

2008 Merit Badge Schedule-Camp Old Indian

	AQUATICS	SCOUTCRAFT	SCIENCE & ECOLOGY	CRAFTS & SKILLS	FIELD SPORTS	HEALTH & FITNESS
9-10	*Rowing *Canoeing BSA Lifeguard	Communication *Pioneering Cit in the Nation	Reptile/Amphibian *Environmental Science Bird Study	Leatherwork Indian Lore Photography	Shotgun Shooting *Archery Fishing Rifle Shooting	Athletics Responder± (includes FA and E Prep and lasts 3 hrs)
10-11	BSA Lifeguard *Lifesaving Learn to Swim Swimming	Cit in the World Communication	Reptile/ Amphibian Weather Geology	Woodcarving Art/Sculpture Basketry/Textile	Shotgun Shooting *Muzzleloading	Personal Fitness First Aid
11-12	Learn to Swim BSA Lifeguard	Public Speaking Communication Cit in the Nation Cooking	Soil and Water Cons Space Exploration	Leatherwork Indian Lore Art/Sculpture	Rifle Shooting *Archery	Safety Personal Fitness
2-3	*Swimming *Rowing *Lifesaving BSA Lifeguard	*Orienteering Law Cit in World	Reptile/Amphibian *Environmental Science Astronomy Fish and Wildlife	Leatherwork Indian Lore Art/Sculpture	S.C. Hunter's Ed	Medicine Personal fitness
3-4	BSA Lifeguard Learn to Swim	Cit in the Nation American Heritage/American Cultures	Nature Oceanography	Music/Bugling Woodcarving	*Archery *Fly Fishing	First Aid *Emergency Prep
4-5	BSA Lifeguard UALT	Cit in the World Wilderness Survival	Soil and Water Cons Forestry Space Exploration	Basketry/Textile Woodcarving	Merit Badge Shooting	Golf Athletics
7-8	Snorkel BSA Mile Swim Free Swim/Boating	Paul Bunyan Advanced Knot Tying	Mammals	Finger Printing		Fire Safety

***Two Hour Merit Badges:** 1.) Lifesaving, 2.) Canoeing, 3.) Rowing, 4.) Swimming, 5.) Emergency Preparedness, 6.) Archery, 7.) Muzzleloading, 8.) Environmental Science, 9.) Pioneering, 10.) Fly Fishing, 11.) Orienteering and 12.) BSA Lifeguard is all day and all week.

Notes: Rifle Shooting and Shotgun Shooting-it is recommended (not required) that students take Hunter's Education 4th period. It is also recommended to leave 6th period open for shooting practice. Rifle Shooting merit badge is required prior to taking Muzzleloading. ± The Responder block in the Health/Fitness department will cover First Aid and Emergency Preparedness merit badges and will last period 1-3 every day.

Twilight Badges: Mammals class will be held Monday and Tuesday. Finger Printing requires attendance either Tuesday or Thursday. Snorkel BSA requires attendance Thursday and Friday. Totin Chit and Fire man Chit requires attendance Monday and Tuesday. Refer to Program Schedule for other opportunities at Twilight.