

05/03/2022 by CK																
Time: ->	7:00	7:30	8:15	8:30	9:15 - 10:05	10:10 - 11	11:05 - 12	12:15	1:15	2:00 - 2:50	3:00 - 3:50	4:00 - 4:50	5:30	6:15	6:30	
Dept: V					9:15 - 10:30	10:45 - 12				2:00 - 3:15	3:30 - 4:45					
Climbing Tower					Climbing Merit Badge					Open Climbing Tower						
Arts Palmer Lodge					Leatherwork 1	Indian Lore 1	Music 1			Leatherwork 2	Leatherwork 3	Open Programs: Sculpture, Bugling and Public Speaking				
					Basketry 1	Art 1	Textile 1			Music 2	Textile 2					
					Woodcarving 1		Woodcarving 2				Basketry 2		Art 2			
					Pottery 1	Pottery 2				Indian Lore 2	Theater					
					Open Woodburning					Open Woodburning						
Woodburning					First Aid 1					First Aid 2	First Aid 3	Open Civics				
					Citizenship in the Nation 1		Citizenship in the Nation 2				Railroading		Disabilities Awareness			
					Personal Management 1		Personal Management				E-Prep 2					
					E-Prep 1		Citizenship in the World 1				Citizenship in the World 2					
					Communication 1		Communication 2									
					Environmental Science 1		Geology				Environmental Science 2					
Civics. Palmer A					Forestry	Insect Study	Bird Study			Archaeology	Exploration	Open Ecology				
					Oceanography	Nature	Fish and Wildlife Management			Mammal Study	Reptile and Amphibian Study					
					Weather					Plant Science						
							Personal Fitness 1			Personal Fitness 2			Open Field Sports			
					IRON MAN (Open Competition)					IRON MAN (Open Competition)						
Field Sports. By the Gaga Pit					Kayaking 1	Kayaking 2				Kayaking 3		Open Boating & Paddle Boarding				
					Canoeing 1		Rowing 1			Canoeing 2						
					Paddle Craft Safety (16yrs+)					Rowing 2						
Lake.					Swimming	Dan Beard Swimming 1				Dan Beard Swimming 2			Free Swim & Mile Swim			
					Lifesaving					Swimming and Water Recue (16yrs+)						
					Archery 1	OPEN ARCHERY				Archery 2	OPEN RANGE					
Pool.	Polar Bear Z: 00 am				Rifle MB	Shotgun MB				OPEN RIFLE & SHOTGUN						
					Animation 1	Graphic Arts	Programming			Programming Cont.	Radio	Open STEM and Science Demonstrations				
				Nuclear Science		Chemistry				Electricity	Energy					
				Space Ex 1	Aviation		Animation 2			Inventing	Space Ex 2					
				Engineering			Robotics			Robotics Cont.						
					Movie Making		Astronomy									
Shooting Sports.					Fishing/ Fly Fishing 1	Wilderness Survival 1	Signs, Signals and Codes			Wilderness Survival 2	Fishing/ Fly Fishing 2	Open Pioneering and Scoutcraft				
					Cooking 1		Cooking 2			Cooking 3						
					Camping 1	Camping 2	Geocaching 1			Pioneering(goes until 3:30pm)						
					Fire Safety 1					Fire Safety 2	Geocaching 2					
					Automotive Maintenance											
STEM. GE Betz STEM Center																
Scoutcraft.																
Trades																

Participants must attend the same session every day in order to complete all requirements.

Sessions ending in a number (i.e. Rowing 2) indicate multiple options for the same material. Scouts need only attend one of these sessions each day. Badges with AND in the name indicate sessions where two badges are worked on simultaneously. If a Scout attends every day, he will earn both badges.

TIME	Sunday		Monday		Tuesday		Wednesday		Thursday		Friday		Saturday	
	Activity:	Location:	Activity:	Location:	Activity:	Location:	Activity:	Location:	Activity:	Location:	Activity:	Location:	Activity:	Location:
6:00 AM					Bird Walk	Eco Lodge								
6:30 AM					Grizzly Bear	Grand Parade Field			Grizzly Bear	Grand Parade Field				
7:00 AM			Polar Bear Swim	Pool					Polar Bear Swim	Pool			Polar Bear Swim	Pool
8:30 AM													Merit Badge Reconciliation	Foster Dining Hall
9:30 AM													Closing Retreat and Dismissal	
1:15-2:00	Check-In Begins	Parking Lot												
2:00									Leaders' Meeting	Foster Dining Hall				
4:00 PM									Future Staff Q&A	Campfire Circle				
6:00 PM					Den Chief Training	Lake Pavilion								
6:30 PM			Welding 1	Maintenance Yard	Welding 1	Maintenance Yard	Welding 1	Maintenance Yard	Welding 1	Maintenance Yard				
7:00 PM	Leaders Meeting	Campfire Circle	OA Callout and Social	Dan Beard Field					CPR	Foster Dining Hall				
7:15			Firem'n Chit	Campfire Circle	Totin' Chip	Dan Beard	Magic the Gathering Tournament	Foster Hall	Volleyball	Parade Field				
					Cyber Chip 9th to 12th Grade	Science Center								
					Start Gazing	Science Center								
7:30			Home Run Derby	Grand Parade Field										
			Welding 2	Maintenance Yard	Welding 2	Maintenance Yard	Welding 2	Maintenance Yard	Welding 2	Maintenance Yard	Swim Make Ups	Pool		
			Open Swim	Pool	Safe Swim Defense and Safety Afloat	Pool	Open Woodburning	Palmer A	STEM Fair	STEM				
			Open Woodburning	Palmer A	Open Tower	Climbing Tower	Fingerprinting 2	Chapel						
			Fingerprinting 1	Chapel			Pulp & Paper	Palmer B						
			Pulp & Paper	Palmer B			Leave No Trace Training	Ecology						
			Entrepreneurship	Civics	Entrepreneurship	Civics								
			Salesmanship	Civics	Salesmanship	Civics								
			Scholarship	Civics	Scholarship	Civics								
			Photography	STEM	Radio	STEM							Closing Campfire	Campfire Circle
8:00	Retreat	Grand Parade Field	Adult Leaders Social	Foster Dining Hall	Cyber Chip 6th to 8th Grade	STEM								
	Opening Campfire	Campfire Circle												

GOLD	Merit Badge related activities
PINK	Activities not related to Merit Badges
GREEN	Trainings and Certifications
PURPLE	Duty to God/Religious services
WHITE	Campwide Activity
Red	Supply Refill