

Merit Badge Schedule

MERIT BADGE	Number of Days Scheduled	Notes (see below)	-----TIMES OFFERED-----			
			8:30 AM	9:30 AM	2:00 PM	3:00 PM
ECOLOGY/CONSERVATION LODGE						
Astronomy	6	N				X
Bird Study	3	M,N	X			X
Environmental Science	6	N	X	X	X	X
Fish and Wildlife Management	3	M,N	X		X	
Forestry	6			X		X
Geology	3	M	X	X	X	X
Insect Study	6	A,N		X	X	
Mammal Study	3	M	X	X	X	X
Nature	6	N			X	X
Reptile and Amphibian Study	6	N	X	X		
Soil and Water Conservation	6		X	X		
Space Exploration	6	A,N	X	X	X	
Weather	6				X	X
SHOOTING SPORTS						
Archery	6	A,L	X	X	X	X
Rifle Shooting	6	A,L	X	X	X	X
Shotgun Shooting at Briley Creek	6	D	X	X	X	X
ARTS & CRAFT LODGE						
Art	Open	U	X		X	X
Basketry	Open	U	X	X	X	
Indian Lore	Open	U	X			X
Leatherwork	Open	U		X	X	X
Pottery	Open	U		X	X	X
Sculpture	Open	U	X	X	X	
Wood Carving	Open	E, U	X	X		X
LAKEFRONT						
Canoeing	6	F, H, K	X	X	X	X
Fishing	3	M	X	X	X	X
Kayaking (patch)	3	A,F,H,K		X		X
Motorboating	3	D,F,H,J,K,M,I	X		X	
Rowing	6	F,H,K	X	X	X	X
Small-Boat Sailing	6	A,F,H,K	8:30-10:00	10:00-11:30	2:00-3:30	3:30-5:00
Water Sports	1	F,H,K,M,T	8:30-11:00		2:00-4:30	
POOL						
Lifesaving	6	F	(8:30 – 10:30 AM)			
Swimming	6	F, I			X	X
Mile Swim (patch)	4	F, S			(1:00 – 2:00)	
Beginners Swim (activity)				Daily at 1:00 PM		
BSA Lifeguard or Lifeguard Counselor (certification)	8	D,F,G,H		Must be at all sessions 8:30-10:30 and 2:00-4:00		
CLIMBING TOWER						
Climbing M.B. at Climbing Tower (13 yrs of age)	3	C,K,M	8:30-10:30		2:00-4:00	
CAMP NEWSPAPER OFFICE (Old Outpost Office)						
Communications	6	A, N	X	X	X	X
Journalism	6	D, N	X	X	X	X
SCOUTCRAFT LODGE						
Archeology	6	D,N,Q	X	X	X	X
Camping	3	A,M,N		X		X
Orienteering	6	A	8:30 – 10:30			
Pioneering	6	B			X	X
Surveying	3	D,M,R	8:30-10:30		2:00-4:00	
Wilderness Survival	3	A,M,P	X		X	
NOTES: The following codes apply to the merit badges listed above:			K – Sign up on first evening L – Must be present on first day of class M – Two groups each session (3 class days each) N – Needs previous work in order to complete at camp O – Merit badge worksheet available P – Overnight campout on either night 3 or 7 is required Q – Meet at Statute of Liberty 1 st Day. R – Taught at Scoutcraft lodges in Piercing Arrow (mornings) and Sawmill (afternoons) S – Requires four hours (1:00 to 2:00 PM) before Day Eight T – Two campers from each camp (total 6) per class session. U – "Open" Badges are NOT taught at all class periods. See schedule.			
A – Limited to 2 nd year campers and above						
B – First Class Scout and above						
C – Limited enrollment or special request						
D – Fourteen (14) years of age or older						
E – Totin Chip required						
F – Must have swimmers tag						
G – Must have Swimming Merit Badge						
H – Must have Lifesaving Merit Badge						
I – Must bring belt, long pants and long sleeve button down shirt						
J – Needs Missouri state certification in motor boat handling						