

SUMMER CAMP MERIT BADGE AND ACTIVITY REGISTRATION FORM C

Troop #: _____ District: _____ Council: _____ Week #: _____

TO THE LEADER:

Use this form to help you organize your online registration and to coordinate each of your Scout's registration. This form should be discussed with the Scout, then reviewed and completed by YOU. Please use the Scout's full name (no nicknames, please) and PRINT CLEARLY.

Scout's Name: _____ Age: _____ BSA ID#: _____ Rank: _____

TO THE SCOUT:

List the merit badges you want to take. List alternate badges in the "SECOND CHOICE" column, making sure they meet at the same time as your first choice.

IMPORTANT: TEN SEPARATE merit badges must be listed. **SECOND CHOICES CANNOT REPEAT FIRST CHOICES.**

ALL-DAY ACTIVITIES: Please list all day activities under "FIRST CHOICE", 9:20 AM timeslot.

NOTICE: Some merit badges and requirements cannot be completed at camp or have additional fees.

SESSION #	(TIMES)	FIRST CHOICE	SECOND CHOICE
1	9:20 AM		
2	10:30 AM		
3	11:40 AM		
4	1:50 PM		
5	3:00 PM		

REMINDER TO LEADERS:

The Great Smoky Mountain Council begins taking registration on the following date:

February 5, 2019

All fees must be paid by the Troop with a Troop Check or online with VISA/MASTERCARD/DISCOVER/AMX

Individuals cannot register and pay at the Great Smoky Mountain Council Service Center.

Scoutmaster

Scout

Parent/Legal Guardian (Must be signed. No Exceptions)

MERIT BADGES AND OTHER PROGRAMS

Most of the merit badges offered at Camp Buck Toms can be completed at camp; however, because of time constraints and requirements, special projects, or other considerations, some merit badges prerequisites, special skill levels, may require a Scout to complete the remaining requirements back home with a merit badge counselor.

Camp Buck Toms tentatively offers over 60 merit badges and other special programs for the 2019 schedule. All merit badges at Camp Buck Toms will be taught in accordance with the 2018 *Boy Scout Requirements* booklet. Any changes in requirements published before summer camp starts will be used.

KEY TO THE PROGRAM ICONS

The following icons are used in the Program Information section to help you easily identify which sessions are most appropriate for which Scouts. Be sure to read the description for each merit badge and special program for details about that particular program.

	One-Hour Session		Writing Materials Required
	Two-Hour Session		Program Fee or Material Cost
	All-Day Session		Taught in Conjunction with another Merit Badge
	Recommended for all Scouts		Physically Strenuous
	Recommended for Younger Scouts		Meets STEM/NOVA requirements
	Recommended for Older Scouts (Third year camper and/or 13 years)		
	Merit Badge Required for Eagle		

STEM



STEM stands for Science, Technology, Engineering, and Mathematics. These disciplines are considered by many to be the foundation for academic and professional fields of an advanced society. In many forums – including political/governmental and academic – the strength of its STEM workforce is viewed as an indicator of a nation’s ability to sustain itself.

To engage youth members in science, technology, engineering, and mathematics, the Boy Scouts of America has created a new emphasis that incorporates elements of Stem in its current advancement programs. The BSA’s Stem initiative gives Scouts an opportunity to explore relevant skills and experiences and for their achievements to be recognized. The aim is to expose youth to opportunities and help them develop skills critical for the competitive world market.

STEM MERIT BADGES OFFERED

- Animation
- Astronomy
- Automotive Maintenance
- Aviation
- Chemistry
- Chess
- Engineering
- Game Design
- Nuclear Science
- Radio/Electronics
- Robotics
- Space Exploration
- Welding

AQUATICS

All campers must take the BSA swimming test prior to camp or at Camp Buck Toms before engaging in any aquatics activities at camp. Use the BSA swim test form in the appendix.

Exceptions are made only for those enrolled in the Swimming Skills class or special activities under the supervision and permission of the Aquatics Director.

All aquatics merit badges require knowledge of first aid and CPR, and the demonstration of CPR on an approved device. It is recommended that this knowledge be learned, and the demonstration done prior to the Scout's week at camp.

CANOEING



Good physical strength and stamina are required to finish this badge. It is a fun skill that is a good introduction to boating.

LIFESAVING



This is a difficult merit badge and should only be undertaken by Scouts with good swimming skills. Scouts in Lifesaving will need to bring clothing (Bring long pants, a long sleeve shirt, and shoes that can get wet) for **requirement 7e**.

STAND UP PADDLE BOARDING



Scouts will learn the skills and safety precautions on the proper use of the paddle board. Recommended for older and stronger Scouts. This is a more difficult skill than canoeing. This is not a merit badge but a BSA program award.

MOTOR BOATING



It is recommended that Scouts were born after January 1, 1989 obtain the TWRA safety education certificate before coming to camp. See www.state.tn.us/twra/boated. However, our camp has a waiver so that Scouts may complete the merit badge without having the certificate. The TWRA license course is a 6-hr course. **Must be 12 years of age.** Merit Badge Fee \$25

ROWING



Good physical strength and stamina are required to finish this badge. It is a fun skill that is a good introduction to boating.

SMALL-BOAT SAILING



This is a two-hour session. Scouts will learn the skills and knots necessary to rig, launch, and sail small sailboats. Highly recommended for older Scouts.

SWIMMING



Knowledge of how to swim is necessary to succeed in this class, and it is NOT SUITABLE FOR NONSWIMMERS OR BEGINNERS. This badge is required for Eagle (with alternates) and is a good entry-level aquatics merit badge.

MUST PASS SWIMMERS TEST

SWIMMING SKILLS



This session is for Scouts in the non-swimmer and beginner ability groups. The instruction will work to improve their swimming skills and aim toward advancing to the next ability group.

WATER SPORTS



This session will involve water-skiing. Space is very limited, so sign up early! Recommended for older Scouts. **Merit Badge fee \$40.**

KAYAKING



This session will concentrate on completing the Kayaking merit badge. Recommended for older Scouts.

MILE SWIM BSA



Over the week, Scouts will gradually build up towards swimming a non-stop mile. Swim will be held before breakfast each day.

BSA LIFEGUARD



Rescuer CPR

This course will certify successful participants as BSA Lifeguards. Participants **must be age 15 or older.** Adults may take the class as well, and recertification is available. This class will not be able to take place unless a minimum of two participants exists. **\$30 certification fee**

ECOLOGY/CONSERVATION

ECON merit badges generally require written work. Scouts in these sessions should be especially mindful to come to class prepared with paper and a pen or pencil, as well as the merit badge pamphlet, given the amount of specialized knowledge contained in each badge.

ANIMALIA STUDIES



This two-hour session combines Bird Study, Mammal Study, and Reptile and Amphibian Study merit badges. This is a good session for younger Scouts and is a good introduction to the Ecology/Conservation area. **Reptile and Amphibian Study requirement 8 cannot be completed at camp. Mammal Study req. 3c** is best done at home before camp. Additional instruction is provided, given the breadth of this session, and Scouts who have already completed one or more of the contained merit badges may spend more time on another topic.

ARCHAEOLOGY



Scouts will learn about archaeology, archaeological digs, and the importance of protecting the past. **Complete requirement 8 before camp.**

ARCHITECTURE/ ARCHITECTURE LANDSCAPE



Recommended for older Scouts, 1-hour session, bring paper and pencil. Complete **requirement 4** before camp. Merit Badge book required.

ENVIRONMENTAL SCIENCE



This badge required for Eagle is a two-hour session. It will involve a great deal of study, observation, note taking, and writing. Younger Scouts are discouraged from taking this badge. Continued for 2019: two 2-hour sessions are being offered.

FORESTRY



This session will involve collections and observations, as well as a good deal of written material.

GEOLOGY



This badge teaches how rock and mineral formations are created. Scouts will also learn about fossils, faults, soil, and erosion.

INSECT STUDY



Diligence in collecting specimens will help Scouts' success in this session. **Complete requirement 9 before camp.**

MINING IN SOCIETY



This session will teach Scouts the importance of mining in our lives as well as future opportunities. Modern mining careers, exploration and safety will be reviewed.

NATURE



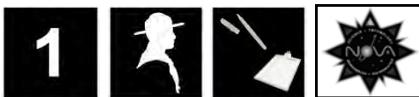
Scouts will need to collect, identify, and label a variety of organisms related to the local nature. Time will be needed to search and collect specimens.

OCEANOGRAPHY



Older Scouts will have the chance to investigate the properties of the ocean. They will understand the chemistry and the properties that make the ocean a unique and diverse habitat.

WEATHER



This badge covers a lot of material. An interest or background in weather is helpful. Scouts will be recording weather data throughout the week.



William T. Hornaday Awards

Think of It as an Olympic Medal Bestowed by the Earth

Conservation and the Boy Scouts of America have been partners for a long time. Camping, hiking, and respect for the outdoors are a part of the Scouting heritage. Many of the requirements for advancement from Tenderfoot through Eagle Scout rank call for an increasing awareness and understanding of the natural sciences. Many former Scouts have become leaders in conserving our environment and protecting it from abuse. Right now, Scouts are involved in learning about environmental problems and actively working to make a difference.

The fundamental purpose of the Hornaday Awards program is to encourage learning by the participants and to increase public awareness about natural resource conservation. Understanding and practicing sound stewardship of natural resources and environmental protection strengthens Scouting's emphasis on respecting the outdoors. The goal of this awards program is to encourage and recognize truly **outstanding** efforts undertaken by Scouting units, Scouts and Venturers, adult Scouters, and other individuals, corporations, and institutions that have contributed significantly to natural resource conservation and environmental protection.

IF YOU ARE INTERESTED IN MORE INFORMATION ON BEGINNING ONE OF THESE AWARDS CONTACT MARK KAYE, GSMC CONSERVATION CHAIR AT mkaye@perma-fix.com

HANDICRAFT

Kits will be provided in class as part of additional merit badge fees.

ART & SCULPTURE



Scouts in this session should have some drawing or artistic experience. **Complete requirement 8 before camp. Merit Badge Fee \$10**

BASKETRY & WOODCARVING



Scouts may bring their own knives for Woodcarving, although knives are available for Scouts to use. Personal knives should be sharp and pocketknives are discouraged. Scouts should plan on spending time on their projects in the campsite. Both of these badges are good for younger Scouts. **Merit Badge Fee \$20**

BUGLING



This badge will require a lot of practice. Must bring a bugle or trumpet with you to participate. **Requirement 6A must be completed in the troop.**

CITIZENSHIP IN THE WORLD



This badge is required for Eagle and requires a good deal of writing and a thoughtful approach. Scout will learn of other country's governments and what it takes to be a good citizen in the world. **Pre requisites 4b, 71, 7b, 7c, 7d, or 7e.**

COMMUNICATIONS



Communications is required for Eagle and requires a good deal of writing and a thoughtful approach. Scouts can earn both merit badges.

LEATHERWORK



This is a good badge for younger Scouts. The session will teach basic leatherworking techniques, although experienced Scouts will have plenty of opportunity for honing their skills. **Merit Badge Fee \$10**

METAL WORKING



The Metal Working merit badge is an exciting program with lots of hands on learning experience. Scouts will have an opportunity to forge items during the Thursday class time. This is a 2-hour class. Merit Badge book, long sleeve shirt, long pants are required. **Merit Badge Fee \$15.**

PHOTOGRAPHY/MOVIEMAKING



It is recommended that Scouts bring a digital camera. Scouts will learn how to take pictures using correct settings and lighting. In addition, they will have a chance to learn how to stage and develop proper video recording techniques. **Merit Badge Fee \$10.**

WOODWORK



This badge is recommended for older Scouts. Scout will learn to create their own carpentry project. Requirement 5 can be completed in class but may need to be completed at home based on the complexity of the project planned. **Merit Badge Fee \$15**

HEALTH AND SAFETY

EMERGENCY PREPAREDNESS



First Aid merit badge is a **prerequisite as well as 6b, 6c, 7 8b and 8c**. These requirements must be done at home. There will be some written work in this class, as well as some practical demonstration of rescue carries.

FINGERPRINTING & CRIME PREVENTION



This is a good session for all Scouts, although some requirements for Crime Prevention cannot be completed at camp. **Those are 2, 4a, 4b, 6 & 7.**

FIRST AID



This badge covers a great deal of written material, and there are skills to master. Familiarity with knots is extremely important. This badge is recommended for older Scouts. **It is highly recommended that CPR instruction, as well as requirements 1, 2d, 3c, and 7, be completed prior to camp.**

RAILROADING



This merit badge will focus on the railroad industry and the hobby of railroading. Bring notebook, pencil and merit badge book to class. **Merit Badge Fee \$15**

SEARCH AND RESCUE



Take Emergency Preparedness to new extremes with the ability to mobilize after a disaster. **Complete requirements 6a, b & c before camp.**



SCOUT CRAFT

EXPLORATION



This merit badge will focus on what is needed to plan a successful expedition trek to a new place.

Requirement 5 A&B will be dependent upon reliable internet and fieldtrip availability.

Requirement may be completed with a field trip from camp or through troop or family trip.

FISHING



Bring your own tackle or purchase it at the Trading Post. Camp Buck Toms has a waiver from Tennessee that allows Scouts to fish at camp without a license. **The section of requirement 9 cooking the fish may not be done at camp.**

GEOCACHING & ORIENTEERING



Geocaching

Older Scouts will have the chance to take orienteering into the technology age. Learn about how Global Positioning Systems work and how to use them as a land navigation tool. **Complete requirement 7 & 8 before camp.**

ORIENTEERING

This session will teach Scouts how to use a map and compass, however, the instruction moves quickly from basic to advanced techniques, so a good working knowledge prior to the class is helpful. Scouts will be going cross-country on their courses, so physical fitness, long pants, and insect repellent are recommended. **Complete requirement 8 & 9 before camp.**

INDIAN LORE



This session is excellent for all Scouts. The badge will involve the study of various American Indian tribes. **Merit Badge Fee \$15**

PIONEERING



This two-hour session requires the completion of a pioneering project. **Scouts should be familiar with knots and lashings. Requirement 2 outlines prerequisites.**

PULP & PAPER



This merit badge will focus on the papermaking industry and its many applications. **Complete requirement 7 before camp.** Bring notebook, pencil and merit badge to class.

SIGNS SIGNALS & CODES



This merit badge will explore these three different methods of communication and the many different applications used today. Bring notebook, pencil and merit badge book to class.

SURVEYING



This hand on session will teach Scouts how to use a learn surveying techniques the importance of surveying with a licensed surveyor.

WILDERNESS SURVIVAL



The survival kit should be assembled at home and brought to camp. There will be an overnight trip during the week for participants in this class.

Inventing



Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge and discover your inner inventiveness. **Complete requirement 8 before camp.**

PAUL BUNYAN WOODSMAN



This is an award for advanced use of woods tools and is taught by the Scoutcraft staff.

SHOOTING SPORTS

Violation of safety rules will result in immediate dismissal from the following classes, **NO EXCEPTIONS**. All Shooting Sports sessions are recommended for second year or older campers.

RIFLE SHOOTING



Shooting experience is highly recommended for this session. A lot of time and practice is necessary to qualify. **Scouts should be at least 13 years of age or third year campers** and have the strength and size to manage a 10-pound target rifle. .22 caliber, bolt-action rifles will be the primary tool for qualifying. Each session is limited to 8 Scouts. **Merit Badge Fee \$15**

ARCHERY



Shooting experience is highly recommended. This badge requires a lot of time and practice to qualify; accordingly, Scouts should be prepared to spend time outside of the class hour at the range. Scouts must be strong enough to draw a 25-pound bow. **Merit Badge Fee \$10**

SHOTGUN SHOOTING



This program will teach the basics of handling and shooting a shotgun as well as safety precautions for firearms. **Scouts should be age 14** and have strength and size to manage a 20-gauge shotgun. **Merit Badge Fee \$25**

STEM

ANIMATION



This program will review the principles of animation and will be required to complete two animation projects. Bring notebook, pencil, and merit badge book. **Requirement 4.A should be completed at camp it is dependent upon reliable internet.**

ASTRONOMY (EVENING CLASS)



This program will use telescopes to explore the night sky. Personal binoculars will be helpful. Bring notebook, pencil, binoculars (if available) and merit badge book. **Requirement 8 should be completed before camp.**

AUTOMOTIVE MAINTENANCE



This 1 hour merit badge will allow Scouts the chance to learn about automotive mechanics and functions. This is recommended for older Scouts.

AVIATION



This badge will involve a field trip to a local airport on one afternoon. Assistance from unit Leaders with transportation will be needed. **Complete requirements 3a & b before camp.**

CHEMISTRY



This 1 hour merit badge will allow Scouts the chance to explore Chemistry. This introduction to Chemistry will cover chemical reactions, pressure, and environmental issues. **Complete requirements 7a, b, c or d prior to camp.**

CHESS



This is a great intellectual game that can be played by all Scouts. They will learn more in depth techniques to play the game and compete in a tournament.

ENGINEERING



A 1 hour class that is recommended for Scouts 12 years old and older. Scouts will learn about engineering achievements and the many types of engineering careers and practical implications.

GAME DESIGN



A 1-hour class that is recommended for all Scouts. They will learn the concepts behind game development and will design and develop a game of their own.

NUCLEAR SCIENCE



This program is for Scouts 13 years or older. Scouts who take this badge will learn about atomic structure and general physics as they relate to atomic particles. Several experiments are included that allow Scouts to actually see these principles in action.

RADIO & ELECTRONICS



Taught by members of the Jack Goforth Radio Club, who provide an excellent program and learning opportunity to Scouts. Both merit badges are offered in the same class. Scouts will build a radio.

Merit Badge Fee \$15

ROBOTICS



A 1 hour class that is **recommended for Scouts 13 years old and older**. Scouts will learn how to build and program a robot. The fee will cover the expense of maintaining the robotic equipment. **Merit Badge Fee \$15**

SPACE EXPLORATION



Scouts have the opportunity to construct, launch, and recover a model rocket. Rocket kits will be available at the Trading Post, and engines will be available through the instructor. Scouts may not bring engines from home. **Merit Badge Fee \$15**

WELDING



One of our most popular merit badges. Be prepared with proper clothing; long sleeve shirt, long pants, and closed boots/shoes. Gain hands on experience with one of our welders. **Merit Badge Fee \$20**

HIGH ADVENTURE BADGES

CLIMBING



This two-hour session focuses on safety aspects of the sport of climbing while teaching practical climbing and rappelling skills. Care of rope, hardware, and other equipment is also covered in-depth. **Merit Badge Fee \$10**

MOUNTAIN BIKING (CYCLING)



Cycling experience is a must for this session. Scouts will learn safety, maintenance, and riding techniques, as well as learning about Tennessee state laws regarding bicyclists. This session will meet at the Admin Building each day and will take a daily two-hour period and will require extra riding to complete the longer rides. The rides will be on the camp's back roads and off-road trails. Scouts are encouraged to bring their own bicycle and helmet. A mountain bike is a **MUST** for participation and must be in good, working condition. Camp Staff reserves the decision of approving all bicycles for use.

HORSEMANSHIP



This is a two-hour class. All riding will take place on camp property. Long pants and shoes with heels are required. (Heels should be able to secure foot in stirrups) **Recommended for Scouts 13 years and older**. Must have merit badge book. **Merit Badge Fee \$25**.

FIRST-YEAR SCOUT PROGRAMS

DAN BEARD



This program is for Scouts who are new to camp. This program is named for Daniel Carter Beard, one of the founders of the Boy Scouts of America and the first National Scout Commissioner.

Most importantly, Dan Beard participants will have the opportunity to complete many requirements for the Tenderfoot, Second Class, and First Class ranks.

Dan Beard participants should be prepared daily for trekking all over camp: substantial footwear and water bottles are a must. Daypacks for towels, Scout Handbooks, water bottles, and other materials are highly recommended.

Dan Beard (option 2) participants also have the option to take selected Ranks and may sign up for other merit badges as desired.

Dan Beard program will operate all five periods of the day.

9:20 -10:20

Tenderfoot Requirements

10:30 – 11:30 OR 1:50 PM

Second Class Requirements

11:40-12:40 or 3:00 pm

First Class Requirements

REQUIRED ITEMS FOR

DAN BEARD

SUBSTANTIAL FOOTWEAR
(HIKING BOOTS/STURDY SHOES)

WATER BOTTLES

SWIM TRUNKS

TOWEL

WRITING MATERIALS

REQUIREMENTS COVERED

SCOUT RANK

NO REQUIREMENTS ARE COVERED

TENDERFOOT

4A, 4B, 4C, 5, 6, 7, 8, 9, 11, 12A,
12B

SECOND CLASS

1A, 2, 3C, 3D, 3E, 3F, 6, 7A, 7C,
8A, 8B, 8C, 9B

FIRST CLASS

1, 2, 6, 7A, 7B, 8A, 8B, 8C, 9A, 9B,
9C, 11

HIGH ADVENTURE PROGRAMS

C.O.P.E.



Camp Buck Toms

Challenging Outdoor Personal Experience (COPE) Program Highlights

Communication
Planning
Trust
Teamwork
Leadership
Decision-making
Problem-solving
Self-esteem



Buck Toms offers one of the finest high ropes courses, as well as a multi-level rappelling tower, V-swing, and zip line. When you complete the course, you and your group will receive a special C.O.P.E. t-shirt, stating that you have "...Met the C.O.P.E. Challenge!"

COPE EXTREME is a full day course for older Scouts and ventures, **ages 13 – 20**. This week-long course will instill the eight principals of COPE using initiative games, low course elements, team building exercises, culminating with a full day on the high course elements.

The goal of project COPE is to build on these principals by progressing, as a group, through a series of physically and mentally challenging exercises that require cooperation to complete.

Neither of these options includes Rock Climbing or Rappelling on the Tower

REQUIRED FOR C.O.P.E.

STURDY SHOES (ABSOLUTELY NO SANDALS OR CROCKS)

WATER BOTTLE

Participants **must be at least 13 years old** and in sound physical condition.
See BSA Health Form Parts A, B, and C.

MOUNTAIN MAN



Must be 13 years of age or older. Adults are welcomed register for an additional fee.

Register as a crew of 10 (8 youth and 2 adults) or sign up as a provisional scout and join a crew!

Mountain Man is a five-day expedition that may consist of, but not limited to, the following: backpacking, white water rafting, rock climbing, rappelling, mountain biking and various water sports. Upon arrival at camp on Sunday, participants will gather for a shakedown activity, equipment check, get to know one another activities, swim check and a skills assessment. Mountain Man is led by seasoned guides, and promises to be fun for any participant. At the end of the week, upon completing the trek, each participant who completes the trek will be granted a shirt and named Mountain Man! Scouts will leave camp on Monday morning and return to camp on Friday evening prior to campfire.



*RAPPELLING/ROCK CLIMBING

*WHITE WATER CANOEING

*BACKPACKING

*MOUNTAIN BIKING

*SHOTGUN OR BLACK POWDER SHOOTING

*HIKING – WATERFALLS/SWIMMING

*EAST TENNESSEE MOUNTAINS

*WHITE WATER RAFTING – OCOEE

*AND MUCH MORE

A SUNDAY AFTERNOON SHAKEDOWN MEETING WILL TAKE PLACE, SCOUTS SHOULD BE AT CAMP AND CHECKED IN BY 2:00 PM TO PARTICIPATE.

MERIT BADGE FEES

Your Troop will be able to pre-order your merit badge kits following merit badges. The pre-ordered kits will be picked up by the program area director and available for your Scout. Any Scout that does not pre-order a merit badge kit will have to purchase one at the Trading Post at the regular cost.

Archery	\$10
Art/Sculpture	\$10
BSA Lifeguard	\$30
Basketry/Wood Carving	\$20
Climbing	\$10
First Aid & Advanced CPR Cert.	\$35
Horsemanship	\$25
Indian Lore	\$15
Leatherwork	\$10
Metal Working	\$15
Motor Boating	\$25
Photography/Moviemaking	\$10
Radio/Electronics	\$20
Railroading	\$15
Rifle Shooting	\$15
Robotics	\$15
Space Exploration	\$15
Shotgun Shooting	\$25
Water Sports	\$40
Welding	\$20
Woodwork	\$15

2019 DAILY CAMP SCHEDULE

A

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
6:50		Reveille - Good Morning				
7:30-8:10		1 st Breakfast	1 st Breakfast	1 st Breakfast	1 st Breakfast	1 st Breakfast
8:15		Formation	Formation	Formation	Formation	Formation
8:25-9:00		2 nd Breakfast	2 nd Breakfast	2 nd Breakfast	2 nd Breakfast	2 nd Breakfast
9:20 – 10:20		1st Session	1st Session	1st Session	1st Session	1st Session
10:45		Leaders Meeting Safe Swim Defense & Safety Afloat Tng	Leaders Meeting	Leaders Meeting	Leaders Meeting	Leaders Meeting
10:30 - 11:30		2nd Session	2nd Session	2nd Session	2nd Session	2nd Session
11:40 - 12:40		3rd Session	3rd Session	3rd Session	3rd Session	3rd Session
12:45		Open Lunch	Open Lunch	Open Lunch	Open Lunch	Open Lunch
1:30	Check in begins at 1:00 pm	SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting
1:50 - 2:50		4th Session	4th Session	4th Session	4th Session	4th Session
3:00 – 4:00		5th Session	5th Session	5th Session	5th Session	5th Session
4:00 - 5:00		YPT 4:00 4:30 SM/SPL Roundtable	OPEN AREAS / TROOP TIME			
5:45-6:15	1 st Dinner	1 st Dinner	1 st Dinner		1 st Dinner	1 st Dinner
6:20	Formation	Formation	Formation	Commissioner Visit	Formation <i>OA Night</i>	Formation
6:25-7:00	2 nd Dinner	2 nd Dinner	2 nd Dinner	Cook in Campsite	2 nd Dinner	2 nd Dinner
7:30		Scout Leader Dinner & Camp Wide Activity for all Scouts	Belt Night SM/Staff Volleyball Game Wilderness Survival Overnighter Troop Swimming/Boating	Cobbler Cook- off Extravaganza SM/Scout Rifle Honor Trail 7:45	Leave No Trace Training OA Fun Night Cracker Barrel Troop Swimming/Boating	Troop Packets Available In STEM LODGE Campfire
7:45	Vespers					
8:30	Campfire					
10:30	Quiet Time					
11:00	Taps - Quiet Time Lights Out In All Campsite Shelters/Bath houses					

2019 MERIT BADGE SCHEDULE

B

CLASS	Class Size	9:20	10:30	11:40	1:50	3:00	4:00	
DAN BEARD FIRST YEAR PROGRAM								
Tenderfoot/Camp Exploration	75	75					OPEN	
Second Class Requirments	40		40		40		SCHEDULE	
First Class Requirements	40			40				
AQUATICS								
BSA Lifeguard	10	ALL DAY						
Canoeing	10	10	10	10	10			
Lifesaving	8	8	8		8	8		
Motor Boating (12 years +)	5	5	5	5				
Paddle Boarding	6	6	6	6			OPEN	
Rowing	4				4	4	BOATING	
Small Boat Sailing	6		6		6		AND	
Swimming	20	20		20	20	20	SWIMMING	
Swimming Skills	10			10	10	10		
Water Sports	10	10			10			
Kayaking	10	10	10	10		10		
Mile Swim	30	BEFORE BREAKFAST						
NATURE								
Animalia Studies (Bird/Mamal/Reptile)	15		15					
Archaeology	15				15	15		
Architecture/Landscape Architecture	15		15	15				
Environmental Science	30	30			30			
Forestry	15			15				
Geology	15	15	15				OPEN	
Insect Study	10		10				SCHEDULE	
Mining In Society	15	15			15	15		
Nature	15			15		15		
Oceanography	15	15			15	15		
Weather	15	15		15	15			
HANDICRAFT								
Art/Sculpture	12	12		12		12		
Basketry/Woodcarving	12	12	12	12	12	12		
Bugling	5	5						
Citizenship in the World	15		15	15		15	OPEN	
Communications	12	12	12		12	12	SCHEDULE	
Leatherwork	15	15	15	15	15	15		
Metal Working	9		9		9			
Photography/Moviemaking	10	10		10	10			
Woodwork	10		10					

MERIT BADGES CONTINUED

CLASS	Class Size	9:20	10:30	11:40	1:50	3:00	4:00
HANDICRAFT							
Art/Sculpture	12	12		12		12	OPEN SCHEDULE
Basketry/Woodcarving	12	12	12	12	12	12	
Bugling	5	5					
Citizenship in the World	15		15	15		15	
Communications	12	12	12		12	12	
Leatherwork	15	15	15	15	15	15	
Metal Working	9		9		9		
Photography/Moviemaking	10	10		10	10		
Woodwork	10		10				
HEALTH AND SAFETY							
Emergency Preparedness	15	15	15	15	15		OPEN SCHEDULE
Fingerprinting/Crime Preventon	15		15		15		
First Aid	8	8	8	8	8	8	
First Aid/CPR Certification	15			15	15		
Railroading	15			15		15	
Search and Rescue	12	12				12	
Wilderness First Aid	8	8	8				
SCOUTCRAFT							
Exploration	15	15		15		15	OPEN SCHEDULE
Fishing	15	15		15	15		
Geocaching/Orienteering	8		8				
Pioneering	15			15			
Pulp and Paper	12			12	12		
Signs, Signals and Codes	10		10		10	10	
Wilderness Survival	15	15	15		15	15	
Indian Lore	15			15	15		
Inventing	15		15			15	
Surveying	15	15					
Paul Bunyan Woodsman	15	15					
SHOOTING SPORTS							
Archery	16	16	16	16	16	16	OPEN RANGE TIME
Rifle Shooting	8	8	8	8	8	8	
Shotgun Shooting	8	8	8	8	8	8	
HIGH ADVENTURE							
Climbing	12			12		12	OPEN SCHEDULE
Cycling (Mountain Biking)	8			8		8	
COPE (13-20 years of age)	12			ALL DAY			
Horsemanship	6		6				OPEN
Mountain Man Expedition	24			ALL DAY			

MERIT BADGES CONTINUED

CLASS	Class Size	9:20	10:30	11:40	1:50	3:00	4:00
STEM							
Automotive Maintenance	10	10					
Animation	12		12	12	12		
Astronomy (Evening 8:30PM-10:00PM)	15	15	15	15	15	15	
Aviation	12					12	
Chemistry	12	12		12			
Chess	12		12			12	
Engineering	12			12			
Game Design	10	10		10			
Nuclear Science	15			15	15		
Radio/Electronics	10		10			10	
Robotics	8	8	8		8		
Space Exploration	12						
Welding	16		16			16	

OPEN
SCHEDULE

MAP OF CAMP BUCK TOMS

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