

Scout Name _____

Troop _____

Heritage Reservation Activity Plan 2019

Area	9:00	9:30	10:00	10:30	11:00	11:30
Aquatics	Sailing (10)		Sailing (10)			
	Canoeing (12)		Canoeing (12)			
	Swimming (10)*		Swimming (10)*			
	Lifesaving (10)*		Lifesaving (10)*			
	Motorboating (6)	Motorboating (6)		Motorboating (6)		
	Snorkeling (10)	Paddleboarding (6)		Kayaking (12)		
	Watersports (5)		Watersports (5)			
	Paddle Craft Safety and Swim and Water Rescue (6)					
COPE / Climbing	Climbing (9)		Climbing (9)			
Ecology and Stem	Environmental Science (8)*		Environmental Science (8)*			
	Robotics (8)		Robotics (8)			
	Space Explortation (8)	Astronomy (8)		Space Exploration (8)		
	Nuclear Science (8)	Chemistry (8)		Nuclear Science (8)		
	Soil and Water (8)	Bird Study (8)		Mammal Study / Nature (8)		
	Reptile Study (8)	Medicine (8)		Reptile Study (8)		
Fishing	Fishing (8)@	Fly Fishing (8)@		Fish and Wildlife (8)@		
Shooting Sports	Rifle Shooting (16)		Rifle Shooting (16)			
	Shotgun (8)		Shotgun (8)			
	Archery (16)		Archery (16)			
Handicraft	Art (12)	Leatherwork (12)		Leatherwork (12)		
	Metalwork (12)	Indian Lore (12)		Graphic Arts (12)		
	Woodcarving (12)	Woodcarving (12)		Sculpture (12)		
	Fingerprinting/Basketry (12)	Photography (12)		Fingerprinting/Basketry (12)#		
Scoutcraft	Camping (12)*	Camping (12)*		Camping (12)*		
	Scouting Heritage (12)	Exploration (12)		Signs, Signals, Codes (12)		
	Wilderness Survival (12)	Wilderness Survival (12)		Orienteering (12)		
Scout Scholar	Citizenship in the Nation (8)*	Citizenship in the Nation (8)*		Citizenship in the Nation (8)*		
	Citizenship in the World (8)*	Citizenship in the World (8)*		Citizenship in the World (8)*		
	Emergency Prep (8)*	Law (8)		Salesmanship (8)		
	Public Speaking (8)	First Aid (8)*		Emergency Prep (8)*		
	First Aid (8)*	Communications (8)*		First Aid (8)*		
	Communications (8)*	Fire Safety (8)		Communications (8)*		
Trail to First Class	Rank Advancement Instruction (18)					
	Rank Advancement Instruction (18)					

* Eagle required merit badges
@ Certified Angler program required merit badges

Area	2:00	2:30	3:00	3:30	4:00	4:30	
Aquatics	Canoeing (12)		Open Program				
	Swimming (10)*						
	BSA Lifeguard Re-certification (6)						
	Paddleboarding (6)						
	Motorboating (6)						
	Kayaking (12)						
	Watersports (5)						
	Paddle Craft Safety and Swim and Water Rescue (6)						
COPE / Climbing	Project C.O.P.E. (9)		Project C.O.P.E. (9)				
Ecology and Stem (Located in Liberty)	Environmental Science (8)*		Open Program				
	Robotics (8)						
	Space Exploration (8)	Astronomy (8)		Open Program			
	Weather (8)	Forestry (8)					
	Engineering (8)	Bird Study (8)					
	Electricity (8)	Geology (8)					
Fishing	Fishing (8)@	Fly Fishing (8)@		Fish and Wildlife (8)@			
Shooting Sports	Rifle Shooting (16)		Open Program				
	Shotgun (8)						
	Archery (16)						
Handicraft	Leatherwork (12)	Graphic Arts (12)		Open Program			
	Metalwork (12)	Textiles (12)					
	Woodcarving (12)	Animation (12)					
	Game Design (12)						
Scoutcraft	Geocaching (12)		Open Program				
	Cooking (12)		Open Program				
	Pioneering (12)						
Scout Scholar (Located in Freedom)	Citizenship in the World (8)*	Citizenship in the World (8)*		Open Program			
	Citizenship in the Nation (8)*	American Labor (8)					
	Search and Rescue (8)	Emergency Prep (8)*					
	Disability Awareness (8)	First Aid (8)*					
	First Aid (8)*	Communications (8)*					
	Communications (8)*	Chess (8)					
Trail to First Class	Fingerprinting/Basketry (12)#	Fingerprinting/Basketry (12)#		Open Program			
	Mammal Study / Nature (12)	Mammal Study / Nature (12)					

Badges are earned concurrently.

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Prerequisites

Aquatics	
Canoeing	2
Kayaking	2
Lifesaving	1a
Motorboating	2a
Sailing	2
Swimming	2
Watersports	3
BSA Lifeguard Recert	Previous certification required
Inst Swim	None
Mile Swim	Be a swimmer
Snorkeling	Be a swimmer
Paddleboard	Be a swimmer

Day Trek (fills entire week)	
Trek Activities	Height, weight guidelines, required equipment

Shooting Sports	
Archery	1c
Rifle Shooting	1d, 1f
Shotgun	1d, 1f
3D Archery	None
Chalk Ball	None
Cowboy Action	None
Sporting Arrows	None

Trail to First Class (fills AM all week)	
AM Advancement	None

Ecology - STEM	
Astronomy	None
Bird Study	5, 7, bring field notebook
Chemistry	None
Electricity	2, 9a
Engineering	1
Envi Science	3e
Forestry	3b, 5, 8
Geology	None
Mammal Study	None
Medicine	10
Nature	None
Nuclear Sci	None
Reptile & Amphibian	8
Robotics	6
Space Exploration	None
Soil and Water	None
Weather	9

COPE	
Project COPE	None
Climbing	None

Handicraft	
Animation	None
Art	6
Basketry / Fingerprint	None
Game Design	None
Graphic Arts	None
Indian Lore	None
Leatherwork	None
Metalwork	None
Photography	1B, Cyber Chip, Bring camera
Sculpture	None
Textile	None
Woodcarving	Totin' Chip

Scoutcraft	
Camping	4b, 5e, 7b, 8d, 9a, 9b
Cooking	4cde
Exploration	None
Geocaching	8
Orienteering	None
Pioneering	None
Scouting Heritage	4, 6
Signs, Signals, Codes	None
Wilderness Survival	None

Scout Scholar	
American Labor	2
Chess	None
Citz. in the Nation	None
Citz. in the World	None
Communication	5
Disabilities Awareness	2
Emerg Preparedness	1, 2c, 6c
Fire Safety	6ab, 11, 12
First Aid	5a
Law	4
Public Speaking	None
Salesmanship	None
Search and Rescue	4, 6ab

Fishing	
Fish and Wildlife	None
Fishing	Bring a fishing rod
Fly Fishing	Bring a fly rod