

# Merit Badge Program Schedule

	Handicraft		Ecology	Outdoor Skills		Aquatics		Shooting Sports	Trail to Eagle	Fitness	High Adventure	ATV
	Wood Carving	Welding (1.5hrs)	Space Exploration Env. Science (2hrs) Geology	Fishing Wilderness Survival Signs/Signals/Codes	Lake	Boating	Shooting Sports	Trail to Eagle	Fitness	High Adventure	ATV	
9:00 AM					Swimming Lifesaving (2 hrs)	Canoeing (1.5hrs) Kayaking/SUP (1.5hrs)	Rifle (1.5 hrs) Shotgun (1.5 hrs)	Citizenship in the Nation	Personal Fitness			
9:30 AM					Lifesaving (cont.) Swimming							
10:00 AM	Leatherwork Basketry	Auto Maintenance (1.5hrs)	Env. Science (cont.) Soil/Water	First Aid Camping			Rifle (1.5 hrs) Archery (1.5 hrs)	Citizenship in the Community		Project COPE (3 hrs)	ATV Program AM Session (3 hrs)	
10:30 AM												
11:00 AM	Theater Indian Lore		Reptile/Amphibian Forestry Chemistry	Wilderness Survival Geocaching Emergency Prep		Polaris Swimming Only						
11:30 AM												
<b>Lunch</b>												
2:00 PM	Leatherwork Photography	Metalwork (1.5hrs)	Energy/Electricity Fish/Wildlife Env. Science (2 hrs)	First Aid Cooking	Inst. Swim Lifesaving (2 hrs)	BSA Lifeguard (3 hrs)	Shotgun (1.5 hrs) Archery (1.5 hrs) Cowboy Action - Fri. Only (1.5 hrs)	Citizenship in World	Cycling (1.5 hrs)	Climbing (1.5 hrs)		
2:30 PM					Lifesaving (cont.) Swimming	Rowing (1.5hrs)		Communication				
3:00 PM	Photography Basketry		Env. Science (cont.) Weather Chemistry	First Aid Cooking								ATV Program PM Session (3 hrs)
3:30 PM					Mile Swim Open "Rock-it" Open Boating	BSA Lifeguard (cont.)	Rifle (1.5 hrs) Shotgun (1.5 hrs)	Public Speaking	Cycling (1.5 hrs)	Climbing (1.5 hrs)		
4:00 PM	Theater	Metalwork (1.5hrs)	Space Exploration Forestry	Emergency Prep Cooking								
4:30 PM												
<b>Dinner</b>												
7:00 PM	Chess (Mon/Tue/Thurs)	Fingerprinting- (Mon)		Paul Bunyan Competitions (Mon/Tues/Thu)	Open Swimming Open "Rock-it" (Mon/Tue/Thu)	OPEN Boating (Mon/Tue/Thu)	Open Shooting (Mon) Preference given to those needing extra instruction for MB Cowboy Action (Thurs)	American Heritage (Mon/Tue)		Open Climb and Zip @ Tower (Mon/Tue/Thu)		
7:30 PM												

# Merit Badge Classes

Merit Badge	Requirements	Hours	Capacity	Pre-order Prices
<b>Aquatics</b>				
BSA Lifeguard	Must be classified as a swimmer and be 15 years old	3	10	\$75
Canoeing	Must be classified as a swimmer and have adequate physical strength	1.5	20	
Instructional Swim	Offered in place of swimming for those not a swimmer.	1	10	
Kayaking/SUP	Must be classified as a "swimmer" and have adequate physical strength	1.5	10	
Lifesaving	Must have completed the 2nd Class requirements 5a-d and 1st Class requirements 6a,6b,6e	2	20	
Mile Swim	Must be classified as a "swimmer" and have an adult leader to act as a spotter	1	10	
Rowing	Must be classified as a "swimmer" and have adequate physical strength	1.5	20	
Swimming	Must be classified as a "swimmer" and bring a long-sleeved shirt and long pants	1	20	
<b>Shooting Sports</b>				
Archery		1.5	16	\$10
Rifle Shooting	Must be 13 years or older with adequate physical strength	1.5	16	\$10
Shotgun Shooting	Must be 13 years or older with adequate physical strength	1.5	10	\$20
<b>Handicraft</b>				
Auto Maintenance	Requirement 4 will not be completed at camp	1	16	\$10
Basketry		1	20	\$15
Chemistry	Req. 7 may not be completed at camp	1	16	\$10
Chess		1	20	
Indian Lore		1	20	\$15
Leatherwork		1	20	\$15
Metalwork	Long cotton pants (blue jeans) & long sleeved shirt required	1.5	12	\$15
Photography	Must bring earned Cyber Chip Award to class, Req. 7 will be done in groups	1	14	
Theater	Requirement 1 will not be completed at camp	1	10	\$10
Welding		1.5	6	\$20
Wood Carving		1	20	\$15
<b>Ecology</b>				
Energy/Electricity	Energy Req. 4 and Electricity Req. 2 and 9 will not be completed at camp	1	16	
Environmental Science	Req. 4 will not be completed at camp	2	16	
Fish and Wildlife	Req. 5 and 7 will not be completed at camp	1	16	
Forestry	Req. 5 may not be completed at camp	1	16	
Geology	Req. 5 may not be fully completed at camp	1	16	
Reptile & Amphibian Study	Req. 8 will not be completed at camp	1	16	
Soil & Water Conservation		1	16	
Space Exploration		1	16	\$15
Weather	Req. 9 may not be completed at camp	1	16	
<b>Outdoor Skills</b>				
Camping	Camping req. 4, 5e, 7, 8d, 9, 10 will not be completed at camp	1	20	
Cooking	Req. 4c, 4d, 4e, 6d-f may not be completed at camp	1	10	\$20
Emergency Prep.	Pre Req: Must have earned First Aid MB. Req. 2c and 8b will not be completed at camp	1	20	
Fingerprinting		1	20	
First Aid		1	12	
Fishing	Bring a copy of state fishing regulations and personal fishing equipment. Req 9 and 10 may not be completed at camp	1	18	
Geocaching	Req. 7, 8, and 9 may not be completed at camp.	1	20	
Pioneering		1.5	20	
Signs, Signals, Codes	Req. 7 will not be completed at camp	1	20	
Wilderness Survival	Req. 5 may not be completed at camp	1	20	
<b>Trail to Eagle</b>				
American Heritage	Req. 5 will need to be completed before coming to camp	1	20	
Citizenship in the Comm	Req. 3, 5, and 7 should be completed before coming to camp	1	15	
Citizenship in the Nation	Req. 2, 3 and 8 may not be completed at camp	1	15	
Citizenship in the World	Req. 7 may not be completed at camp	1	15	
Communication	Req. 5 and 7 may not be completed at camp	1	15	
Public Speaking		1	10	
<b>High Adventure</b>				
Cycling	Req. 7 Option Bc and Bd may not be completed. Suggested Scouts are over 13 and have previous riding experience	1.5	8	
Climbing	It is suggested that Scouts be over the age of 13 and in good physical shape	1.5	18	
Personal Fitness	Req. 1b, and 8 will not be completed at camp	1	16	

Merit badge books are required for all classes. Scouts may share books.  
Requirements are based on 2019 information. Merit badges change annually, Skymont will use the most current requirements.