MERIT BADGE PROGRAM SCHEDULE

HOU KIU (NEW SCOUTS)	1	2	3	4	5	free
TENDERFOOT PATROL	(X	X	X	X)		
SECOND CLASS PATROL	(X	X	X	X)		
FIRST CLASS PATROL	(X	X	X	X)		
HAWAIIAN ADVENTURE	**1**	**2**	**3**	**4**	**5**	**free**
HAWAIIANA				(X	X)	
HORSEMANSHIP MB	TBD					
CANOEING MB	X			X		
KAYAKING MB		X			X	
SNORKELING, BSA & MB			X			X
Canoeing, Kayaking and Snorkeling MB must be taken together and make up the “Beach Program”						
SCUBA, BSA	TBD					
SCUBA DIVING MB	TBD					
CPR	X			X		
WILDERNESS FIRST AID	(X	X	X	X)		
HANDICRAFT	**1**	**2**	**3**	**4**	**5**	**free**
ART MB	X					
CINEMATOGRAPHY MB					X	
LEATHERWORK MB		X		X		
MODEL DESIGN MB				X	X	
PHOTOGRAPHY MB			X			
WOOD CARVING MB	X	X	X			

OUTDOOR SKILLS	1	2	3	4	5	free
CAMPING MB	X	X			X	
COOKING MB			X	X		
EMERGENCY PREPAREDNESS MB		X	X			
FIRST AID MB	X			X	X	
FISHING MB					X	
GEOCACHING MB	X	X				
ORIENTEERING MB			X	X		
PIONEERING MB		X	X		X	
WILDERNESS SURVIVAL MB	X			X		
SHOOTING SPORTS	**1**	**2**	**3**	**4**	**5**	**free**
ARCHERY MB	(X	X)		(X	X)	
RIFLE SHOOTING MB	(X	X)		(X	X)	
SHOTGUN SHOOTING MB	(X	X)		(X	X)	
AQUATICS	**1**	**2**	**3**	**4**	**5**	**free**
MILE SWIM 6:00 AM						
INSTRUCTIONAL SWIM	X	X	X			
LIFEGUARD, BSA	(X	X	X	X	X	X)
LIFESAVING MB				X	X	
SWIMMING MB	X	X	X			
FREE SWIM					X	X
SCIENCE AND NATURE	**1**	**2**	**3**	**4**	**5**	**free**
AVIATION MB					X	
ASTRONOMY MB						X
ENVIRONMENTAL SCIENCE MB	X	X	X	X	X	
FISH & WILDLIFE MANAGEMENT MB		X	X			
FORESTRY MB					X	
OCEANOGRAPHY MB	X			X		
NATURE MB			X	X		
SOIL & WATER CONSERVATION MB		X	X			
SPACE EXPLORATION MB	X	X				
REPTILE & AMPHIBIAN STUDY MB				X	X	
WEATHER MB	X					

Merit Badge Program and Prerequisites

MERIT BADGES	CHECK YOUR PREREQUISITES	APPROIMATE COST FOR SUPPLIES	COMMENTS
Lifesaving	Swimming merit badge earned before camp. Requires 6 hours practicing lifesaving skills.		Bring extra shoes. One requirement is to jump in the pool fully clothed, including street shoes.
Swimming	"Swimmers" classification is required. Includes executing 3 to 8 basic strokes.		
SCUBA		Fee to be determined—cost for certification	Must be at least 14 years old
Horsemanship	Must have LONG PANTS and good shoes	Fee to be determined	For Older Scouts
NATURE			
Astronomy	Will need pencil and paper.		Observation depends on weather
Environmental Science	Five Hundred word report will be necessary. You should start observations on Sunday. See Nature lodge on Sunday.		Two (2) hours of observation time per day outside of class.
Fish and Wild-life Management	Some requirements should be completed before camp.		
Forestry	Paper and pencil needed for leaf collection and reports.		
Nature Lodge Area	Requirement #5 accomplished before camp.		
Oceanography	Recommended for older scouts.		There will be a field trip to the ocean on Thursday.
Soil and Water Conservation	Need paper and pencil for drawings and reports.		
Weather	Need paper and pencil for drawings.		
SCOUTCRAFT			
Camping	Must complete #6 C&D, #7 and #8 before camp.		Have with you completed #1-4
Cooking	Complete #1 and #2, bring to camp.	Food is provided.	
Emergency Preparedness	8C must earn First Aid merit badge before camp.	Prepare an emergency pack.	
Orienteering		Much additional time needed to setup com-pass course.	Recommend for older scouts.
Pioneering	Practice splices.	Know your knots.	Project
Wilderness Survival	Req. #5-bring to class.		Overnight campout-Thursday—Older Scouts
First Aid	Must bring First Aid kit you have assembled including neckerchief.		Be familiar with CPR. Oral and written test will be given.
HANDICRAFT			
Art			Bring a sketch book, writing materials i.e. pens and pencils, and a personal item to design
Leatherwork	None	$Up to $15 for kits	More time needed for projects
Woodcarving	Must have earned the Totin' Chip Card.	Up to $15 for material. Knives for sale in Trading Post or bring your own.	Totin Chip classes are available at the ScoutCraft Area. Ask times at check-in.
SHOOTING SPORTS			
Archery			Recommended for older Scouts
Rifle / Shotgun Shooting		There is a fee for ammunition	Recommended for older Scouts