

## MERIT BADGE SCHEDULE WORKSHEET

	9:00-9:45	10:00-10:45	11:00-11:45	2:00-2:45	3:00-3:45	4:00-4:45	7:00-7:45
<b>Monday</b>							
<b>Tuesday</b>							
<b>Wednesday</b>							
<b>Thursday</b>							
<b>Friday</b>							

## SPECIAL PROGRAM OFFERINGS

### **Individual Program Offerings**

- Paul Bunyan Woodsman Award – For older scouts who are looking to learn advanced wood tools skills. Sign up at the Scoutcraft Table.
- Mile Swim BSA - Friday at 7:00 p.m. at the pool. Qualifications are Monday through Thursday at 7:00 p.m. *All must attend these qualification classes to complete the Mile Swim.* Sign up at the Aquatics Table
- Snorkeling BSA – Session is at 9:00-9:45. There are limits on the number of scouts who can participate the session. Sign up at the Aquatics Table.
- Lifeguard BSA - Session is a **4 hour class** at 9:00-11:45 and 7:00-7:45. Must have Swimming, Rowing, Canoeing, Lifesaving and First Aid merit badges as prerequisites. Participants must show up to Monday Polar Bear Swim for other prerequisites. Sign up at the Aquatics Table.
- Progressive C.O.P.E. – Work as a patrol each day, and by the end of the week make it through the entire C.O.P.E. Course. (Initiative Games, Low and High Elements) Sessions available from 2:00 – 3:30pm and 3:30 – 5:00 pm. Sign up at the C.O.P.E. Table.

### **Troop Program Offerings**

- Western Style Adventure - Features cooking with Western Style Fruit Cobblers, Pineapple Upside Down Cake, “Zeppoli” and other Dutch Oven cooking delicacies. The program includes a Dutch oven cooking lesson, and an Old West Campfire theme with songs, stunts, and skits. Interested Senior Patrol Leaders should sign up at Scoutcraft.
- Robinson Crusoe Adventure -Scouts construct survival shelters ground beds, and a fireplace. Scouts will experience the challenges of choosing a remote survival site. Interested Senior Patrol Leaders should sign-up at the Scoutcraft.
- Pioneering Projects – Want to build a gateway for your campsite but don’t know what to build or how to go about doing it? The Scoutcraft Staff can assist you in your quest. The staff can provide you with ideas for your project or give a refresher session on knots and lashings. Interested Senior Patrol Leaders should stop by Scoutcraft for details.
- Polar Bear Swim - Offered Tuesday through Friday morning from 6:30-7:00am. Swimming/Boating competitions and other fun activities will be available at the pool or the lake.
- Bike Treks - Available to all Scouts 13 years of age or older. Accommodations are available for up to 12 people per session, and sessions last for 1 hour. Afternoon sessions are at 2:00, 3:00, and 4:00 p.m. Interested Senior Patrol Leaders should get information at Sports.
- Inter-Troop/Patrol Sports Competitions – Want to challenge a neighboring troop to a game of softball? How about inter-patrol capture the flag? Interested Senior Patrol Leaders or Patrol Leaders can schedule games at Sports.
- Nature Hikes – Interested Senior Patrol Leaders can sign up at the Nature Lodge.
- Nature Biking Overnighter – Take an overnight biking trip to a remote part of camp where spend the night enjoying the calm, pleasant atmosphere and learning more about our beautiful reservation. Interested Senior Patrol leaders can sign up at the Nature Lodge.
- Nature Canoe Trip - Cruise around the perimeter of Half-Moon Lake on an up close encounter with aquatic plant and animal life. Interested Senior Patrol Leaders can sign up at the Nature Lodge.

## CAMP AQUEHONGA MERIT BADGE PREREQUISITES AND SCHEDULE

	9-10	10-11	11-12	2-3	3-4	4-5	7-8	Rating	Prerequisites and Comments
Swimming + *	X	X	X					3/4	2a, b, 3
Lifesaving (2 hrs) + *			X					4/7	1a, 13a, b – 2 hour class
Canoeing (2 hrs)+ *			X					3	2a, b – 2 hour class
Rowing + *	X							2	2
Small Boat Sailing (2hrs) + *			X ← → X					4	1b, 4e – 2 hour class
Snorkeling, BSA	X							4	
Mile Swim							X	3/4	
Lifeguard BSA (4 hrs)	X ← → X						X	3/4/7	<i>See reverse side</i>
Pioneering	X							3/6	
Orienteering	X							3/6	<i>Much planning time required</i>
<b>Camping</b>		X		X				3/5/6	3, 9
Cooking			X		X			3/5/6	<i>7 – otherwise partials will given</i>
Wilderness Survival		X						1	<i>Requires overnight outing (Thursday evening)</i>
<b>Hiking</b>				X				3/5	4, 5, 6, 7 <i>Otherwise partial available</i>
Nature			X	X				2/5	
Forestry					X			3/5	5, 7
Mammal Study	X	X						1	4
Reptile & Amph. Study	X							1/5	8
Soil & Water Cons.				X				2	7
<b>Environmental Science</b>		X				X		4/6	<i>Must allow time for observation</i>
Fish & Wildlife			X					3	5, 7d, 8
Astronomy					X			3/7	5b, 6, 9
Fishing						X		2	<i>Much practice time required</i>
Archery (2 hrs, 2 options)		X			X			4	<i>Much practice time required</i>
Athletics			X	X				4	3, 6
<b>Personal Fitness</b>		X				X		3/5	1b, 6, 7, 8
Shotgun Shooting (2 hrs)			X					4/7	<i>Much practice time required</i>
Rifle Shooting - .22 caliber (2 hrs)		X						4/7	<i>Much practice time required</i>
Rifle Shooting - muzzleloading (2 hrs)						X		4/7	<i>Much practice time required</i>
Sports	X				X			5	3, 4, 5
Climbing (2 hrs)		X						4/6	<i>Much practice time required</i>
Progressive COPE				X		X			
Basketry	X				X			1	<i>Purchase kit at canteen</i>
Leatherwork			X	X				1	5b, 5d
Wood Carving		X				X		2	2a - <i>Purchase wood items at canteen</i>
<b>First Aid</b>	Available by appointment; varies by week. See Program Director on Sunday if Interested							2	

### Notes

- All requirement numbers refer to the 2008 Boy Scout Requirements Manual or newer BSA Press Releases
- All prerequisites listed above must be completed prior to arriving at camp (unless otherwise indicated.) Certification of successful completion of all prerequisites is necessary from your Unit Leader.
- Eagle-Required badges are indicated in Boldface type above
- Comments are written in italics

### Rating & Description

1 = Fairly easy

2 = Average; can usually be completed in one week

3 = Difficult; usually requiring hard work and time commitment

4 = Difficult; usually requiring special skill, knowledge and experience

5 = Impossible to complete in one week without prior work

6 = Intended for intermediate Scouts only (2<sup>nd</sup> year campers, and on)

7 = Intended for experienced Scouts only (3<sup>rd</sup> year campers, and on)

+ = Requires CPR

\* = Requires “swimmer” qualification on the **Sunday** swim test