

## Troop 324 Summer Camp Program

Name \_\_\_\_\_

2014 Medicine Mountain SD

Return to Chuck Sherman by May 5

Period	1	2	3	LUNCH	4
	8:30 to 9:30	9:30 to 10:30	10:30 to 11:30	11:30 to 1:00	1:00 to 2:00
MERIT BADGES OFFERED	Session Numbers Are Listed - <b>Circle Your Selections</b>				
AQUATICS					
Canoeing	1		2		
<b>Life Saving</b>		1			2
Rowing	1		2		
Small Boat Sailing		1			2
<b>Swimming</b>	1	2	3		4
HANDICRAFTS					
Art	1				2
Basketry		1	2		
Game Design	1				2
Leatherwork		1	2		
Woodcarving		1	2		
OUTDOOR SKILLS					
<b>Camping</b>	1		2		
<b>Cooking</b>	1		2		
<b>First Aid</b>		1			2
Geocaching		1			2
Indian Lore	1		2		
Orienteering	1		2		
Pioneering		1			2
Wilderness Survival		1			2
HAWK AREA					
Session 1 or 2	1	1	2		2
ECOLOGY/CONSERVATION					
Archeology	1				2
Astronomy	1				2
<b>Environmental Science</b>	1				2
Fish&Wildlife Management		1			
Fishing		1			
Geology		1			
Mammal Study			1		
Nature			1		
Soil&Water Conservation			1		
SHOOTING SPORTS					
Archery	1	2	3		4
Rifle/Black Powder	1	2	3		4
Shotgun	1	2	3		4
STEM AREA					
Robotics	1		2		
Space Exploration	1				2
Engineering		1			2
Energy		1			
Electricity			1		

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	<b>Prerequisites</b>				
					Cost
Archery					\$15.00
Basketry					\$25.00
<b>Camping</b>	3,4b,5e,7b,8d,9a,9c,10 Not completed at camp				
Canoeing	BSA Blue Swimmer				
<b>First Aid</b>	Do 3e Prior to camp				
Fishing	2 - Bring to camp				
Forestry	Bring Gear				
Games Design	7th Grade Concepts				
Geocaching	Focus is on Board/Card/Gield Games. Not Video				
Indian Lore	\$15.00 kit or go to Crazy Horse				
Leatherworking					\$20.00
<b>Lifesaving</b>	BSA Blue Swimmer				
Mammal Study	7th Grade Concepts				
Rifle Shooting					\$25.00 minimum
Rifle Black Powder					\$30.00 minimum
Rowing	BSA Blue Swimmer				
Shotgun Shooting	Must be 13 years old.				\$25.00 minimum
Small Boat Sailing	BSA Blue Swimmer				
Space Exploration					\$20.00
<b>Swimming</b>	BSA Blue Swimmer				
Wilderness Survival	Bring your survival kit.				
Woodcarving					\$15.00 minimum
	The Hawk Program (The trail to first class)				
Sunday	Second Class		8a, 8b		
	First Class		9b		
Monday	Pioneering Knots & Lashes				
	Tenderfoot		4a, 4b, 5, 9		
	First Class		7a, 7b, 8a		
	Safe Scouting & Camping				
Tuesday	Orienteering				
	Second Class		1a		
	First Class		2		
Wednesday	Activities by appointment 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		