

## Merit Badge Schedule (The Grid)

Merit Badges	# of Days Scheduled	See Notes Below	8:30	9:30	10:30	2:00	3:00	4:00
<b>ECOLOGY/CONSERVATION LODGE</b>								
Astronomy	6	D,N,O					X	
Bird Study	3	M,N,O	X		X		X	X
Environmental Science	6	N,O	X	X	X	X	X	
Fish and Wildlife Management	3	M,N,O	X		X	X		X
Forestry	6					X	X	
Geology	3	M	X	X		X	X	X
Insect Study	6	A,N			X			X
Mammal Study	3	M	X	X		X	X	
Nature	6	N,O		X		X		
Reptile and Amphibian Study	6	N,O	X	X	X			X
Soil and Water Conservation	6			X			X	
Space Exploration	6	A	X	X		X		
Weather	6	N,O			X			X
<b>SHOOTING SPORTS</b>								
Archery	6	A,L	X	X		X	X	
Rifle Shooting	6	A,L	X	X		X	X	
Shotgun Shooting (Briley Creek)	6	D,L	X	X		X	X	
<b>ARTS AND CRAFTS</b>								
Art	Open	N,O,U	X	X		X	X	
Basketry	Open	U		X	X		X	X
Indian Lore	Open	U	X				X	
Leatherwork	Open	U		X	X	X		X
Pottery	Open	N, U			X		X	X
Sculpture	Open	U	X	X		X		
Wood Carving	Open	E,U	X		X	X		X
<b>LAKEFRONT</b>								
Canoeing	6	C,F,G,H,K	8:30-10:00 10:00-11:30		2:00-3:30 3:30-5:00			
Fishing	3	M,N,O	X	X	X	X	X	X
Kayaking	3	A,F,G,H,K,M			X			X
Motorboating	3	D,F,G,H,J,K,M			X			X
Rowing	3	F,G,H,K,M	8:30-10:30			2:00-4:00		
Small-Boat Sailing	6	C,A,F,G,H,K	8:30-10:00 10:00-11:30		2:00-3:30 3:30-5:00			
Water Sports	3	C,F,G,H,K,T	8:30-10:30			2:00-4:00		
<b>POOL</b>								
Lifesaving	6	F,G,L	8:30-10:30					
Swimming	6	F,I				X	X	
Mile Swim (Patch)	5	F,S	See Pool Director					
Beginner's Swim (activity)			1:00-2:00					
<b>CLIMBING TOWER</b>								
Climbing Merit Badge (13 yrs of age)	3	C,K,M	8:30-10:30			2:00-4:00		
<b>COMMUNICATIONS CENTER</b>								
Communications	6	A,N	X	X		X	X	
Cinematography	6	A,D	X			X		
Journalism	6	D,N,O			X		X	X
Photography	6	A, C		X	X			X
<b>SCOUTCRAFT</b>								
Camping	3	A,M,N,O	X			X		X
First Class Trail Program (see page 4)	7				X			
Pioneering	6	B	X	X		X	X	
Surveying	6	D,R	8:30-10:30 (PA)			2:00-4:00 (SM)		
Wilderness Survival	3	A,M,O,P		X	X		X	
<b>NOTES-the following codes apply to the Merit</b> A - Limited to 2 <sup>nd</sup> year campers and above. B - First Class Scouts and above. C - Limited enrollment or special request. D - Fourteen (14) years of age or older. E - Totin Chip required. F - Must have Swimmers tag. G - Must have Swimming Merit Badge. H - Must have Lifesaving Merit Badge. I - Must bring belt, long pants, and long sleeve button down shirt J - Needs Missouri certification in motor boat handling			<b>Badges listed above:</b> K - Sign up on-line; claim spot after dinner on Day 1. L - Must be present on the first day of class. M - Two groups each session (3 days each). N - Needs previous work in order to complete at camp. O - Merit Badge worksheet available. P - Overnight campout on either night 3 or 7 is required. R - At Scoutcraft lodge in PA (mornings) and SM (afternoons) at water tower. S - Requires four hours of conditioning before day 8. T - Two campers from each camp (total 6) per class session. U - "Open" badges are NOT taught at all class periods. (See page 6 of this book for further information.)					