

Merit Badge Schedule: January Printing

Merit Badge	AREA	TIME		
American Heritage	Office	2-3		
Archeology	Nature	9-10 or 2-3		
Archery	Archery	9-10 or 3-4		
Art	Handicraft	10-11		
Astronomy	Nature	Schedule with staff, and EVERY evening.		
Backpacking	Scoutcraft	Schedule with staff		
Basketry	Handicraft	Open: 10-11 11-12, 2-3, 4-4:45		
Bird Study	Nature	Schedule with Staff		
Camping	Scoutcraft	9-10, 11-12, or 2-3		
Canoeing	Waterfront	10-11 or 2 to 3 Plus Practice Time		
Climbing	Office	3-4 or 4-5		
Cooking	Scoutcraft	10-12 or 3-5 Note Class Length is 2 hrs.		
Emergency Preparedne	Scoutcraft	10 to 11 or 3 to 4		
Environmental Science	Nature	9-10, 2-3or 3-4 Plus observations and additional time		
First Aid	Health Lodge	10 to 11 or 2 to 3		
Fish and Wildlife Mgmt	Nature	10 to 11		
Fishing	Nature	2 to 3		
Forestry	Nature	3 to 4		
Geology	Nature	3 to 4		
Hiking	Scoutcraft	Schedule with Staff		
Horsemanship	At Farm	9 to 11 , 3 days during week		
Indian Lore	Handicraft	9-10, 2-3, 4-5		
Insect Study	Nature	Schedule with Staff		
Leatherwork	Handicraft	Open: 10-12, 2-3, 4-4:45		
Lifesaving	Waterfront	10-12 (bring CPR card) (2hr)		
Mammal Study	Nature	10-11 or 4-5		
Nature	Nature	11 to 12		
Orienteering	Scoutcraft	9-10 or 4-5		
Pioneering	Scoutcraft	9-10 or 3-4, plus project hour 10-11 or 2-3		
Reptile Study	Nature	11-12 or 4-5		
Rifle Shooting	Field Sports	11-12 or 2-3		
Rowing	Waterfront	9 to 10 or 3 to 4		
Scouting Heritage	Office	4-5		
Shotgun Shooting	Field Sports	4 to 5		
Small Boat Sailing	Waterfront	11-12 or 2-3 plus practice time during open boat		
Soil and Water	Nature	11-12 or 4-5		
Swimming	Waterfront	9-11 or 11 to 12 and 4 to 5 (2 hrs in length)		
Weather	Nature	9 to 10		
Wilderness Survival	Scoutcraft	11-12 or 2-3 Shelter Building Time- Mon / Tues Siesta		
Wood Carving	Handicraft	Open: 9-10, 11-12, 3-4, 4-4:45		
Wood Working	QM	11-12, 2-3		
Please Realize you may not be able to take every badge you want in 1 week				
Scouts should become familiar with requirements before they come to camp.				
"Schedule with Staff" badges require scout to visit area sometime Monday to arrange a time.				
Note: Envi Sci requires more than just the 1 hour time to complete				
Boating badges require extra practice time by the scouts.				

MERIT BADGE SCHEDULE BY TIME PERIOD

	9 to 10	10 to 11	11 to 12	2 to 3	3 to 4	4 to 5
	<i>* indicates scout has a choice of time</i>					
Waterfront	Swimming pt1*	Swimming pt2	FCA Swim Pt1	Canoeing*	Rowing*	FCA Swim Pt2*
	Rowing*	Lifesaving Pt1	Lifesaving Pt2	Sailing*	Practice Time	Practice Time
		Canoeing*	Sailing*			
Field Sports	Archery*		Rifle*	Rifle*	Archery*	Shotgun
Scoutcraft	Orienteering*	Cooking Pt 1*	Wild Survival*	Camping*	PIONEERING*	Orienteering*
	Camping*	E-Prep*	Cooking Pt 2 *	Wild. Survival*	Cooking Pt1	Cooking Pt 2
	PIONEERING*	Project Hour	Camping*	Project Hour	E-Prep*	
Nature	Envi Science*	Fish and Wildlife	Reptile Study*	Envi Science*	Forestry	Reptile Study*
	Weather	Mammal Study	Soil and Water	Fishing	Geology	Soil and Water
	Archeology*		Nature	Archeology*	Envi Science*	Mammal Study
Handicraft	Indian Lore*			Indian Lore*		Indian Lore*
		Basketry	Basketry	Basketry		Basketry
		Leatherwork	Leatherwork	Leatherwork		Leatherwork
	Woodcarving	Art	Woodcarving		Woodcarving	Woodcarving
Health Lodge		First Aid*		First Aid*		
Office Area			Communications	Cit World	Cit Nation	Cit Community
				American Heritage	Climbing	Climbing
			Wood Working	Wood Working		Scouting Heritage
	Please Note: Envi Sci requires more than just the 1 hour time to complete					
	Pioneering requires attendance at one of the two "project times"					
	ASTRONOMY WILL BE MEETING EVERY EVENING, WEATHER PERMITTING					
	Badges that are scheduled individually with Staff:					
	Backpacking, Bird Study, Astronomy, Insect Study, Hiking					
	Swimming merit badge is listed twice--"FCA Swim" is so that scouts in our					
	new scout program can also take Swimming MB					

MERIT BADGE	Prerequisites/Comments	Requirements as of 1/1/11
American Heritage	3c	
Archeology	none	
Archery	Need archery skills to pass badge. Requires purchase of an arrow kit. Difficult	
Art	None	
Astronomy	12 month star gazing requirement, so partial w/o req. 6	
Basketry	Requires purchase of 2 basket kits and 1 stool kit. Plan for \$15.00 to 20.00	
Bird Study	Req 8 best pre-camp. Requires extensive knowledge of and interest in birds.	
Camping	Req. 9 a and b must be completed prior to camp. 9c recommended. Need a backpack for in-camp overnighter.	
Canoeing**	Must pass "red, white, and blue" swim test at camp.	
Climbing	Sign up Sunday night, Minimum age 13, classes limited to 12 people	
Cooking	Req 3 and 7 (menus) Should have 2 of 3 dinners and 1 of 2 breakfasts done. Will be cooking many meals at camp which will take a lot of time. These are in addition to meals required for rank advancement. You will not be able to cook all the required meals at camp, so a partial may have to be issued if you can't prove completion of some meals.	
Emergency Preparedness	First Aid Merit Badge must be completed before signing up. Req. 2,6c,8c & 9 done at home before camp.	
Environmental Science	Study pamphlet prior to camp. Difficult badge, sugg. 2nd year and above	
First Aid	Needs to teach first aid skills to scouts in troop--before or during camp. Must be finished First Class First Aid Skills. Bring Req 2b(kit) with you.	
Fish and Wildlife Mgmt		
Fishing	Bring Favorite equipment for fishing.	
Forestry	Completing a field notebook is required	
Geology	Parts of req 4 and 5 can be completed pre-camp.	
Hiking	Requires 5-10 mile hikes and 1-20 mile hike. Hikes done pre-camp	
Horsemanship	There is a \$45 fee. Takes both the 9 and 10 AM time slots. 13 years or older	
Indian Lore	Helps to do research pre-camp.	
Insect Study	Requirements 3 ,4a,4b 7, 9,11 must be completed prior to camp.	
Leatherwork	Requires purchase of some leather supplies (plan \$5)	
Lifesaving**	Must have swimming merit badge. Is advantageous to have CPR cert	
Mammal Study	None	
Nature	None	
Orienteering	Needs to teach orienteering to scouts in troop--before or during camp.	
Pioneering	Must attend project time - either 10-11 or 2-3	
Reptile/Amphibian Study	Requirement 8 must be completed prior to camp.	
Rifle Shooting	Requires shooting ability. Difficult for novices to complete in 1 week.	
Rowing**	Must pass "red, white, and blue" swim test at camp.	
Scouting Heritage	None	
Shotgun Shooting	Requires shooting ability. \$20-\$25 cost for badge, difficult for novices.	
Small Boat Sailing**	Must pass "red, white, and blue" swim test at camp. Difficult for small scouts.	
Soil and Water	Some options in #7 require pre-camp work.	
Swimming**	Must pass "red, white, and blue" swim test at camp. 2 hour class	
Weather	Is helpful to complete requirement 8 pre-camp.	
Wilderness Survival	Bring Personal Survival Kit with you to camp. Shelter Building time during siesta Monday	
Wood Carving	Purchase of carving items (plan \$5). Bring or purchase pocket knife. Totin' Chip req.	
Wood Working	\$10-20 for materials. Class size may be limited	
**Aquatics Note: All Aquatics badges require instruction in CPR. This will be done in extra sessions which take additional time. If you come with your CPR card, it will save time for you.		