<table>
<thead>
<tr>
<th>Time</th>
<th>Aquatics</th>
<th>Field Sports</th>
<th>Climbing</th>
<th>Archery Range</th>
<th>Shooting Range</th>
<th>Handicraft</th>
<th>Ecology and Conservation</th>
<th>Project LEAF (Learning, Exploration, Advancement and Fun)</th>
<th>Performing Arts</th>
<th>Scout Skills</th>
<th>Trades</th>
<th>STEM Week – Week 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:00-9:30</td>
<td>Lifesaving</td>
<td>Fishing</td>
<td>Climbing</td>
<td>Archery</td>
<td>Rifle</td>
<td>Leatherwork</td>
<td>Environmental Science</td>
<td>Project LEAF (Learning, Exploration, Advancement and Fun)</td>
<td>Theater</td>
<td>Camping *</td>
<td>Welding</td>
<td>Electricity</td>
</tr>
<tr>
<td>9:30-10:00</td>
<td>Swimming</td>
<td>Athletics</td>
<td>Climbing</td>
<td>Archery</td>
<td>Rifle</td>
<td>Photography</td>
<td>Environmental Science</td>
<td>Project LEAF (Learning, Exploration, Advancement and Fun)</td>
<td>Music</td>
<td>Camping *</td>
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<tr>
<td>10:00-10:30</td>
<td>Motorboating</td>
<td>Sports</td>
<td>Climbing</td>
<td>Archery</td>
<td>Rifle</td>
<td>Leatherwork</td>
<td>Environmental Science</td>
<td>Project LEAF (Learning, Exploration, Advancement and Fun)</td>
<td>Public Speaking</td>
<td>Camping *</td>
<td>Woodwork</td>
<td>Programming</td>
</tr>
<tr>
<td>10:30-11:00</td>
<td>Canoeing</td>
<td>Personal Fitness*</td>
<td>Climbing</td>
<td>Archery</td>
<td>Shotgun</td>
<td>Leatherwork</td>
<td>Environmental Science</td>
<td>Project LEAF (Learning, Exploration, Advancement and Fun)</td>
<td>Moviemaking</td>
<td>Camping *</td>
<td>Digital Tech.</td>
<td>Digital Tech.</td>
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<tr>
<td>11:00-11:30</td>
<td>Sm. Boat Sailing</td>
<td>Personal Fitness*</td>
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<td>Archery</td>
<td>Shotgun</td>
<td>Leatherwork</td>
<td>Environmental Science</td>
<td>Project LEAF (Learning, Exploration, Advancement and Fun)</td>
<td>Music</td>
<td>First Aid *</td>
<td>Electronics</td>
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<tr>
<td>11:30-12:00</td>
<td>Instructional Swim</td>
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<td>Archery</td>
<td>Shotgun</td>
<td>Leatherwork</td>
<td>Environmental Science</td>
<td>Project LEAF (Learning, Exploration, Advancement and Fun)</td>
<td>Digital Tech.</td>
<td>First Aid *</td>
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<td>2:00-2:30</td>
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<td>Personal Fitness*</td>
<td>Climbing</td>
<td>Archery</td>
<td>Shotgun</td>
<td>Leatherwork</td>
<td>Environmental Science</td>
<td>Project LEAF (Learning, Exploration, Advancement and Fun)</td>
<td>Robotics</td>
<td>First Aid *</td>
<td>Robotics</td>
<td>Programming</td>
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<tr>
<td>2:30-3:00</td>
<td>Swimming</td>
<td>Personal Fitness*</td>
<td>Climbing</td>
<td>Archery</td>
<td>Shotgun</td>
<td>Leatherwork</td>
<td>Environmental Science</td>
<td>Project LEAF (Learning, Exploration, Advancement and Fun)</td>
<td>Music</td>
<td>Wilderness Survival</td>
<td>Wilderness Survival</td>
<td>Programming</td>
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<td>3:00-3:30</td>
<td>Swimming</td>
<td>Personal Fitness*</td>
<td>Climbing</td>
<td>Archery</td>
<td>Shotgun</td>
<td>Leatherwork</td>
<td>Environmental Science</td>
<td>Project LEAF (Learning, Exploration, Advancement and Fun)</td>
<td>Programming</td>
<td>Wilderness Survival</td>
<td>Totin’ Chip</td>
<td>Open Lab</td>
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<tr>
<td>3:30-4:00</td>
<td>Sm. Boat Sailing</td>
<td>Personal Fitness*</td>
<td>Climbing</td>
<td>Archery</td>
<td>Shotgun</td>
<td>Leatherwork</td>
<td>Environmental Science</td>
<td>Project LEAF (Learning, Exploration, Advancement and Fun)</td>
<td>Music</td>
<td>Wilderness Survival</td>
<td>Totin’ Chip</td>
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<td>4:00-4:30</td>
<td>Canoeing</td>
<td>Personal Fitness*</td>
<td>Climbing</td>
<td>Archery</td>
<td>Shotgun</td>
<td>Leatherwork</td>
<td>Environmental Science</td>
<td>Project LEAF (Learning, Exploration, Advancement and Fun)</td>
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<td>Wilderness Survival</td>
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<td>4:30-5:00</td>
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<td>Personal Fitness*</td>
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<td>Shotgun</td>
<td>Leatherwork</td>
<td>Environmental Science</td>
<td>Project LEAF (Learning, Exploration, Advancement and Fun)</td>
<td>Music</td>
<td>Wilderness Survival</td>
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</tr>
</tbody>
</table>

**Merit Badges**

- Lifesaving
- Swimming
- Motorboating
- Canoeing
- Sm. Boat Sailing
- B.S.A. Lifeguard (full day)

- Fishing
- Athletics
- Sports
- Personal Fitness
- Open Sports

- Climbing

- Archery

- Shooting Range
- Rifle
- Shotgun

- Handicraft

- Leatherwork
- Photography
- Sculpture
- Wood Carving
- Indian Lore
- Textile
- Basketry
- Open Craft/Extra Time to Complete Projects

- Ecology and Conservation

- Environmental Science
- Fish & Wildlife
- Weather
- Composite Materials/
  Pulp and Paper
- Fish & Wildlife
- Energy
- Mammal Study
- Plant Science
- Soil & Water Conservation
- Mammal Study
- Astronomy
- Forestry
- Space Exploration

- Project LEAF (Learning, Exploration, Advancement and Fun)

- Full Day Program - Recommended for first-time campers

- Performing Arts

- Theater
- Music
- Public Speaking
- Moviemaking
- Music
- Open Practice Time

- Scout Skills

- Camping
- First Aid
- Signs, Signals & Codes
- Wilderness Survival
- Wilderness Survival
- Totin’ Chip
- Totin’ Chip

- Trades

- Welding
- Automotive Maint.
- Woodwork
- Open Computer Lab

- STEM Week – Week 4

- Electricity
- Architecture
- Robotics
- Programming
- Open Lab

- Chemistry
- Nuclear Science
# Merit Badges

<table>
<thead>
<tr>
<th>Time</th>
<th>Personal Management</th>
<th>Eagle Badges (Eagle Week Only)</th>
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<tbody>
<tr>
<td>9:00-9:30</td>
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<td>4:30-5:00</td>
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</tbody>
</table>

- Cooking*
- Fam. Life*  
- Fam. Life*  
- Fam. Life*  
- Fam. Life*  
- Fam. Life*  
- Communications*  
- Emergency Prep.*  
- Communications*

* Denotes Eagle required.