

MERIT BADGE SCHEDULE

	Size	8:30-9:00	9:00-9:30	9:30-10:00	10:00-10:30	10:30-11:00	11:00-11:30	1:30-2:00	2:00-2:30	2:30-3:00	3:00-3:30	3:30-4:00	4:00-4:30	4:30-5:00	5:00-5:30	Notes
Aquatics - POOL																
BSA Lifeguard																3
Lifesaving	20															1,5,12,26
Snorkeling																1
Swimming	30															1
OPEN SWIM																2
Instruct. Swim																11
Aquatics - BOAT DOCKS																
Canoeing	20															1, 26
Kayaking	20															1
Motorboating	15															1, 29
OPEN BOATING																1,2
Shooting Sports																
Archery	20															4, 6, 26
Rifle	20															16, 26
Shotgun	15															4, 6, 26
OPEN RIFLE																2, 6
OPEN TRAP																2, 6
OPEN ARCHERY																2, 6
Nature/Ecology																
Astronomy	20															7, 26
Bird Stufy	20															35
Environmental Science	20															26, 27
Fish & Wildlife	20															
Fishing & Fly Fishing	20															35
Forestry	20															
Geology	20															
Insect Study	20															17
Mammal Study	20															
Nature	20															
Reptile Study	20															18
Soil & Water	20															
Weather	20															
Service Projects																
Snow Sports																
Snow Sports																13, 38
FREE Snow Sports																

Scoutcraft															
Archaeology	20														
Camping/Backpacking	20														8, 21
Cooking	20														
Emerg. Prepare	20														19
Wilder. Survival	20														10
First Aid	20														20
Geocaching	20														34
Safety & Fire Safety	20														
Orienteering	20														33
Pioneering	20														9
Pioneering Proj.	-														
Hammer Patrol	40														14
Handicrafts															
Woodcarving															24
Pulp & Paper															
Leatherwork & Basketry															
Indian Lore															
Photography															
Climbing															
Climbing	20														4,13,26
Free Climb															2

Notes

Read all requirements carefully before camp.

Some merit badges may have requirements which cannot be completed during summer camp. It is the Scout's responsibility to contact a qualified merit badge counselor to complete those requirements.

There are some merit badges that require the scout to research career fields, please look at your registered merit badge and bring your list of careers choices to show to your counselor at camp.

Note 1: Must be a swimmer

Note 2: Registration not necessary for "open" activities.

Note 3: All day class; schedule with Aquatics Director. Must be at least 15 years old.

Note 4: MB requires \$\$ fee

Note 5: Must have already completed Swimming MB.

Note 6: Must purchase extra targets and ammo, as needed \$\$EACH

Note 7: Requires some night classes

Note 8: Complete Req. 9 & 4b. before or after camp.

Note 9: Requires pioneering project hour daily

Note 10: Requires overnighter Tuesday night

Note 11: Any age, any classification

Note 12: Bring proper clothing to meet requirements
Note 13: Must be at least 13 years old.
Note 14: First year campers - AM or PM
Note 15: Bring a Scouting approved knife
Note 16: Possible ammo fee \$\$
Note 17: Complete req. 7 outside of camp (raise larva); Begin req 4 (Scrapbook)
Note 18: Requirement #8 cannot be accomplished at Summer Camp.
Note 19: Must have First Aid MB
Note 20: Bring first aid kit
Note 21: Bring a camping backpack
Note 22: Complete Req. 5 outside of camp
Note 23: Bring or buy \$\$ leather project
Note 24: Bring or buy a \$\$ basket(prefer round)
Note 25: Complete Req. 11 outside of camp
Note 26: Not recommended for 1st year Scouts
because of strenuous physical activity or advanced topics of discussion.
Note 27: Bring your own a camera bring it to camp.
Note 28: Complete Reqs. 5 & 6 outside of camp(Scouting Heritage)
Note 29: Limit 15
Note 30: Complete requirements 5 & 8 outside of camp(Comm)
Note 31: Complete requirements 2, 3, and 8 (write/mail letter) outside of camp
Note 32: Complete requirement 7 outside of camp
Note 33: Bring a compass if you have one
Note 34: Bring a portable GPS if you have one
Note 35: Bring fishing equipment if you have it
Note 36: Combined class
Note 37: Pants and long socks required
Note 38: Complete requirement 1a (Architecture) outside of camp
Note 39: Bring or buy woodcarving kit
Note 40: Requirement 4 needs to be completed at home.
Note 41: Require additional \$25 for ARC books & fees
Note 42: Require additional \$75 for ARC books & fees
Note 43: Require additional \$20 for scuba gear & tanks

Merit Badge Locations:

Pool: Swimming, Lifesaving, Snorkeling, Instructional Swim

Boat Docks: Canoeing, Kayaking, Motorboating

Climbing Gardens: Climbing

Rifle/Shotgun Range: Rifle/Shotgun

Dario Pavilion: First Aid, Archery (meet and walk to archery range each period)

Collier Building: ALL NECO will meet here first day

Ski Slope: Snow Sports

Roeser/Parade Ground: Archaeology, Camping/Backpacking, Cooking, E Prep, Wilder. Survival,

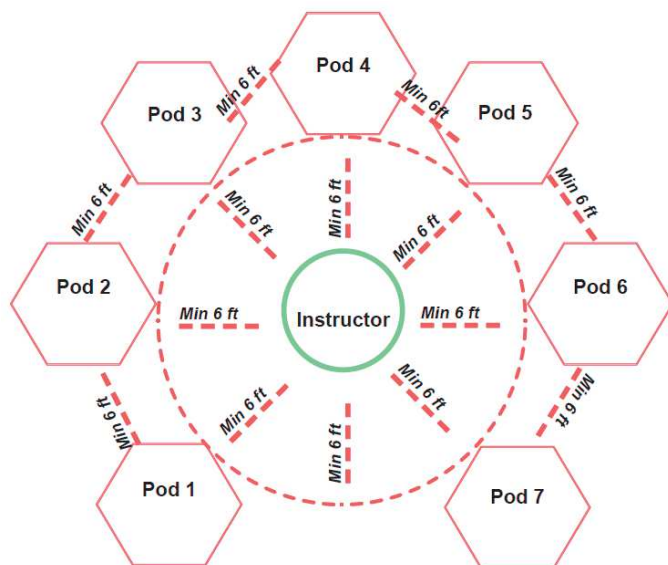
Safety/Fire Safety, Geocaching, Orienteering, Handicrafts

Pioneering Pit (close to Collier Building): Pioneering

Hammer Patrol Pit (across the road from Collier Building): Hammer Patrol

Merit Badge Pod System

We plan to utilize what we are calling a “pod model” to allow individual Scouts to participate and enjoy the camp program. A “pod” is made up of one or more Scouts from a single unit. The diagram to the right shows how a typical merit badge class might look with Scouts from 7 different units. Each pod could have one or multiple Scouts from each unit.



The idea is that Scouts from a specific unit will be able to travel, camp, and attend merit badge classes and program together. Scouts from one unit (or pod) will be required to maintain proper social distancing while in camp as well as in merit badge classes, campfires, etc. This model would allow 3-5 (or more) Scouts from one unit to sit near each other while being distanced from Scouts from another unit (or pod). If a merit badge required interaction from the Scouts or for them to share tools, etc. items would be wiped down before and after use to avoid cross-contamination.

Opportunities for Adult Leaders

Summer Camp is also a great experience for adult leaders. Worth Ranch offers opportunities for adults to learn and to be part of the program. Check out how adults can make this a peak experience:

Training

Leave no Trace, Safe Swim Defense and Safety Afloat, Swimming and Water Rescue, Paddle Craft Safety, Climb On Safely and Trek Safely training orientation will be provided. CPR/First Aid and Wilderness First Aid will be provided. The Longhorn Council Training Committee will also provide training opportunities for leaders in camp. Other trainings are offered as trainers are available. Trainers interested in helping with or leading a session during camp are encouraged to contact the Camp or Program Director.

Helping with Merit Badge Classes

We encourage adult leaders who can help with merit badge classes or who have special expertise that could add to the quality of the Scouts' experience at summer camp to contact the Camp Director or Program Director. Adult Volunteers are Scouting's best talent pool and all assistance would be deeply appreciated. When attending a class, please remember that our staff member is the instructor for the class. One of the key elements of camp is that the youth are taught by the staff – often older youth or young adults. They must remain in charge. Sometimes they will not cover a point as an adult might do it, but please take care if you are assisting to not undermine the staff member.

Hammer patrol - 1st Year Camper Program