

**Bert Adams Scout Camp
2024 Program Schedule**

	Morning				Afternoon		Evening	
	1	2	3	4	5	6	7	
Start Time	8:30 AM	9:30 AM	10:30 AM	11:30 AM	2:00 PM	3:30 PM	7:00 PM	
End Time	9:20 AM	10:20 AM	11:20 AM	12:20 PM	3:15 PM	4:45 PM	8:15 PM	
Period Length	0:50	0:50	0:50	0:50	1:15	1:15	1:15	
Aquatics								
BSA Lifeguard (15) CPR Monday Morning Tues/Wed All Day Thur 1 - 3	<---- X ---->							
Beginner Swim Lessons	<---- X ---->		<---- X ---->					
Canoeing MB (6)	<---- X ---->							
Kayaking MB (6), (7)			<---- X ---->		<---- X ---->			
Lifesaving MB (6), (17) EAGLE REQUIRED	<---- X ---->							
Motorboating MB (6)	<---- X ---->			<---- X ---->				
Rowing MB (6)			<---- X ---->					
Scuba Discovery (Afternoon Only W or Th)(20)					<---- X ---->			
Small Boat Sailing MB (Mon- Thur)(6), (7)	<---- X ---->		<---- X ---->		<---- X ---->			
Snorkeling BSA (6)					<---- X ---->			
Swimming MB (1) EAGLE REQUIRED	<---- X ---->		<---- X ---->					
Stand Up Paddleboarding Award (M/T or W/Th)(6)					<---- X ---->			
Kayaking Award (Mon - Thur) (6)					<---- X ---->			
Field Sports								
Athletics & Sports MB	<---- X ---->							
Cycling MB (16)		<---- X ---->		<---- X ---->		Bike Shop		
Golf MB			<---- X ---->					
Personal Fitness MB EAGLE REQUIRED	<---- X ---->		<---- X ---->					
Handskills								
Animation MB (7)		<---- X ---->		<---- X ---->				
Art MB (7)	<---- X ---->		<---- X ---->					
Basketry MB (11), (24)					Open Program			
Chess MB (7)	<---- X ---->		<---- X ---->		Open Chess Tournament			
Citizenship in the Nation MB (7) EAGLE REQUIRED	<---- X ---->		<---- X ---->		<---- X ---->			
Citizenship in the World MB (7) EAGLE REQUIRED	<---- X ---->		<---- X ---->					
Communication MB (7) EAGLE REQUIRED		<---- X ---->		<---- X ---->				
Disabilities Awareness MB (7)(Mon/Tues)					<---- X ---->			
Emergency Preparedness MB (7) EAGLE REQUIRED	<---- X ---->		<---- X ---->					
Fingerprinting MB					Open Program			
First Aid MB (7) EAGLE REQUIRED	<---- X ---->		<---- X ---->		<---- X ---->			
Indian Lore MB (7),(11), (24)					Open Program			
Leatherwork MB (7), (11), (24)					Open Program			
Photography/Moviemaking MB (7), (12), (19)	<---- X ---->		<---- X ---->					
Pottery/Sculpture MB (7)	<---- X ---->		<---- X ---->					
Woodcarving MB (7), (11)(24)					Open Program			
Rawhide Program								
Rawhide First Year Scout Program	<---- X ---->		<---- X ---->					
Tenderfoot to First Class Wrap Up (24)					Open Program			
COPE & Climbing								
Climbing MB (14)	<---- X ---->							
COPE			<---- X ---->					
Troop Climbing / Rappelling / Zip Line					<---- X ---->		<---- X ---->	
Nature								
Archaeology MB (7)			<---- X ---->					
Astronomy MB (7), (8), (13)		<---- X ---->		<---- X ---->			Star Party	
Bird Study, Mammal Study MB, Insect Study MB, Reptile & Amphibian Study MB (8)(13)					Open Program			
Environmental Science MB (3), (7), (8) EAGLE REQUIRED	<---- X ---->		<---- X ---->		<---- X ---->			
Fishing MB (3), (7), (9)(24)		<---- X ---->			Open Program			
Fish and Wildlife Management MB			<---- X ---->					
Fly Fishing MB (3), (7), (9)	<---- X ---->							
Forestry MB (7)	<---- X ---->							
Geology MB (7)	<---- X ---->							
BSA Leave No Trace 101 (Mon only)							<---- X ---->	
Nature MB (7)		<---- X ---->						
Soil & Water Conservation MB (7)				<---- X ---->				
Oceanography MB (7)				<---- X ---->				
Weather MB (7)			<---- X ---->					

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STEM							
Digital Technology MB (7), (19)	<---- X ---->			<---- X ---->		Open Program	
Electronics MB (7)	<---- X ---->						
Engineering MB (7)		<---- X ---->					
Game Design MB (7)			<---- X ---->				

Inventing MB(7)				<----X---->			
Programming MB(7)		<----X---->	<----X---->				
Robotics MB(7)		<----X---->	<----X---->			Open Program	
Space Exploration MB (7),(11)	<----X---->			<----X---->			
Outdoor Skills							
Camping MB(7)	EAGLE REQUIRED		<----X---->		<----X---->		
Cooking MB	EAGLE REQUIRED	<----X---->		<----X---->			
Geocaching MB						<----X---->	
Metalwork MB (7)		<----X---->	<----X---->	<----X---->	<----X---->	metal work lab for mb firends	Branding
Orienteering MB(3)(Mon - Thur)						<----X---->	
Pioneering MB		<----X---->				open pioneering/mb firends	
Signs, Signals and Codes MB(7)					<----X---->		
Wilderness Survival MB (7), (22)			<----X---->				
Shooting Sports							
Archery MB(3), (4)		<----X---->		<----X---->		Open Archery	
Rifle Shooting MB(3), (4)		<----X---->		<----X---->		Open Rifle Shoot	
Shotgun Shooting MB(3), (4), (14)		<----X---->		<----X---->			

NOTES

Important Note: All classes are held daily (Mon - Friday) at the time period listed, unless otherwise noted.

- 1 Scouts that do not pass the Swimmer's Test will automatically be moved to the Swim Lessons class, at the Aquatics Director's discretion.
- 2 Openings for this activity are limited. While scouts may "walk up" and do this activity, preference will be given to those troops that sign up in advance.
- 3 This merit badge may require additional afternoon field work or skills practice. Scouts will need to plan on attending one or more sessions in the afternoon or evening periods to complete the merit badge.
- 4 While walk ups are welcome, preference will be given to scouts practicing for the merit badge. Note - Ranges are open ONLY for Merit Bage participants in period 7.
- 6 Must be a swimmer classification for this merit badge.
- 7 Single period morning session daily (M-F). Afternoon two day double period session (A & B) will be offered as a Mon/Tue session or a Wed/Thur session.
- 8 Most Nature Merit Badges have afternoon and/or evening field sessions. Scouts should plan to attend some afternoons in order to complete the requirements. The amount of time will depend on the individual scout.
- 9 Fishing merit badge participants are encouraged to provide their own fishing pole and tackle. Camp will have some gear to loan for the merit badge.
- 10 BSA Aquatics Supervision Courses. These are two-day courses for adults.
- 11 This merit badge, or activity, may have an associated cost.
- 12 This merit badge requires either a digital camera with video or a cellular device in order to complete at camp.
- 13 Binoculars are recommended to help assist with this merit badge.
- 14 Physically demanding merit badge recommended age is 13.
- 15 Very physically demanding, must be 15 years old and already have Swimming and Lifesaving Merit Badges
- 16 Scouts will be more successful if they bring their own bike and helmet, a limited number of bikes will be available for loan during the week.
- 17 Physically demanding merit badge recommended age is 13. Must also have the Swimming Merit Badge.
- 18 Must pass swimmer's test. Scouts will need to make sure afternoon session 1 is open so scouts can complete 3 out 4 practice sessions in preparation for Friday's Mile swim. If scouts do not complete 3 out 4 practices scouts will not be allowed to participate in the Mile Swim Friday afternoon.
- 19 Scouts must show proof of cyber chip completion to get that requirement completed at camp. If no documentation provided by scout or leader will result in a partial.
- 20 Must be a swimmer classification for this event. Space is limited for this event scouts will need to choose either Wednesday or Thursday.
- 22 Scouts taking this merit badge will need to bring some additional supplies to their overnight event. Please bring a sleeping bag, flashlight, water bottle, and a ground cloth. If scouts do not participate in the overnight experience the merit bade will result in a partial.
- 23 Aviation and STEM Nova Up and Away are a combined class morning periods 1/2 M-F afternoon will be
- 24 These merit badges are open program. They are walk in and drop in. Please see staff member for instruction.

Item of Note:

All merit badges at Bert Adams Scout Camp are subject to be partial completion. All contingency plans for any merit badge are done on a case-by-case basis with the review of the program director and the requirements in question. Under no circumstance will any requirement be changed because of circumstances out of camp's control. A partial will be issued if requirements cannot be met during a summer camp session.

Note from the Program Director:

Unit leaders please remember the summer camp experience is a unique one, please try not to overschedule your scouts for every single minute of the day. Life is full of choices and having gaps of time in their day is important, by doing this we allow our scouts to embrace choice and by not doing everything at camp it will help them with wanting to come back to camp year after year. Summer camp is not academics in school, the more they enjoy their experiences at camp the more likely they are to return and encourage others to attend camp as well. A SCOUT is flexible and finds solutions let us model that behavior together during our time at camp!