

Camp Freedom Merit Badge Schedule Update 04/10/07

Start Time	Aquatics	Eco-Con	Field Sports	Handicraft	Scoutcraft	Eagle
9:00 AM	Swimming Motor Boating Instructional Swim Rowing (9:00-10:20) Canoeing (9:00-10:20) Waterskiing (9:00-10:20)	Env. Science (9:00-10:20) Mammal Study/Nature** Insect Study Geology	Fishing Rifle (9:00-10:30) Archery (9:00-10:30)	Leatherwork Basketry Sculpture	Camping Wild.Surv.	Eagle Pep. Class Emerg. Prep.
10:00	Swimming Sailing (10:00-11:50)	Reptile Soil & Water Bird Study		Woodcarving Space Ex Fingerprinting	Indian Lore Orienteering (10:00-11:20)	Communications American Heritage
10:30	Canoeing (-11:50) Lifesaving (-11:50)	Env. Science (-11:50)				
11:00	Snorkeling	Weather Energy Pulp & Paper Oceanography	Open Archery (11:00-5:20)*** Open Rifle (11:00-5:20)***	Basketry Painting	Cooking (11:00-12:45)	Cit. in Nation
2:00	Motorboating Swimming Rowing (2:00-3:20) Lifesaving (2:00-3:20) Waterskiing (2:00-3:20) Sailing (2:00-3:50)	Env. Sci. (2:00-3:20) Mammal Study/Nature** Reptile Study Weather	Fishing Rifle (2:00-3:20) Archery (2:00-3:20)	Leatherwork Model Design Art	Camping Wild. Surv. Orienteering (2:00-3:20)	Communications Public Speaking
3:00	Swimming Motorboating	Astronomy Fish & Wild Forestry Archeology (3:00-4:30)		Woodcarving Space Ex	Indian Lore Pioneering	Music First Aid
4:00	Open Swim(4:00-5:20)*** Open Boating (4:00-5:20)	Open Program	Open Archery (4:00-5:20)*** Open Rifle (4:00-5:20)***	Open Program	Open Program	Open Program

*All classes last approximately 50 minutes, unless other end time is specified

***Volunteers to assist at these activities are always welcome. Please see either the Program Director or the respective Area Director.

MERIT BADGE OUTLINE

MERIT BADGES	COMPLETE BEFORE CAMP	COMMENTS RECOMMENDATIONS
AMERICAN HERITAGE	4 & 5	
ARCHERY	Not recommended for first year campers.	Much time is needed for obtaining required scores.
ARCHEOLOGY	4,5,9,10 New requirements for 2007	
ART	4 New requirement for 2007	Cost \$10-\$15 for supplies
ASTRONOMY	5,6	Difficult in bad weather. Telescope provided by camp. Bring binoculars if available
BASKETRY		Recommended for first year Scouts. Cost of material \$20.00 Basket Kits plus Stool Kit
BIRD STUDY	5, 7b, 8	
CAMPING	8c, 8d, 9a, 9b New requirements for 2007	Pack and sleeping bag necessary.
CANOEING @		Must pass BSA swimmer test. For Older Scouts. Bring Knee Pads.
CITIZENSHIP IN THE NATION	2b&d, 3, 6, 8	
CLIMBING	You Must Attend Discovery	First Aid and special knot knowledge.
COMMUNICATIONS	5,7,8	Only First Class, Star and Life Scouts Participating in Trail to Eagle
COOKING	7	Limited to 22 Scouts (precedence according to rank) Food cost \$10.00
EMERGENCY PREPAREDNESS	6b & c, 7, 8	If camp adults are EMT's, firemen, or police officers, see MB counselor
ENERGY	1a, 4	
ENVIRONMENTAL SCIENCE	Not recommended for first year campers	Time consuming.

FINGER PRINTING		
FISH AND WILDLIFE MANAGEMENT	6c, 7d, 8	Time consuming.
FIRST AID	2b	
FISHING		Fishing rod required.
FORESTRY	3b, 5	
GEOLOGY		
INDIAN LORE	1, 2a, 2b, 2d, 3b, 4e	Some craft materials can be bought at camp. Cost \$5-\$10
INSECT STUDY	3 & 7	
LEATHERWORK		Excellent for first year Scouts. Cost of materials \$10.00
LIFESAVING @	Swimming MB. CPR demonstration offered at camp.	For older Scouts. Bring long sleeve shirt and long pants.
MAMMAL STUDY		Good for first year Scouts. Nature and Mammal Study combined
MODEL DESIGN	4 & 5	
MOTORBOATING @	(additional cost of \$10).	Must pass BSA swimmers test. Priority given to 14 yr. olds & over. Must have swimming and canoeing MB
MUSIC		Must be at least 14 years of age. Dependent on qualified Merit Badge Counselor
NATURE	6 birds, 2 insects 2 mollusks	Difficult to complete at camp without prior work Nature and Mammal Study combined
OCEANOGRAPHY	8, 8a & b	
ORIENTEERING	Not recommended for first year campers.	Good map and compass skills needed. Bring own compass.
PAINTING		Not recommended for younger campers

PIONEERING	6, Not recommended for first year campers.	Skills in knots, lashings, and splices needed.
PUBLIC SPEAKING	Can complete at camp.	Must be 14 years of age
PULP & PAPER	7	
REPTILE & AMPHIBIAN STUDY	8	
RIFLE SHOOTING	Not recommended for first year campers.	All requirements can be done at camp. Difficult & time consuming
ROWING @		Must pass BSA swimmers test
SCULPTURE		Scout is responsible for the purchase of materials. \$10.00
SHOTGUN SHOOTING	Not recommended for first year campers. 2006 Requirement change	Must attend Monday session of Rifle Merit Badge. Must attend Discovery. There are costs.
SMALL BOAT SAILING @	Practice tying sailing knots. Swimming Merit Badge. Rowing Merit Badge or Canoeing Merit Badge	Must pass BSA swimmer test.
SOIL & WATER CONSERVATION	7a, 7b, 7c	
SPACE EXPLORATION	5	Cost of materials \$10 to \$15. Not recommended for 1st year campers
SWIMMING @	Must be able to pass BSA swimmer test.	Not recommended for first-year scouts. Must bring long sleeve shirt and long pants
WATER SKIING @	Additional cost required \$20.00 Limited practice time.	Must pass BSA swimmer test. Priority given to oldest Scouts. Must have swimming and canoeing MB
WEATHER	8, 9 New requirements for 2007	
WHITewater	1, 3	Scout is gone all day Tuesday & Wednesday. Additional cost of \$30.00
WILDERNESS SURVIVAL	5	Overnight trip required. Bring survival kit to camp.
WOODCARVING	Totin' Knives will be supplied Chip	Requires purchase of craft materials. Cost \$10.

MERIT BADGE PROGRAM CHECKLIST

Scout's Names													
American Heritage													
Archery													
Archeology													
Art													
Astronomy													
Basketry													
Bird Study													
Camping													
Canoeing													
Citi. In the Nation													
Climbing													
Communications													
Cooking													
Emergency Preparedness													
Energy													
Environ. Science													
Finger Printing													
First Aid													
Fish & Wild. Mgm.													
Fishing													
Forestry													
Geology													
Indian Lore													
Insect Study													
Leatherwork													
Lifesaving													
Mammal Study													
Model Design													
Motorboating													
Music													
Nature													
Oceanography													
Orienteering													
Painting													

Pioneering													
Public Speaking													
Pulp & Paper													
Reptile Study													
Rifle Shooting													
Rowing													
Sculpture													
Shotgun Shooting													
Small Boat Sailing													
Soil/Water Cons.													
Space Exploration													
Swimming													
Waterskiing													
Weather													
Whitewater													
Wilderness Sur.													
Wood Carving													
BSA Lifeguard													
Mile Swim													
Iron Man													
Discovery													
C.O.P.E.													
Rafting Trip													
Caving Trip													
Horseback Riding													
OA Brotherhood													