

Session	Aquatics	Ecology & Conservation	FROGS	Handicraft	Health & Safety	Leadership	Metalwork	Scoutcraft	STEM	Trade Skills ²	Animal Science
Session 1 9:00 – 9:50	Life Saving Sailing Swimming	Astronomy & Space Exploration ⁴ Reptile & Amphibian Study	Environmental Science	Art Leatherwork	Emergency Preparedness Personal Fitness	Citizenship in the World	Metalwork	Camping Wilderness Survival	Chemistry Chess	Electricity	Wildland Fire Management ¹³
Session 2 10:00 – 10:50											
Session 3 11:00 – 11:50	Swimming	Forestry Geology	Environmental Science	Leatherwork Model Design & Building	Emergency Preparedness Personal Fitness	Citizenship in the Nation	Advanced Metalwork ⁶	Camping	Crime Prevention & Fingerprinting Digital Technology	Home Repair & Plumbing	Wildland Fire Management ¹³
Session 4 2:00 – 2:50	Swimming	Astronomy & Space Exploration ⁴ Bird Study ⁹ Reptile & Amphibian Study	Environmental Science	Leatherwork Model Design & Building	Disability Awareness Emergency Preparedness	Citizenship in the World	Metalwork	Camping Wilderness Survival	Animation Programming	Farm Mechanics	Wildland Fire Management ¹³
Session 5 3:00 – 3:50	Swimming	Mammal Study & Nature	Environmental Science	Basketry Woodcarving	Emergency Preparedness	Communications	Advanced Metalwork ⁶	Geocaching	Electronics		Veterinary Science
Session 6 4:00 – 4:50	Swimming	Geology Insect Study	Environmental Science	Art Leatherwork	Fire Safety	Citizenship in the Nation		Camping Advanced Fishing ^{11,12}	Chemistry Chess Digital Technology		Animal Science
Twilight								Fishing ¹⁰			Horsemanship ^{7,12}

Shooting Sports ²	9:00 – 10:20	10:30 – 11:50	2:00 – 3:20	3:30 – 4:50
Trade Skills ²	Shotgun Shooting ¹²	Archery Shotgun Shooting ¹²	Archery Rifle Shooting ¹²	Rifle Shooting ¹²
ATV ^{3,11,12}	Welding ATV	Welding ATV	Welding	Advanced Welding ⁶

Bold indicates an Eagle required merit badge. 1 Kayaking merit badge. 2 ATV, Shooting Sports and some Trade Skills merit badges and activities last for 1.5 hours. All other merit badges or activities are 1, 2 or 3 hours. 3 Advanced Fishing meets sixth period. It also meets Monday, Tuesday, & Wednesday evening from twilight to 7:20 – 9:00. Scouts must attend all sessions. 4 Astronomy & Space Exploration Merit Badges meet first or fourth session. It also meets Monday, Tuesday & Wednesday evening for nighttime sky observation. 6 Advanced Metalwork, Advanced Welding, Advanced Fishing, Cherokee Catfish, FROGS, Wildland Fire Management are not merit badges. 7 Horsemanship Merit Badge meets Monday, Tuesday, and Wednesday off-site at a local farm to complete requirements. You must attend each session to receive full credit. 8 FROGS is our first-year camper program designed to help Scouts meet the rank requirements for Scout through First Class. It is a half-day (3-hour) program. FROGS only meets once a day from 9:00 am to 11:50 am. There is not an afternoon section of FROGS. 9 Bird Study Merit Badge meets fourth session. It will also meet in the early mornings for bird identification hikes. 10 Fishing is offered during twilight (7:20 am – 9:00 pm). Scouts must attend each night (Monday, Tuesday, Wednesday). 11 Online pre-camp work required for ATV. Pay attention to age and weight restrictions. 12 ATV, Shotgun Shooting, Rifle Shooting, Horsemanship, and Advanced Fishing have safety briefings on Sunday afternoon and evening. See the Sunday daily schedule for times and locations. 13 Wildland Fire Management is a potential merit badge for Scouts BSA. It is currently in the testing phase. Scouts will receive a certificate of completion and provide feedback to Scouts BSA to improve the merit badge.

Cost: All adult training classes are free with the exception for CPR for Professional Rescuer & First Aid and Introduction to Outdoor Leader Skills (IOLS). The Basic Life Support & First Aid course is \$50 per person. The Introduction to Outdoor Leader Skills (IOLS) is \$30 per person. Most trainings take place in the Headquarters Building. IOLS takes place in the Ossipee Campsite. Aquatics Training is held at the waterfront.