



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.****
- Scouts should follow the buddy system for merit badge selection and are encouraged to sign-up with troop buddies.

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!



2019 MERIT BADGE TIME SCHEDULE

9:15 - 10:00 AM

Swimming

Art

Archery

Camping

Canoeing

BSA Lifeguard (9:15-12:00)

Astronomy

Lifesaving (9:15-11:00)

Energy

First Aid (9:15-11:00)

Pioneering (9:15-11:00)

Environmental Science (Scouts in high school)

Environmental Science (Scouts in middle school) (9:15-11:00)

Rifle Shooting

Oceanography

Painting

Tenderfoot's Compass (9:15-12:00)

Personal Fitness

10:15 - 11:00 AM

Archery

Kayaking

Engineering

Rifle Shooting

Swimming

Space Exploration

Camping

Fish and Wildlife Management

Mammal Study

Leatherwork

Personal Fitness

Small-Boat Sailing (10:15-12:00)

Wood Carving

Climbing

11:15 AM - 12:00 PM

Basketry

Cooking (11:15-2:00)

Leatherwork

Rowing

Sports

Chemistry

Exploration

Nature

Shotgun Shooting

Robotics

Citizenship in the World

Emergency Preparedness

Geology

Climbing

OTHER

Indian Lore (1:15-2:00 PM)

Reptile and Amphibian Study (1:15-2:00 PM)

Fishing (6:30-7:15 AM)

Kayaking BSA (1:15-2:00 PM)

Snorkeling BSA (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 April 27, May 11 & 18 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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The following information suggests difficulty levels appropriate for a Scout's experience at camp. Prerequisites are requirements that cannot be met at camp. **Please see the Camp Workcoeman website for up-to-date prerequisite information.**
 (E) Indicates an Eagle required merit badge.

ECOLOGY AND CONSERVATION

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 AND WILDLIFE MANAGEMENT



Times: 10:15 – 11:00
 Location: Henry Griffin Nature Center
 Prerequisites: None

* Recommended for 2nd year campers or older

FISHING



Times: 6:30 – 7:15 AM
 Location: Fishing Docks
 Prerequisites: None
 Note: Recommended for 3rd 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

MAMMAL STUDY



Times: 10:15 – 11:00
 Location: Henry Griffin Nature Center
 Prerequisites: None
 Note: Recommended for all Scouts

NATURE



Times: 11:15 – 12:00
 Location: Henry Griffin Nature Center
 Prerequisites: None
 Note: Recommended for all Scouts



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ECOLOGY AND CONSERVATION CONTINUED

OCEANOGRAPHY



Times: 9:15-10:00
 Location: Henry Griffin Nature Center
 Prerequisites: None
 Note: Recommended for 2nd year campers and older

REPTILE AND AMPHIBIAN STUDY



Times: 1:15 – 2:00
 Location: Henry Griffin Nature Center
 Prerequisites: #8
 Note: Recommended for 2nd year campers and older

ADDITIONAL MERIT BADGE OPPORTUNITIES

CITIZENSHIP IN THE WORLD (E)



Times: 11:15 – 12:00
 Location: To be announced at camp
 Prerequisites: None
 Note: Recommended for 2nd year campers and older.





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OUTDOOR SKILLS

<p>CAMPING (E)</p> 	<p>Times: 9:15 – 10:00, 10:15 – 11:00 Location: Sturge Shields Campcraft Area Prerequisites: #4b, #5e, #7b, #8d, #9a, #9b Note: Recommended for Scouts at least First Class rank **Please see pre-requisite sign-off sheet in the appendix</p>
<p>COOKING (E)</p> 	<p>Times: 11:15 – 12:00 (Wed., Thu. & Fri. until 2 p.m.) Location: Sturge Shields Campcraft Area Prerequisites: #4 Note: Recommended for 3rd year campers and older Scouts will eat lunch in the Campcraft area on Wednesday, Thursday and Friday. **Please see pre-requisite sign-off sheet in the appendix **Extra cost of \$10 per participant to cover cost of food</p>
<p>EMERGENCY PREPAREDNESS (E)</p> 	<p>Times: 11:15 – 12:00 Location: Sturge Shields Campcraft Area Prerequisites: #1, #6c, #8b, #9 - May earn First Aid simultaneously Note: Recommended for 3rd year campers and older. **Please see pre-requisite sign-off sheet in the appendix</p>
<p>EXPLORATION</p> 	<p>Times: 11:15 – 12:00 Location: Sturge Shields Campcraft Area Prerequisites: None Note: Recommended for 3rd year campers and older</p>
<p>FIRST AID (E)</p> 	<p>Times: 9:15 – 11:00 Location: Sturge Shields Campcraft Area Prerequisites: #2d Note: Recommended for 3rd year campers and older</p>
<p>PIONEERING</p> 	<p>Times: 9:15 – 11:00 Location: Sturge Shields Campcraft Area Prerequisites: None Note: Recommended for Scouts at least First Class rank</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: 10:15-11:00 Location: Waterfront Boating Area Prerequisites: Successful completion of the BSA swimmer test (Blue tag) Note: Recommended for 3rd year campers or older.</p>
<p>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: 11:15 – 12:00 Location: Waterfront Boating Area Prerequisites: Successful completion of the BSA swimmer test (Blue tag) Note: Recommended for all Scouts</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

ARCHERY



Times: 9:15 – 10:00, 10:15 – 11:00
 Location: Archery Range
 Prerequisites: None
 Note: Recommended for all Scouts

RIFLE SHOOTING



Times: 9:15 – 10:00, 10:15 – 11:00
 Location: Rifle Range
 Prerequisites: None
 Note: Recommended for 2nd year campers or older

SHOTGUN SHOOTING



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

FIELD SPORTS & CLIMBING

CLIMBING



Times: 10:15 – 11:00, 11:15-12:00
 Location: Douglass Climbing Center
 Prerequisites: None
 Note: Scouts must be at least 13 years of age

PERSONAL FITNESS (E)



Times: 9:15 – 10:00, 10:15-11:00
 Location: Sports Field
 Prerequisites: #1, #6, #7, #8
 Note: Recommended for all Scouts
 Scouts must be prepared with proper footwear and clothing
 **Please see pre-requisite sign-off sheet in the appendix

SPORTS



Times: 11:15 – 12:00
 Location: Sports Field
 Prerequisites: #4, #5
 Note: Recommended for all Scouts
 Scouts must be prepared with proper footwear and clothing



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HANDICRAFT

<p>ART</p> 	<p>Times: 9:15 – 10:00 Location: Handicraft Chapel Prerequisites: None Note: Recommended for all Scouts</p>
<p>BASKETRY</p> 	<p>Times: 11:15 – 12:00 Location: Handicraft Chapel Prerequisites: None Note: Recommended for all Scouts Additional material costs at the Trading Post - \$11-\$22 depending on project kit</p>
<p>INDIAN LORE</p> 	<p>Times: 1:15 – 2:00 Location: Parade Ground Pavilion Prerequisites: None Note: Recommended for 2nd years campers and older</p>
<p>LEATHERWORK</p> 	<p>Times: 10:15 – 11:00, 11:15 – 12:00 Location: Handicraft Chapel Prerequisites: None Note: Recommended for all Scouts Additional material costs at the Trading Post (\$4-\$8 kit cost)</p>
<p>PAINTING</p> 	<p>Times: 9:15 – 10:00 Location: Handicraft Chapel Prerequisites: None Note: Recommended for 3rd year campers and older</p>
<p>WOOD CARVING</p> 	<p>Times: 10:15 – 11:00 Location: Handicraft Chapel Prerequisites: Totin' Chip Card Note: 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>ASTRONOMY</p> 	<p>Times: 9:15 – 10:00 AM, plus additional times for observations Location: STEM Explorations Center Prerequisites: None Note: 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>CHEMISTRY</p> 	<p>Times: 11:15 – 12:00 Location: STEM Explorations Center Prerequisites: None Note: Recommended for 3rd year campers and older.</p>
<p>ENERGY</p> 	<p>Times: 9:15 – 10:00 Location: STEM Explorations Center Prerequisites: #4 and #5 Note: Recommended for 2nd year campers and older.</p>
<p>ENGINEERING</p> 	<p>Times: 10:15 – 11:00 Location: STEM Explorations Center Prerequisites: None Note: Recommended for 3rd year campers or older.</p>
<p>ROBOTICS</p> 	<p>Times: 11:15 – 12:00 with additional class time 1:15 – 2:00 PM Location: STEM Explorations Center Prerequisites: None Note: Recommended for Scouts age 13 or older. Class may also meet during Siesta to complete requirements.</p>
<p>SPACE EXPLORATION</p> 	<p>Times: 10:15 – 11:00 Location: STEM Explorations Center Prerequisites: None Note: Recommended for all Scouts. Additional material costs at the Trading Post (\$11 kit cost)</p>