

Aquatics		8:30 to 9:30	9:30 to 10:30	10:30 to 11:30	Lunch	1:00 to 2:00
P	Canoeing	1		2		
P	Life Saving		1			2
P	Rowing	1				
P	Small Boat Sailing		2			2
P	Swimming	1	2	3		4

Handicrafts		8:30 to 9:30	9:30 to 10:30	10:30 to 11:30	Lunch	1:00 to 2:00
	Art	1				2
P	Basketry		1	2		
P	Game Design	1				2
P	Leatherwork		1	2		
P	Woodcarving		1	2		

Outdoor Skills		8:30 to 9:30	9:30 to 10:30	10:30 to 11:30	Lunch	1:00 to 2:00
P	Camping	1		2		
	Cooking	1		2		
P	First Aid		1			2
P	Geocaching		1			2
P	Indian Lore	1		2		
	Orienteering	1		2		
	Pioneering		1			2
P	Wilderness Survival		1			2

HAWK		8:30 to 9:30	9:30 to 10:30	10:30 to 11:30	Lunch	1:00 to 2:00
Session 1 or 2		Session 1		Session 2		

Ecology Conservation		8:30 to 9:30	9:30 to 10:30	10:30 to 11:30	Lunch	1:00 to 2:00
	Archeology	1				2
	Astronomy	1				2
	Environmental Science	1				2
	Fish & Wildlife Management		1			
P	Fishing		1			
	Geology		1			
P	Mammal Study			1		
	Nature			1		
	Soil & Water Conservation			1		

Shooting Sports		8:30 to 9:30	9:30 to 10:30	10:30 to 11:30	Lunch	1:00 to 2:00
P	Archery	1	2	3		4
P	Rifle/Black Powder	1	2	3		4
P	Shotgun	1	2	3		4

STEM Area		8:30 to 9:30	9:30 to 10:30	10:30 to 11:30	Lunch	1:00 to 2:00
	Robotics	1		2		
P	Space Exploration	1				2
	Engineering		1			2
	Energy		1			
	Electricity			1		

Prerequisites

<i>Badge</i>	<i>Note/To be done before camp</i>	<i>Cost</i>
Archery		\$15.00
Basketry		\$25.00
<u>Camping</u>	3,4b,5e,8d,9a, 9c, 10 Not Completed at Camp	-
Canoeing	BSA Blue Swimmer required	
<u>First Aid</u>	Do 3e prior to Camp, 2b - Bring to Camp	
Fishing	Bring gear	
Forestry	7th Grade Concepts	
Game Design	Focus on Board/Card/Field Games, NOT Video	
Geocaching		
Indian Lore	\$15.00 kit or go to Crazy Horse	
Leatherwork		\$20.00
<u>Life Saving</u>	BSA Blue Swimmer required	
Mammal Study	7th Grade Concepts	
Rifle Shooting		\$25.00 minimum
Rifle/Black Powder		\$30.00 minimum
Rowing	BSA Blue Swimmer required	
Shotgun	Must be 13 Years Old	
Small Boat Sailing	BSA Blue Swimmer required	
Space Exploration		\$20.00
Swimming	BSA Blue Swimmer required	
Wilderness Survival	Bring your survival kit	
Woodcarving		\$15.00 minimum

* Eagle required Merit Badges are **bold and underlined**.

The HAWK Program (The Trail to First Class)

<i>Day</i>	<i>Rank</i>	<i>Requirement</i>
Sunday	Second Class	8A, 8B
	First Class	9B
Monday	Pioneering Knots and Lashings	
	Tenderfoot	4a, 4b, 5, 9
	First Class	7a, 7b, 8a
	Safe Scouting & Camping	
Tuesday	Orienteering	
	Second Class	1a
	First Class	2
Wednesday	Activities by appoint only (Service Project, Second Class 5, Flag Make-up, Tenderfoot 6, Second Class 3c, 3d, 3e, 4, Fireman Chit, Totin' Chip)	
Thursday	First Aid	
	Tenderfoot	11,12a, 12b
	Second Class	7a, 7b, 7c
	First Class	8b, 8c, 8d
Friday	Additional Aquatics/Service Projects	
	Second Class	5, 8c
	First Class	9a, 9c

- Merit badge and HAWK instructions may involve reading, so while MMSR keeps copies of the merit badge books at each area, you should bring a current merit badge book and your handbook with you to camp, or you can purchase a copy at the Trading Post.
- The counselor will keep track of progress so that unit leaders will have feedback throughout the week.