

MERIT BADGE PROGRAM

On the next five pages is the complete merit badge listing and schedule for camp. You may use this in helping your Scouts plan their schedules. Make copies so the Scouts can see what will be available.

Note: **Merit badge schedules will be accepted in the council office starting April 15th.** Sessions will be assigned on a first-come, first-serve basis. Specific times cannot be guaranteed, but every effort will be made to insure the topics chosen are assigned. Blue cards need to be brought by all units for each boy taking merit badges. It is recommended to bring extras for class changes or lost cards. Blue cards should be turned in by the Scout to their merit badge counselors on Monday. Merit badge “tracking” sheets will be updated daily so Scout leaders may review Scouts’ progress throughout the week. Blue cards will be returned to Scout leaders during final checkout.

Advancement - Advancement is one of the prime reasons a boy stays in Scouting. It is his measure of success in the program. The following pages should help you and your Scouts develop appropriate merit badge schedules.

How To Make It Happen With Your Scouts:

1. Before camp, know the advancement status of each Scout.
2. Set a goal with each boy - challenge him.
3. Let more advanced Scouts help younger Scouts.
4. Keep accurate day-to-day advancement records while at camp.
5. Watch loose ends - encourage but don't push.
6. Each Scout is expected to bring his merit badge pamphlet to merit badge session each day.

Merit Badges

Archery	Proficiency and experience in archery is necessary for the completion of the merit badge. Practice must be scheduled through the instructor. Recommended for older Scouts. Arrow kits cost \$5-6 in the Trading Post. This is a 1-1/2 hour session.
Art	Complete requirements 4 and 6 prior to camp.
Astronomy	Can be completed at camp and is recommended for 3rd year Scouts and older.
Basketry	Especially recommended for younger Scouts. Materials cost about \$10-15 if purchased at the Trading Post.
Beekeeping	This is no longer a merit badge, but a patch can be earned. Limit 12 per session.
Bird Study	Complete requirements 7 and 8 prior to camp.
Camping	Complete requirements 8 and 9 prior to camp.
Canoeing	This badge is not for a new Scout or the Tenderfoot who may not have the physical strength to complete some of the requirements. Must be a swimmer. Note: This is a 1-1/2 hour session.
Citizenship in the Nation	Complete requirements 4 and 5 prior to camp. Must be Star rank to enter session.
Citizenship in the World	This is a very difficult merit badge and may require some study time prior to camp. Review requirements. Scouts must be Star rank to enter session.
Communications	Complete requirements 4, 5, 7, and 8 prior to or after camp. Must be Star rank.

Climbing	Offered through "The Tower" program only.
Cooking	Complete requirements 4a and 7 prior to camp. Note: This is a 2-hour session.
Emergency Preparedness	Complete requirement 1 and 8c prior to or after camp.
Environmental Science	Cannot be completed at camp. Scouts should be a least First Class and 14 years old. Requirements 3e (1 or 2) and 4 are prerequisites. Also a requirement for the World Conservation Award. Note: This is a 2-hour session.
First Aid	Difficult badge for first-year campers. Should complete CPR requirement prior to camp. Must be First Class Scout. Complete requirements for Tenderfoot and first aid kit prior to camp.
Fish & Wildlife Management	Can be completed at camp. Can be applied toward the World Conservation Award.
Fishing	Scouts should bring their own equipment. However, Scouts can purchase equipment at the Trading Post. Good badge for all Scouts.
Fly Fishing	Review knots. Some equipment is available. Scouts can purchase equipment at the Trading Post.
Forestry	Can be completed at camp.
Geology	Requirement 2 (Rock collection should be brought to camp.) Recommended for Scouts 14 and over. This is a difficult merit badge. This class is limited to 15 Scouts per session.
Indian Lore	Prior to camp, review or complete requirement 1.
Insect Study	Complete requirement 7 before camp. Requirement 3 may not be completed at camp.
Leatherwork	This is a good badge for the younger Scout. Projects cost \$7-12 at the Trading Post.
Lifesaving	Complete requirement 1a prior to or after camp. Scouts must have earned the swimming merit badge before they can attempt this badge. The clothes inflation requirement necessitates the Scout bringing with him to camp a long-sleeve, button-up, close-woven shirt and a pair of long pants. Younger Scouts should not attempt this badge. Note: This is a 1-1/2 hour session.
Mammal Study	Especially recommended for younger Scouts.
Motor Boating	Scout must have completed the swimming merit badge and be 13 years of age before taking badge. Requires \$15 fee. This badge is not for the new Scout or Tenderfoot. Note: This is a 1-1/2 hour session.
Music	Can be completed at camp.
Nature	Recommended for first-year Scouts. For requirement 4, mammals, reptiles and amphibians, fish, plants, and rocks and soils can be completed at camp.
Orienteering	This merit badge is recommended for older Scouts. Scout may provide own compass; they are available for purchase at the Trading Post.
Personal Fitness	Complete requirements 7, 8 and 9 prior to or after camp.
Pioneering	Must have a basic knowledge of knots. Note: This is a 1-1/2 hour session.
Reptile & Amphibian Study	Requirement 8 should be completed prior to or after camp. A very difficult badge for young Scouts.

Rifle Shooting	Scout MUST be First Class or higher. Space is limited to 16 per session. This is an 1-1/2 hour session.
Rowing	Recommended for older Scouts. Must be a swimmer.
Shotgun Shooting	There is a \$15 fee. Scouts must be 13 and older to participate. Limited to 16 per session. It is recommended that a Scout weigh at least 100 pounds and be at least 5 feet tall. This is an 1-1/2 hour session.
Small Boat Sailing	May need additional practice sailing time. Must be a swimmer. Note: This is a 1-1/2 hour session.
Soil and Water Conservation	Can be completed at camp. Difficult merit badge. <i>Can be applied toward the World Conservation Award.</i>
Space Exploration	Can be completed at camp. This merit badge is not recommended for first-year Scouts. Limit 30. Rockets will be available at the Camp Office. The approximate cost of materials will be \$10-12.
Sports	Complete requirements 3, 4 and 5 prior to camp.
Swimming	A long-sleeved, button-down shirt and long pants (jeans) are also needed for this badge (no sweats). Must be classified as a swimmer. This is not for non-swimmers or beginners.
Water Skiing	Should have some skiing experience. Must be at least 15 years old and hold motor boating, swimming and lifesaving merit badges. Requires \$15 fee. Limited to 5 Scouts per session. Note: This is a 1-1/2 hour session.
Weather	Can be completed at camp. Not recommended for first-year Scouts. Scouts need to bring a pack with the 10 essentials in order to take this merit badge.
Wilderness Survival	Recommended for those with camping experience. An overnighter is required.
Woodcarving	Scouts should bring their own knife to camp. However, knives are available for purchase at the Trading Post. Scouts must present evidence of having earned the Totin' Chip before beginning the course. Kits cost \$3-6 in the Trading Post.

NOTE: Eagle Required Merit Badges are listed in bold-face print.



Area	8:40 a.m.	9:40 a.m.	10:40 a.m.	1:30 p.m.	2:30 p.m.	3:30 p.m.	4:30 p.m.
Aquatics - Swimming	Non-Swimmers' Lessons Beginners Lessons Swimming BSA Lifeguard 1 (Must take both 1 & 2)	Lifesaving Swimming BSA Lifeguard 2 (Must take both 1 & 2)	Swimming	Lifesaving Swimming	Beginners Lessons Swimming	Open Swim Mile Swim	5:30
Aquatics - Boating	Canoeing Motor Boating	Canoeing (10:10-11:30) Sailing	Rowing	Canoeing Motor Boating Sailing Water Skiing	3:00 3:00 3:00 3:00 Water Skiing (3:10-4:30)	Canoeing Rowing	5:00
Handicraft	Art Leatherwork Woodcarving Music	Indian Lore Leatherwork Space Exploration Woodcarving	Basketry Leatherwork Space Exploration	Art Indian Lore Space Exploration Leatherwork	Indian Lore Music Woodcarving Music	Basketry Leatherwork Space Exploration	
Ecology	Environmental Science Forestry Nature Mammal Study	Fish & Wildlife Mgmt. Geology Forestry	Astronomy Reptile/Amphibian Bird Study Mammal Study	Environmental Science Forestry Nature Mammal Study T.R.A.I.L. Boss	Fish & Wildlife Mgmt. Geology	Weather Soil & Water Conservation Insect Study	Beekeeping

Area	8:40 a.m.	9:40 a.m.	10:40 a.m.	1:30 p.m.	2:30 p.m.	3:30 p.m.	4:30 p.m.
Outdoor Skills	First Aid Camping Pioneering Fishing	Emergency Prep. Cooking Wilderness Survival Fishing	First Aid Camping Orienteering	Emergency Prep. Fishing Pioneering Wilderness Survival	First Aid Camping Cooking	Emergency Prep. Orienteering Fishing Camping	Fly Fishing Leave No Trace
Field Sports	Archery Shotgun Shooting Rifle Shooting Personal Fitness	10:00 10:00 10:00 Sports Archery (10:10-11:30) Rifle Shooting (10:10-11:30)	Personal Fitness ↑ ↑	Archery Shotgun Shooting Rifle Shooting Personal Fitness	3:00 3:00 3:00 Sports Archery (3:10-4:30) Rifle Shooting (3:10-4:30)	Personal Fitness ↑ ↑	
	Communications	Citizenship in the Nation	Citizenship in the World	Communications	Citizenship in the Nation	Citizenship in the World	
Dan Boone	↓ Dan Boone Session One (choose one session only)	↑ Dan Boone Session One (choose one session only)	↑	↓	↑ Dan Boone Session Two (choose one session only)	↑	
High Adventure	Project COPE Tower (choose one session only of Tower) Pathfinders	↑ ↑ ↑	↑11:30 ↑11:30 ↑11:30	Advanced COPE Tower (choose one session only of Tower) Land Navigation	↑ ↑ ↑	↑ ↑ ↑	

NOTE: Be sure to check for age, rank, or other program requirements.