



THE MERIT BADGE PROGRAM

The Merit Badge program at Camp Workcoeman is extensive and includes approximately 45 badges spread over three morning sessions and an afternoon period.

Troops are requested to complete merit badge selections prior to arriving at camp through a fillable Google Form that will be emailed to troop contacts in May. Troop leadership will be able to complete merit badge registration for each Scout, or Scouts will be able to complete the information themselves. **Please make sure your merit badge selections are submitted at least three weeks prior to your arrival at camp.** The Program Director will be in contact with any necessary information and program changes.

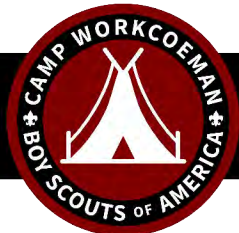


GENERAL GUIDELINES

- It is suggested that Scouts who have not attained the First Class rank utilize the “Tenderfoot’s Compass Program.” Included in the Tenderfoot’s Compass curriculum is Swimming Merit Badge, which will take place during the 11:15 merit badge time. Earning Swimming Merit Badge opens the door to many challenging aquatic opportunities for Scouts.
- A limit of 3 merit badges is recommended for Scouts, especially if difficult badges are being considered. If the advancement load of a Scout is too heavy, an otherwise fun week becomes one of disappointment.
- Advancement is one of eight methods of Scouting. ****Don’t overload advancement at the expense of patrol and troop activities.****

PRE-CAMP PREPARATIONS

- Some merit badges offered at camp may have prerequisites, while others require double time sessions for completion at camp. The information in the following pages details the times at which merit badges are offered as well as information that should be considered when making merit badge selections.
- The merit badge counselors have identified activities appropriate for Scouts with different experience levels and listed necessary prerequisite merit badge requirements that cannot be completed at camp. Please be advised that the list of prerequisites may be incomplete as a result of requirements changing between the publication of this guide and the summer camp season. Scoutmasters and Scouts should review badge requirements ahead of time to make sure each Scout is signed up for ability appropriate merit badges and comes to camp with necessary materials.
- Please see the appendix for merit badge specific prerequisite requirement sign-off sheets. These forms should be completed to ensure Scouts are given credit for work that must be done outside of camp.
- We want Scouts to have an enjoyable time at camp and come away from the week with a feeling of accomplishment having earned merit badges towards which they have worked. The Workcoeman counselors encourage you to use your experience as a Scoutmaster to guide your unit towards a successful and fun week at camp!



2017 MERIT BADGE TIME SCHEDULE

9:15 - 10:00 AM

Swimming	Kayaking	Rifle Shooting
Chess	Leatherwork	Lifesaving (9:15-11:00)
Archery	Sports	Oceanography
Camping	Emergency Preparedness	Pioneering
Canoeing	Wilderness Survival	Nature
Signs, Signals & Codes	Environmental Science (Scouts in high school)	
Basketry	Environmental Science (Scouts in middle school) (9:15-11:00)	
BSA Lifeguard (9:15-12:00)		Tenderfoot's Compass (9:15-12:00)

10:15 - 11:00 AM

Archery	Exploration	Personal Fitness
Digital Technology	Mammal Study	Small-Boat Sailing (10:15-12:00)
Game Design	Rowing	Wood Carving
Rifle Shooting	Wilderness Survival	Climbing
Swimming	Citizenship in the World	Forestry
Art	First Aid (10:15-12:00)	Pioneering

11:15 AM - 12:00 PM

Animal Science	Archery (weeks 2-5 only)	Camping
Cooking (11:15-1:00)	Fish & Wildlife Management	Personal Fitness
Leatherwork	Metalwork	Soil & Water Conservation
Rowing	Shotgun Shooting	Climbing
Geology	Robotics	Space Exploration

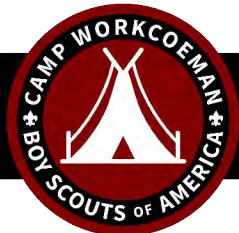
OTHER

Astronomy (9:00-9:45 PM)	Kayaking BSA (1:15-2:00 PM)
Fishing (6:30-7:15 AM)	Indian Lore (1:15-2:00 PM)
Weather (1:15-2:00 PM)	Snorkeling BSA (1:15-2:00 PM)
Reptile & Amphibian Study (1:15-2:00 PM)	BSA Stand Up Paddleboarding (1:15-2:00 PM)

Bold Type - Eagle Required

All merit badge times are subject to change due to staff and equipment limitations. Any changes will be disclosed at the leader orientation meetings on May 6, 13 & 20 and will be posted on the CampWorkcoeman.org website.

For up-to-date information or special requests contact Program Director: Tom Leisten at tleisten@campworkcoeman.org



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 (E) Indicates an Eagle required merit badge.

ECOLOGY AND CONSERVATION

ANIMAL SCIENCE



Times: 11:15 – 12:00
 Location: Henry Griffin Nature Center
 Prerequisites: None
 Note: Recommended for 2nd year campers

ENVIRONMENTAL SCIENCE (E)



Times: 9:15 – 10:00 – Scouts in High School
 9:15 – 11:00* – Scouts in Middle School
 Location: Henry Griffin Nature Center
 Prerequisites: None - Recommended for 3rd year campers or older

* Double session for middle school age Scouts, single session recommended for high school age Scouts

FISH & WILDLIFE MANAGEMENT



Times: 11:15 – 12:00
 Location: Henry Griffin Nature Center
 Prerequisites: None
 Note: Recommended for 2nd year campers

FISHING



Times: 6:30 – 7:15 AM
 Location: Henry Griffin Nature Center
 Prerequisites: None
 Note: Recommended for 2nd year campers

FORESTRY

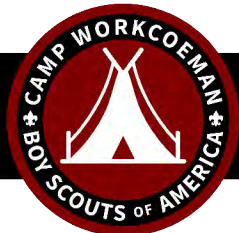


Times: 10:15 – 11:00
 Location: Henry Griffin Nature Center
 Prerequisites: None
 Note: Recommended for 2nd year campers or older

GEOLOGY









Times: 11:15 – 12:00
 Location: Henry Griffin Nature Center
 Prerequisites: None
 Note: Recommended for 2nd year campers or older

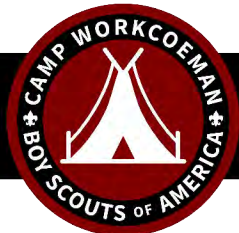


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ECOLOGY AND CONSERVATION CONTINUED

<p>MAMMAL STUDY</p> 	<p>Times: 10:15 – 11:00 Location: Henry Griffin Nature Center Prerequisites: None Note: Recommended for 2nd year campers</p>
<p>NATURE</p> 	<p>Times: 9:15 – 10:00 Location: Henry Griffin Nature Center Prerequisites: None Note: Recommended for all Scouts</p>
<p>OCEANOGRAPHY</p> 	<p>Times: 9:15 – 10:00 Location: Henry Griffin Nature Center Prerequisites: None Note: Recommended for 3rd year campers or older</p>
<p>REPTILE & AMPHIBIAN STUDY</p> 	<p>Times: 1:15 – 2:00 PM Location: Henry Griffin Nature Center Prerequisites: #8 Note: Recommended for 2nd year campers</p>
<p>SOIL & WATER CONSERVATION</p> 	<p>Times: 11:15-12:00 Location: Henry Griffin Nature Center Prerequisites: None Note: Recommended for 2nd year campers</p>
<p>WEATHER</p> 	<p>Times: 1:15 – 2:00 PM Location: Henry Griffin Nature Center Prerequisites: None Note: Recommended for all Scouts</p>



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OUTDOOR SKILLS

<p>CAMPING (E)</p> 	<p>Times: 9:15 – 10:00, 11:15-12:00 Location: Sturge Shields Campcraft Area Prerequisites: #4b, #5e, #7b, #8d, #9a, #9b Note: Recommended for a First Class Scout **Please see pre-requisite sign-off sheet in the appendix</p>
<p>COOKING (E)</p> 	<p>Times: 11:15 – 1:00 – 2 Sections with max of 8 Scouts in each section Location: Sturge Shields Campcraft Area Prerequisites: #4 Note: Recommended for Scouts with significant cooking experience. Scouts will eat lunch in the Campcraft area on Wednesday, Thursday and Friday. Extra cost of \$10 per participant to cover cost of equipment</p>
<p>EXPLORATION</p> 	<p>Times: 10:15 – 11:00 Location: Sturge Shields Campcraft Area Prerequisites: Please complete 5a or 5b and bring materials for either 4a, 4b or 4c to camp. Note: Recommended for 3rd year campers and older.</p>
<p>PIONEERING</p> 	<p>Times: 9:15 – 10:00, 10:15 – 11:00 Location: Sturge Shields Campcraft Area Prerequisites: None Note: Recommended for Scouts who have completed First Class</p>
<p>WILDERNESS SURVIVAL</p> 	<p>Times: 9:15 – 10:00, 10:15 – 11:00 Location: Sturge Shields Campcraft Area Prerequisites: #5 Note: Recommended for Scouts who have completed Camping Merit Badge. Scouts will participate in a survival overnight, leaving from the Campcraft area at 7:00 on Thursday.</p>



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AQUATICS




<p>CANOEING</p> 	<p>Times: 9:15 – 10:00 Location: Waterfront Boating Area Prerequisites: Successful completion of the BSA swimmer test (Blue tag) Note: Recommended for 2nd year campers or older</p>
<p>KAYAKING</p> 	<p>Times: 9:15-10:00 Location: Waterfront Boating Area Prerequisites: Successful completion of the BSA swimmer test (Blue tag) Note: Recommended for 3rd year campers or older. Class size limited to 8 Scouts.</p>
<p>LIFESAVING (E)</p> 	<p>Times: 9:15 – 11:00 Location: Waterfront Swimming Area Prerequisites: Successful completion of the BSA swimmer test (Blue tag) Note: Recommended for strong swimmers having already completed Swimming Merit Badge</p>
<p>ROWING</p> 	<p>Times: 10:15 – 11:00, 11:15 – 12:00 Location: Waterfront Boating Area Prerequisites: Successful completion of the BSA swimmer test (Blue tag) Note: Recommended for 2nd year campers or older</p>
<p>SMALL-BOAT SAILING</p> 	<p>Times: 10:15 – 12:00 Location: Waterfront Boating Area Prerequisites: Successful completion of the BSA swimmer test (Blue tag) Note: Recommended for 3rd year campers or older</p>
<p>SWIMMING (E)</p> 	<p>Times: 9:15 – 10:00, 10:15 – 11:00 (The 11:15 session is reserved for the Tenderfoot's Compass Program only) Location: Waterfront Swimming Area Prerequisites: None Note: Recommended for all Scouts</p>






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SHOOTING SPORTS

<p>ARCHERY</p> 	<p>Times: 9:15 – 10:00, 10:15 – 11:00, 11:15 – 12:00 (weeks 2-5 only) Location: Archery Range Prerequisites: None Note: Recommended for 2nd year campers or older</p>
<p>RIFLE SHOOTING</p> 	<p>Times: 9:15 – 10:00, 10:15 – 11:00 Location: Rifle Range Prerequisites: None Note: Recommended for 3rd year campers or older</p>
<p>SHOTGUN SHOOTING</p> 	<p>Times: 11:15 – 12:00 Location: Shotgun Range Prerequisites: Must be age 13 Note: Extra cost of \$10 per participant to cover cost of equipment</p>

FIELD SPORTS & CLIMBING

<p>CLIMBING</p> 	<p>Times: 10:15 – 11:00, 11:15-12:00 Location: Climbing Tower on Sports Field Prerequisites: None Notes: Scouts must be at least 13 years of age</p>
<p>PERSONAL FITNESS (E)</p> 	<p>Times: 10:15 – 11:00, 11:15-12:00 Location: Sports Field Prerequisites: #1, #6, #7, #8 Notes: Recommended for 2nd year campers and older Scouts must be prepared with proper footwear and clothing **Please see pre-requisite sign-off sheet in the appendix</p>
<p>SPORTS</p> 	<p>Times: 9:15 – 10:00 Location: Sports Field Prerequisites: #4, #5 Notes: Recommended for all Scouts Scouts must be prepared with proper footwear and clothing **Please see pre-requisite sign-off sheet in the appendix</p>



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HANDICRAFT

<p>ART</p> 	<p>Times: 10:15 – 11:00 Location: Handicraft Chapel Prerequisites: #6 Notes: Recommended for all Scouts</p>
<p>BASKETRY</p> 	<p>Times: 9:15 – 10:00 Location: Handicraft Chapel Prerequisites: None Notes: Recommended for all Scouts Additional material costs at the Trading Post - \$11-\$22 depending on project kit</p>
<p>LEATHERWORK</p> 	<p>Times: 9:15 – 10:00, 11:15 – 12:00 Location: Handicraft Chapel Prerequisites: None Notes: Recommended for all Scouts Additional material costs at the Trading Post (\$4-\$8 kit cost)</p>
<p>METALWORK</p> 	<p>Times: 11:15 – 12:00 Location: Handicraft Chapel Prerequisites: None Notes: Recommended for Scouts 13 years or older Additional material costs at the Trading Post (\$15 kit cost)</p>
<p>WOOD CARVING</p> 	<p>Times: 10:15 – 11:00 Location: Handicraft Chapel Prerequisites: Totin' Chip Card Notes: Recommended for 2nd year campers and older Additional material costs at the Trading Post (\$3 kit cost)</p>

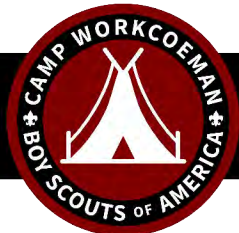


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STEM • **SCIENCE** • **TECHNOLOGY** • **ENGINEERING** • **MATH**






<p>CHESS</p> 	<p>Times: 9:15-10:00 Location: STEM Explorations Center Prerequisites: None Notes: Recommended for 2nd year campers and older.</p>
<p>DIGITAL TECHNOLOGY</p> 	<p>Times: 10:15-11:00 Location: STEM Explorations Center Prerequisites: Cyber Chip Notes: Recommended for 2nd year campers and older.</p>
<p>GAME DESIGN</p> 	<p>Times: 10:15-11:00 Location: STEM Explorations Center Prerequisites: None Notes: Recommended for 2nd year campers and older.</p>
<p>ROBOTICS</p> 	<p>Times: 11:15-12:00 Location: STEM Explorations Center Prerequisites: None Notes: Recommended for Scouts age 13 or older.</p>
<p>SIGNS, SIGNALS & CODES</p> 	<p>Times: 9:15-10:00 Location: STEM Explorations Center Prerequisites: None Notes: Recommended for 3rd year campers and older.</p>
<p>SPACE EXPLORATION</p> 	<p>Times: 11:15-12:00 Location: STEM Explorations Center Prerequisites: None Notes: Recommended for 2nd year campers and older. Additional material costs at the Trading Post (\$11 kit cost)</p>



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ADDITIONAL MERIT BADGE OPPORTUNITIES

<p>ASTRONOMY</p> 	<p>Times: 9:00 – 9:45 pm, plus additional times for observations Location: STEM Explorations Center Prerequisites: None Notes: Recommended for 3rd year campers or older. Please remember that Scouts must complete a three hour observation lasting from 9pm-12am on one night. Observations and other requirements also depend upon the weather.</p>
<p>CITIZENSHIP IN THE WORLD (E)</p> 	<p>Times: 10:15 – 11:00 Location: Henry Griffin Nature Center Prerequisites: None Notes: Recommended for 3rd year campers and older.</p>
<p>EMERGENCY PREPAREDNESS (E)</p> 	<p>Times: 9:15 – 10:00 Location: Sturge Shields Campcraft Area Prerequisites: #1, #6c, #8b, #9 - May earn First Aid simultaneously Notes: Recommended for 3rd year campers and older. **Please see pre-requisite sign-off sheet in the appendix</p>
<p>FIRST AID (E)</p> 	<p>Times: 10:15 – 12:00 Location: Sturge Shields Campcraft Area Prerequisites: #2d Notes: Recommended for 3rd year campers and older</p>
<p>INDIAN LORE</p> 	<p>Time: 1:15 - 2:00 Location: Parade Ground Pavilion Prerequisites: None Notes: Recommended for 2nd year campers and older</p>