

2019 Camp Geiger Daytime Activity Master Schedule (Page 1 of 2)

ACTIVITY'S LOCATION	REC. YEAR AND AGE	EXTRA INFO	9:00 A.M.	10:00 A.M.	11:00 A.M.	2:00 P.M.	3:00 P.M.	4:00 P.M.
AQUATICS								
LAKE	3rd / 13+	C, S	Canoeing MB (2 Hours)					
	Any	H, S, T	Fishing MB (8:30 a.m.)					
	3rd / 13+	\$5, H						Fly Fishing MB
	Any	C, S		Kayaking MB (2 Hours)		Kayaking MB (2 Hours)		
	15+	A, C, N	Paddlecraft Safety Training & Certification (Arranged)					
	3rd / 13+	C				Rowing MB and Paddleboarding (2 Hours)		
POOL	Any	N					Beginning Swimmer	Beginning Swimmer
	Any	N			Extra MB Instruction			
	3rd / 13+	C, E, P, T	Lifesaving MB (2 Hours)					
	Any	N					Non-Swimmer Inst.	Non-Swimmer Inst.
	16+	A, C, N	Swimming & Water Rescue Training (Arranged)					
	Any	C, E		Swimming MB (2 Hours)		Swimming MB (2 Hours)		
COPE, CLIMBING & ELITE								
CLIMBING TOWER	3rd / 13+	N	C. O. P. E. Challenging Outdoor Physical Encounter (3 Hours)					
	Any		Climbing MB					
VARIES DAILY	4th / 14+	\$10, N						ELITE
EAGLE								
EAGLE AREA, HIRSH LODGE & HANDICRAFT CORRAL	2nd +	E, P	Citizenship Comm MB			Citizenship Comm MB		
	2nd +	E, P		Citizenship Nation MB			Citizenship Nation MB	
	2nd +	E			Citizenship World MB		Citizenship World MB	
	2nd +	E, P	Communications MB			Communications MB		
	2nd +	E, P	Personal Fitness MB		Personal Fitness MB			
	2nd +	E, P, S		Personal Mgmt MB		Personal Mgmt MB		
	Any	E, P, S	Cooking MB (2 Hours)			Cooking MB (2 Hours)		
	2nd +	E, P			Emergency Prep. MB		Emergency Prep. MB	
	2nd +	E, P, T		First Aid MB		First Aid MB		
HANDICRAFT								
HANDICRAFT CORRAL	Any	\$5	Pottery and Sculpture MBs	Pottery and Sculpture MBs		Pottery and Sculpture MBs	Pottery and Sculpture MBs	Pottery and Sculpture MBs
	Any	\$10		Basketry & Textiles MBs	Basketry & Textile MBs	Basketry & Textile MBs	Basketry & Textile MBs	Basketry & Textile MBs
	Any	\$15	Leatherwork MB		Leatherwork MB	Leatherwork MB	Leatherwork MB	Leatherwork MB
	Any	\$5	Wood Carving MB	Wood Carving MB	Wood Carving MB		Wood Carving MB	Wood Carving MB
FORGE	16 +	\$13	Metalwork MB	Metalwork MB	Metalwork MB		Metalwork MB	Metalwork MB
MIC-O-SAY								
TIPI NEAR GOETZ	2nd +	\$20, T		Indian Lore MB	Indian Lore MB		Indian Lore MB	Indian Lore MB
COUNCIL RING	B, W, TTB	N				Dance Practice		

KEY TO ABBREVIATIONS:

MB = Merit Badge activity; A = Open for adults as space allows; C = Swimmer status required; E = Eagle rank required merit badge; H = Hornaday award MB; N = Not a Merit Badge; P = Prerequisites. These must be completed prior to camp to complete the badge at camp; S = STEM award MB; T = Additional time required (as announced in this Leader Guide)

2019 Camp Geiger Daytime Activity Master Schedule (Page 2 of 2)

ACTIVITY'S LOCATION	REC. YEAR AND AGE	EXTRA INFO	9:00 A.M.	10:00 A.M.	11:00 A.M.	2:00 P.M.	3:00 P.M.	4:00 P.M.
NATURE								
NATURE LODGE	Any	S			Animal Science MB			Animal Science MB
	Any			Archeology MB		Archeology MB		
	3rd / 13+	P, S, T	Astronomy MB					
	Any	H, P, S		Bird Study MB				
	Any	E, H, S	Environmental Science MB (2 Hours)				Environmental Science MB (2 hours)	
	2nd +	T			Exploration MB		Exploration MB	
	Any	S			Fish & Wildlife, Forestry MBs	Fish & Wildlife, Forestry MBs		
	Any	H, S			Geology, Soil & Water Cons MBs			Geology, Soil & Water Cons MBs
	2nd +	A, N		Leave No Trace Award Training				
	Any	H, S	Oceanography & Weather MBs					Oceanography & Weather MBs
	Any	H, P, S	Reptile & Amphibian Study MB			Reptile & Amphibian Study MB		
	Any	\$15, S, T				Space Exploration MB	Space Exploration MB	
2nd +	E, P, S			Sustainability MB		Sustainability MB		
SCOUTCRAFT								
SCOUTCRAFT PAVILION	2nd +	E, P				Camping MB	Camping MB	
	New Scouts	N	First Class Trail (3 Hours)					
	Any	S				Orienteering MB		
	2nd +	T				Search & Rescue MB	Search & Rescue MB	Search & Rescue MB
	2nd +							Wilderness Survival MB
SHOOTING SPORTS								
ARCHERY RANGE	3rd / 13+	\$5, S	Archery MB		Archery MB		Archery MB	Archery MB
RIFLE RANGE	Any	\$7.50, S	Rifle Shooting MB	Rifle Shooting MB	Rifle Shooting MB	Rifle Shooting MB	Rifle Shooting MB	
SHOTGUN RANGE	3rd / 13+	\$15, S	Shotgun Shooting MB	Shotgun Shooting MB	Shotgun Shooting MB	Shotgun Shooting MB		Shotgun Shooting MB
COWBOY ACTION RG	2nd or older	\$10					Johnny Fry	
TRADES & SKILLS								
HANDICRAFT CORRAL	Any	S	Automotive Maintenance MB	Automotive Maintenance MB		Automotive Maintenance MB		
MARYVILLE LODGE BASEMENT	Any	S	Electricity MB			Electricity MB		
	Any						Plumbing MB	Plumbing MB
GOETZ LODGE BASEMENT PATIO	Any	S		Radio MB	Radio MB			
	Any	P				Crime Prevention & Fingerprinting MBs	Crime Prevention & Fingerprinting MBs	Crime Prevention & Fingerprinting MBs
CYCLING SHED	3rd / 13+	E, P, S	Cycling MB	Cycling MB		Cycling MB	Cycling MB	
GOLF RANGE	2nd +	P		Golf MB	Golf MB			
TRADING POST	Any		Music MB	Music MB				
	Any	S			Chess MB	Chess MB		
MUSEUM	2nd +	P	Photography MB				Photography MB	

KEY TO ABBREVIATIONS:
 MB = Merit Badge activity; A = Open for adults as space allows; C = Swimmer status required; E = Eagle rank required merit badge; H = Hornaday award MB;
 N = Not a Merit Badge; P = Prerequisites. These must be completed prior to camp to complete the badge at camp; S = STEM award MB; T = Additional time required (as announced in this Leader Guide)

Detailed Schedule of Merit Badge Activities

Animal Science Merit Badge



LOCATION Nature Lodge
CLASS START TIME(S) 11 a.m. / 4 p.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Paper and pen or pencil, water bottle
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 20

Archaeology Merit Badge



LOCATION Nature Lodge
CLASS START TIME(S) 10 a.m. / 2 p.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Paper and pen or pencil, water bottle
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 20

Scouts will **participate in a hike on two days during this activity.** Please wear appropriate shoes and bring a water bottle.

Archery Merit Badge



LOCATION Archery Range
CLASS START TIME(S) 9 a.m. / 11 a.m. / 3 p.m. / 4 p.m.
RECOMMENDED FOR 3rd year camper or 13 years of age and older
REQUIRED MATERIALS Arrow kits, which are available at the Trading Post
ANTICIPATED COSTS * \$5.00

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 12

Scouts must read the Archery Merit Badge pamphlet prior to starting the activity. Requirement 4 requires shooting a qualifying score of 160/300 during the activity.

* The activity fee will be added to the Scout's camp registration fees, and the materials will be provided to the Scout during the activity period.

Astronomy Merit Badge



LOCATION Nature Lodge
CLASS START TIME(S) 9 a.m.
RECOMMENDED FOR Scouts who have completed the 7th grade
REQUIRED MATERIALS Paper and pen or pencil
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 20

Scouts may wish to prepare ahead of camp to complete the observation requirements. Scouts could work on this Sunday and Tuesday nights to get in all 3 hours of observation time. Monday night's star study session will be held at 9:00 p.m and will run well past Taps. Scouts will meet at Nature Lodge and be escorted to a dark area. **The night-time star study must be attended.**

Automotive Maintenance Merit Badge



LOCATION Handicraft Corral
CLASS START TIME(S) 9 a.m. /10 a.m./ 2 p.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Paper and pen or pencil
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 20

Basketry and Textile Merit Badges



LOCATION Handicraft Pavilion
CLASS START TIME(S) 10 a.m./11 a.m./2 p.m./ 3 p.m./ 4 p.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Basketry materials, which are available at the Trading Post
ANTICIPATED COSTS \$10.00

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 25

Both Basketry and Textile Merit Badges are taught together during this activity period. The activity fee will be added to the Scout's camp registration fees, and the materials will be provided to the Scout during the activity period.

Bird Study Merit Badge



LOCATION Nature Lodge
CLASS START TIME(S) 10 a.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Binoculars are highly recommended. Paper, pen or pencil.
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 20

A very early morning bird watch session will be required for this badge and will take place on Tuesday and Wednesday in order to potentially fulfill the bird observation requirement while at camp.

Camping Merit Badge (Eagle Required)



LOCATION Scoutcraft pavilion
CLASS START TIME(S) 2 p.m. / 3 p.m.
RECOMMENDED FOR 2nd year camper and older, preferably First Class rank or higher
REQUIRED MATERIALS None
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 20

A Scout may bring notation signed by his Scoutmaster indicating completion of requirements 8d and 9 a-c. **Only one week of long term camping (Camp Geiger) may be counted** in the total days and nights of camping. Requirement 8d can be completed at camp if taken along with Cooking MB.

Canoeing Merit Badge



LOCATION	Lake Front	CLASS LENGTH	2 hours
CLASS START TIME(S)	9 a.m.	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	3rd year camper or 13 years of age and older		
REQUIRED MATERIALS	Shoes that can get wet.		
ANTICIPATED COSTS	None		

Prerequisite: The Scout must attain "Swimmer" classification during the Sunday swim check. Participants need to be ready to get wet every day.

Chess Merit Badge



LOCATION	Trading Post	CLASS LENGTH	1 hour
CLASS START TIME(S)	11 a.m. / 2 p.m.	PARTICIPANT CAPACITY	24
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	None		

Being familiar with chess board and its pieces will accelerate the pace of this course. Attendance every day is essential to complete this merit badge.

Citizenship in the Community Merit Badge (Eagle Required)



LOCATION	Eagle Training Area (Handicraft Bldg.)	CLASS LENGTH	1 hour
CLASS START TIME(S)	9 a.m. / 2 p.m.	PARTICIPANT CAPACITY	25
RECOMMENDED FOR	2nd year camper or older and preferably First Class		
REQUIRED MATERIALS	Paper and pen or pencil		
ANTICIPATED COSTS	None		

Prerequisite: Visit to a public meeting and community service requirements cannot be completed at camp. Scouts who attend a public meeting before camp should bring a copy of the agenda and be prepared to discuss the meeting. A written note from the Scoutmaster certifying completion of the community service will be accepted.

Citizenship in the Nation Merit Badge (Eagle Required)



LOCATION	Eagle Training Area (Handicraft Bldg.)	CLASS LENGTH	1 hour
CLASS START TIME(S)	10 a.m. / 3 p.m.	PARTICIPANT CAPACITY	25
RECOMMENDED FOR	2nd year camper or older and preferably First Class		
REQUIRED MATERIALS	Paper and pen or pencil		
ANTICIPATED COSTS	None		

Prerequisite: Review the requirements and bring a note from a parent or Scoutmaster certifying completion of the site visits. As time allows, the letter to a Congressman or Senator may be completed at camp.

Citizenship in the World Merit Badge (Eagle Required)



LOCATION	Eagle Training Area (Handicraft Bldg.)	CLASS LENGTH	1 hour
CLASS START TIME(S)	11 a.m. / 3 p.m.	PARTICIPANT CAPACITY	25
RECOMMENDED FOR	2nd year camper or older and preferably First Class		
REQUIRED MATERIALS	Paper, pen or pencil		
ANTICIPATED COSTS	None		

Climbing Merit Badge



LOCATION	Climbing Tower	CLASS LENGTH	2 hours
CLASS START TIME(S)	9 a.m.	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Closed-toe shoes		
ANTICIPATED COSTS	None		

Completion of a CPR course prior to camp recommended. Due to limited class size, do not register for this activity if you already have the MB. You will not be admitted. On the Monday before camp, the Program Staff will make a determination of which Scouts can be accepted each period and post it on the website. Scouts not chosen will select an alternate activity. **Prerequisite:** No fear of heights.

Communication Merit Badge (Eagle Required)



LOCATION	Eagle Training Area (Handicraft Bldg.)	CLASS LENGTH	1 hour
CLASS START TIME(S)	9 a.m. / 2 p.m.	PARTICIPANT CAPACITY	25
RECOMMENDED FOR	2nd year camper or older and preferably First Class		
REQUIRED MATERIALS	Paper, pen or pencil		
ANTICIPATED COSTS	None		

Prerequisite: Scouts who attend a public meeting before camp should bring a copy of the agenda and be prepared to discuss the meeting.

Cooking Merit Badge (Eagle Required)



LOCATION	Sol Hirsh Lodge in Handicraft Corral	CLASS LENGTH	2 hours
CLASS START TIME(S)	9 a.m. / 2 p.m.	PARTICIPANT CAPACITY	20
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	None		

Requirement 5 cannot be completed at camp. A Scout may bring a note signed by his Scoutmaster indicating the meal requirements have been completed.

Cycling Merit Badge (Eagle Option)



LOCATION	Cycling Shed (near Trading Post)	CLASS LENGTH	1 hour
CLASS START TIME(S)	9 a.m./10 a.m./11 a.m./2 p.m./3 p.m.	PARTICIPANT CAPACITY	8
RECOMMENDED FOR	3rd year camper or 13 years of age or older		
REQUIRED MATERIALS	Personal First Aid kit, closed toe shoes, water bottle		
ANTICIPATED COSTS	None		

Equipment will be provided. This badge requires 2 rides each of 2, 5, and 8 miles and one of 22 miles, all on a mountain bike. This requirement cannot be completed at camp. Scouts who are too small to fit the provided equipment will unfortunately have to be turned away.

Electricity Merit Badge



LOCATION	Basement of Maryville Lodge	CLASS LENGTH	1 hour
CLASS START TIME(S)	9 a.m. / 2 p.m.	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Paper, pen or pencil, water bottle		
ANTICIPATED COSTS	None		

Scouts should wear long pants.

Emergency Preparedness Merit Badge (Eagle Option)



LOCATION	Sol Hirsh Lodge in Handicraft Corral	CLASS LENGTH	1 hour
CLASS START TIME(S)	11 a.m. / 3 p.m.	PARTICIPANT CAPACITY	20
RECOMMENDED FOR	2nd year camper or older		
REQUIRED MATERIALS	Emergency kit		
ANTICIPATED COSTS	None		

Prerequisites: First Aid Merit Badge is required and may be taken during the same camp session. Scouts will need to complete the emergency kit before coming to camp. Necessary items for the kit are listed in the Emergency Preparedness Merit Badge book.

Environmental Science Merit Badge (Eagle Option)



LOCATION	Nature Lodge	CLASS LENGTH	2 hours
CLASS START TIME(S)	9 a.m. / 3 p.m.	PARTICIPANT CAPACITY	25
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Paper, pen or pencil		
ANTICIPATED COSTS	None		

Part of this activity requires a nature hike. Wear appropriate closed-toe shoes and bring a water bottle every day of the activity. **This merit badge is part of the William T. Hornaday Award program.**

Fingerprinting & Crime Prevention Merit Badges



LOCATION Basement of Goetz Lodge
CLASS START TIME(S) 2 p.m. / 3 p.m. / 4 p.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Paper, pen or pencil
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 25

Crime Prevention and Fingerprinting Merit Badges are covered together during this activity period.

Prerequisite Opportunity: The Crime Prevention notebook requirement cannot be completed at camp. A Scout may prepare and bring a notebook of newspaper and other clippings that address crime and crime prevention efforts in his community to meet this requirement.

First Aid Merit Badge (Eagle Required)



LOCATION Sol Hirsh Lodge in Handicraft Corral
CLASS START TIME(S) 10 a.m. / 2 p.m.
RECOMMENDED FOR 2nd year camper and older
REQUIRED MATERIALS Scout-built personal First Aid kit
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 20

Prerequisite: If a Scout wishes to complete the badge at camp, he must bring the personal First Aid kit he built prior to camp.

Fish and Wildlife & Forestry Merit Badges



LOCATION Nature Lodge
CLASS START TIME(S) 11 a.m. / 2 p.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Paper, pen or pencil
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 25

Forestry & Fish and Wildlife Merit Badges are covered together during this activity period. **These merit badges are part of the William T. Hornaday Award program.**

Fishing Merit Badge



LOCATION Lake Front
CLASS START TIME(S) 9 a.m. period **but starts at 8:30 a.m.**
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS All fishing gear will be provided
ANTICIPATED COSTS None

CLASS LENGTH 1 ½ hours
PARTICIPANT CAPACITY 15

This activity starts at 8:30 a.m. each day. Each Scout is to catch, clean and cook a fish. Camp Geiger is able to provide fishing gear for Scouts at no cost through a great partnership with the Missouri Department of Conservation. **This merit badge is part of the William T. Hornaday Award program.**

Fly Fishing Merit Badge



LOCATION	Lake Front	CLASS LENGTH	1 hour
CLASS START TIME(S)	4 p.m.	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	3rd year campers or 13 years of age and older		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	* \$5.00		

This activity runs until 5:30 p.m. on Tuesday. Each Scout is to catch, clean, and cook a fish. **This merit badge is part of the William T. Hornaday Award program.** * The activity fee will be added to the Scout's camp registration fees, and the materials will be provided to the Scout during the activity period.

Geology & Soil and Water Conservation Merit Badges



LOCATION	Nature Lodge	CLASS LENGTH	1 hour
CLASS START TIME(S)	11 a.m. / 4 p.m.	PARTICIPANT CAPACITY	25
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Paper, pen or pencil, closed-toe shoes		
ANTICIPATED COSTS	None		

Soil and Water Conservation & Geology Merit Badge are covered together during this activity period. This activity does require a nature hike and a conservation project. Please wear closed-toe shoes and bring a water bottle every day. **These merit badges are part of the William T. Hornaday Award program.**

Golf Merit Badge



LOCATION	Scoutcraft Pavilion	CLASS LENGTH	1 hour
CLASS START TIME(S)	10 a.m. / 11 a.m.	PARTICIPANT CAPACITY	8
RECOMMENDED FOR	2nd year camper and older		
REQUIRED MATERIALS	Water bottle		
ANTICIPATED COSTS	None		

Requirements involving completing rounds of golf cannot be completed at camp. A Scout can bring a written note from the Scoutmaster or a scorecard from the course to show proof of completion.

Indian Lore Merit Badge



LOCATION	Tipi near Goetz, Swimming Rock Lodges	CLASS LENGTH	1 hour
CLASS START TIME(S)	10 a.m. / 11 a.m. / 3 p.m. / 4 p.m.	PARTICIPANT CAPACITY	30
RECOMMENDED FOR	2nd year camper and older		
REQUIRED MATERIALS	Costume kits, which are available at the Trading Post		
ANTICIPATED COSTS	Approximately \$20.00		

The cost of this activity will vary with the selection of the project. Scouts can make as many additional costume parts as time allows. Additional choices will naturally increase the costs.

Kayaking Merit Badge



LOCATION Lake Front
CLASS START TIME(S) 10 a.m. / 2 p.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Shoes that can get wet.
ANTICIPATED COSTS None

CLASS LENGTH 2 hours
PARTICIPANT CAPACITY 10

The Scout must attain "Swimmer" classification during the Sunday swim check. Participants should plan on being in the water every day and should wear appropriate clothing.

Leatherwork Merit Badge



LOCATION Handicraft Pavilion
CLASS START TIME(S) 9 a.m. / 11 a.m. / 2 p.m. / 3 p.m. / 4 p.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Leatherworking kits can be purchased at the Trading Post
ANTICIPATED COSTS \$15.00 *

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 25

* The activity fee will be added to the Scout's camp registration fees, and the materials will be provided to the Scout during the activity period.

Lifesaving Merit Badge (Eagle Option)



LOCATION Pool
CLASS START TIME(S) 9 a.m.
RECOMMENDED FOR 3rd year camper or 13 years of age or older
REQUIRED MATERIALS Long-sleeved buttoned shirt, long pants, belt, shoes, socks, swim trunks, towel
ANTICIPATED COSTS None

CLASS LENGTH 2 hours
PARTICIPANT CAPACITY 25

Scout must have earned Swimming Merit Badge. A 440-yard qualifying swim will be required the first day of the activity, Only strong swimmers will be able to qualify for this badge. Completion of CPR course prior to camp is recommended. There will be CPR training on Thursday night at 5 p.m., but it can be replaced with a CPR training card or other documentation.

Metalwork Merit Badge



LOCATION Handicraft Pavilion
CLASS START TIME(S) 9 a.m./10 a.m./11 a.m./3 p.m./4 p.m.
RECOMMENDED FOR 16 years of age and older
REQUIRED MATERIALS Jeans or thick cloth pants, closed toe shoes, no nylon or polyester shirts
ANTICIPATED COSTS * \$13.00

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 8

Only the forging option is being offered in this activity. The capacity for each class is limited. If scout meets the "recommended for" criteria, register him. On Monday before camp, Program Staff will post on the PEC website which Scouts have been accepted. Scouts not accepted will need to select another activity. * The activity fee will be added to the Scout's camp registration fees, and the materials will be provided to the Scout during the activity period.

Music Merit Badge



LOCATION Trading Post
CLASS START TIME(S) 9 a.m. / 10 a.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS None
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 10

Oceanography & Weather Merit Badges



LOCATION Nature Lodge
CLASS START TIME(S) 9 a.m. / 4 p.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Paper, pen or pencil
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 25

Weather and Oceanography Merit Badges are covered together during this activity period. **These merit badges are part of the William T. Hornaday Award program.**

Orienteering Merit Badge



LOCATION Scoutcraft Pavilion
CLASS START TIME(S) 3 p.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Compass, hiking boots or shoes, water bottle
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 15

Scouts may bring a GPS unit. Requirements to teach orienteering skills are best completed after the finish of the activity.

Personal Fitness Merit Badge (Eagle Required)



LOCATION Sol Hirsh Lodge in Handicraft Corral
CLASS START TIME(S) 9 a.m./11 a.m./4 p.m.
RECOMMENDED FOR 2nd year camper or older, preferably First Class or above
REQUIRED MATERIALS Tennis shoes, paper, pen or pencil
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 25

There will be a one mile run to help determine a Scout's baseline physical training. Requirements for dental examination and the 12 week training record cannot be completed at camp. A Scout may bring a note signed by his parent or guardian or Scoutmaster indicating the dental examination requirement has been completed. The 12 week record of training can be brought to camp to show completion of this requirement.

Personal Management Merit Badge (Eagle Required)



LOCATION	Sol Hirsh Lodge in Handicraft Corral	CLASS LENGTH	1 hour
CLASS START TIME(S)	10 a.m./2 p.m./3 p.m.	PARTICIPANT CAPACITY	25
RECOMMENDED FOR	2nd year camper or older, preferably First Class or above		
REQUIRED MATERIALS	Paper, pen or pencil		
ANTICIPATED COSTS	None		

Requirements for the 13 week budget record and the family purchase plan cannot be completed at camp. The 13 week budget can be completed prior to camp and brought with the Scout. Scouts can also bring documentation of the family purchase plan and be prepared to discuss it to meet requirements.

Photography Merit Badge



LOCATION	Museum	CLASS LENGTH	1 hour
CLASS START TIME(S)	9 a.m./3 p.m.	PARTICIPANT CAPACITY	10
RECOMMENDED FOR	2nd year camper and older		
REQUIRED MATERIALS	Sturdy shoes and a water bottle		
ANTICIPATED COSTS	None		

Scouts must earn their Cyber Chip prior to camp and bring documentation to camp. Scouts may bring their own camera but will need to use a provided SD memory card. **A cell phone with a camera does not work.** A flash drive is needed to take home any pictures taken on camp devices. Pictures taken may be used for the weekly slide show. Scouts will hike to various areas on camp to take photos.

Pottery and Sculpture Merit Badges



LOCATION	Handicraft Pavilion	CLASS LENGTH	1 hour
CLASS START TIME(S)	9 a.m. / 10 a.m. / 2 p.m. / 3 p.m. / 4 p.m.	PARTICIPANT CAPACITY	
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Paper, Pen or Pencil		
ANTICIPATED COSTS	*\$5.00		

Pottery and Sculpture Merit Badges are covered together during this activity period. There is no kiln available. Scouts should be prepared to have clothes that can get muddy. Staff will inform Scouts during the activity which day(s) they need to be prepared for this. * The activity fee will be added to the Scout's camp registration fees, and the materials will be provided to the Scout during the activity period.

Plumbing Merit Badge



LOCATION	Basement of Maryville Lodge	CLASS LENGTH	1 hour
CLASS START TIME(S)	3 p.m. / 4 p.m.	PARTICIPANT CAPACITY	12
RECOMMENDED FOR	Any Scout		
REQUIRED MATERIALS	Paper and pen or pencil, water bottle		
ANTICIPATED COSTS	None		

Scouts should wear long pants.

Radio Merit Badge



LOCATION Front porch of Goetz Lodge
CLASS START TIME(S) 10 a.m. / 11 a.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Paper, pen or pencil
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 14

Rifle Shooting (.22 cal) Merit Badge

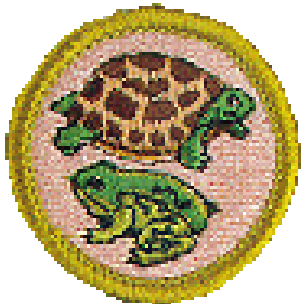


LOCATION Rifle Range
CLASS START TIME(S) 9 a.m./10 a.m./11 a.m./2 p.m./3 p.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS None
ANTICIPATED COSTS * \$7.50

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 16

Scouts must read the merit badge pamphlet prior to starting the activity. On the Monday before camp, the Program Staff will determine which Scouts are accepted in each period and post it on the PEC website. Scouts may choose an alternate activity if not selected. * The activity fee will be added to the Scout's camp registration fees, and the materials will be provided to the Scout during the activity period.

Reptile & Amphibian Study Merit Badge



LOCATION Nature Lodge
CLASS START TIME(S) 9 a.m. / 2 p.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Paper, pen or pencil
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 20

Requirement 8 cannot be completed at camp. Scouts can bring a signed note from a parent or Scout leader acknowledging completion of this requirement. **This merit badge is part of the William T. Hornaday Award program.**

Rowing Merit Badge, plus BSA Stand Up Paddleboarding Award



LOCATION Lake Front
CLASS START TIME(S) 2 p.m.
RECOMMENDED FOR 3rd year campers or 13 years of age or older
REQUIRED MATERIALS Shoes that can get wet
ANTICIPATED COSTS None

CLASS LENGTH 2 hours
PARTICIPANT CAPACITY 6

The Scout must attain "Swimmer" classification during the Sunday swim check. Participants need to be ready to get wet every day. Paddleboarding is an extra activity that will occur at the end of the week.

Search and Rescue Merit Badge



LOCATION Scoutcraft Pavilion
CLASS START TIME(S) 2 p.m. / 3 p.m. / 4 p.m.
RECOMMENDED FOR 2nd year or older
REQUIRED MATERIALS
ANTICIPATED COSTS None

CLASS LENGTH 1 hours
PARTICIPANT CAPACITY 15

Shotgun Shooting Merit Badge



LOCATION Shotgun Range
CLASS START TIME(S) 9 a.m. / 10 a.m. / 11 a.m. / 2 p.m. / 4 p.m.
RECOMMENDED FOR **Must be** 3rd year camper or 13 years of age or older
REQUIRED MATERIALS None
ANTICIPATED COSTS * \$15.00

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 10

Scouts must read the merit badge pamphlet prior to starting the activity. On the Monday before camp, the Program Staff will determine which Scouts are accepted in each period and post it on the PEC website. Scouts may choose an alternate activity if not selected. * The activity fee will be added to the Scout's camp registration fees, and the materials will be provided to the Scout during the activity period.

Space Exploration Merit Badge



LOCATION Nature Lodge
CLASS START TIME(S) 2 p.m. / 3 p.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Estes Viking model rocket kit
ANTICIPATED COSTS * \$15.00

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 15

* The activity fee will be added to the Scout's camp registration fees, and the materials for the rocket kit will be provided to the Scout during the activity period. **The rocket launch, at 6:45 p.m., is on Wednesday night and must be attended.**

Sustainability Merit Badge (Eagle Option)



LOCATION Nature Lodge
CLASS START TIME(S) 10 a.m./3 p.m.
RECOMMENDED FOR 2nd year camper or older
REQUIRED MATERIALS Paper, pen or pencil
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 20

Requirement 2 cannot be completed at camp. Scouts may bring any logs they have already started to the activity to help add to the discussion.

Swimming Merit Badge (Eagle Option)



LOCATION Pool
CLASS START TIME(S) 10 a.m. / 2 p.m.
RECOMMENDED FOR Any Scout
REQUIRED MATERIALS Swim trunks and towel
ANTICIPATED COSTS None

CLASS LENGTH 2 hours
PARTICIPANT CAPACITY 30

The Scout must attain "Swimmer" classification during the Sunday swim check.

Wilderness Survival Merit Badge



LOCATION Scoutcraft Pavilion
CLASS START TIME(S) 4 p.m.
RECOMMENDED FOR 2nd year camper or older
REQUIRED MATERIALS Sleeping bag, clothing suitable to spend the night in the open, pocket knife, survival kit.
ANTICIPATED COSTS None

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 15

Scouts will participate in one overnight away from their campsites on Monday night. Necessary items for the survival kit are listed in the merit badge pamphlet. Scouts will need to report to the Scoutcraft Pavilion at 7:30 p.m. to go to the overnight location and complete their survival shelters.

Woodcarving Merit Badge



LOCATION Handicraft Pavilion
CLASS START TIME(S) 9 a.m./10 a.m./11 a.m./3 p.m./4 p.m.
RECOMMENDED FOR 2nd year camper or older
REQUIRED MATERIALS Leather gloves are furnished but Scout may bring his own.
ANTICIPATED COSTS * \$5.00

CLASS LENGTH 1 hour
PARTICIPANT CAPACITY 25

Scouts should not bring their own knives to the activity. A totin/ chip must be shown to be allowed to use the tools provided. * The activity fee will be added to the Scout's camp registration fees, and the materials will be provided to the Scout during the activity period.

Detailed Schedule of Non-Merit Badge Activities

Beginning Swimmer's Instruction



LOCATION	Pool	CLASS LENGTH	1 hour
CLASS START TIME(S)	3 p.m. / 4 p.m.	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Beginner level swimmers		
REQUIRED MATERIALS	Swim trunks and towel		
ANTICIPATED COSTS	None		

The Scout must attain "Beginner" classification during the Sunday swim check. This activity is designed for Scouts to learn and practice strokes with the goal of advancing to "Swimmer" level.

COPE Challenging Outdoor Personal Experience



LOCATION	Climbing Tower	CLASS LENGTH	3 hours
CLASS START TIME(S)	9 a.m.	PARTICIPANT CAPACITY	36
RECOMMENDED FOR	3rd year camper or 13 years and older		
REQUIRED MATERIALS	Closed toe shoes and clothing that can get dirty		
ANTICIPATED COSTS	None		

Scouts must be present and participate every day to earn the COPE shirt. Scouts must be mature enough to handle the safety of others around them.

Duty to God Award



LOCATION	N/A	CLASS LENGTH	(No class)
CLASS START TIME(S)	Must complete during camp session	PARTICIPANT CAPACITY	No limit
RECOMMENDED FOR	Any Scout or Scout Leader		
REQUIRED MATERIALS			
ANTICIPATED COSTS	None		

The requirements noted below must be met. In addition, the Duty to God Application Form must be completed. It is located in the Forms and Resources section of this Leader Guide.

The P.R.A.Y. Duty to God Program is a special award open to all faiths that can be earned while at Camp Geiger. The program was developed by the Programs of Religious Activities for Youth (P.R.A.Y.) Organization, which has an official partnership with the Boy Scouts of America, and has been adapted so that Scouts and leaders may earn it while at camp.

The purpose of the program is to help youth and adults experience God at camp, become more reverent, and also learn how they can earn their particular faith's religious emblem award later in their own church. Participants will be eligible to receive a segment of the beautiful four-part "Duty to God" patch by completing the requirements of the program. Scouts and leaders who complete the requirements can present their P.R.A.Y. Duty to God Patch Completion form (Forms and Resources) to the Camp Geiger Trading Post or Pony Express Council Service Center to purchase the patch segment.

Eligibility:

Any youth Scout or adult leader who attends a summer camping session at Camp Geiger

Participants must complete the following four requirements:

1. Attend a religious service at Camp Geiger.
2. Participate in or help lead at least three daily devotionals with members of your troop or other Scouts while at camp.
3. Learn the Camp Geiger Grace or another grace. Recite and explain it to your Troop Chaplain Aide, Troop Chaplain, or the Camp Geiger Chaplain.
4. Youth must promise to attend a Duty to God Religious Emblems program presentation and commit to earning the Religious Emblem of their faith. If a Scout has already earned his faith's Religious Emblem, he must help explain the award program to another Scout. Adult leaders must commit to help make a presentation on the Duty to God Religious Emblems program at a regular troop meeting or serve as a counselor in their local church or troop for the Religious Emblems program.

More information about the religious emblems program, including a copy of the Duty to God Program Information brochure (no. 512-879) may be obtained online at <https://www.scouting.org/awards/religious-awards/>

For more information about P.R.A.Y., visit their website at <https://www.praypub.org/>

ELITE Engaging Leaders in Team Experience



LOCATION	Varies (schedule given at check-in)	CLASS LENGTH	2 hours
CLASS START TIME(S)	3 p.m.	PARTICIPANT CAPACITY	40
RECOMMENDED FOR	14 years of age and older and at least a Life Scout, preferably an Eagle Scout		
REQUIRED MATERIALS	None		
ANTICIPATED COSTS	* \$10		

Engaging Leaders in Team Experience (ELITE) is designed for Life Scouts and Eagle Scouts who are at least 14 years of age and who have already completed most of the merit badges needed for advancement. ELITE Scouts will participate in one of the following exciting challenges each day:

- DRONE FLYING
- ROBOTICS
- CRANE OPERATOR TRAINING SIMULATOR
- CATAPULTS
- GEIGER ESCAPE ROOM (located in the basement of Goetz Lodge).

Scouts will be assigned to a team of 4-8 members on Monday, and each team will be given its schedule for the week. The capacity for this activity is limited, but if a Scout is interested and meets the "recommended for" criteria, register him. On the Monday before camp, the Program Staff will make their determination of which Scouts are accepted into the activity and inform unit leaders. Scouts may then choose alternate activities if not selected. Adults are also welcome to register for this activity, however, first priority will be given to youth Scouts, ages 14 -18.

* The activity fee will be added to the Scout's camp registration fees, and the materials will be provided to the Scout during the activity period.

Extra Swimming / Lifesaving Requirement Help



LOCATION	Pool	CLASS LENGTH	1 hour
CLASS START TIME(S)	11 a.m.	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Scouts needing to complete Swimming or Lifesaving requirements		
REQUIRED MATERIALS	Swim trunks and towel		
ANTICIPATED COSTS	None		

This activity works with any Scout needing additional training on strokes or finishing merit badge requirements. The time is spent working toward those goals. It is not a “free swim” time.

First Class Trail (for Scouts who recently started the Scouting program)



LOCATION	Scoutcraft Pavilion	CLASS LENGTH	3 hours
CLASS START TIME(S)	9 a.m.	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Scout Rank or Tenderfoot Rank Scouts		
REQUIRED MATERIALS	Sturdy shoes, water bottle, swimming trunks and towel		
ANTICIPATED COSTS	None		

Scouts will complete approximately 2/3 of the requirements for Tenderfoot, Second Class, and First Class ranks. It is expected that participating Scouts would have completed the Scout Rank prior to camp, if at all possible.

Johnny Fry



LOCATION	Cowboy Action Range (initially)	CLASS LENGTH	2 hours
CLASS START TIME(S)	3:00 p.m.	PARTICIPANT CAPACITY	24
RECOMMENDED FOR	2nd year camper or older		
REQUIRED MATERIALS	Dressing up in Western style is encouraged.		
ANTICIPATED COSTS	* \$10.00		

* The activity fee will be added to the Scout's camp registration fees, and the materials will be provided to the Scout during the activity period.

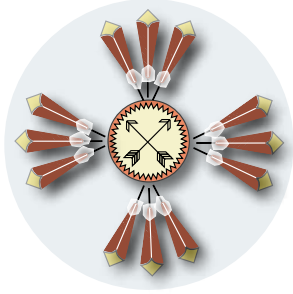
Leave No Trace / Outdoor Ethics



LOCATION	Nature Lodge	CLASS LENGTH	1 hour
CLASS START TIME(S)	10 a.m.	PARTICIPANT CAPACITY	30
RECOMMENDED FOR	2nd year camper or older, any adult leader		
REQUIRED MATERIALS	Paper and pen or pencil, Boy Scout Handbook, water bottle		
ANTICIPATED COSTS	None		

Both youth and adult leaders should register online for this activity. Youth need to read Chapter 7 of the Boy Scout Handbook on Leave No Trace prior to camp. Adults need to read the North American Skills and Ethics booklet and review chapter 7 of the Boy Scout Handbook prior to camp. Both youth and adults need to complete 3 outings with their unit with Leave No Trace and Outdoor Ethics principles prior to camp. Participants will earn their Outdoor Ethics Awareness and Action Award by the end of this course. This course does not meet on Friday.

Mic-O-Say Dance Practice



LOCATION	Council Ring	CLASS LENGTH	1 1/2 hours
CLASS START TIME(S)	1:30 or 2:00	PARTICIPANT CAPACITY	
RECOMMENDED FOR	All Braves, Hardway Warriors, and Tom-Tom Beaters		
REQUIRED MATERIALS	Current costume for Mic-O-Say rank when directed to bring it.		
ANTICIPATED COSTS	None		

Braves and Tom-Tom Beaters must arrive at 1:30 p.m.. Others arrive at 2:00 p.m. Any questions about this activity should be directed to a member of the Mic-O-Say staff.

Mile Swim



LOCATION	Pool	CLASS LENGTH	1 hour
CLASS START TIME(S)	M-T-W 6 a.m.	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Any Scout of Leader who is a proficient swimmer		
REQUIRED MATERIALS	Swim trunks and towel		
ANTICIPATED COSTS	None		

The Scout or Leader must attain "Swimmer" classification during the Sunday swim check. Activity will finish in time for the Scout of leader to attend breakfast on Monday and Tuesday morning. On Wednesday, breakfast will be provided at the pool. Participants must be present for all three morning sessions.

Non-Swimmer Instruction



LOCATION	Pool	CLASS LENGTH	1 hour
CLASS START TIME(S)	3 p.m. / 4 p.m.	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	Non-swimmers		
REQUIRED MATERIALS	Swim trunks and towel		
ANTICIPATED COSTS	None		

This activity is designed to get Scouts comfortable with the water and to help them pass First Class rank requirement for swimming and get them to the "Beginner" level.

Paddle Craft Safety Training /Certification



LOCATION	Lake Front	CLASS LENGTH	3 hours
CLASS START TIME(S)	Arranged	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	15 years of age and older		
REQUIRED MATERIALS	Shoes and clothing that can get wet		
ANTICIPATED COSTS	None		

The Scout must attain "Swimmer" classification during the Sunday swim check. This activity expands Safety Afloat Training for a leader to confidently supervise canoeing or kayaking excursions on flat water. The certification is valid for two years.

Swimming and Water Rescue Training / Certification



LOCATION	Pool	CLASS LENGTH	2 hours
CLASS START TIME(S)	Arranged	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	16 years and older		
REQUIRED MATERIALS	Swim trunks and towel		
ANTICIPATED COSTS	None		

The Scout must attain "Swimmer" classification during the Sunday swim check. The Boy Scouts of America recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. This certification is valid for two years.

William T. Hornaday Award Program



LOCATION	Varies	CLASS LENGTH	N/A
CLASS START TIME(S)	Varies with badges selected	PARTICIPANT CAPACITY	Open
RECOMMENDED FOR	2nd year and above but particularly for Eagles and Scouts interested in conservation		
REQUIRED MATERIALS	See program description below		
ANTICIPATED COSTS	Any costs associated with badges and projects		

Camp Geiger is proud to help interested Scouts begin the trail toward earning the prized and rarely given William T. Hornaday Award. The award is named in honor of Dr. William Hornaday, the founder of the National Zoo in Washington, D.C. He was an outspoken ambassador for natural resource conservation and was a leader in saving the American bison from extinction. In 1914, Dr. Hornaday created an award called The Wildlife Protection Medal, which challenged Americans to work for wildlife conservation as well as habitat protection.

After Dr. Hornaday's death in 1937, the award was renamed in his honor as an award for the Boy Scouts of America. Over the course of the past 80 years, only a few more than 1100 of these medals have been bestowed on Scouts for completion of the award program.

Four of these 1100 conservation-minded Scouts actually came from the Pony Express Council. It is our hope that by helping Scouts start on their award, we will be able to build conservation awareness among the scouts that camp with us.

To earn the Hornaday Medal, a Scout must complete 3 of the following merit badges: **Energy, Environmental Science, Fish & Wildlife Management, Forestry, Soil and Water Conservation or Public Health.** The Scout must also complete two of the following merit badges: **Bird Study, Fishing, Fly-Fishing, Gardening, Geology, Insect Study, Landscape Architecture, Mammal Study, Nature, Nuclear Science, Plant Science, Pulp & Paper, Reptile & Amphibian Study or Weather.**

After these are complete, **the Scout must plan, lead, and carry out a significant project in conservation from one of the areas on the national website.**

The award is challenging and is meant to be. Full details are found on the Hornaday website:

Hornaday Award Website: <https://www.scouting.org/awards/hornaday-awards>