Many Point Advancement Planning Sheet

Troop:

Revised 2019

- ● Beginner
- ■ Moderate
- ◆ Difficult

This sheet is for information collection only. Once all of your scouts have selected their merit badges, your camping coordinator needs to enter the choices online through SCMS

		Sessions I,II,& III	Sessions II,III,& IV	8:30am – 9:20am Session I												9:30am – 10:20am Session II												10:30am – 11:20am Session III												11:30am - 12:20pm Session IV												Other							
		◆	●	◆	◆	■	■	■	■	●	■	◆	■	■	◆	■	◆	■	■	◆	◆	■	■	◆	◆	◆	◆	◆	◆	◆	◆	◆	■	■	■	◆	●	■	◆	◆	◆	◆	●	●	◆	■	●	●	■	■	■	◆	◆	◆	●	■	■	■
														I & II										II & III										III & IV																By Arrangement							
		BSA Lifeguard (8:30 - 11:20) Location: Ten Chiefs Beach *(Ages 15 and older)*	**First Class Adventure (9:30 - 12:20)**	Archaeology	Astronomy	Camping ***7th grade***	Chess	Environmental Science ***7th grade***	Fish and Wildlife Management / Mammal Study	Leatherwork / Basketry	Signs, Signals, and Codes	SPL Leadership Team	Weather	Radio	Shotgun Shooting ***8th grade***	Radio	Shotgun Shooting	Environmental Science ***7th grade***	Game Design	Personal Fitness	Pioneering	Pottery	Wilderness Survival	Archery	Climbing ***8th grade***	Cooking ***8th grade***	First Aid ***8th grade***	Lifesaving	Archery	Climbing	Cooking	First Aid	Lifesaving	Camping ***7th grade***	Chemistry	Engineering	Geocaching	Painting	Woodcarving	Canoeing / Rowing	Rifle Shooting	Small Boat Sailing	Canoeing / Rowing	Rifle Shooting	Small Boat Sailiing	Art	Beginners / Learners Swim Lessons	Emergency Preparedness	Fishing	Indian Lore	Snorkeling BSA	Sports / Athletics ***8th grade***	Swimming Merit Badge	Geology	Hiking	Insect Study	Nature	Orienteering	Forestry	Reptile & Amphibian Study
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*Scouts should be entering the specified grade the upcoming school year