

MB Session	Day	Time	Crafts/Games	Winter Sports		Trades	Scout Skills		Ecology	MB Session	Day	Time
1	Day 1	8pm	Sculpture				Wild Surv	Search and Rescue	Weather	1	Day 1	8pm
	Day 1	10pm							Astronomy- Star Study		Day 1	10pm
2	Day 2	9am	Art	Snow Sports	Skating	Snowmobile Repair	Signs,Signals and Codes	Emergency Preparedness	Geology	2	Day 2	9am
3	Day 2	10am	Scouting Heritage	(section 1)		(section 1)	Cooking	First Aid	Environmental Science	3	Day 2	10am
4	Day 2	11am	Game Design					Search and Rescue	Sustainability	4	Day 2	11am
5	Day 2	1pm	Indian Lore	Snow Sports	Ice Fishing	Snowmobile Repair	Wild Surv -Shelter	Geocaching		5	Day 2	1pm
6	Day 2	2pm	Photography	(section 2)		(section 2)			Mammal Study	6	Day 2	2pm
7	Day 2	3pm	Sculpture					Astronomy	Weather	7	Day 2	3pm
Open	Day 2	7pm	Open				Open	Open	Open	Open	Day 2	7pm
	Day 2	10pm							Astronomy- Star Study		Day 2	10pm
8	Day 3	9am	Art	Snow Sports	Skating	Snowmobile Repair	Signs,Signals and Codes	Emergency Preparedness	Geology	8	Day 3	9am
9	Day 3	10am	Scouting Heritage	(section 1)		(section 1)	Cooking	First Aid	Environmental Science	9	Day 3	10am
10	Day 3	11am	Game Design					Search and Rescue	Sustainability	10	Day 3	11am
11	Day 3	1pm	Indian Lore	Snow Sports	Ice Fishing	Snowmobile Repair	Wild Surv	Geocaching		11	Day 3	1pm
12	Day 3	2pm	Photography	(section 2)		(section 2)			Mammal Study	12	Day 3	2pm
13	Day 3	3pm	Sculpture					Astronomy	Weather	13	Day 3	3pm
Open	Day 3	7pm	Open				Open	Open	Open	Open	Day 3	7pm
	Day 3	10pm							Astronomy- Star Study		Day 3	10pm
14	Day 4	9am	Art	Snow Sports	Skating	Snowmobile Repair	Signs,Signals and Codes	Emergency Preparedness	Geology	14	Day 4	9am
15	Day 4	10am	Scouting Heritage	(either section that		(either section that	Cooking	First Aid	Environmental Science	15	Day 4	10am
16	Day 4	11am	Game Design	need to finish)		need to finish)		Search and Rescue	Sustainability	16	Day 4	11am
17	Day 4	1pm	Indian Lore		Ice Fishing		Wild Surv	Geocaching	Open	17	Day 4	1pm
18	Day 4	2pm	Photography				Open	Open	Mammal Study	18	Day 4	2pm
				*** Open Shoots will be added based on weather***								