

SCOUTS BSA SUMMER RESIDENT CAMP PROGRAM

54 BSA Merit Badge topics offered in 2024!

AQUATICS

- Canoeing
- Kayaking
- Lifesaving[@]
- Rowing
- Small-Boat Sailing
- Swimming

CHALLENGE

- Climbing
- Personal Fitness*

ECOLOGY/ CONSERVATION

- Astronomy
- Bird Study
- Energy*
- Environmental Science
- Fish & Wildlife Management
- Forestry
- Geology
- Insect Study*
- Mammal Study
- Mining in Society
- Nature
- Plant Science
- Reptile & Amphibian Study*
- Soil & Water Conservation
- Weather*

HANDY CRAFTS

- Art
- Basketry
- Fingerprinting
- Indian Lore
- Leatherwork
- Photography*
- Pottery
- Sculpture
- Woodcarving

MARKSMANSHIP

- Archery
- Rifle Shooting
- Shotgun Shooting

SCOUTCRAFT

- Camping*
- Cooking*
- Emergency Preparedness*
- Fire Safety*
- First Aid
- Fishing
- Hiking^{@*}
- Orienteering
- Pioneering
- Search & Rescue

- Signs, Signals & Codes
- Wilderness Survival

PATH TO ENLIGHTENMENT (TRAIL-TO-EAGLE)

- Chess
- Citizenship in the Nation*
- Citizenship in the World*
- Communication*
- Personal Management*
- Salesmanship
- Scouting Heritage*

CAMP PROGRAM AREAS

Merit Badge topics that are Eagle-required or ([@]) are an alternative choice

Merit Badge topics (^{}) that have one or more pre-requisites which need to be finished outside of Camp to complete all requirements.*





PROGRAM/ACTIVITY SCHEDULE **Marin Sierra** 2024

Program Area Names & Map Locations	Merit Badge Subject or other activity	Length of Session Required per day	Class Times Start When? (attend once daily unless otherwise noted)
Aquatics & Boating @ Chubb Lake Waterfront	Canoeing Kayaking Lifesaving Mile Swim & Polar Bear Plunge Paddleboarding BSA Rowing Safe-Swim Defense Training Safety Afloat Training Small-Boat Sailing Swimming Swimming & Water Rescue	1 hr 1 hr 1 hr 0.5-1hr 1 hr 1 hr 0.5 hr 0.5 hr 1.5 hrs 1 hr 4 hrs over 2 days	9am, 10am, 11am 9am, 10am, 11am 9am, 10am, 11am 6am TBD by Aquatics Director 9am, 10am, 11am 7pm Tuesday @ Ibach 7:30pm Tuesday @ Ibach 9am, 10:30, 2:30pm 9am, 10am, 11am, 1:30pm TBD by Aquatics Director
Archery & Tomahawk Ranges @ Western Junction	Archery Open Archery Shoot Tomahawk-throwing	1.5 hrs per day One dedicated lane Adjacent Range time	9am, 10:30am, 1:30pm Drop-in on the hour TBD by Archery Rangemaster
Challenge Ledges @ Perimeter Trail	Climbing Personal Fitness	3 hrs + 1 hr	9am-12noon 3:30pm @ Trail-to-Eagle site
Ecology/Conservation @ Nature Cove	Astronomy Environmental Science Forestry Nature All Other Subjects	1 hr/day plus outpost 1.5 hrs 1 hr 1 hr Drop-in varies	2:30pm + Thursday 9:30pm 9am, 11am, 1:30pm 7pm Tuesday & Thursday 10am Anytime on the hour
HandyCrafts @ Central Pavilion	Photography Pottery Sculpture All Other Subjects	1 hr 1.5 hrs 1.5 hrs Drop-in varies	9am, 3pm 9am, 10:30am 1:30pm As noted on area schedule
Outdoor Grill Zone	Cooking (by the Commissary)	1.5 hrs	9am, 10:30am, 1:30pm, 3pm
Trail-to-Eagle @ Granite Aerie	Chess (below Tradin' Post) Citizenship in the Nation Citizenship in the World Communication Personal Management Salesmanship Scouting Heritage	1 hr 1 hr 1 hr 1 hr 1 hr 1 hr 1 hr	10:30am, 1:30pm, 3pm 9am, 1:30pm 10am, 2:30pm 11am, 3:30pm 7pm Tuesday & Thursday 9am Drop-in on the hour
Rifle Range @ Powerline Ridge	Rifle Shooting Open Rifle Shoot Muzzle-loading (Black Powder)	1.5 hrs per day Drop-in 1 hr	9am, 10:30am, 1:30pm, 3pm Afternoons on the hour TBD by Shooting Sports Direct
ScoutCraft Grove @ Western Shore	Camping Emergency Preparedness First-Aid "Knot Fun" for Adults Orienteering Pioneering Search & Rescue Wilderness Survival All Other Subjects	1 hr 1 hr/day & evening drill 1 hr 1 hr 1 hr 1.5 hrs 1 hr 1 hr/day plus outpost Drop-in varies	7pm Tuesday & Thursday 9am, 3:30 plus Thursday 9am, 10am, 1:30, 2:30pm 7pm Thursday 11am, 3:30pm 10:30, 3pm 11am, 1:30pm 10am, 2:30pm + 8:30pm Thur Anytime on the hour
Shotgun Range @ Canyon View Hill	Shotgun Shooting Open Shotgun Shoot	1.5 hrs per day Drop-in	1:30pm, 3pm Afternoons on the hour
Trail-to-First-Class @ Lakeside Arena	See Trail-to-First Class Program Area Schedule by Rank Requirements		

Please note: ALL details are subject to change at ANY time.