



Program Schedule

Weeks 1, 2 & 3

9:00-9:30	9:30-10:00	10:00-10:30	10:30-11:00	11:00-11:30	11:30-12:00	2:00-2:30	2:30-3:00	3:00-3:30	3:30-4:00	4:00-4:30	4:30-5:00
Aquatics											
Lifesaving *		Swimming *			Swimming *			Open Swim			
Kayaking		Motorboating		Rowing			Open Boating				
Sm. Boat Sailing		Canoeing			Sm. Boat Sailing						
Mile Swim		Instructional Swim			Instructional Swim						
B.S.A. Lifeguard (full day)											
Archery Range											
Archery		Archery			Archery			Free Shoot			
Climbing											
Climbing		Climbing			Free Climb						
Field Sports											
Fishing		Athletics	Sports	Personal Fitness*		Personal Fitness*		Troop Bike Treks		Troop Bike Treks	
Handicraft											
Painting		Basketry		Basketry		Basketry		Basketry		Open Craft/ Time to Complete Projects	
Leatherwork		Leatherwork		Leatherwork		Leatherwork		Leatherwork			
Art		Graphic Arts	Graphic Arts	Photography		Game Design		Graphic Arts	Graphic Arts		
		Pulp & Paper	Pulp & Paper					Pulp & Paper	Pulp & Paper		
Wood Carving		Wood Carving		Indian Lore		Indian Lore		Woodwork			
Nature											
Environmental Science *			Reptile & Amphibian Study			Environmental Science *		Environmental Science *			
Astronomy		Forestry		Plant Science		Soil & Water Conservation		Oceanography		Nature	
Bird Study		Mammal Study	Mammal Study	Astronomy		Space Exploration		Mammal Study	Mammal Study	Astronomy	
		Fish & Wildlife	Fish & Wildlife	Weather		Composite Materials		Fish & Wildlife	Fish & Wildlife	Energy	
Performing Arts											
Theater		Music	Music	Public Speaking		Moviemaking		Music	Music	Practice Time	
Project LEAF (Learning, Exploration, Advancement and Fun)											
Time allotted for designated Tenderfoot, Second Class and First Class Requirements (hikes, select merit badges and camp program experience. Full day.)											
Scout Skills											
Camping *		Camping *		Camping *		First Aid *			First Aid *		
Pioneering				Wilderness Survival		Wilderness Survival		Totin' Chip	Totin' Chip		
		Geocaching		Search & Rescue		Orienteering		Firem'n Chit	Firem'n Chit	Search & Rescue	
Shooting Range											
Rifle		Rifle		Rifle		Shotgun		Shotgun		Free Shoot	

* Denotes Eagle required.





Program Schedule

Week 4

9:00-9:30	9:30-10:00	10:00-10:30	10:30-11:00	11:00-11:30	11:30-12:00	2:00-2:30	2:30-3:00	3:00-3:30	3:30-4:00	4:00-4:30	4:30-5:00	
Aquatics												
Lifesaving *			Swimming *			Swimming *			Open Swim Open Boating			
Kayaking		Motorboating				Rowing						
Sm. Boat Sailing				Canoeing		Sm. Boat Sailing						
Mile Swim				Instructional Swim		Instructional Swim						
B.S.A. Lifeguard (full day)												
Archery Range												
Archery			Archery			Archery			Free Shoot			
Climbing												
Climbing			Climbing			Free Climb						
Field Sports												
Fishing		Athletics	Sports	Personal Fitness*		Personal Fitness*		Troop Bike Treks		Troop Bike Treks		
Handicraft												
Painting		Basketry		Basketry		Basketry		Basketry		Open Craft/ Time to Complete Projects		
Leatherwork		Leatherwork		Leatherwork		Leatherwork		Leatherwork				
Art		Graphic Arts	Graphic Arts	Photography		Game Design		Graphic Arts	Graphic Arts			
		Pulp & Paper	Pulp & Paper					Pulp & Paper	Pulp & Paper			
Wood Carving		Wood Carving		Indian Lore		Indian Lore		Woodwork				
Nature												
Environmental Science *					Reptile & Amphibian Study		Environmental Science *		Environmental Science *			
Astronomy		Forestry		Plant Science		Soil & Water Cons.		Oceanography		Nature		
Bird Study		Mammal Study	Mammal Study	Astronomy		Space Explor.		Mammal Study	Mammal Study	Astronomy		
		Fish & Wildlife	Fish & Wildlife	Weather		Composite Materials		Fish & Wildlife	Fish & Wildlife	Energy		
Performing Arts												
Theater		Music	Music	Public Speaking		Moviemaking		Music	Music	Practice Time		
Project LEAF (Learning, Exploration, Advancement and Fun)												
Time allotted for designated Tenderfoot, Second Class and First Class Requirements (hikes, select merit badges and camp program experience. Full day.)												
Scout Skills												
Camping *		Camping *		Camping *		First Aid *			First Aid *			
Pioneering				Wilderness Survival		Wilderness Survival		Totin' Chip	Totin' Chip			
		Geocaching		Search & Rescue		Orienteering		Firem'n Chit	Firem'n Chit	Search & Rescue		
STEM & DIY (Unique to Week 4)												
Welding		Robotics		Plumbing		Auto. Maint.		Engineering		Welding		
Shooting Sports												
Rifle		Rifle		Rifle		Shotgun		Shotgun		Free Shoot		





Program Schedule

Week 5 – Eagle Camp

9:00-9:30	9:30-10:00	10:00-10:30	10:30-11:00	11:00-11:30	11:30-12:00	2:00-2:30	2:30-3:00	3:00-3:30	3:30-4:00	4:00-4:30	4:30-5:00		
Aquatics													
Lifesaving *			Swimming *			Swimming *			Open Swim Open Boating				
Kayaking		Sm. Boat Sailing		Sm. Boat Sailing		Rowing							
Motorboating		Canoeing			Mile Swim								
			Instructional Swim		Instructional Swim								
B.S.A. Lifeguard (full day)													
Archery Range													
Archery			Archery			Archery			Free Shoot				
Climbing													
Climbing			Climbing			Free Climb							
Field Sports													
Fishing		Athletics	Sports	Personal Fitn. *		Personal Fitn. *		Troop Bike Treks		Troop Bike Treks			
Handicraft													
Painting		Basketry		Basketry		Basketry		Basketry		Open Craft/ Time to Complete Projects			
Leatherwork		Leatherwork		Leatherwork		Leatherwork		Leatherwork					
Art		Graphic Arts	Graphic Arts	Photography		Game Design		Graphic Arts	Graphic Arts				
		Pulp & Paper	Pulp & Paper					Pulp & Paper	Pulp & Paper				
Wood Carving		Wood Carving		Indian Lore		Indian Lore		Woodwork					
Nature													
			Environmental Science *						Environmental Science *				
Plant Science		Forestry		Weather		Soil & Water Cons.		Oceanography		Nature			
Bird Study		Mammal Study	Mammal Study			Space Explor.	Mammal Study	Mammal Study	Astronomy				
		Fish & Wildlife	Fish & Wildlife	Reptile & Amphibian Study		Composite Materials	Fish & Wildlife	Fish & Wildlife	Energy				
Performing Arts													
Theater		Music	Music	Public Speaking		Moviemaking		Music	Music	Practice Time			
Project LEAF (Learning, Exploration, Advancement and Fun)													
Time allotted for designated Tenderfoot, Second Class and First Class Requirements (hikes, select merit badges and camp program experience. Full day.)													
Scout Skills													
Camping *		Wilderness Survival		Camping *		First Aid *		First Aid *					
Pioneering			Geocaching		Orienteering		Fire'n Chit	Totin' Chip	Search & Rescue				
Shooting Sports													
Rifle		Rifle		Rifle		Shotgun		Shotgun		Free Shoot			
Eagle Badges – Subject to change based on demand – Only offered to Scouts registered for Eagle Week													
Personal Management *					Cooking *		Cooking *		Fam. Life	Fam. Life			
Cit. in Comm. *		Cit. in Comm. *		Cit. in Comm. *		Cit. in Nation *		Cit. in Nation *		Cit. in Nation *			
		Cit. in World *		Cit. in World *						Cit. in World *			
			Communicat'ns *				Emerg. Prep. *		Communicat'ns *				





Program Schedule

Week 6 – LDS

9:00-9:30	9:30-10:00	10:00-10:30	10:30-11:00	11:00-11:30	11:30-12:00	2:00-2:30	2:30-3:00	3:00-3:30	3:30-4:00	4:00-4:30	4:30-5:00
Aquatics											
Lifesaving *		Swimming *			Swimming *			Open Swim			
Kayaking	Sm. Boat Sailing		Sm. Boat Sailing		Rowing		Open Boating				
Motorboating		Canoeing			Mile Swim		Open Boating				
				Instructional Swim		Instructional Swim					
B.S.A. Lifeguard (full day)											
Archery Range											
Archery		Archery			Archery			Free Shoot			
Climbing											
Climbing		Climbing			Free Climb						
Field Sports											
Fishing	Athletics	Sports	Personal Fitn. *	Personal Fitn. *	Troop Bike Treks	Troop Bike Treks					
Handicraft											
Painting	Basketry		Basketry		Basketry		Photography		Open Craft / Time to Complete Projects		
Wood Carving	Leatherwork		Leatherwork		Leatherwork		Woodwork				
Art	Graphic Arts	Pulp & Paper	Indian Lore		Game Design		Graphic Arts	Pulp & Paper			
Nature											
Plant Science	Forestry		Oceanography		Environmental Science *			Weather			
Bird Study	Reptile & Amphibian Study		Nature		Space Explor.		Soil & Water Conservation		Astronomy		
	Mammal Study	Fish & Wildlife	Astronomy		Composite Materials		Mammal Study	Fish & Wildlife	Energy		
Performing Arts											
Theater	Music	Music	Public Speaking	Moviemaking	Music	Music	Practice Time				
Project LEAF (Learning, Exploration, Advancement and Fun)											
Time allotted for designated Tenderfoot, Second Class, First Class Requirements (hikes, select merit badges and camp program experience. Full day.)											
Scout Skills											
Camping *		First Aid *			Wilderness Survival		Wilderness Survival		Geocaching		
Pioneering			Orienteering				Firem'n Chit	Totin' Chip	Search & Rescue		
Shooting Sports											
Rifle	Rifle		Rifle		Shotgun		Shotgun		Free Shoot		

* Denotes Eagle required.

