

Merit Badge Schedule

Merit Badges	# of Days Scheduled	See Notes Below	8:30	9:30	10:30	2:00	3:00	4:00
ECOLOGY/CONSERVATION LODGE								
Astronomy	6	D,N					X	
Bird Study	3	M,N	X		X		X	X
Environmental Science	6	N	X	X	X	X	X	X
Fish and Wildlife Management	3	M,N	X		X	X		X
Forestry	6					X	X	
Geology	3	M	X	X	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	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 (Briley Creek)	6	D,L	X	X		X	X	
ARTS AND CRAFTS								
Art	Open	U	X	X		X	X	
Basketry	Open	U		X	X		X	X
Indian Lore	Open	U	X				X	
Leatherwork	Open	U		X	X	X		X
Pottery	Open	U			X		X	X
Sculpture	Open	U	X	X		X		
Wood Carving	Open	E,U	X		X	X		X
LAKEFRONT								
Canoeing	6	C,F,H,K	8:30-10:00		10:00-11:30	2:00-3:30		3:30-5:00
Fishing	3	M	X	X	X	X	X	X
Kayaking	3	A,F,H,K			X			X
Motorboating	3	D,F,H,J,K,M			X			X
Rowing	3	F,H,K	8:30-10:30		2:00-4:00			
Small-Boat Sailing	6	C,A,F,H,K	8:30-10:00		10:00-11:30	2:00-3:30		3:30-5:00
Water Sports	3	C,F,H,K,T	8:30-10:30		2:00-4:00			
POOL								
Lifesaving	6	F,L	8:30-10:30					
Swimming	6	F,I				X	X	
Mile Swim (Patch)	4	F,S	See Pool Director					
Beginner's Swim (activity)			1:00-2:00					
BSA Lifeguard or Lifeguard Counselor	8	F,G,H,Q	Must be at all sessions 8:30-10:30 & 2:00-4:00					
CLIMBING TOWER								
Climbing Merit Badge (13 yrs of age)	3	C,K,M	8:30-10:30		2:00-4:00			
COMMUNICATIONS CENTER								
Communications(meets at Big Wheel Lounge behind SM Dining Hall)	6	A,N	X	X	X	X	X	X
Journalism	6	D,N	X		X		X	X
Law	6	D,N		X		X		
SCOUTCRAFT								
Camping	3	A,M,N	X		X	X		X
First Year Camper Program(see page 4)	7				X			
Orienteering	6	A,R			X (PA)			X (SM)
Pioneering	6	B	X	X		X	X	
Surveying	6	D,R	8:30-10:30 (PA)		2:00-4:00 (SM)			
Wilderness Survival	3	A,M,P		X	X		X	X

NOTES - The following codes apply to the Merit

- A - Limited to 2nd year campers and above.
- B - First Class Scouts 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
- K - Sign up on evening of Day 1.

Badges listed above:

- L - Must be present on the first day of class.
- M - Two groups each session (3 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 - Fifteen (15) years of age or older.
- R - Taught at Scoutcraft lodge in Piercing Arrow (mornings) and Sawmill (afternoons).
- S - Requires four hours of conditioning before day 8.
- T - Two campers from each camp (total 6) per class session.
- U - "Open" badges are NOT taught at all class periods. (See page 6 of this book for further information.)