Woodworking	¹ Plumbing	Automotive Maintenance (weeks 1,3,5) Farm Mechanics (weeks 2 & 4) Zip Lining/ COPE Elements	Zip Lining
	Flight to Eagle (First Year Camper Program)		Music	enealogy, Fingerprinting, & Crime Prevention	Firem'n Chit, Totin Chip	S'mores and campfire songs	
	# Auto partial ^ Award not Merit Badge  1 ACE Afternoon Experiences	\$ Kit Needed  Electronics (\$5)  Space Exploration (\$5)  Woodcarving (\$7)	~ Age Requirement  Metalwork (14 yr) Shotgun (14 yr) BSA Guard (15 yr)	* Prerequisite Archery (Signed Shooting Sport Authoriza E. Prep & Fire Safety (Completed First Ai First Aid (Bring a first aid kit you put toget	d MB)	Class ( COPE (20 scouts) Photography (20 scouts) Woodcarving (20 scouts)	Sculpture (15) Animation (15 scouts) Shotgun (15 scouts)
	% Rank Requirement Pioneering (1st Class)	Leatherwork (\$8) Basketry (\$10)	COPE (16 yr) Nuclear Science (16 yr)	Fishing (Bring your own fishing pole) Metalworking (Bring long pants) Photography (Bring own camera) Riflery (Signed Shooting Sport Authorizat		Moviemaking (20 scouts)  Moviemaking (20 scouts)  Game Design (20 scouts)  Chess (16 scouts)  ACE (15 scouts)	Cooking (15 scouts) Pioneering (15 scouts) Public Speaking (8 scouts) Paddleboard (8)
	Open Areas is the designated time for any camper (and their buddy) to go explore what each Area has to offer and learn about; they are offered each day from 4-5 pm  Troop Activities is the designated time for troops to do activities in patrols or as a whole troop; they are offered 7-8 pm on			Shotgun (Signed Shooting Sport Authoriz Woodcarving (Totin' Chip and bring own of		Leatherwork (15 scouts) Basketry (15 scouts)	Automotive Maintenance (8 scouts) Farm Mechanics (8 scouts)
		esday, theme night is in place of Troop Acti					