

1st Session	2nd Session	3rd Session	4th Session	Open Session
9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00 – 4:30

AQUATICS (WATERFRONT)

Canoeing (20)	1&2 <Class is 2 Sessions>			
**Canoeing (20)		2&3 <Class is 2 Sessions>		
Kayaking (17)	1 & 2 <Class is 2 Sessions>		4 & Open <Class is 2 Sessions>	
**Kayaking (17)		2 & 3 <Class is 2 Sessions>		
Lifesaving ^{PR, ER} (20)			4 & Open <Class is 2 Sessions>	
Rowing (16)				Open
Small-Boat Sailing (12)	2 & 3 <Class is 2 Sessions>			
Swimming ^{PR, ER} (20)	1		3	4
BSA Paddle Boarding (7)	1M & T or W & Th		3 M & T or W & Th	
Mile Swim BSA (10)			4 M & T	
Snorkeling BSA (20)	1			
Swimming & Water Rescue (10)				Open
Paddle Craft Safety (10)			4	

- **Canoeing and Kayaking both have classes offered during sessions 1 & 2 and during sessions 2 & 3.

OUTDOOR SKILLS (SCOUTCRAFT)

Camping ^{PR, ER}	1	2	3	4	
Cooking ^{PR, ER}	1	2	3	4	
Geocaching ^{PR}			3		
Pioneering ^{PR}			3		
Orienteering				4	
Search and Rescue ^{PR}			3	4	
Welding ^{PR}	1	2			Open Weld
Wilderness Survival ^{PR}	1	2		4	

- * Welding takes place at the pole barn. Scouts should plan on using open time to finish requirements.

SHOOTING SPORTS (RANGE)

Archery ^{KIT} (20)	1	2	3	**Open Shoot	Open Shoot
Rifle Shooting ^{FEE} (32)	1	2	3	**Open Shoot	Open Shoot
Shotgun Shooting ^{FEE} (10)	1	2	3	**Open Shoot	Open Shoot

- During 4th session Open Shoot scouts taking the merit badge will get preference. During Open session ALL scouts will rotate as normal.
- Merit Badge sessions will primarily focus on requirement instruction rather than time for completing shooting requirements. Scouts should plan to attend multiple open shoots in order to complete shooting sports badges at camp.

EAGLES NEST

Communication ^{PR, ER}	1	2	3	4	
Emergency Preparedness ^{PR, ER}	1	2			
First Aid ^{PR, ER}	1	2	3	4	
Personal Fitness ^{PR, ER}			3	4	
Public Speaking					Open

ECOLOGY AND CONSERVATION (NATURE)

Astronomy ^{PR}	1				
Energy ^{PR}		2			

Environmental Science ^{ER}	1	2	3	4	
Fishing		2 & 3 <Class is 2 Sessions>			
Forestry			3		
Geology				4	
Mammal Study ^{PR}	1 M & T				
Soil and Water Conservation	1 W & Th				
Weather				4	

NEW FRONTIERS

Animation					Open
Art					Open
Chess			3	4	
Engineering ^{PR}		2	3		
Fingerprinting					Open
Game Design ^{PR}				4	
Leatherwork ^{KIT}	1	2			
Metalwork ^{FEE} (15)	Open Forge	2 & 3 <Class is 2 Sessions>		4 & Open<Class is 2 Sessions>	
Moviemaking	1 M & T				
Photography	1 W & Th				
Space Exploration ^{KIT}			3	4	
Wood Carving ^{KIT}	1	2			

- 1st session Open Forge may have a delayed start as the forge is fired up in the morning.

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2021 Merit Badge Prerequisite Summary

This is a summary that can be referenced to determine which merit badges have a prerequisite. Please refer to the full descriptions in the program area sections of the 2021 Program Guide for details on what must be done before camp and what must be brought to camp for each prerequisite.

Merit Badge	Prerequisites
Animation	4a
Art	6
Astronomy	5b
Camping	4b, 9a, 9b, 9c
Canoeing	BSA Swimmer Test
Communications	5 and 8, and bring an envelope and stamp
Cooking	5, 6, 7
Emergency Preparedness	1, 2a, 2b, 2c, and 8b
Energy	4
Engineering	4
First Aid	5a
Game Design	5
Geocaching	7,8,9
Kayaking	BSA Swimmer Test
Lifesaving	Second Class 5a through 5d and First Class 6a 6b 6e and BSA Swimmer Test

Mammal Study	4
Paddle Craft Safety	Be at least 15 years old, BSA Swimmer Test, Safety Afloat
Personal Fitness	1, 3, 7, 8, bring comfortable clothing and shoes for athletic activities
Photography	1a, Bring a digital camera
Pioneering	Tenderfoot 4a, 4b and First Class 7a, 7b, 7c
Rowing	BSA Swimmer Test
Search and Rescue	5 and 6a
Small-Boat Sailing	BSA Swimmer Test
Swimming	BSA Swimmer Test
Swimming and Water Rescue	Be at least 15 years old, BSA Swimmer Test, Safe Swim Defense
Welding	Bring leather boots and jeans
Wilderness Survival	5
Wood Carving	Totin' Chip

2021 Merit Badge Class Capacities

This is a summary that can be referenced to determine the capacities of merit badge classes. Some capacities are flexible, but many are firm due to safety and equipment reasons. It is essential that your unit registers Scouts for their merit badges as soon as possible on the CFL website, www.freelandleslie.com. Scouts who do not register can show up to any class on the first day, but they may be turned away if the class is already full.

Merit Badge	Capacity	Merit Badge	Capacity
Animation	20	Mile Swim BSA	10
Archaeology	20	Metalwork	18
Archery	16	Moviemaking	20
Architecture	20	Music	15
Astronomy	20	Paddle Craft Safety	10
BSA Paddle Boarding	7	Personal Fitness	20
Camping	20	Photography	20
Canoeing	20	Pioneering	20
Chess	20	Public Speaking	20
Communications	20	Rifle Shooting	32
Cooking	20	Rowing	16
Emergency Preparedness	20	Search and Rescue	20
Energy	20	Shotgun Shooting	10
Engineering	20	Small-Boat Sailing	12
Environmental Science	20	Snorkeling BSA	20
First Aid	20	Soil and Water Conservation	20
First Year Camper Program	25	Space Exploration	20
Fish and Wildlife Management	20	Swimming	20
Fishing	20	Swimming and Water Rescue	10
Game Design	20	Weather	20

Geocaching	20	Welding	20
Geology	20	Wilderness Survival	20
Kayaking	17	Wood Carving	20
Leatherwork	20		
Lifesaving	20		
Mammal Study	20		

2021 Program Fees Summary

This is a summary that can be referenced to determine which programs have associated fees. Please refer to the full descriptions in the program area sections of the 2021 Program Guide for details on each fee.

PROGRAMS WITH A PARTICIPATION FEE

The following programs have participation fees. All participation fees are collected during online registration.

First Year Camper	\$12.00
Rifle Shooting Merit Badge	\$5.00
Rifle Open Shoot	\$0.50 for 10 rounds
Shotgun Shooting Merit Badge	\$10.00
Shotgun Open Shoot	\$0.50 per shot
Metalwork Merit Badge	\$10.00
Metalwork Open Forge	\$10.00
Welding Merit Badge	\$10.00
Devil's Lake Trip	\$40.00
Wisconsin River Canoe/Kayak Trip	\$20.00
Ice Age Trails Hike	

PROGRAMS THAT REQUIRE A KIT

The following merit badges require kits. The cost for these kits is collected during online registration. At camp, unit leaders will receive applicable tickets for their youth to select kits from the Trading Post.

Archery (\$8)
Leatherwork (\$18)
Pioneering (\$6)
Space Exploration (\$12)
Wood Carving (\$12)