



The following table shows the rank requirements in each of the daily sessions.

Time / Rank	Monday	Tuesday	Wednesday	Thursday	Friday
9:00 AM	FC 1				
TENDERFOOT	3d	4a, 4b, 4c, 1a	1c, 5a, 5b, 5c, 6a	3a, 3b, 3c, 6a, 6b	2c, 9

10:15 AM	FC 2				
SECOND-CLASS	2a, 2b, 2c, 2d	6a, 6b, 6c, 6d, 6e	5a, 5c, 5d	3a, 3c, 4	2f, 2g, 9a, 9b, 10

11:30 AM	FC 3				
FIRST-CLASS	3a, 3b, 3c	7a, 7b, 7c, 7d, 7f	5a, 5b, 5c, 5d	6b, 6c, 6d, 6e	1b, 11, 3d

2:30 PM	FC 4				
TENDERFOOT	Woods Tools	First Aid	Maps	Knots	Fires
SECOND-CLASS	Care and	Nature	And	And	Cooking
FIRST-CLASS	Use		Compass	Lashings	Campsites

All of the Frontier Camp class periods require pre-registration. This is accomplished by having the Scout choose the class (e.g. FC1, FC2, FC3 or FC4) on the Personal Program form in period A, B, C, or G and then submitting it to the unit leader to be submitted in our online registration system.

Merit Badge Program

This program is intended for all Scouts. This program consists of over 45 different merit badges in seven different program areas. These program areas include Aquatics, Ecology and Conservation, Scoutcraft, Shooting Sports, High Adventure, Handicraft and Technology. The main merit badge program is offered in the morning from 9:00 AM until 12:30 PM and 2:00pm to 3:30pm the afternoon.

High Adventure Outback Program

Our High Adventure Outback Program is intended to offer the Scout who is at least 14 years of age and at least a First-Class Scout something a little different with the opportunity to try new skills or put to the test the skills they already possess. The Outback Program is an event-packed program offering a taste of the various high adventure challenges available during camp including horseback riding and water skiing or tubing and includes the Water Sports merit badge



5:00 – 7:00 PM	Dinner w/Troop	Dinner w/Troop	Dinner w/Troop	Dinner w/Troop	Dinner w/Troop
7:00 PM	Open Areas Troop Time	Overnight at Buckskin Camp T1a, T1b, T1c, S1c, F1b	Open Areas Troop Time	Open Areas Troop Time	Open Areas Troop Time

T=Tenderfoot requirement S=Second Class requirement F=First Class requirement

To sign up for the Buckskin Camper program, a Scout should choose class "P3" on the Personal Program form in period P and merit badge classes in Periods A and C then submitting it to the unit leader to be submitted in our online registration system. The [Personal Program Form](#) located on our website.

Scouts participating in the Buckskin Camper program must assemble at the Billett Dining Hall on Sunday evening at 7:30 PM.

Frontier Camp Program



Scouts that want the flexibility to schedule their own program choices, but still focus on learning the requirements necessary for a specific rank should find their way to our Frontier Camp.

Frontier Camp is an opportunity for Scouts to learn the requirements for a specific rank in one program period during the day. This allows the Scout to maximize their ability to earn merit badges and still focus on advancement to the next rank.

Scouts may choose multiple periods of Frontier Camp if they wish to work on requirements for more than one rank. Also, class FC4 in period G works on areas of advancement instead of a specific rank. This is in case a Scout is only missing one or two things. Daily drop-ins are welcome in FC4 as long as space is available

While in Frontier Camp, Scouts will have the opportunity to learn many of the requirements needed for the ranks they choose to sign up for. Scoutmasters will receive a progress report on each Scout at the end of the week. It is up to the Scoutmaster to review the Scout's completion of requirements before signing them off.

We encourage any unit sending 5 or more Scouts/period to send an adult to support the activity.



Buckskin Camper Program

Home of the New Scout



The road to Scouting Fun for a new Scout must be paved with a variety of outdoor skills that each new Scout can work on without feeling he is being graded on everything he does.

The Buckskin Camper program is an opportunity to try your hand at knot tying, some basic outdoor skills, learn a little first aid, learn to lash, and even take a nature hike. The big thing here is to have fun while trying.



The Buckskin Camper program is a full day program intended specifically for first year Scouts. This program will place Scouts in a Patrol for the week and allow them to get hands on training in a wide variety of Scouting skills while learning rank requirements for all ranks.

While in the Buckskin Camper program, Scouts will have the opportunity to learn many of the requirements needed for the ranks of Tenderfoot, Second Class and First Class. Scouts will also sign up for merit badge classes in Period A and C in the mornings. Scoutmasters will receive a progress report on each Scout at the end of the week. It is up to the Scoutmaster to review the Scout's completion of requirements before signing them off.

We ask any unit sending 5 or more Scouts/period to send an adult to support the activity. The following table shows an example of a possible daily schedule.

Time	Monday	Tuesday	Wednesday	Thursday	Friday
9:00 – 10:00AM	Merit Badge	Merit Badge	Merit Badge	Merit Badge	Merit Badge
10:15 – 11:15AM	T4a, T4b, T4c	S6a, S6b, S6c, S6d, S6e	T2a, T2b, T2c, S2e, F2a	F7a, F7b, F7c, F7d, F7f	T3a, T3b, T3c, S2b, S2c
11:30 – 12:30PM	Merit Badge	Merit Badge	Merit Badge	Merit Badge	Merit Badge
12:30 – 2:00 PM	Lunch w/Troop	Lunch w/Troop	Cooking at Buckskin Camp	Lunch w/Troop	Lunch w/Troop
2:00 – 5:00PM	T3d, S2a, S2b, S2c, S2d	F4a, F4b	F2b, F2c, F2d, F2e, Monkey Br	S5b, S5c, S5d, F6b, F6c, F6c, F6e	F3a, F3b, F3c, F3d