

Program Sign-up

Scouts Name: _____

9:00 AM

Merit Badge or Activity

10:00 AM

Merit Badge or Activity

11:00 AM (Venturers Only)

Merit Badge or Activity

1:30 PM

Merit Badge or Activity

2:30 PM

Merit Badge or Activity

3:30 PM

Merit Badge or Activity

SUGGESTIONS FOR SCHEDULING YOUR DAY:

Keep in mind that most Scouts only have time prior to camp to complete three to four merit badges. While there are six slots of time, filling them all with merit badges is not necessarily going to be successful. Pick your merit badges, then starting now work the merit badges until you have mastered the skill or knowledge contain within. To insure success at earning merit badges at camp follow these steps for every badge you choose:

1. Purchase or borrow the merit badge book and read it cover to cover
2. Download the worksheets for the merit badge (www.meritbadge.com) and start filling in what you know
3. Check out the camps pre-requirements and be sure to complete the work

We suggest trying to schedule your instructional activities in the morning with one or two more in the afternoon. In the afternoon there are some free time activities and while you do not need to register for them specifically you should take a look at them and sign up to let us know what interests you.

Keep in mind that all Ax-men and Paul Bunyan will have a slot for leadership (see Scoutmaster Chuck Williams). Boy Scouts (including new Scouts) will use the 11:00 time slot for service time and activities. Venturers will use the 9:00 time slot for their service projects.

Assistant Scoutmaster Approval: _____

Instructional Schedule

Program Area	9:00 am	10:00 am	11:00 am	1:30 pm	2:30 pm	3:30 pm
COLE CANOE BASE MERIT BADGES						
Aquatics	Canoeing	Kayaking Rowing		Small Boat Sailing		
					Kayaking Motorboating	
Climbing		Climbing				Search & Rescue
Crafts	Art Game Design Leatherwork	Game Design		Game Design Leatherwork	Basketry	Art Leatherwork
Eco-Con	Astronomy Bird Study	Insect Study Fish & Wildlife Mgt Fishing Weather	Forestry Geology	Fish & Wildlife Mgt Fly Fishing	Soil & Water Con Weather	Fishing
Outdoor Skills	Indian Lore	Pioneering			Pioneering	Geocaching Indian Lore
Shooting Sports	Archery Rifle Shooting MB Shotgun Shooting MB			Archery Rifle Shooting MB Shotgun Shooting MB		
Cosgro	Graphic Arts Theater	Photography	Journalism	Graphic Arts Theater		Moviemaking
Ranger's Corner	Automotive Maintenance			Automotive Maintenance		Welding
TROOP 179 TAUGHT ACTIVITIES						
179 MBs Campsite	Cit Community Emergency Prep Mammal Study	Cit in Nation Env. Science Wood Carving	Personal Mgt	Camping Communication First Aid Golf	Cit in World Nature Rep & Amphib	Cooking
	Home Repairs, Plumbing & Painting					
STEM		Start Your Engines!				SHOOT!
Sct Skills	Flap Jack Instruction	Flap Jack Instruction			Leave No Trace and Cyber Chip	
Camp Tenderfoot	Knots, Lashings & Pioneering	Totin' Chip Firem'n Chit		Hiking & Orienteering	Instructional Swim, Shooting, Free Swimming & Boating	
VENTURING RECOGNITION ACTIVITIES						
Venture Recognition Activities	Venture Challenge	Mountaineering Ranger Elective		Project Management	Leave No Trace and Cyber Chip	Land Navigation Ranger Core
		Cooking Ranger Core		ATV Instruction (must be 16)		Watercraft Ranger Elective
				Shooting Sports Elective Choose: Archery, Rifle, Shotgun		Fishing Ranger Elective
				1st Aid Ranger Core & Discovery		