

X. SCOUT PROGRAM OPPORTUNITIES

The following is a description of **Circle X Ranch at Big Horn** program areas. There is something for everyone, from first-time campers to "old-pros." Scouts should have a great experience.

General Notes About Merit Badges

Merit Badges at camp operate on a period system. Five periods occur in a day. Scouts will follow the same schedule all day Monday through Thursday. For example, if a Scout signs up for Pioneering Merit Badge, everyday that week the Scout would attend the Pioneering session, which starts at 9:30a.m. Most Merit Badges last one period (marked by a "Y" on the schedules), while some badges last two periods long (marked by a "X" on the schedules). Pathfinders and B.S.A Lifeguard last all five periods.

Scouts are encouraged to make a schedule that fills all five periods with Merit Badges or activities. However, this is left to the discretion of the Scout and his Scoutmaster. Some Scouts may want to spend some time sitting on a log, relaxing, and enjoying some quality time in the great outdoors.

"Free Time" is a specified period of time that takes place from 3:30-5:00 Monday through Thursday after all Merit Badges sessions. During Free Time the Scout is free to use this time to complete Merit Badge work he may have missed, or he can participate in different camp activities. Merit Badge counselors will be available to assist Scouts during Free Time. Activities that take place during Free Time include free swim, free shoot, and free climbing. During this time Scouts can also stop by the open Merit Badge sessions of Handicraft, go to Outdoor Skills to earn their Totin' Chip, or walk to Pathfinder (Trail to First Class Program) to work on a rank requirements. Since some Scouts enjoy making their own program during this time, some suggested activities are: hiking, exploration, conservation projects, field sports, or just "getting to know nature."

Scouts are encouraged to make an appointment time with their counselor to meet during Free Time to work on a badge. It is the Scout's responsibility to make up any missed work due to other camp activities. If you have any problems, please contact the Program Director immediately.

Most Merit Badges will take the full week to earn the badge, with the exception of some Handicraft Badges. Upon the completion of those Handicraft badges, Scouts will be able to start another Handicraft Merit badge. See the Handicraft section of this book.

Merit Badge sessions are not held on Friday, as the day is full of fun and games. However, from 10:00a.m. until 11:30a.m. last minute work can be handed in as all counselors will be in their area.

If you have any questions regarding Merit Badges please talk to that counselor or see the Area Director over that badge. They are flexible and willing to help. If you have any further difficulties, please see the Program Director.

AQUATICS AREA

Swimming Pool: One of the most frequented areas of camp, the swimming pool is the location of Swimming and Lifesaving Merit Badges. Also available are two periods of instructional swimming; special emphasis is placed on assistance to nonswimmers and beginners. The mile swim may be earned by an individual who is classified as a “Swimmer,” and makes all of the required practices leading up to the participation in the actual Mile Swim. In order to receive the mile swim award, participant must attend the Monday, Tuesday, and Wednesday sessions. The Polar Bear program is offered Monday, Tuesday, and Wednesday morning. A distinctive patch is given to participants who participate in every session during the week. Snorkeling B.S.A. is a program offered during the day, and participants will learn the basics of snorkeling. It is not a merit badge program. Free Time recreation swim is available in the afternoon.

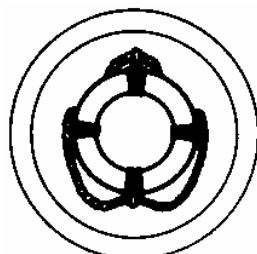
B.S.A. Lifeguard: This is a special program for older Scouts and/or Adults who would like to further their skills in the aquatics area. This is an extremely strenuous program, and candidates will work side by side with the Aquatics Staff for the entire week. Candidates are required to be on the waterfront all week, whenever the waterfront is open, including free times. Earning other merit badges while working on B.S.A. Lifeguard is not possible. **CPR Certification prior to arrival at camp is mandatory.**

AQUATICS SCHEDULE:

Class	6:00 a.m.	1	2	3	4	5	Free Time	Evening
B.S.A. Lifeguard	ALL DAY PARTICIPATION REQUIRED							
Swimming Merit Badge			Y	Y	Y	Y		
Lifesaving Merit Badge		X	X		X	X		
Instructional Swim		Y						
Snorkeling B.S.A.				Y				
Free Swim							M,T,W,Th	
Polar Bear	M, T, W							
Mile Swim							M, T, W (7:00p.m.)	
Canoeing Merit Badge *		X	X					
Rowing Merit Badge *					X	X		
Kayaking				Y			Y	

Notes: X = double period classes Y = one period classes

Polar Bear and Mile Swim occur on Monday, Tuesday, and Wednesday only.



Before taking any of the following badges/activities, please be aware of the following requirements:

B.S.A. Lifeguard	<u>Requires all day participation.</u> Candidates must pass the Swimmer Test, and have a current C.P.R. Certification prior to arrival in camp.
Swimming Merit Badge	Must pass the Swimmer Test.
Lifesaving Merit Badge	Swimming Merit Badge required. Must pass the Swimmer Test.
Mile Swim	Must pass the Swimmer Test. <u>Must attend Mile Swim practices held on Monday and Tuesday evenings.</u> Mile Swim will begin at 7:00p.m. on Wednesday. Available to adult participants.
Instructional Swim	All Scouts who do not pass the swim test are encouraged to take instructional swim. Instructional swim will be offered Monday through Thursday, and any Scouts wanting to re-test may do so at this time.
Snorkeling B.S.A.	Must pass the Swimmer Test. BSA Patch available in Trading Post.
Polar Bear	Must pass the Swimmer Test. Starts at 6:00a.m. on Monday, Tuesday, and Wednesday. <u>Participants must make every session to receive the patch.</u> (There will be a make up session for those on conflicting Overnights.) Available to adult participants.
Free Time Activities	The pool will be open daily at Free time for all Scouts to participate. Scouts must meet the swimming requirements to participate in aquatics activities. Everyone must take the swim test, and have a buddy tag to participate. There will be no Free Time activities on Friday.
Canoeing Merit Badge	Swimming Merit Badge required. Must pass the Swimmer Test. Canoeing Merit Badge is subject to Firebird Lake being opened. All youth attempting to earn this badge should have a <u>"Back-up Plan"</u> in case the lake is closed for unforeseen reasons.
Rowing Merit Badge	Swimming Merit Badge required. Must pass the Swimmer Test. Rowing Merit Badge is subject to Firebird Lake being opened. All youth attempting to earn this badge should have a <u>"Back-up Plan"</u> in case the lake is closed for unforeseen reasons.
Kayaking	Must pass the Swimmer Test.

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LIFE SKILLS AREA

The Life Skills Area, provides Scouts with the opportunity to learn skills and learn about the many career opportunities that await them in the future.

The Life Skills Area, through a combination of merit badges, short seminars, spare time, skill sessions, exhibits, hopes to accomplish the goal of providing Scouts and Scouters with the skills necessary to enjoy life with more confidence and in a more positive way.

During Free Time counselors will be available at Life skills to help Scouts on their merit badges, as well as offer instruction for better understanding and skill proficiency.

LIFE SKILLS SCHEDULE:

Class	1	2	3	4	5	Free Time
Public Health Merit Badge	Y			Y		
Crime Prevention Merit Badge		Y			Y	
Fire Safety Merit Badge			Y	Y		
Safety Merit Badge	Y		Y			
Finger Printing Merit Badge						Y

Y = one period classes X = two period classes



OUTDOOR SKILLS AREA

The Outdoor Skills Area, formally know as the Scoutcraft Area, provides Scouts with the opportunity to learn the outdoor skills of camping, pioneering, wilderness survival, orienteering, and first aid to name just a few.

The ability of Scouts to tie knots and lashings, pitch a tent, cook a cobbler, build a tower, ford a stream, follow a map over rugged terrain, identify and enjoy edible plants, treat a snake bite, scout a trail for animal signs, or enjoy a night under the stars is in desperate need of strengthening in today’s society.

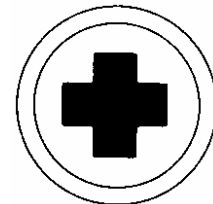
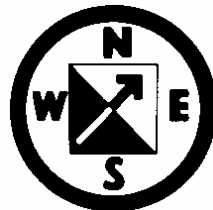
The Outdoor Skill Area, through a combination of merit badges, short seminars, spare time skill sessions, exhibits, hikes, and overnight excursions, hopes to accomplish the goal of providing Scouts and Scouters with the skills necessary to enjoy the great outdoors.

During Free Time counselors will be available at Outdoor skills to help Scouts on their merit badges, as well as offer instruction on Totin’ Chip, Firem’n Chit, the Paul Bunyan Woodsman Award, and CPR proficiency.

OUTDOOR SKILLS SCHEDULE:

Class	1	2	3	4	5	Free Time
Pioneering Merit Badge	Y					
Orienteering Merit Badge			Y			
Wilderness Survival Merit Badge				Y		
First Aid Merit Badge		Y		Y		
Communications Merit Badge				Y	Y	
Emergency Preparedness Merit Badge	Y		Y			

Y = one period classes X = two period classes



Before taking any of the following badges/activities, please be aware of the following requirements:

Pioneering Merit Badge	Knowledge of knots important. Recommended for older Scouts
Orienteering Merit Badge	Recommended for older Scouts, suggested First Class Rank or higher. Must bring canteen and compass to camp.
Wilderness Survival Merit Badge	Items for requirement #5 must be brought to camp.
First Aid Merit Badge	Must bring materials to make a first aid kit to camp.
Communications Merit Badge	For older scouts. Complete Req. #5 prior to camp
Emergency Preparedness Merit Badge	Must have completed First Aid Merit Badge. Must bring material to make Emergency Kit.

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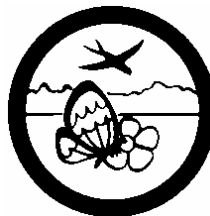
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Ecology/Conservation Area

The Ecology/Conservation Area has become of special interest to us all as a result of our increased environmental awareness, and the realization that the resources of our planet are limited. Instruction in this field at camp is strengthened by the variety of macro and micro ecosystems that exist around camp. The “classroom” facilities are unlimited.

In order to gain the most from the Merit Badge programs offered in the Ecology/Conservation Area, Scouts are encouraged to study the Merit Badge subjects prior to arrival at camp.

Other special opportunities will be offered in the Ecology/Conservation Area during Free Time for individual Scouts, patrols, and/or Units. These include a Nature Trail, conservation projects, tracking, and nature photography, just to name a few. If you need any information regarding conservation projects, or would like more information about a particular aspect of nature, be sure to see the Ecology/Conservation Director. He will be happy to assist you.



ECOLOGY/CONSERVATION SCHEDULE:

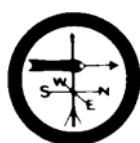
Class	1	2	3	4	5
Nature Merit Badge	Y				
Environmental Science Merit Badge		Y		Y	
Geology Merit Badge	Y				
Astronomy Merit Badge		Y			
Mammal Study Merit Badge				Y	
Weather Merit Badge					Y
Soil & Water Conservation Merit Badge			Y		
Forestry Merit Badge					Y
Bird Study Merit Badge		Y			
Reptile and Amphibian Study Merit Badge			Y		
Insect Study Merit Badge				Y	
Fish and Wildlife Management Merit Badge					Y
Fishing	Y		Y		

Y = one period classes

Before taking any of the following badges/activities, please be aware of the following requirements:

Class	
Nature Merit Badge	Requirements #4 should be started prior to camp
Environmental Science Merit Badge	Plan for out of class field observation. Requires a report to be written. Requirement #3e must be done prior to camp.
Geology Merit Badge	Recommended for any Scout.
Astronomy Merit Badge	Recommended for any Scout.
Mammal Study Merit Badge	Recommended that Scouts start requirement #4 prior to camp.
Weather Merit Badge	Recommended for any Scout.
Soil & Water Conservation Merit Badge	Recommended for any Scout.
Forestry Merit Badge	Recommended for any Scout.
Insect Study Merit Badge	Recommended for any Scout.
Reptile and Amphibian Study Merit Badge	Requirement #8 should be completed prior to camp.
Bird Study Merit Badge	Recommended for any Scout.
Fish and Wildlife Management	Recommended for any Scout. Requirements #5 & #7 must be completed prior to camp.
Fishing Merit Badge	Recommended for any Scout. Requirement #9 must be completed prior to camp.

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Handicraft Area

Many Scouts enjoy learning to make things with their hands. The completion of a basket, a carved neckerchief slide, a leather belt, or a piece of pottery can develop a great deal of confidence and enthusiasm in a Scout.

The camp Handicraft Staff is available to help Scouts who would like to work on all of the various Merit Badges offered in this area. It is possible for a Scout to complete Basketry, Woodcarving, Leatherwork, Art, and Pottery Merit Badges rather quickly. In that case, the Scout is encouraged to work on another Handicraft Badge in that same session.

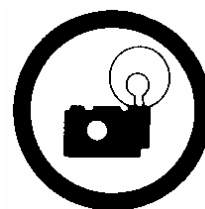
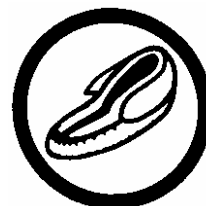
The Handicraft Area will offer open merit badge sessions during Free Time for the badges that are marked in the chart below. While Scouts are welcome to stop by and participate in these merit badges, as they like, the earlier in the week that the Scouts start on the merit badge, the better chance the Scout has of achieving the badge. Handicraft items will be on sale in the Trading Post. If a Unit Leader has a specialty in any Handicraft activity, please let the Handicraft Director know. We would be happy to utilize your abilities and talents.



HANDICRAFT SCHEDULE:

Class	1	2	3	4	5	Free Time
Basketry Merit Badge	Y					Y
Woodcarving Merit Badge					Y	Y
Leatherwork Merit Badge	Y		Y			Y
Art Merit Badge		Y		Y		Y
Pottery Merit Badge	Y			Y		
Photography Merit Badge		Y	Y			
Indian Lore Merit Badge		Y				Y
Metalwork Merit Badge			Y		Y	Y
Sculpture Merit Badge					Y	
Pulp and Paper Merit Badge				Y		Y
Composite Merit Badge	Y	Y	Y			Y

Y = one period classes



Before taking any of the following badges/activities, please be aware of the following requirements:

Basketry Merit Badge	Recommended for any Scout. Camper may need to purchase supplies from Trading Post.
Woodcarving Merit Badge	Must have Totin Chip. Camper may need to purchase supplies from Trading Post.
Leatherwork Merit Badge	Recommended for any Scout. Camper may need to purchase supplies from Trading Post.
Art Merit Badge	Recommended for any Scout.
Pottery Merit Badge	Recommended for any Scout.
Photography Merit Badge	MUST BRING A DIGITAL CAMERA TO CAMP.
Indian Lore Merit Badge	Recommended for any Scout.
Metalwork Merit Badge	Recommended for any Scout.
Sculpture Merit Badge	Recommended for any Scout.
Pulp and Paper Merit Badge	Recommended for any Scout. Requirement #9 must be completed prior to camp.
Composite Merit Badge	Recommended for any Scout. Supplies in Trading Post

******* Note: The following Merit Badges may require additional craft supplies to be purchased in the Trading Post for completion: Basketry, Woodcarving, Leatherwork, Indian Lore, and Metalwork. Be advised that the supplies for these handicraft badges are not part of the overall camp fees. *******

The approximate costs of craft kits for Handicraft Merit Badges are as follows:

Basketry Merit Badge: \$30.00
Woodcarving Merit Badge: \$10.00
Leatherwork Merit Badge: \$20.00
Indian Lore Merit Badge: \$25.00
Metalwork Merit Badge: \$5.00
Composite Merit Badge: \$10.00

Please remember that these are approximate prices. Actual prices will depend on which kit the Scout chooses.



Pathfinder Program

Trail to First Class

The Pathfinder Area is designed to acquaint our first-year campers with the life at Circle X Ranch at Big Horn and is an all day class. Instruction is based on the requirements needed for the achievement of the First Class Rank, as well as basic Scouting skills. The program will be tailored to individual abilities and readiness level of the participants in the program. Some groups may move faster through a particular skill than others, so there will be some tailoring in the program.

Scouts will be given the opportunity to work on Swimming Merit Badge (or Instructional Swim depending on the skill level,) First Aid Merit Badge, as well as other requirements that apply towards their First Class Rank. A few of these skills include compass use; basic knots; Totin' Chip; Firem 'n Chit; The Outdoor Code; and the identification of poisonous plants and reptiles. Scouts in the Pathfinder program are also urged to work on Handicraft Merit Badges during free time.

The Patrol Method will be used and taught in this area to better help the first year camper understand this basic element of the Scouting program. This program will encompass all five periods of the day.

Items covered in the Pathfinder Area can include the following rank requirements:

Tenderfoot Rank: 4a, 4b, 5, 6, 7, 8, 9, 11, 12a, & 12b

Second Class Rank: 1a, 1b, 2c, 2d, 2e, 3, 5, 6a, 6b, & 6c

First Class Rank: 1, 4a, 4c, 4d, 6, 7a, 7b, 7c, 8a, 8b, 8c, & 8d

Adult help is always welcome for our Pathfinder Area, and is a great way for Scoutmasters to learn the needs of their younger Scouts.

This is a highly successful program for new scouts. By participating in the Patherfinder program, campers can achieve most of the requirements needed to advance up to first class, as well as earning up to 4 merit badges. In order for the program to have this success, **PATHFINDERS IS AN ALL DAY PROGRAM.** Scouts must participate in the program from first through fifth periods.

If a Scout has been in the troop for over a few months, and already achieved the Tenderfoot Rank, a Scoutmaster may feel that his first year camper may do better by participating in the normal merit badge program. The youth, under the direction of the unit leader, has that option.

During Free Time any Scout can come to the Pathfinder area to work on a specific requirement needed to advance to First Class.

PATHFINDER SCHEDULE:

Class	1	2	3	4	5
Pathfinder Program	FIVE PERIODS LONG				



Shooting Sports Area

Archery is becoming one of our nation’s fastest growing sports. Scouts will have the opportunity to complete the Archery Merit Badge; however, extra time is often required for practice. Scouts may wish to drop by the range during Free Time to shoot for fun or practice for the merit badge. Most scouts will find it necessary to attend free shoot to qualify for the merit badge.

Our .22 caliber Rifle Range provides Scouts with an opportunity to learn gun safety and to enjoy target shooting. The Rifle Shooting Merit Badge has a limited class size.

The Shotgun Shooting Merit Badge will be offered at camp this summer. While there will not be any Free Time shooting at the Shotgun Range, the range may be open for Scouts to qualify for the merit badge class only during Free Time. Shotgun is also a very limited class size. Due to the distance from the main area of camp, please allow ample travel time for the class.

SHOOTING SPORTS SCHEDULE:

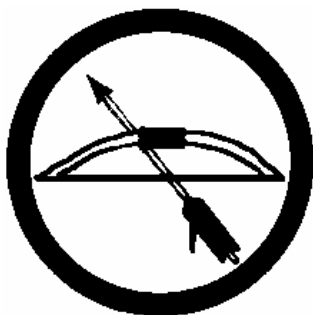
Class	1	2	3	4	5	Free Time
Archery Merit Badge	X	X		X	X	
Rifle Shooting Merit Badge	X	X		X	X	
Shotgun Shooting Merit Badge			Y	Y	Y	
Free Time Archery Shoot						M,T,W,Th
Free Time Rifle Shoot						M,T,W,Th

X = double period classes

Y = one period classes

Before taking any of the following badges/activities, please be aware of the following requirements:

Archery Merit Badge	Recommended for older Scouts. Double period session. Limited class size.
Rifle Shooting Merit Badge	Recommended for older Scouts. Extremely difficult to qualify. Double period session and limited class size.
Shotgun Shooting Merit Badge	Recommended for older Scouts. Extremely difficult to qualify. Small class size.
Free Time Archery Shoot	Recommended for any Scout. There will be no free shooting on Friday.
Free Time Rifle Shoot	Recommended for any Scout. There will be no free shooting on Friday. There is a small fee for free shoot. Tickets can be purchased in the Trading Post. Tickets are 10 shots for .25 cents



Horse Corral

The horse area at camp has been one of our most popular areas. Horsemanship Merit Badge is a double period class. Scouts taking the merit badge will be required to help feed and care for the horses during the week. The Rough Rider's overnighiter should not be missed. The overnighiter will take place on Mondays, Tuesdays and Thursdays. Participants will depart at 4:00p.m. on the day of the outing and return to camp the next morning for breakfast. See the Horse Director for additional horseback riding times.

For the safety of the horses, the horse director has the right to set a weight limit for participants of the merit badge class, the horse overnighiter, and any horse rides. Participants of horse activities should also bring long pants and sturdy shoes (boots are preferable.) Due to B.S.A. policy, helmets will be provided, and all Scouts are required to wear them.

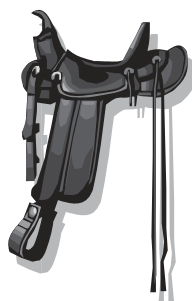
Horse Corral Schedule:

Class	1	2	3	4	5	Free Time	Evening
Horsemanship Merit Badge	X	X		X	X		
Rough Rider's Horseback Overnighiter						M, T, & Th	M, T, & Th
Animal Science Merit Badge		Y	Y				
Veterinary Medicine Merit Badge			Y	Y			

X = double period class

Before taking any of the following badges/activities, please be aware of the following requirements:

Horsemanship Merit Badge	Recommended for any Scout. Limited class size depending on the number of horses available. There are some out of class assignments that must be completed with this badge.
Rough Rider's Horseback Overnighiter	Recommended for any Scout. This is a Monday, Tuesday, or Thursday activity. Participant will be limited due to the number of horses available. A limited number of adult spots may be available.
Animal Science Merit Badge	Recommended for any Scout. Requirement. #1 & #4 should be done prior to camp
Veterinary Medicine Merit Badge	Recommended for any Scout.



High Adventure Area

The High Adventure Area at Circle X Ranch at Big Horn is one of the most exciting areas in camp. This area has been especially designed to appeal to older Scouts, while still offering a few activities for younger Scouts. Past participants will find a revamped program with new activities added to high adventure. Also, a few changes have been made from recent years to enhance the enjoyment of the experience.

C.O.P.E.: This activity, which stands for Challenging Outdoor Personal Experiences, is one of the most exciting programs in the Boy Scouts of America. Individuals will experience a four day program that includes the intriguing initiative games, the team building exercises of the Low C.O.P.E. area, and the thrilling High C.O.P.E. course. Scouts must sign up for the morning C.O.P.E. session. While COPE will take the place of merit badges during their week-long session, for older scouts, COPE is the ultimate activity offered at camp. Troops are encouraged to see the C.O.P.E. Director to schedule Troop C.O.P.E. Activities during the afternoons.

Climbing Wall: Climbing merit badge will be offered this summer at our newly renovated wall. Three merit badge sessions will be offered in the morning. Free climb will be offered in the afternoon. Scouts taking Climbing Merit Badge will need to attend some free climbs outside of the class.

Outpost: We will offer different Outposts this year. Wednesday night a Native American overnighter will be offered. In this outpost participants experience the history of Native Americans that first inhabited our area. Thursday night holds the popular John Wayne Outpost. On this overnighter participants will learn about the pioneers who settled the west, learn about Dutch Oven cooking and spend the night under the stars in the land once visited by John Wayne himself. The outposts are an awesome experience for participants that expose them to the history of Circle X Ranch at Bighorn as well as exciting new activities. All outposts are hands on experiences and involve an overnight stay outside of the main area of camp. Limited spots will be available for adults to participate. All overnighters leave at 3:30 in the afternoon and return after breakfast the next day. Attending the overnighters will not cause Scouts to miss merit badge sessions.

**** All participants in the C.O.P.E. Area, or Climbing and Rappelling Area, must have a Class Three Physical on file with the camp. Please see the Health and Safety Section of this guidebook for details.****

High Adventure Schedule:




Class	1	2	3	4	5	Free Time	Evening
Climbing Merit Badge	Y	Y	Y				
C.O.P.E.*	Session 1			Troop C.O.P.E.			
Free Climb				Y	Y	Y	
Native American Outpost						Wednesday	
John Wayne Outpost*						Thursday	
Cycling Overnight / MB Class	X	X		X	X	Monday / Thursday	
Lake Overnight						Tuesday	

Y = one period class X = double period classes

*** C.O.P.E. – Week-long. One session offered: Period 1 through Period 3. Troops are encouraged to see the C.O.P.E. Director to schedule Troop C.O.P.E. Activities during the afternoons.**

* Participants in John Wayne Outpost must be a minimum of 13 years of age.

Before taking any of the following badges/activities, please be aware of the following requirements:

Climbing Merit Badge	Recommended for older Scouts. Very strenuous activity. Class 3 physical required.
C.O.P.E.*	National age requirements must be met to participate in this activity and participation in the High Course is at the discretion of the C.O.P.E. Director. Class 3 physical required.
Free Climb	Very strenuous activity. Class 3 physical required.
Native American Outpost 	Participants will learn about the native inhabitants of the San Bernardino Mountains. They will participate in Archery and Tomahawk throwing. They will learn different Indian Games, Sign Language, and sleep in a Teepee.
John Wayne Outpost 	Participants will learn about the pioneers who settled the west. They will learn about Dutch Oven Cooking, and, if the opportunity is available, a C.O.P.E. activity. <i>Participants in John Wayne Outpost must be a minimum of 13 years of age.</i>
Cycling Overnight 	Participants will enjoy Mountain Biking to a designated location and enjoy an evening sleeping under the stars.
Lake Overnight	The Lewis and Clark overnighiter begins with a 1 mile hike to camp Pollock where at firebird lake they will have a chance to go canoeing, rowing, and or kayaking on our lake. They will also cook their own dinner under the stars at the beach of the lake where kabobs, corn on the cob and cobbler are old favorites.

**CIRCLE X RANCH AT BIG HORN
TROOP MERIT BADGE PRE-REGISTRATION FORM**

**** MUST BE AT COUNCIL OFFICE FOUR WEEKS PRIOR TO YOUR ARRIVAL AT CAMP, ONCE ALL FEES ARE PAID IN FULL ****

Troop # _____ Council: _____ Dates in Camp: _____

Name		1 st Period	2 nd Period	3 rd Period	4 th Period	5 th Period
	1 st Choice:					
	2 nd Choice:					
	1 st Choice:					
	2 nd Choice:					
	1 st Choice:					
	2 nd Choice:					
	1 st Choice:					
	2 nd Choice:					
	1 st Choice:					
	2 nd Choice:					
	1 st Choice:					
	2 nd Choice:					

Overnighter Participants:

**Native American
Outpost**

**John Wayne
Outpost**

**Monday Rough
Rider**

**Tuesday Rough
Rider**

**Thursday Rough
Rider**

Contact person: _____ Email: _____

**** MUST BE AT COUNCIL OFFICE FOUR WEEKS PRIOR TO YOUR ARRIVAL AT CAMP, ONCE ALL FEES ARE PAID IN FULL****

MERIT BADGE CLASSES	1	2	3	4	5	Free Time	Evening
Archery Merit Badge	X	X		X	X		
Art Merit Badge		Y		Y		Y	
Astronomy Merit Badge		Y					
Basketry Merit Badge	Y					Y	
Bird Study Merit Badge		Y					
Canoeing Merit Badge	X	X					
Climbing Merit Badge	Y	Y	Y				
Emergency Preparedness Merit Badge	Y		Y				
First Aid Merit Badge		Y		Y			
Fire Safety Merit Badge			Y	Y			
Forestry Merit Badge					Y		
Geology Merit Badge	Y						
Horsemanship Merit Badge	X	X		X	X		
Indian Lore Merit Badge		Y					
Insect Study Merit Badge				Y			
Leatherwork Merit Badge	Y		Y				
Lifesaving Merit Badge	X	X		X	X		
Metalwork Merit Badge			Y		Y	Y	
Orienteering Merit Badge			Y				
Photography Merit Badge		Y	Y				
Pioneering Merit Badge	Y						
Pottery Merit Badge	Y			Y		Y	
Public Health Merit Badge	Y			Y			
Reptile & Amphibian Study Merit Badge			Y				
Rifle Shooting Merit Badge	X	X		X	X		
Rowing Merit Badge				X	X		
Safety Merit Badge	Y		Y				
Sculpture Merit Badge					Y	Y	
Shotgun Shooting Merit Badge			Y	Y	Y		
Soil & Water Conservation Merit Badge			Y				
Swimming Merit Badge		Y	Y	Y	Y		
Veterinary Medicine Merit Badge			Y	Y			
Weather Merit Badge					Y		
Wilderness Survival Merit Badge				Y			
Woodcarving Merit Badge					Y	Y	
Y = One Period Class X = Two Period Class	Z = Three Period Class						

MERIT BADGES WITH PRE-REQUISITES*	1	2	3	4	5	Pre-Requisites
Animal Science Merit Badge*		Y	Y			#1, #4
Communications Merit Badge*				Y	Y	#5
Composite Merit Badge*	Y	Y	Y			#4
Crime Prevention Merit Badge*		Y			Y	#7
Cycling Merit Badge*	X	X		X	X	#8, #9
Environmental Science Merit Badge*		X		X		#3e
Fishing Merit Badge*	Y		Y			#9
Fish & Wildlife Management Merit Badge*					Y	#5, #7
Mammals Merit Badge*				Y		#4
Nature Merit badge*	Y					#4
Pulp and Paper Merit Badge*				Y		#7
Reptile & Amphibian Study Merit Badge*			Y			#8

ADDITIONAL ACTIVITIES	1	2	3	4	5	Free Time
B.S.A. Lifeguard	ALL DAY PARTICIPATION REQUIRED					
C.O.P.E.	Z	Z	Z			
Instructional Swim	Y					
John Wayne Outpost						THURSDAY
Kayaking			Y			Y
Native American Outpost						WEDNESDAY
Pathfinder Program	Five Periods Long					
Rough Rider's Horseback Overnighter						MON., TUES. & THURS.
Snorkeling B.S.A.			Y			
FREE TIME						
Archery						Y
Art						Y
Basketry						Y
Climbing				Y	Y	Y
Composite						Y
Finger Printing						Y
Indian Lore						Y
Kayaking						Y
Metalwork						Y
Pottery						Y
Rifle Shooting						Y
Sculpture						Y
Swimming						Y
Woodcarving						Y

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