

Camp Phillips  
Scout Personal Planning Guide

Scouts, use this sheet to help plan your activities at camp. Show it to your scoutmaster to pre-register for merit badges, and then keep it for your records and bring it to camp so you remember what you want to do during your week!

**Merit Badges Sessions**

Time	9:00-10:00	10:00-11:00	11:00-12:00	3:00-4:00	4:00-5:00
1 <sup>st</sup> choice					
2 <sup>nd</sup> choice					

- Note that some merit badge sessions are 1 ½ hours long and some last all day; check the length of you sessions.
- Be sure if you are in the First Year Camper Program that you only sign up for one 1<sup>st</sup> Class 2<sup>nd</sup> Class session either at 10:00 **OR** 3:00
  - 1:30-3:00 time is open area time, make your choices when you get to camp

**Fees (circle the fees that apply to your plan)**

Some merit badges have fees to cover the cost of materials. Make sure you bring funds for water-skiing (\$25), Wood carving (\$15), Leatherwork (\$15), Space Exploration (\$15), Photography (\$15), basketry (\$7), pottery (\$7), shotgun (\$20), BSA Lifeguard (\$15)

**Whitewater Merit Badge is off camp for 4 day and is \$45**

**Age Limits and Pre-requisites**

Check merit badge books for requirements that are obviously not obtainable at camp such as trips or three month observations. Also note that some CAMP activities require a completion of merit badges before partaking. Ask your leader to check the leader's guide.

**Other Activities**

There are also many opportunities available in addition to the merit badges listed on the merit badge schedule.

Service to God Award	Open Climb	COPE (high ropes course)
Open Swim	Outpost Adventures (overnights)	
Open Climb	Davey Crockett- Must be 14 and have Rifle MB	
Advanced Sailing- Must have	Small Boat Sailing merit badge	
BSA Life Guard	Mountain Biking	