
DAILY MERIT BADGE SCHEDULE

9:00 9:50

Waterfront	Ecology	Scoutcraft	Handicraft	Field Sports
Swimming	Enviro. Sci (A)	Camping	Leatherwork	Archery
Canoeing	Geology	Cooking	Basketry/Art	Shotgun Shoot.
Lifesaving (A)	Energy	Pioneering (A)	Woodcarving	Rifle Shooting
Sailing (A)	Reptile/Amphibian	Wilderness Survival	Athletics	
BSA Guard				

10:00 -10:50

Waterfront	Ecology	Scoutcraft	Handicraft	Field Sports
Swimming	Enviro Sci. (A)	Camping	Pottery	Archery
Canoeing	Enviro Sci. (B)	Cooking	Indian Lore	Shotgun Shoot.
Lifesaving (A)	Soil/Water Conser.	Pioneering (A)	Model Design	Rifle
Lifesaving (B)	Forestry	Pioneering (B)	Sports	
Sailing (A)				
Sailing (B)				
BSA Guard				

Troop/Patrol Program Time 11:00 – 11:50

1:30 2:20

Waterfront	Ecology	Scoutcraft	Handicraft	Field Sports
Swimming	Weather	Camping	Leatherwork	Archery
Rowing	Enviro. Sci. (B)	Cooking	Pottery	Shotgun Shoot.
Lifesaving (B)	Astronomy	Pioneering (B)	Space Exploration	Athletics
Sailing (B)	Oceanography	Wilderness Survival	Rifle	
BSA Guard				

Please note. Merit Badges followed by an (A) are required to meet the first two periods, a (B) are required to meet the second two periods, and BSA Guard is required to meet all three periods.

Don't forget that during all three sessions when Merit Badges are offered, the three ranks will be offered in Brownsea.

MERIT BADGE PREREQUISITES

MERIT BADGE	MONEY NEEDED	RATING	NOTES-PREREQUISITES
Archery	\$3.35 for book, \$1.75 for Arrow	4	Very high skill requirements. Personal equipment must be turned into the Camp staff upon arrival in camp.
Art	\$3.35 for book	1	
Astronomy	\$3.35 for book	3	Also meets on Tues/Thurs evenings from 9-10, requires report
Athletics	\$3.35 for book	3	
Basketry	\$3.35 for book	1	Needs to purchase project in TP. Cost is \$6.00
Camping	\$3.35 for book	3	Need 20 nights of camping to complete the badge. You will be required to sleep out one night at camp. Pack appropriately.
Canoeing	\$3.35 for book	3	Must be a BSA Swimmer
Cooking	\$3.35 for book	1	Will be required to cook meals outside of class period during week
Energy	\$3.35 for book	2	Complete requirement #6 prior to camp. Present written report to counselor.
Environmental Science	\$3.35 for book	5	Complete requirement #4 prior to camp. Ideally, it should be brought to camp.
Fingerprinting	\$3.35 for book	1	Afternoon Merit Badge.
First Aid	\$3.35 for book	5	Occurs in the afternoon. Class size limited.
Forestry	\$3.35 for book	2	
Geology	\$3.35 for book	2	
Indian Lore	\$3.35 for book	2	
Leatherwork	\$3.35 for book	2	Needs to purchase project in TP. Cost is \$8.00
Lifesaving	\$3.35 for book	5	Two period class. Must be a BSA Swimmer. Scouts will need a long sleeve shirt and long pants. Recommended age is 14. CPR certification is recommended.
Mammal Study	\$3.35 for book	1	Occurs in the afternoon.
Model Design and Building	\$3.35 for book	3	
Nature	\$3.35 for book	1	Occurs in the afternoon. Must keep a terrarium.
Oceanography	\$3.35 for book	2	
Pioneering	\$3.35 for book	4	Two period class. Should have basic knowledge of knots
Pottery	\$3.35 for book	4	
Reptile/Amphibian Study	\$3.35 for book	2	Complete requirement #8 prior to camp.
Rifle	\$3.35 for book	4	May require some extra practice time in the afternoon
Rowing	\$3.35 for book	3	
Sailing	\$3.35 for book	4	Two period class.
Sculpture	\$3.35 for book	1	Afternoon class.
Shotgun Shooting	\$3.35 for book	4	Must be 13 years old and weigh a minimum of 125 pounds. Cost is 7.00
Soil/Water Conservation	\$3.35 for book	1	
Space Exploration	\$3.35 for book	3	
Sports	\$3.35 for book	3	Requirements #3 and #5 must be done prior to camp.
Swimming	\$3.35 for book	3	Need extra long sleeve shirt and long pants. Swimming experience recommended
Weather	\$3.35 for book	1	
Wilderness Survival	\$3.35 for book	3	Requires overnight campout in shelter.
Woodcarving	\$3.35 for book	1	

Please note that a scout must be a BSA Swimmer to complete all Waterfront MB's.