

Advancement & Activity Schedule

when and where you will find every activity

Area	9:00	9:30	10:00	10:30	11:00	11:30
Aquatics	Sailing (10)			Sailing (10)		
	Canoeing (12)			Canoeing (12)		
	Swimming (12)*			Swimming (12)*		
	Lifesaving (12)*			Lifesaving (12)*		
	Motorboating (6)		Motorboating (6)		Motorboating (6)	
	Snorkeling (12)		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 (12)*			Environmental Science (12)*		
	Environmental Science (12)*			Environmental Science (12)*		
	Robotics (12)			Robotics (12)		
	Reptile Study (12)		Vet Medicine / Medicine (12)#		Mammal Study/Nature (12) #	
	Nuclear Science (12)		Chemistry (12)		Weather (12)	
Fishing	Chemistry (12)		Nuclear Science (12)		Engineering (12)	
	Fishing (12)@		Fly Fishing (12)@		Fish and Wildlife (12)@	
Shooting Sports	Rifle Shooting (16)			Rifle Shooting (16)		
	Shotgun (8)			Shotgun (8)		
	Archery (16)			Archery (16)		
Handicraft	Art (12)		Leatherwork (12)		Leatherwork (12)	
	Space Exploration (12)		Indian Lore (12)		Space Exploration (12)	
	Woodcarving (12)		Woodcarving (12)		Chess / Game Design (12)#	
	Fingerprinting/Basketry (12)		Photography (12)		Fingerprinting/Basketry (12)#	
Scoutcraft	Camping (12)*		Camping (12)*		Camping (12)*	
	Scouting Heritage (12)		Exploration (12)		Backpacking (12)	
	Wilderness Survival (12)		Orienteering (12)		Wilderness Survival (12)	
Scout Scholar	Citizenship in the Nation (12)*		Citizenship in the Nation (12)*		Citizenship in the Nation (12)*	
	Citizenship in the World (12)*		Citizenship in the World (12)*		Citizenship in the World (12)*	
	Emergency Prep (12)*		Law (12)		Salesmanship (12)	
	Public Speaking (12)		First Aid (12)*		Public Health (12)	
	First Aid (12)*		Communications (12)*		First Aid (12)*	
Trail to First Class	Communications (12)*		Fire Safety (12)		Communications (12)*	
	Rank Advancement Instruction (18)					
Rank Advancement Instruction (18)						

(#) Capacity per camp of the Merit Badge

* Merit Badge is Required for Eagle



All advancement and activity selections for youth and adults should be entered into the online system beginning April 16 until one week before camp (pg 76).

Classes are offered on a first-come, first-served basis, so register your youth early to ensure availability. To better streamline the scheduling process, waitlists will not be available.

Advancement & Activity Schedule

when and where you will find every activity

Preparation

Eagle Base

Independence

Liberty / Freedom

Life in Camp

FAQ

Registration

Resources

Area	2:00	2:30	3:00	3:30	4:00	4:30
Aquatics	Canoeing (12)			Open Program		
	Swimming (12)*					
	Lifesaving (12)*					
	Rowing (8)					
	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 (12)*			Open Program		
	Environmental Science (12)*			Open Program		
	Robotics (12)			Open Program		
	Astronomy (12)		Forestry (12)			
	Engineering (12)		Open Program			
Electricity (12)						
Fishing	Fishing (12)@		Fly Fishing (12)@		Fish and Wildlife (12)@	
Shooting Sports	Rifle Shooting (16)		Open Program			
	Shotgun (8)					
	Archery (16)					
Handicraft	Leatherwork (12)		Graphic Arts (12)		Open Program	
	Space Exploration (12)		Pulp and Paper (12)			
	Woodcarving (12)		Open Program			
	Chess / Game Design (12)					
Scoutcraft	Cooking (12)		Open Program			
	Geocaching (8)					
	Pioneering (12)					
Scout Scholar (Located in Freedom)	Citizenship in the World (12)*		Citizenship in the World (12)*			Open Program
	Citizenship in the Nation (12)*		Citizenship in the Nation (12)*			
	Search and Rescue (12)		Emergency Prep (12)*			
	Disability Awareness (12)		Open Program			
	First Aid (12)*					
	Communications (12)*					
Trail to First Class	Mammal Study/Nature (24)#		Trail to Open Program			
	Fingerprinting/Basketry (24)#					

Badges are shooting concurrently.

@Merit Badges are required for Complete Angler Recognition.



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Aquatics

Merit Badge	Requirements	Comments
Canoeing (B)	Req. 2 (SR)	
Kayaking (C)	Req. 2 (SR)	
Lifesaving* (A)	Req. 1a (SR)	CPR certification card fulfills Req. 13. Bring long pants, long sleeve shirt and belt for disrobe. Swimming MB recommended
Motorboating (B)	Req. 2a (SR)	
Small-Boat Sailing (B)	Req. 2 (SR)	CPR certification card fulfills Req. 1b
Swimming* (C)	Req. 2 (SR)	Must be a Swimmer.
Watersports (B)	Req. 3 (SR)	Previous waterskiing experience recommended, additional \$50 fee.

Activity	Requirements	Comments
Instructional Swim	None	Not a Merit Badge, open program activity
Mile Swim (A)	Be a Swimmer (SR)	Not a Merit Badge
Paddlecraft Safety (A)	Be a Swimmer and 16 or older (SR)	Not a Merit Badge, replaces BSA Lifeguard for unit level boating activities
Snorkeling (C)	Be a Swimmer (SR)	Not a Merit Badge, limited space for adults.
Stand Up Paddleboarding (B)	Be a Swimmer	Not a Merit Badge
Swimming & Water Rescue (A)	Be a Swimmer and 16 or older (SR)	Not a Merit Badge, replaces BSA Lifeguard for unit level swimming activities

See page 27 for more information about requirements and levels of difficulty.
*Required for Eagle.

COPE & Climbing

Merit badge	Requirements	Comments
Climbing (A) *	None	Recommended for those 13 and older Extra time for practice needed

Activity	Requirements	Comments
Project C.O.P.E.	None	Recommended for those 13 and older

See page 27 for more information about requirements and levels of difficulty.
*Climbing located at the C.O.P.E. Course.



Trail to First Class

Trail to First Class offers opportunities to help young Scouts progress toward rank advancement. The schedules are designed to cover the requirements that naturally fit into the camp setting focusing on Scouting skills. Each Scout will receive a TFC Passport that tracks their accomplishments throughout the week. This serves as a record for leaders to sign-off Scout Handbooks at the end of the week.

The patrol method is heavily emphasized in Trail to First Class and Scouts will function in patrols throughout their week. Trail to First Class Scouts will sign up for a 9:00 a.m. - 12:00 p.m. program that encompasses rank requirements. Participants may choose to earn Basketry and Fingerprinting or Mammal Study and Nature during merit badge instruction in the afternoon.

If a Scout only needs help on a few requirements, they should sign up for merit badges and come to Trail to First Class during open program. Open program at Trail to First Class runs from 3:00 - 5:00 p.m. and is a good way to make up missed requirements or to complete new ones.

Trail to First Class Scouts also have the opportunity this year to participate in a Trail to Outpost Overnighter. This optional trip will focus on wilderness survival skills and campsite cooking.

To participate in this trip, Scouts must bring their own tent and sleeping gear.

Rank	Requirements Covered	Comments
Scout	1a, 1b, 1c, 1d, 1e, 1f, 4a, 4b, 5	Morning session at TFC throughout the week
Tenderfoot	1a, 1b, 1c, 2a, 2b, 2c, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 5a, 5b, 5c, 7a, 7b	Morning session at TFC throughout the week
Second Class	1b, 1c, 2a, 2b, 2c, 2f, 2g, 3a, 3b, 3c, 3d, 4, 6a, 8a, 8b	Morning session at TFC throughout the week
First Class	3a, 3b, 3c, 3d, 5a, 5b, 5c, 5d, 7a, 7b, 7c, 7f	Morning session at TFC throughout the week
Basketry Merit Badge Fingerprinting Merit Badge Mammal Study Merit Badge Nature Merit Badge	All requirements for the badge will be covered at camp	Held in the Trail to First Class area at the scheduled afternoon time slot
Trail to Open Program	Explore the things that open program has to offer in small groups led by our instructors	Held in the Trail to First Class area at the beginning of Open Program
Trail to Outpost Overnighter	Expanded requirements including dutch oven cooking and wilderness survival skills	Overnight trip on Tuesday evening, Scouts must bring their own tent



We do encourage unit leaders to help out at Trail to First Class. Adults are welcome to join us on the 5-mile hike or Outpost overnight camping trip.



Shooting Sports

Merit badge	Requirements	Comments
Archery (B)	Req. 1c (P)	Extra time for practice needed, located at the Archery Area
Rifle Shooting (A)	Req. 1d, 1f (P)	Extra time for practice needed, located at Reservation Shooting Sports Center
Shotgun Shooting (A)	Req. 1d, 1f (P)	Recommended for those 13 and older Additional \$25 fee
Activity	Requirements	Comments
3D Archery (B)	None	Not a merit badge, located at the Shotgun Range
Chalk Ball (C)	None	Not a merit badge, located at Archery Area
Sporting Arrows (B)	None	Not a merit badge, located at the Shotgun Range
Merit badge	Requirements	Comments

See page 33 for more information about requirements and levels of difficulty.



Day Trek

Day Trek is a fantastic adventure for that older Scout who is staying with the troop, but is not participating in the merit badge program. Shortly after breakfast, Scouts will join our Eagle Base day program for high adventure activities before returning to Camp Liberty or Camp Freedom at approximately 5:00 p.m.

Evenings are spent in Freedom or Liberty participating in campwide programs with the rest of the Scout's troop, therefore Day Trek campers may not participate in Eagle Base evening program. During the day, Scouts can select from adventures including caving, whitewater rafting, mountain biking, and sporting clays, but will not be able to earn merit badges during program time. **Refer to page 48 for required equipment for Eagle Base Program.**

Although Day Trek participants stay at Liberty or Freedom, registration is completed in the Eagle Base section of the online registration system. There is an additional fee of \$50 to participate in the Day Trek program. Payments are made through your camp's registration by choosing the Freedom/Liberty Day Trek option.

Participants must meet at the Program Hall on Sunday for an orientation meeting - bring completed vendor release forms (www.lhscouting.org/camping).

Monday through Friday participants meet at the entrance to the Chapel in the Liberty Parking lot at 8:40 a.m. to be transported to the daily activities.

Ecology - STEM

Merit badge	Requirements	Comments
Astronomy (B)	None	Evening observations required
Chemistry (B)	None	
Electricity (B)	Req. 2, 9a (P)	
Engineering (A)	Req. 1 (P)	Read the Engineering Merit Badge pamphlet before coming to camp
Environmental Science* (A)	Req. 3e (P)	Req. 4 can be completed at home, be sure to bring your journal to camp along with your report
Forestry (B)	Req. 5, 8 (P)	
Geology (B)	None	
Mammal Study (C)	None	
Medicine (B)	Req. 10 (P)	
Nature (C)	None	Req. 4 can be started at home
Nuclear Science (A)	None	Recommended Chemistry MB
Reptile & Amphibian Study (C)	Req. 8 (P)	Bring your journal to camp
Robotics (A)	Req. 6 (P)	
Veterinary Medicine (B)		Includes field trip to a local veterinary medicine clinic
Weather (B)	Req. 9 (P)	Bring Req. 9 to Camp
See page 33 for more information about requirements and levels of difficulty. *Required for Eagle.		

Preparation

Eagle Base

Independence

Liberty / Freedom

Life in Camp

FAQ

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Resources





Handicraft

Merit badge	Requirements	Comments
Art (C)	Req. 6 (P)	None
Basketry (C)	None	None
Chess (B)	None	None
Game Design (B)	None	Requires open program time to test games
Fingerprinting (C)	None	None
Graphic Arts (A)	None	None
Indian Lore (C)	None	Includes field trip to Fort Necessity National Battlefield
Leatherwork (C)	None	None
Photography (B)	Req. 1B (P)	Bring a digital camera and Cyber Chip
Pulp and Paper (C)	None	None
Space Exploration (C)	None	Do not bring your own rocket or engines
Woodcarving (B)	Totin' Chip (SR)	No pocket knives w/blades over 3.5"



Scoutcraft

Merit badge	Requirements	Comments
Backpacking (A)	Req. 9, 10, 11 (P)	
Camping* (A)	Req. 4b, 5e, 7b, 8d, 9a, 9b (P)	Most of the written work can be completed at home
Cooking (B)	Req. 4cde (PC)	Requires cooking time during some meals.
Signs, Signals, & Codes (B)	None	Practice braille, semaphore, and Morse code prior to camp
Exploration (B)	None	None
Geocaching (B)	Req. 8 (P)	Includes a field trip to Ohiopyle State Park
Orienteering (A)	None	None
Pioneering (A)	None	Proficiency in basic knots required
Scouting Heritage (B)	Req. 4, 6 (P)	Must attend Deep Fried Patch Trading
Wilderness Survival (B)	None	For Req. 5 bring your kit to camp, involves spending a night in an improvised shelter

See page 33 for more information about requirements and levels of difficulty.
*Required for Eagle.



Scout Scholar

Merit badge	Requirements	Comments
Citizenship in the Nation* (A)	None	Includes field trip to Fort Necessity National Battlefield
Citizenship in the World * (A)	None	
Communication* (B)	Req. 5 (P)	
Crime Prevention (C)	Req. 2 (P), 4, 7 (P)	
Disabilities Awareness (C)	Req. 2 (P)	
Emergency Preparedness* (B)	Req. 2c (P), 6c (P), 8b(P)	Req. 8b bring documentaiton of your kit to camp, First Aid Merit Badge required for completion
Fire Safety (C)	Req. 6ab, 11, 12 (P)	None
First Aid* (B)		Req. 2d bring your kit to camp, Current CPR certification card fulfils Req. 3b
Public Health (B)	None	Includes field trip to Heinz Food Service
Public Speaking (B)	None	
Law (B)	Req. 4 (P)	Mock trial during open program required
Salesmanship (C)	None	
Search and Rescue (B)	Req. 4 (P), 6ab (P)	None

See page 33 for more information about requirements and levels of difficulty.
*Required for Eagle.



Fishing

Merit badge	Requirements	Comments
Fish and Wildlife Management (B)	None	Required for Complete Angler recognition program
Fishing (A)	None	Required for Complete Angler recognition program. Bring your own rod and tackle
Fly Fishing (C)	None	Required for Complete Angler recognition program. Bring your own fly rod

See page 33 for more information about requirements and levels of difficulty.