

Merit Badge Schedule: FINAL Printing

Merit Badge	Area	Time
American Heritage	Office	2 to 3
Archery	Range	9 to 10, 3 to 4
Art	Handicraft	10 to 11, 3 to 4
Astronomy	Nature	3 to 4 plus night time observations
Backpacking	Scoutcraft	Schedule With Staff
Basketry	Handicraft	10 to 11, 11 to 12, 4 to 4:45
Bird Study	Nature	Schedule with Nature Director
Camping	Scoutcraft	9 to 10, 11 to 12, 2 to 3
Canoeing	Waterfront	10 to 11 or 2 to 3 plus practice time
Climbing	QM	10 to 11, 11 to 12
Cooking	Scoutcraft	3 to 5
Electricity	QM	10 to 11
Emergency Preparedness	Scoutcraft	10 to 11, 3 to 4
Engineering	Outdoor Engineering	2 to 3
Environmental Science	Nature	9 to 10, 11 to 12, 2 to 3, 4 to 5, plus observation time
First Aid	Health Lodge	10 to 11, 2 to 3
Fish and Wildlife Management	Nature	9 to 10
Fishing	Nature	10 to 11, 2 to 3
Forestry	Nature	10 to 11
Geocaching	Scoutcraft	10 to 11, 4 to 5
Geology	Nature	2 to 3
Hiking	Scoutcraft	Schedule with Staff
Horsemanship	At the Farm	9 to 11 - 3 days during the week
Indian Lore	Handicraft	9 to 10, 2 to 3, 4 to 5
Insect Study	Nature	Schedule with Nature Director
Kayaking	Waterfront	9 to 10, 4 to 5
Leatherwork	Handicraft	10 to 11, 11 to 12, 2 to 3, 4 to 4:45
Lifesaving	Waterfront	(2 Hour Badge) 10 to 12 (Bring CPR Card)
Mammal Study	Nature	11 to 12, 4 to 5
Nature	Nature	11 to 12, 4 to 5
Oceanography	Nature	10 to 11
Orienteering	Scoutcraft	9 to 10, 4 to 5
Pioneering	Scoutcraft	9 to 10, 2 to 3, plus a project hour 10-11 or 3-4
Photography	Outdoor Eng.	11 to 12, 3 to 4
Railroading	Outdoor Eng.	11 to 12, 4 to 5
Reptile Study	Nature	3 to 4
Rifle Shooting	Range	11 to 12, 2 to 3
Robotics	Outdoor Eng.	(2 Hour Badge) 9 to 11
Rowing	Waterfront	9 to 10, 3 to 4
Scouting Heritage	Office	11-12
Search and Rescue	Scoutcraft	10 to 11, 3 to 4
Shotgun Shooting	Range	4 to 5
Signs, Signals and Codes	Outdoor Eng.	9 to 10, 3 to 4
Small Boat Sailing	Waterfront	11 to 12, 2 to 3, plus practice time
Soil and Water	Nature	3 to 4
Space Exploration	Outdoor Eng.	10-11, 2 to 3
Swimming	Waterfront	(2 Hour Badge) 9 to 11, or 11 to 12 and 4 to 5
Weather	Nature	9 to 10
Welding	QM	9 to 10, 11 to 12, 3 to 4, plus some project time
Wilderness Survival	Scoutcraft	11 to 12, 2 to 3, plus shelter building time early on
Wood Carving	Handicraft	9 to 10, 11 to 12, 3 to 4, 4 to 4:45
Woodwork	QM	11 to 12, 2 to 3

Merit Badge Schedule By Time Period: FINAL Printing

Camp No-Be-Bo-Sco 2017 Leader's Guide

Area	9 to 10	10 to 11	11 to 12	2 to 3	3 to 4	4 to 5
Waterfront	Swimming*		FCA Swimming Part 1*	Canoeing*	Rowing*	FCA Swimming Part 2*
	Rowing*	Lifesaving		Sailing*		Kayaking*
	Kayaking*	Canoeing*	Sailing		Open Waterfront	
Shooting Sports	Archery*		Rifle Shooting*	Rifle Shooting*	Archery*	Shotgun Shooting
Scoutcraft	Orienteering*	Search And Rescue*	Wilderness Survival*	Wilderness Survival*	Cooking	
	Camping*	Emergency Preparedness*		Camping*	Emergency Preparedness*	Geocaching*
	Pioneering*	Project Hour*	Camping*	Pioneering*	Project Hour*	Orienteering*
		Geocaching*			Search and Rescue*	
Nature	Environmental Science*	Fishing*	Environmental Science*	Environmental Science*	Soil and Water Conservation	Environmental Science*
	Fish and Wildlife	Oceanography	Nature*	Fishing*	Reptile Study	Nature*
	Weather	Forestry	Mammal Study*	Geology	Astronomy	Mammal Study*
Handicraft	Indian Lore*			Indian Lore*		Indian Lore*
		Basketry*	Basketry*			Basketry*
		Leatherwork*	Leatherwork*	Leatherwork*	Art*	Leatherwork*
	Woodcarving*	Art*	Woodcarving*		Woodcarving*	Woodcarving*
Health Lodge		First Aid*		First Aid*		
Outdoor Engineering	Signs Signal and Codes*	Space Exploration*	Railroading*	Space Exploration*	Photography*	
	Robotics		Photography*	Engineering	Signs, Signals and Codes*	Railroading*
QM	Welding*	Electricity	Welding*		Welding*	
			Woodwork*	Woodwork*		
Office Area			Communications	Citizenship in the World	Citizenship in the Nation	Citizenship in the Community
		Climbing*	Climbing*	American Heritage	Scouting Heritage	
			Scouting Heritage			

*Designates choice of time