

Advancement Master List

* A Scout is PREPARED. Please review prerequisites with Scouts Prior to Camp

KEY:
 A= Aquatics
 C= Climbing
 E= Ecology
 H= Handicraft
 O= Outdoor Skills
 S= Shooting Sports

Merit Badge	Prerequisites	Times Offered	Area
Archaeology	None	11-12 / 3-4	E
Archery	None; Bring State Hunting Laws	9-10:30 / 10:30-12 / 2-3:30	S
Art AND Painting (\$12)	None	10-11	H
Astronomy	None	3-4	E
Basketry (\$17)	None	9-10 / 2-3	H
Camping	4b, 7a, 7b, 8d, 9a, 9b (9b @ camp optional)	10-11	O
Canoeing	BSA Swimmer Test	9-10:30 / 10:30-12	A
Chess	None	10-11	H
Climbing	None	9-10:30 / 10:30-12 / 2-3:30	C
Cooking	5a-e	11-12	O
Emergency Preparedness	First Aid MB, 2c, 6c, 8c	2-3	O
Environmental Science	3e1 or 3e2	9-10:30 / 2-3:30	E
Fingerprinting	None	Free Time	H
First Aid	First aid requirements up to First Class	9-10:30	O
Fish and Wildlife Management	6b	10-11	E
Fishing	None	11-12	O
Fly-Fishing	4 – Recommended (Fly Tying)	11-12	O
Forestry	5a,5b,or 5c	10-11	E
Geocaching	7	2-3:30	O
Geology	None	11-12	E
Indian Lore (\$17)	None	10-11 / 3-4	H
Kayaking	BSA Swimmer Test	9-10:30 / 10:30-12	A
Leather Work (\$15)	None	11-12	E
Mammal Study	None	9-10	H
Metal Work (\$15)	None	9-10 / 2-3	H
Nature	None	2-3	E
Orienteering	None (2 nd & 1 st Class Compass Recommended)	10-11 / 3-4	O
Photography (\$5)	None	11-12 / 3-4	H
Pioneering	T-foot: 4a, 4b 1 st Class: 7a,7b,8a	11-12 / 3-4	O
Rifle Shooting (\$10)	None; Bring State Hunting Laws	9-10:30 / 10:30-12 / 2-3:30	A
Rowing	BSA Swimmer Test	2-3	A
Search and Rescue	None	9-10	O
Shotgun Shooting (\$25)	None; Bring State Hunting Laws	9-10:30 / 10:30-12 / 2-3:30	S
Space Exploration (\$10)	None	2-3	E
Stand Up Paddleboarding	BSA Swimmer Test	2-3	A
Sustainability	2waterA,foodA,comm.B,energyB/C, stuffA, 5A	11-12	E
Weather	None	9-10	E
Wilderness Survival	None	9-10 / 2-3	O
Wood Carving (\$10)	Totin' Chip	9-10 / 2-3	H

Morning Session (9am - 12pm)

<i>Choose from the following options (1.5 hr class takes the place of TWO 1hr classes)</i>			
1 HR	✓	Merit Badges	Cost
9-10am	<input type="checkbox"/>	Basketry [H]	\$17
	<input type="checkbox"/>	Mammal Study [E]	
	<input type="checkbox"/>	Metal Work [H]	\$15
	<input type="checkbox"/>	Search & Rescue [O]	
	<input type="checkbox"/>	Weather [E]	
	<input type="checkbox"/>	Wilderness Survival [O]	
	<input type="checkbox"/>	Wood Carving [H]	\$10
10 -11am	<input type="checkbox"/>	Art + Painting [H]	\$12
	<input type="checkbox"/>	Camping [O]	
	<input type="checkbox"/>	Chess [H]	
	<input type="checkbox"/>	Fish & Wildlife [E]	
	<input type="checkbox"/>	Forestry [E]	
	<input type="checkbox"/>	Indian Lore [H]	\$17
	<input type="checkbox"/>	Orienteering [O]	
11am - 12pm	<input type="checkbox"/>	Archaeology [E]	
	<input type="checkbox"/>	Cooking [O] *Limit 30	
	<input type="checkbox"/>	Fishing [O]	
	<input type="checkbox"/>	Fly Fishing [O]	
	<input type="checkbox"/>	Geology [E]	
	<input type="checkbox"/>	Leatherwork [H]	\$15
	<input type="checkbox"/>	Photography [H]	\$5
	<input type="checkbox"/>	Pioneering [O]	
	<input type="checkbox"/>	Sustainability [E]	

1.5 HR	✓	Merit Badges	Cost
9-10:30am	<input type="checkbox"/>	Archery [S] *Limit 16	\$5
	<input type="checkbox"/>	Baden-Powell [Tenderfoot]	
	<input type="checkbox"/>	Canoeing [A] *Limit 12	
	<input type="checkbox"/>	Climbing [C] *Limit 12	
	<input type="checkbox"/>	Environmental Science [E]	
	<input type="checkbox"/>	First Aid [O]	
	<input type="checkbox"/>	Kayaking [A] *Limit 12	
	<input type="checkbox"/>	Rifle [S] *Limit 16	\$10
			\$25

1.5 HR	✓	Merit Badges	Cost
10:30am - 12pm	<input type="checkbox"/>	Archery [S] *Limit 16	\$5
	<input type="checkbox"/>	Baden-Powell [2nd Class]	
	<input type="checkbox"/>	Canoeing [A] *Limit 12	
	<input type="checkbox"/>	Climbing [C] *Limit 12	
	<input type="checkbox"/>	Kayaking [A] *Limit 12	
	<input type="checkbox"/>	Rifle [S] *Limit 16	\$10
	<input type="checkbox"/>	Shotgun [S] *Limit 8	\$25

Afternoon Session (2 - 4pm)

<i>Choose from the following options (1.5 hr class takes the place of TWO 1hr classes)</i>			
1 HR	✓	Merit Badges	Cost
2 - 3pm	<input type="checkbox"/>	Basketry [H]	\$17
	<input type="checkbox"/>	Emergency Prep [O]	
	<input type="checkbox"/>	Metal Work [H]	\$15
	<input type="checkbox"/>	Nature [E]	
	<input type="checkbox"/>	Space Exploration [E]	\$10
	<input type="checkbox"/>	Wilderness Survival [O]	
	<input type="checkbox"/>	Wood Carving [H]	\$10
3 - 4pm	<input type="checkbox"/>	Archaeology [E]	
	<input type="checkbox"/>	Astronomy [E]	
	<input type="checkbox"/>	Indian Lore [H]	\$17
	<input type="checkbox"/>	Camping [O]	
	<input type="checkbox"/>	Photography [H]	\$5
	<input type="checkbox"/>	Pioneering [O]	

1.5 HR	✓	Merit Badges	Cost
2 - 3:30pm	<input type="checkbox"/>	Archery [S] *Limit 16	\$5
	<input type="checkbox"/>	Baden-Powell [1st Class]	
	<input type="checkbox"/>	Climbing [C] *Limit 12	
	<input type="checkbox"/>	Environmental Science [E]	
	<input type="checkbox"/>	Geocaching [O]	
	<input type="checkbox"/>	Rifle [S] *Limit 16	\$10
	<input type="checkbox"/>	Rowing [A] *Limit 12	
	<input type="checkbox"/>	Shotgun [S] *Limit 8	\$25
	<input type="checkbox"/>	Stand-up Paddleboard [A] *Limit 12	

Total Additional Costs

\$ _____

****Total Additional Program Costs will be added to Troop Invoice, Due upon arrival at Camp****