

T.L. STORER

TENTATIVE MERIT BADGE SCHEDULE

	Age	9:15	10:15	11:15	2:15	Pre-Requisites	Notes
Aquatics							
BSA Lifeguard	***	<=====				None	Must Pass BSA Swim Test
Lifesaving	***	<=====				Swimming MB	400-yard qualifying swim, Long sleeved button-down shirt
Swimming	**		X	X	F	None	Must Pass BSA Swim Test
Canoeing	***	<=====				None	Must Pass BSA Swim Test
Rowing	**			X		None	Must Pass BSA Swim Test
Motorboating	**	X		X		Swimming MB	Must Pass BSA Swim Test
Small Boat Sailing	***		<=====			None	Must Pass BSA Swim Test
Water Sports	**	<=====				None	Must Pass BSA Swim Test
Whitewater	**	<=====				Canoeing MB	Must Pass BSA Swim Test
C.O.P.E & Climbing							
Project COPE	***	<=====				Be 14	
Climbing	***	<=====				Be 13 by January 13, 2010 or Climbing Director approval	
Field Sports							
Athletics	*		X			Req. 4	
Fishing	*	X				None	Personal fishing gear if possible
Sports	*			X		Req. 3, 4	
Handicrafts							
Basketry	*	X			F	None	Kits available in the Trading Post
Leatherwork	*			X	F	None	Kits available in the Trading Post
Woodcarving	*	X	X			Totin' Chip	Need appropriate pocketknife
Sculpture	*		X			None	
Art	*			X	F	None	
Indian Lore	*	X				Req. 1, 4A	Bring Materials for Clothes
Carpentry	*			X		Req. 1, 4A	Bring Materials for Clothes
Scouting Heritage	*		X			Req. 1, 4A	Bring Materials for Clothes
Ecology & Conservation (Nature)							
Environmental Science	**	<=====				Req. 1, 3F	BSA Handbook is helpful.
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Fish and Wildlife Management	**		X			None	Be familiar with MA/NH hunting/fishing laws
Forestry AND Pulp and paper	***			X		Req. 5, 7	Bring tree identification guide
Geology	**			X		None	
Nature	*	X				Req. 4B, 5	Lots of study time necessary
Weather	**	X				Req. 8	
Reptile, Amphibian, Mammal, Insect AND Bird Studies	*			X	F	Req. 8 (R&A S)	
Tracking	*	X	X			Req. 8	
Scoutcraft							
Camping	**	X	X	X		Req. 8A, 9	MB Book Recommended
Orienteering	***	X				None	MB Book, Compass Required
Pionering	**	<=====				None	MB Book Required
Wilderness Survival	**			X		Bring Survival Kit	Must attend Overnight
Pathfinding	**		X			Bring Survival Kit	Must attend Overnight
Shooting Sports							
Archery	**	<=====				Read Req. 1, 2, 3	
Archery			<=====			Read Req. 1, 2, 3	
Rifle Shooting	**	<=====				None	
Shotgun Shooting	**		<=====			Req. 1F, 1I	
Emergency Skills							
First Aid			<=====				

NOTE: Most of our areas will run Merit Badges in the afternoon when asked, please have the Scout ask the Area Director on Sunday or Monday.

Merit badges by appointment only: Backpacking, Cycling, , and Personal Fitness

F = First year – First years will be able to choose a merit badge to take in the afternoon, they will pick these during the morning of the first year program