




MERIT BADGE PROGRAM SCHEDULE

	9:00	10:00	11:00	2:00	3:30
American Cultures	X				
American Heritage		X	X		
Art	X	X			
Astronomy  STEM					X =>
Automotive Maintenance  STEM				X	X
Aviation  STEM	X	X			
Bird Study  STEM				X	
Citizenship in the Community	X		X		
Citizenship in the Nation		X	X		
Citizenship in the World				X	X
Collections				X	X
Communication	X	X			
Computers  STEM			X		
Electricity  STEM	X				
Emergency Preparedness	X			X	
Environmental Science  STEM		X			X
Farm Mechanics  STEM					X
Fire Safety	X	X			
First Aid				X	X
Genealogy			X		
Geology  STEM			X	X	
Graphic Arts					X
Home Repairs	X	X			
Law		X			
Mammal Study  STEM	X				
Music			X		
Painting				X	X
Plumbing				X	X
Public Speaking		X	X		
Radio  STEM	X		X		
Scouting Heritage		X	X		
Sculpture				X	
STEM / NOVA workshop				<==== X ====>	
Traffic Safety				X	X
Welding		X	X		
Woodwork	X		X		

MERIT BADGE PREREQUISITES AND FEES

ALL MB PAMPHLETS ARE AVAILABLE IN THE TRADING POST, AT CAMP... cost \$5.00 each

MERIT BADGE	PREREQUISITES	FEES	COMMENTS
American Cultures	--	--	Come with info on your cultural background
American Heritage	3c	--	Research your family's history
Art	--	--	
Astronomy	--	Opt starchart ≈\$7.00	Class incl 3 hr night observation, weather dep.
Automotive Maintenance	--	--	Must be 12 or older, bring clothes to get dirty
Aviation	4a, b or c	\$10.00	Bring report of req 4 to camp; 12 and older
Bird Study	--	≈\$8.00	Requires kit purchase
Citizenship in the Community	3a,b; 7a,b,c	--	MB cannot be completed at camp, need to complete 7c - volunteer Read MB Pamphlet, Reserved for 1st Class & up
Citizenship in the Nation	2 and 3	--	Read MB Pamphlet, Reserved for 1st Class & up
Citizenship in the World	--	--	Read MB Pamphlet, Reserved for 1st Class & up
Collections	--	--	Bring a sample of your collection to camp
Communication	--	--	Read MB Pamphlet, Reserved for 1st Class & up
Computers	--	--	
Electricity	--	\$12.00	Requires electromagnet kit
Emergency Preparedness	2b, c, 8c	--	Bring notes from family meeting
Environmental Science	--	--	
Farm Mechanics	--	--	Bring work gloves, clothes to get dirty, 12 & older
Fire Safety	6a	--	Bring Home Safety Survey to camp
First Aid	--	--	
Genealogy	6 and 7	--	Get all required info. Try to have 3 generations
Geology	--	--	
Graphic Arts	--	\$10.00	Cover cost of materials
Home Repairs	--	--	For Scouts 12 and older
Law	--	--	
Mammal Study	--	--	
Music	3b	--	Optional: Bring your instrument
Painting	--	--	Bring clothes to get dirty
Plumbing	--	\$15.00	Cover cost of materials; 13 & older
Public Speaking	--	--	
Radio	--	--	
Scouting Heritage	5 and 6	--	Bring history and patch collection to camp
Sculpture	--	≈\$20.00	For clay and art materials
STEM / NOVA workshop	--	--	
Traffic Safety	--	--	
Welding	--	\$50.00	Class Fee - Must be 14 and older
Woodwork	Must have earned Totin' Chip	≈\$10.00	Requires Woodworking Kit