

**Ransburg 2008 Activity Schedule**  
**Merit badges and Pre-Requisites are subject to change after 1-1-08**

<b>New Scouts</b>	<b>9:00</b>	<b>10:00</b>	<b>11:00</b>	<b>2:00</b>	<b>3:00</b>	<b>4:00</b>	<b>Pre-Requisites and paperwork</b>
Swimming	•	•	•	•	•		Pass the swimmer's test
Rowing	•	•	•				Pass the swimmer's test
Instructional Swim		•					For non-swimmers and beginners
Nature (M-W)	•	•	•	•	•		
Mammal Study (Th-F)	•	•	•	•	•		3
Camping	•	•	•	•	•	•	4b, 5e, 7b, 9abc
Wilderness Survival	•	•			•		
Eagle Quest – Tenderfoot 2 <sup>nd</sup> Class	•	•		•	•		
1 <sup>st</sup> Class			•			•	
Leatherwork	•	•	•	•	•		Projects cost \$5 - \$15
Basketry			•	•	•	•	3 Projects plan on \$25-\$27 total
First Aid	•	•	•	•	•		1, 2d
Art						•	\$15 Fee payable at the Trading Post
<b>Experienced Scouts</b>	<b>9:00</b>	<b>10:00</b>	<b>11:00</b>	<b>2:00</b>	<b>3:00</b>	<b>4:00</b>	<b>Pre-Requisites and paperwork</b>
Lifesaving	•	•	•	•	•		Swimming Merit Badge
Canoeing	•	•	•	•	•		Pass the swimmer's test
Environmental Science	•	•	•	•	•		3e, 4 recommended for age 13 and older
Astronomy				•			4c, 6, Night Hikes Required
Reptile & Amphibian Study	•	•				•	
Soil & Water Conservation					•	•	
Archaeology				•	•		4, 5
Bird Study						•	Requires early morning hike
Weather		•	•				8, Night Hike Required
Forestry	•		•			•	
Emergency Preparedness		•	•	•			1, 2c, 8b,c
Pioneering	•		•	•	•		
Woodcarving	•	•	•		•	•	Totin' Chip, Projects cost \$4 - \$7
Metalwork	•	•		•	•		\$10 shop cost payable at the Trading Post
Indian Lore (M-W)	•			•			Projects cost \$10-\$20
Fingerprinting (Th-F)	•			•			
Space Exploration		•	•		•	•	Project costs \$17
Personal Fitness (M-W)	•	•	•	•			8, 9
Sports (Th-F)	•	•	•				3, 4, 5
Athletics (M-W)	•	•	•				
Animal Science (M-W)	•			•	•		6 (except Horse and Sheep option, they will be covered at camp)
Veterinary Med. (Th-F)	•			•	•		6
<b>Older Scouts</b>	<b>9:00</b>	<b>10:00</b>	<b>11:00</b>	<b>2:00</b>	<b>3:00</b>	<b>4:00</b>	<b>Pre-Requisites and paperwork</b>
Small Boat Sailing		•	•		3:30	•	Pass the swimmer's test
Motorboating(M-W)	•	•	•	•			Pass the swimmer's test, Age 13+
Water Sports	•	•	•	•			Swimmer, Age 13+, \$5.00 fee, must pass swimmer's test
BSA Lifeguard			•				CPR, snorkeling BSA, Age 14+
Orienteering				•			1 map needed, \$3 cost
Rifle Shooting	•	•	•	Practice	Open Shoot		1d,f,h,i,2e, \$5 ammo fee
Shotgun Shooting	•	•	•	Practice	Open Shoot		1a,d,f,h,i,2e, age 13+, \$12 reload charge
Archery	•	•	•	Practice	Open Shoot		4b, c
Horsemanship	•	•	•		Trail Ride	Trail Ride	\$20 fee, Age 13+, long pants, ¾" heeled boots (no age restriction on trail rides, \$6 fee for rides)
Climbing Merit Badge	•	•	•	•		Free Climb	Age 13+, Class III Physical
COPE Course (M-F)	•	•	•	•	•		Age 13+ (by Jan 1 <sup>st</sup> )
Venture Program (M-F)	•	•	•	•	•		Age 14+, recommended for Venture Patrols and Crews
<b>Camp Activities</b>	<b>9:00</b>	<b>10:00</b>	<b>11:00</b>	<b>2:00</b>	<b>3:00</b>	<b>4:00</b>	<b>Pre-Requisites and paperwork</b>
Open Aquatics					3:30	•	Bring a buddy
Boardsailing – Kayaking					•	•	Pass the swimmer's test
Mile Swim (Conditioning)	•						Pass the swimmer's test
Canoe Trek (by troop or patrol)	•	•	•	•		•	See the Aquatics Director
Troop swim	•	•	•	•		•	See the Aquatics Director
Firecrafter Ranks	Open Program (Scouts can come during normal program time to work on any of the three ranks.)						Must be completed at camp, and can be worked on in the troop campsite also.
Paul Bunyan Award					•	•	
Totin' Chip					•	•	
Firem'n Chit					•	•	
Mountain Biking					•	•	Must be 13, at least 5 ft tall
Basketball, Volleyball Tourn.					•	•	
Ransburg Wrangler Award				•			Horsemanship MB, Age 13+, long pants, ¾" heeled boots, \$20 fee