

T-255 Hawk Mountain Merit Badge Sign-up. Scout Name:

<i>9:00 – 10:00</i>	<i>10:00 - 11:00</i>	<i>11:00 - 12:00</i>	<i>2:00 - 3:00</i>	<i>3:00 - 4:00</i>	<i>4:00 - 5:00</i>
Basketry	Astronomy	Indian Lore	First Aid	Camping	Basketry
Canoeing		Fish & Wildlife Management	Citizenship in the Community	Canoeing	
Rowing				Rowing	
Sailing				Sailing	
Computers	Basketry	Oceanography	Weather	Computers	Electricity
Emergency Preparedness	Energy	Orienteering	Soil & Water Conservation	Environmental Science	Emergency Preparedness
Environmental Science	Environmental Science	Cooking 12:00 - 2:00		First Aid	Geology
Fishing	Mammal Study	Space Exploration	Fishing	Forestry	Indian Lore
Leatherwork	Fire Safety	Woodcarving	Wilderness Survival	Fire Safety	Mammal Study
	Camping	Citizenship in the Community	Woodcarving	Leatherwork	Pioneering
Reptile & Amphibian Study	Communications		Communications	Nature	Communications
	Art		Electronics	Space Exploration	Art
Swimming 9:00 - 10:30	Swimming 10:30 - 12:00		Open Boat	Archaeology	
Life Saving 9:00 - 10:30	Shotgun 10:30 - 12:00				
Archery 9:00 - 10:30	Archery 10:30 - 12:00		Open Swim 2:00-3:30	Instructional Swim 3:30-5:00	
Rifle Shooting 9:00 - 10:30			Open Shoot		
Cope 9:00-12:00 (First Time COPERs)			Cope 2:00-5:00 (Experienced COPERs)		

Merit Badge Prerequisites and Costs separate and above camp fee

Archaeology	*4 - Complete research prior to camp: Bring research materials to camp
Archery	*Limited to 24 participants per session
Art	*4 Be prepared to discuss what you learned in your visit to an art museum/gallery to be covered in class time
Astronomy	*Must attend nightly observations according to merit badge schedule and counselor * 6 – Bring sketch *7b – Bring sketch *9a or 9e
Basketry	* \$17 for merit badge kit
BSA Lifeguard	*CPR Certification (Bring current card/proof of certification) *Swimming Merit Badge, Lifesaving Merit Badge, and Rowing Merit Badges suggested *Must complete swimmer classification test *Minimum age of 15 *DO NOT SCHEDULE ANY OTHER PROGRAMS DURING THE DAY Open for Adults.
Camping	*5e, 8c, 8d, 9a, 9b, 9c - Bring proof of completion to camp
Canoeing	*Must complete swimmer classification test *Swimming Merit Badge *Bring clothes and shoes that cover toes and heel to get wet *Recommended minimum age of 13
Citizenship in the Community	Willits Dining Hall Porch *2A, 3, 5, 7 *Not recommended for first year Scouts
Communications	*5 – Bring report from meeting
Computers	*7a *10 – Be prepared to present the report at camp
Cooking	*Bring cook kit with utensils *2a, 2b, 2c, 3a, 3b, 3c - Bring pyramid and menus to camp *7 - Bring proof of completion to camp
COPE	\$16.00. Must be 13 or above. Must wear long pants
Electricity	*\$ 3.00 for merit badge kit *Bring Inspection report to camp
Electronics	NA
Emergency Preparedness	*First Aid Merit Badge *8c - Bring proof of completion of an emergency family kit (note from SM)
Energy	* 1a – Bring article to camp with you *4 – Bring report to camp
Environmental Science	*3e – Research prior to camp: Bring materials to camp *4 – Bring report journals to first day of class
Fire Safety	*6a - Bring completed plan to camp *9a – Bring proof of completion *11 – Bring proof of completion
First Aid	*Must bring proof of completed First Class first aid requirements *Bring homemade personal first aid kit to camp
Fish and Wildlife Management	*5 – Bring written records or proof of projects to camp
Fishing	*Bring fishing equipment *9 – Bring proof of completion to camp
Forestry	NA
Geology	NA

Indian Lore	*\$8.00 - \$12.00 for merit badge supplies
Leatherwork	* \$8.00 - \$12.00 for merit badge kit
Lifesaving	*Must bring long sleeve button-down shirt, long pants *Must complete swimmer classification and have passed *SWIMMING merit badge *Second Class (7a through 7d) and First Class (9a and 9c) *Recommended minimum age of 13
Mammal Study	*Pen/Pencil and Notepad
Mile Swim	*Must be a swimmer *Should attend practice every day (1:30-2:00)
Nature	*4e – Catch and identify 2 species of fish (show completion with note from SM))
Oceanography	*Writing Ability *Pen/Pencil and Notepad
Orienteering	*Bring compass, pen/pencil, and notepad *Camp orienteering map - \$3.00
Pioneering	*Bring proof of completed First Class Rope requirements
Reptile And Amphibian Study	*8 – Bring records to camp
Rifle Shooting	*Experience with .22 caliber rifle *Approximately \$12.00 for ammunition/targets *Suggested for older scouts Limited to 35 Scouts
Rowing	*Swimming Merit Badge *Must complete swimmer classification test *Must be able to lift rowboat *Bring clothes and shoes that cover toes and heel to get wet *Recommended minimum age of 13
Shotgun Shooting	*Strength to shoot 12 gauge shotgun *Approximately \$15.00 for ammunition/targets *Limited to 15 participants
Small Boat Sailing	*Must complete swimmer classification test *Swimming Merit Badge *Bring clothes and shoes that cover toes and heel to get wet *Recommended minimum age of 13
Snorkeling BSA	*Must bring own equipment – mask, fins, snorkel *Must complete swimmer classification test
Soil and Water Conservation	*7 – Bring report of visit or proof of project (photo and records)
Space Exploration	* \$10.00 for merit badge supplies
Swimming	*Must complete swimmer classification test *CPR Instruction – not certification *Must bring long sleeve button-down shirt, long pants *Second Class (7a through 7d) and First Class (9a and 9c)
Weather	*8 – Bring weather instrument and week long record to camp
Wilderness Survival	*Bring materials for personal survival pack *Requires Tuesday evening overnight outing
Woodcarving	*Must bring Totin' Chip card * \$4.00 for merit badge supplies *