

Merit Badge Schedule By Time Period: March Printing

Camp No-Be-Bo-Sc 2021 Leader's Guide

Area	9 to 10	10 to 11	11 to 12	2 to 3	3 to 4	4 to 5
Waterfront	Swimming*	Lifesaving	Swimming*	Swim Practice Time	Rowing*	Swimming*
	Rowing*		Sailing*	Sailing*		Canoeing*
	Kayaking*	Canoeing*	Sailing*	Kayaking*		Open Waterfront
Shooting Sports	Archery*		Rifle Shooting*	Rifle Shooting*	Archery*	Shotgun Shooting
	Orienteering*	Search And Rescue*	Wilderness Survival*	Wilderness Survival*		
Scoutcraft		Emergency Preparedness*			Emergency Preparedness*	Geocaching*
	Pioneering*			Pioneering*		Orienteering*
		Geocaching*			Search and Rescue*	
Nature	Environmental Science*	Fishing*	Environmental Science*	Environmental Science*	Soil and Water Conservation	Environmental Science*
	Fish and Wildlife Weather	Oceanography Forestry	Nature*	Fishing*	Reptile Study	Nature*
			Mammal Study*	Geology	Astronomy	Mammal Study*
Handicraft	Indian Lore*	Basketry*	Basketry*	Indian Lore*		Indian Lore*
	Fingerprinting*	Leatherwork*	Leatherwork*	Leatherwork*	Art*	Basketry*
	Woodcarving*	Art*	Woodcarving*	Fingerprinting*	Woodcarving*	Leatherwork*
						Woodcarving*
Health Lodge		First Aid		Public Health		
Outdoor Engineering	Signs Signal and Codes*	Space Exploration*	Railroading*	Space Exploration*	Photography*	Railroading*
	Robotics		Photography*	Engineering*	Signs, Signals and Codes*	Electronics*
		Engineering*	Electronics*			
QM	Welding*	Electricity	Welding*		Welding*	
			Woodwork*	Woodwork*		
Office Area		Climbing*	Climbing*	American Heritage		

Updated:  
March 14



Merit Badge	Prerequisites / Comments
American Heritage	3c – be prepared to show / discuss family history
Archery	Need archery skills to pass badge. Requires purchase of arrow kit
Art	6 – Be prepared to discuss your museum visit
Backpacking	All requirements should be completed in advance
Basketry	Requires purchase of two basket kits and 1 stool kit ~\$15
Bird Study	Reqs 5, 6, 7, 8 - Requires extensive knowledge and interest in birds
Canoeing	Must pass "red, white & blue" swim test at camp
Electronics	Requires knowledge of Physics and higher level math, not recommended for first years
Electricity	2, 8, 9a
Emergency Preparedness	1, 2c – a signature stating completion is fine, 2b, 6c, 8b, 9 – please bring these written out
Environmental Science	Outside session time required. Can be a difficult badge. Suggested for 2 <sup>nd</sup> year or above.
First Aid	Req 1 – proof of ALL Tenderfoot, 2 <sup>nd</sup> and 1 <sup>st</sup> class requirements completed (book or note) Req 5a – Kit must meet minimum requirements from the First Aid merit badge pamphlet (pg 22) – bring kit!
Fishing	Bring favorite equipment for fishing, limited supply available in camp
Forestry	Completing a field notebook is required
Geocaching	Req 7,8, 9 – a signature verifying completion.
Hiking	All requirements should be completed.
Horsemanship	There is a \$45 fee. Long Pants required. Must meet at office immediately after breakfast Wednesday 13 years or older. Class size limited at 14 Scouts.
Indian Lore	Helps to do research pre-camp.
Insect Study	Requirements 5, 9, 10, Requires extensive interest and knowledge of insects
Kayaking	Must pass "red, white & blue" swim test at camp
Leatherwork	Requires purchase of some leather supplies (~\$7)
Lifesaving	Must be a very strong swimmer. (2 Hour Badge)
Pioneering	All rope requirements for Tenderfoot and First Class ranks. Skill with rope recommended.
Photography	You may bring a camera – but it is not necessary.
Public Health	Requirement 7
Reptile / Amphibian Study	Requirement 8 must be completed prior to camp. A signature verifying completion is expected. Must bring log.
Rifle Shooting	Req 1f – bring state hunting laws. Requires shooting ability. Difficult for novices to complete in 1 week.
Rowing	Must pass "red, white & blue" swim test.
Scouting Heritage	Req 5 – bring report. Collection for 6 should be made before camp – you can bring pictures if you don't feel comfortable bringing the items.
Search and Rescue	4 – be prepared to discuss results, 6 – bring proof of your interview
Shotgun Shooting	Req 1 – bring state hunting laws. Requires shooting ability. ~\$10 cost for ammo / clays. Difficult for novices
Small Boat Sailing	Must pass "red, white & blue" swim test. Difficult for small Scouts.
Space Exploration	Req 2 – create and bring your trading card to camp, requires purchase of a rocket kit @ camp (~\$10)
Swimming	Must pass "red, white & blue" swim test.
Weather	Requirement 9 should be completed during camp. Please bring the log.
Welding	~\$25 Cost. Age 15+, Class size is limited at 8. Denim Pants and Boots required. Participants should plan additional time to work on projects at the QM.
Wilderness Survival	Bring personal survival kit with you to camp. Shelter building time during siesta Monday and Tuesday. Overnight Tuesday night.
Wood Carving	Purchase of carving items (~\$5) Bring or purchase pocket knife, Totin' Chit required.
Wood Work	\$20 to keep your project – no fee if project is for the camp. Not recommended for first year scouts.

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March 1