

		9:00	10:00	11:00	2:00	3:00	4:00 Open Areas	7:00 Patrol Activities
Handicraft		Sculpture	Metalwork	Metalwork	Woodcarving	Animation	Arts & Crafts Tie Dye Stick Wrestling	Tie Dye Horseshoes Stick Wrestling
		Public Speaking	Woodcarving	Leatherwork	Basketry	Leatherwork		
		Model Design & Building	Photography	Moviemaking	Model Design & Building	Photography		
Scoutcraft		E. Prep & Fire Safety	Wilderness Survival	First Aid	First Aid	Camping	Scout Circus	Leave No Trace Info Session Tug of War Fire Building
		Camping		Orienteering	Wilderness Survival	E. Prep & Fire Safety		
Aquatics		Canoing	Small Boat Sailing		Mile Swim	Open Swim Open Boat	Open Swim Open Boat	War Canoes Water Polo Inflatable Drip, Drip, Drop Sponge Game
		Kayaking & Stand Up Paddle Board	Lifesaving		Snorkeling			
		Swimming	Rowing		Swimming			
STEM		Instructional Swim	Fishing		Instructional Swim		Elephant Toothpaste Soldering Museum Scavenger Hunt Ooblek	Egg Drop (Patrols) Spaghetti Towers (Patrols) Cardboard Boats (Patrols)
		Chemistry	Robotics	Space Exploration	Drone Program (2 hour program)			
		Electronics	Entrepreneurship	Engineering	Space Exploration	Inventing		
Sports		Archaeology	Scouting Heritage	Railroading	Indian Lore	Architecture	Open Fields	Inter-troop scrimmage Basketball, Soccer, Gaga Ball, Kickball, Human Foosball
		Exploration	Search & Rescue	Exploration	Game Design	Game Design		
		Golf	Athletics	Crime Prevention/Fingerprinting	Athletics	Search & Rescue		
Nature		Sports	Personal Fitness	Geocaching	Sports	Personal Fitness	Papermaking Plant Scavenger Hunt	Stalk & Camo Conservation Projects Nature Trail Hike Swamp Stomp
		Pulp & Paper	Fish & Wildlife	Weather	Forestry	Mammal Study		
		Oceanography	Environmental Science	Environmental Science	Environmental Science	Geology		
Ranges		Sustainability	Reptiles & Amphibians	Astronomy	Nature	Soil & Water Conservation	Archery Cowboy Shoot (H)	Troop Archery Troop 22 Rifles Shotgun
			Archery		Archery			
			Riflery		Riflery			
Specialty Programs	O I o d u e t r h	~ ACE (Advanced Camper Experience) (3 hour program) 16+ years old M- Event T- Event W- Event H- Event F- Event			COPE (2 hours)		Zip Lining/ COPE Elements	Zip Lining
					Plumbing	Wookworking	Farm Mechanics (1,3,5) Automotive Maintenance (2,4)	
	F Y i e r a s r t	Flight to Eagle (3 hour program) 11-12 years old Scout - Requirements Here Tenderfoot - Requirements Here Second Class - Requirements Here First Class - Requirements Here			Introduction to Leadership Skills for Troops	How to complete your Eagle Project Workbook	Fire'n Chit, Totin Chip	S'mores and campfire songs
		Trainer's EDGE (M,T,W,H,F)	Safety Afloat & Safe Swim Defense (M)	Leave No Trace Basics (M,T,W)	IOLS (M,T,W,H,F) (2 hours)		USA Archery Level 1 (F)	First Aid/CPR/AED Skill Session Online Portion Completed Ahead (W)
			Leader Recruitment & Succession Planning (T)	USA Archery Level 1 (H,F)				
			Scout Leader Shooting Shotgun Shooting (W)					
	Developing High Performance Youth Leaders (H)							
AT d r u a l l i t n i n g		Scout Leader Cook Off: Sharing Dutch Oven and Camp Stove Best Practices (F)						
		Swimming & Water Rescue Certification (M,T,W,H,F)(2 hours each day)						
		<u>Auto Partial unless Proof Provided</u>	<u>Kit Needed</u>	<u>Age Requirement</u>	<u>Prerequisite</u>	<u>Class Caps</u>		
		Athletics (Req 3)	Electronics (\$5)	Metalwork (14 yr)	Archery (Signed Shooting Sport Authorization)	COPE (20 scouts)	Shotgun (15 scouts)	
		Camping (Req 9)	Space Exploration (\$5)	Shotgun (14 yr)	Riflery (Signed Shooting Sport Authorization)	Photography (20 scouts)	Cooking (15 scouts)	
		Cooking (Req 4)	Woodcarving (\$7)	Automotive Maintenance (15 yr)	Shotgun (Signed Shooting Sport Authorization)	Woodcarving (20 scouts)	Pioneering (15 scouts)	
		Emergency Preparedness (Req 2c)	Leatherwork (\$8)	Farm Mechanics (15 yr)	E. Prep & Fire Safety (Completed First Aid MB)	Moviemaking (20 scouts)	Public Speaking (8 scouts)	
		Fire Safety (Req 6,11)	Basketry (\$10)	Drone Program (15 yr)	Woodcarving (Totin' Chip and bring own carving knife)	Game Design (20 scouts)	Paddleboard (8)	
		First Aid (Req 5a)		ACE (16 yr)	First Aid (Bring a first aid kit you put together)	Animation (15 scouts)	Automotive Maintenance (8 scouts)	
		Fishing (Req 10)	<u>Rank Requirement</u>	COPE (16 yr)	Fishing (Bring your own fishing pole)	Leatherwork (15 scouts)	Farm Mechanics (8 scouts)	
		Golf (Req 1f)	Pioneering (1st Class)		Metalworking (Bring long pants)	Basketry (15 scouts)	Woodworking (8 scouts)	
		Nature (Req 6)			Photography (Bring own camera)	Sculpture (15 scouts)	Drone Program (8 scouts)	
		Personal Fitness (Req 8)				ACE (15 scouts)		
		Reptiles & Amphibians (Req 8)						
		Search & Rescue (Req 4)						
		Sports (Req 5)						