



These lists represent all the advancement based programs offered exclusively in the morning. You may pick up to four programs from the list below, one for each block. Programs like Brownsea and Shotgun Shooting span over two blocks. In these cases you must attend both blocks.

Session 1 8:45-10:25	Session 1 MWF Block	Session 1 TTh Block
	Brownsea Monday-Friday	
	Lifesaving MB Monday-Friday	
	Archery MB	Chess MB
	Basketry MB	Emergency Prep. MB
	Camping MB Option 1	Fishing MB Option 1
	Climbing MB Option 1	Kayaking MB Option 1
	Complete Angler Bundle (Attend both session 1 & 2)	Nature MB
	Environmental Science MB Option 1	Oceanography MB
	Horsemanship MB (Attend session 1 & 2)	Personal Fitness MB
	Rifle Shooting MB Option 1	Plant Science MB
	Space Exploration MB	Shotgun Shooting MB (Attend session 1 & 2)
	Swimming MB Option 1	STEM NOVA Shoot! (Attend session 1 & 2)
STEM NOVA Whoosh! (Attend session 1 & 2)		

Session 2 10:35-12:15	Session 2 MWF Block	Session 2 TTh Block
	Camping MB Option 2	Astronomy MB
	Canoeing MB	Cooking MB
	Climbing MB Option 2	Fingerprinting MB
	Environmental Science MB Option 2	Fishing MB Option 2
	First Aid MB	Geology MB
	Pioneering MB	Insect Study MB
	Geocaching MB	Kayaking MB Option 2
	Horsemanship MB (Attend both session 1 & 2)	Leatherwork MB
	Rifle Shooting MB Option 2	Photography MB
	STEM NOVA Whoosh (Attend session 1 & 2)	STEM NOVA Shoot! (Attend session 1 & 2)
	Swimming MB Option 2	Shotgun Shooting MB (Attend session 1 & 2)
	Wilderness Survival. MB	Swimming Lessons
Woodcarving MB		



The grid below shows when Older Scout Programs and High Adventures are offered throughout the week. Some programs are offered more than once. Some programs require attendance of multiple sessions. Review the Program details for clarification. Some programs will conflict with morning merit badges.

	Monday		Tuesday		Wednesday		Thursday		Friday	
	8:45 AM-12:15 PM	1:45-5:15 PM	8:45 AM-12:15 PM	1:45-5:15 PM	8:45 AM-12:15 PM	1:45-5:15 PM	8:45 AM-12:15 PM	1:45-5:15 PM	8:45 AM-12:15 PM	1:45-5:15 PM
ATV	Tier 1 Option 1	Tier 1 Option 2	Tier 1 Option 3	Tier 1 Option 4	Tier 1 Option 5	Tier 1 Option 6	Tier 1 Option 7	Tier 1 Option 8	Tier 2 Option 1	Tier 2 Option 2
Horses	Horse MB Attend M,W&F				Horse MB Attend M,W&F		Extended Ride		Horse MB Attend M,W&F	
Sparks Bundle			Option 1 Tue & Thur		Option 2 Wed & Fri		Option 1 Tue & Thur		Option 2 Wed & Fri	
Advanced Sailing Bundle	Mon & Wed Attend Both				Mon & Wed Attend Both					
High Ropes Mega Tower	Mega Tower Option 1	Mega Tower Option 2	High Ropes Option 1	Mega Tower Option 3					High Ropes Option 2	High Ropes Option 3
Climbing Bundle			Tue & Thur Attend Both				Tue & Thur Attend Both			
Aqua Rig		Option 1		Option 2		Option 3		Option 4		Option 5
Whitewater		Day Trip Flatwater Training		MB Flatwater		Whitewater MB Overnight Must attend Tuesday Flatwater			Day Trip Must attend Monday Flatwater	
Complete Angler Bundle	MWF Attend all				MWF Attend all				MWF Attend all	
STEM NOVA	Shoot! Attend M,W&F		Whoosh! Attend T & Th		Shoot! Attend M,W&F		Whoosh! Attend T & Th		Shoot! Attend M,W&F	
Biking		Tier 1 Option 1			Tier 1 Option 2	Tier 1 Option 3			Offsite Bike Trip Must complete Tier 1	
Logging Camp Overnight									Only Option	
Sailing Merit Badge		MTWTh Attend all		MTWTh Attend all		MTWTh Attend all		MTWTh Attend all		
Shooting Sports Outpost	Option 1	Option 2			Option 3			Option 4		



Many badges will require work outside the scheduled time. Keep this in mind when choosing badges and other programs at camp. Registration for programs begins in April.

Badge/Activity	Minimum Age as of 8/31/23	Session	Days	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Advanced Sailing Bundle	13	All Day MW		None	Must be Swimmer Level and must have previous sailing experience. Program runs
Aqua Rig	13	See Page 17		None	Must be Swimmer Level.
Archery MB	12	1	MWF	\$7.50	Scouts will need to attend open range times to finish shooting requirements.
Astronomy MB	11	2	TTh	None	Scouts will have to attend a Tuesday evening session and make moon charts throughout the week. Host a star party for your troop. Bring binoculars to camp.
ATV Tier 1: Safety Riding Course & Trail Ride	14 on day of riding	See Page 16		\$40	Must be 14 years old on day of riding. Must wear ankle high boots, long sleeve shirt, and long pants. Complete hold harmless agreement. E-Course needs to be complete for before camp for Tier 1. Tier 2 is intended for Scouts that took the safety course last year.
ATV Tier 2: Extended Ride	15	See Page 16		\$40	
Basketry MB	12	1	MWF	\$20	Scouts should plan on spending time working on their baskets outside of class time or go to open handicraft. Please send one adult to help.
Bird Study MB	11	2	TTh	None	<u>Bird Study will not be offered in 2023</u> , but will be offered in 2024. May require extra bird watching on your own time. Bird Study is offered every other year.
Brownsea	11	1	MTW ThF	None	There are three Brownsea Program Options. See Brownsea Page for more information. Must have adult attend class to assist.
Camping MB	12	1 <u>or</u> 2	MWF	None	Req. 9a and 8c needs to be completed outside of camp. 9b can be completed at camp, but most Scouts have done this on other campouts. Submit record sheet to show completion of 8c, 9a, 9b, and 9c.
Canoeing MB	11	2	MWF	None	Must be Swimmer Level.
Chess MB	11	1	TTh	None	Outside of class, organize and run a chess tournament with at least four players plus you.
Climbing MB	12	1 <u>or</u> 2	MWF	None	To complete all the climbs and rappels Scouts should plan on attending the Open Climbs in the evenings.
Cooking MB	13	2	TTh	None	This is a "Start a Badge" and cannot be completed in one week at camp. Scouts in this class will go through all the meal planning so they can complete this requirement on future troop campouts.
Complete Angler Bundle	13	1 <u>&</u> 2	MWF	\$5	Driving off camp to dam to fish. Plan extra time for fishing in the evenings or mornings. 16+ need WI fishing license. Includes Fishing, Fly Fishing, and Fish and Wildlife Management Merit Badges



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Climbing Bundle	13	All Day TTh		\$15	None
Emergency Preparedness MB	12	1	TTh	None	Be enrolled in First Aid Merit Badge or have previously earned it. Cannot be completed at camp. Must submit work back to camp after getting home.
Environmental Science MB	11	1 <u>or</u> 2	MWF	None	Expect out of class work doing observations and writing reports (Req. 1, 4, and 6). Make sure to bring a note book and pencil to this merit badge.
Extended Horse Ride	11	1 <u>&</u> 2	Th	\$30	None
Fingerprinting MB	11	2	TTh	None	Fingerprinting is offered every other year. Fingerprinting will be offered in 2023, but will not be offered in 2024.
First Aid MB	12	2	MWF	None	Should have earned First Class Rank before camp. Bring materials to create a first aid kit and inspect your Troop 1st Aid Kit for Requirement 5.
Fishing MB	11	1 <u>or</u> 2	TTh	None	Plan extra time for fishing in the evenings or mornings. Clean and cook fish. 16+ need WI fishing license.
Forestry MB	11	2	MWF	None	Forestry is offered every other year. Forestry will not be offered in 2023, but will be offered in 2024.
Geocaching MB	12	2	MWF	None	Geocaching is offered every other year. Geocaching will be offered in 2023, but will not be offered in 2024. Significant amount of time outside of class plan a geo-hunt.
Geology MB	11	2	TTh	None	Geology is offered every other year. Geology will be offered in 2023, but will not be offered in 2024.
Horsemanship MB	12	1 <u>&</u> 2	MWF	\$50	Scouts from White Pine will take bus to Corral. If more Horseback riding is desired, also sign up for the extended ride on Thursday.
High Ropes	13	See Page 15		\$5	None
Insect Study MB	12	2	TTh	None	Req. 9 cannot be completed at camp—bring evidence of completion to camp or submit proof at camp. Plan extra time outside of class for observing 20 insects. Insect Study is offered every other year. Insect Study will be offered in 2023, but will not be offered in 2024.
Kayaking MB	11	1 <u>or</u> 2	TTh	None	Must be Swimmer Level.
Leatherwork MB	11	2	TTh	\$10	Plan extra time to complete leatherworking project outside of class. Have one adult attend to help.



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Badge/Activity	Minimum Age as of 8/31/23	Session	Days	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Lifesaving MB	12	1	MTW ThF	None	Must be Swimmer Level and have already completed swimming merit badge. Must be able to swim 400 yards in a strong manner.
Logging Overnight	14	See page 14		\$5	Must be 14 years old on day of shooting. Complete Hold Harmless Agreement.
Mammal Study MB	11	2	TTh	None	Mammal Study is offered every other year. Mammal Study will not be offered in 2023, but will be offered in 2024. 6 hours of observations or life history report to be completed outside of class.
Mega Tower	13	See Page 15		\$5	None
Mountain Biking Tier 1	13	See Page 20		None	Need to be able to ride a bike standing up.
Mountain Biking Tier 2 Offsite	13	See Page 20		\$15	Need to be a strong biker. Need to attend the Tier 1 program or have equivalent experience biking.
Nature MB	11	1	TTh	None	Collection of plant, rock, other outside of class. Nature is offered every other year. Nature will be offered in 2023, but will not be offered in 2024.
Oceanography MB	11	1	TTh	None	Visit an aquarium and write a 500-word report about your visit or do a presentation to your troop. Oceanography is offered every other year. Oceanography will be offered in 2023, but will not be offered in 2024.
Orienteering MB	11	2	MWF	None	Orienteering is offered every other year. Orienteering will not be offered in 2023, but will be offered in 2024. Work outside of class to plan orienteering event.
Personal Fitness MB	11	1	TTh	None	Badge can be started, but cannot be completed at camp. Submit work back to camp after getting home to complete.
Photography MB	11	2	TTh	None	Some point and shoot cameras are available to checkout. Suggested that you bring a own camera or smart phone. Will need time outside of class to take and organize photos.
Pioneering MB	11	2	MWF	None	Pioneering is offered every other year. Pioneering will not be offered in 2023, but will be offered in 2022 and 2024. Must attend Rope Making evening program.
Plant Science MB	11	1	TTh	None	Badge can be started, but cannot be completed at camp. Submit work back to camp after getting home to complete. Plant Science is offered every other year. Plant Science will be offered in 2023, but will not be offered in 2024.



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Rifle Shooting MB	12	1 <u>or</u> 2	MWF	\$5	Scouts should plan on going to the Open Shoots during evenings to complete the shooting requirements.
Rowing MB	11	1	TTh	None	Must be Swimmer Level. Rowing is offered every other year. Rowing will not be offered in 2023, but will be offered in 2024.
Salesmanship MB	11	2	TTh	None	Salesmanship will not be offered in 2023, but will be offered in 2024. Badge can be started, but cannot be completed at camp. Sell popcorn to help with the requirement. Submit work back to camp after getting home to complete.
Shoot! NOVA Award	13	See Page 21		None	Need to watch 3 hours of documentaries before coming to camp. Links to videos will be made available on website May 1st. Req. 2 needs to be complete outside of class.
Shooting Sports Outpost	13	See Page 19		\$5	None
Shotgun Shooting MB	13	1 <u>&</u> 2	TTh	\$30	Scouts should plan on going to the Open Shoots during evenings to complete the shooting requirements.
Small Boat Sailing MB	13	Afternoon Sessions	MTWTh	None	Must be Swimmer Level. Class is 2pm-5pm Monday through Thursday
Soil and Water Conservation MB	12	1	TTh	None	Soil and Water Conservation is offered every other year. It will not be offered in 2023, but will be offered in 2024.
Space Exploration	12	2	MWF	\$15	Plan time to construct rocket. Rocket Launch is Thursday Afternoon at Berglund Center.
Sparks	13	See Page 14		\$20	Adults welcome to sign up to help.
Swimming MB	11	1 <u>or</u> 2	MWF	None	Must be Swimmer Level.
Weather MB	11	1	TTh	None	Weather will not be offered in 2023, but will be offered in 2024. Daily weather log entries. Troop should bring weather radio or plan to use weather app on smart phone. Weather is offered every other year.
Whitewater	14	See Page 17			Must be Swimmer Level and strong paddler. This will include a flatwater training prior to the daytrip.
Wilderness Survival MB	12	2	MWF	None	Scouts will need to construct and sleep in an improvised shelter for one night in their campsite.
Woodcarving MB	12	2	MWF	\$10	Plan for time outside of class to complete carving projects..
Whoosh NOVA Award	13	1 <u>&</u> 2	TTh	None	Need to watch 3 hours of documentaries before coming to camp. Links to videos will be made available on website May 1st.