

## Merit Badge and Activity Scheduling Work Sheet

1. Pick your Merit Badge sessions per time period (be careful not to overlap times).
2. When complete, turn this sheet in to your Scoutmaster, they will register your classes via Doubleknot.
3. Note that some merit badges have longer session times.

Your Name: \_\_\_\_\_

## Camp Whitsett WLACC, BSA

Valid only for the 2023 Summer. Times and programs subject to change.

Advancement Sessions											
Start	End	9:00-9:50	10:00-10:50	11:00-11:50	Lunch 12:30-1:30	2:00-2:50	3:00-3:50	4:00-4:50	Dinner 5:30-6:30	7:00-8:00	Prerequisites & Comments
Most MB sessions run the entire week. Write X in the white box. Shaded Spaces are not available.											
<b>AQUATICS</b>											
Canoeing MB		1.5 hrs									BSA Swim Test-Swimmer, clothes
Kayaking MB											BSA Swim Test-Swimmer. (3 day course; Mon, and either Tue+Wed or Thur+Fri)
Lifesaving MB											BSA Swim Test-Swimmer, Swimming MB, clothes
Rowing MB											BSA Swim Test-Swimmer, clothes, 2nd Class 5a-d, 1st Class 6a,b,c
Swimming MB											BSA Swim Test-Swimmer
<b>CAMP</b>											
Chess MB											At Dining Hall
Wilderness First Aid			3 Hrs								Every morning 9-12 - \$50 Course Fee - CPR Cert Required (Scouts may participate)
Adult Leader Training				Tue to Thurs							Position Specific & Introduction to Outdoor Leader Skills Training
Whitewater Rafting MB											Arranged with Sierra South - one day ALL day <small>Required: Canoeing MB or Kayaking MB (Can not sign up for both Youth COPE and Whitewater in the same week.)</small>
<b>HANDICRAFT</b>											
Art MB											
Leatherwork MB											Approximately \$12-\$16 for projects, to be paid on Doubleknot
Pottery MB			1.5 hrs	1.5 hrs							
Pulp and Paper											Approximately \$12-\$16 for projects, to be paid on Doubleknot
Woodcarving MB											Approximately \$12-\$16 for projects, to be paid on Doubleknot
<b>HIGH ADVENTURE</b>											
Climbing MB			2 Hrs.								Prior Experience, Age 14+ recommended
Adult C.O.P.E.						2 hrs					Must be 18 or older
Youth C.O.P.E.			2 hrs								Must be 14-17. Due to the unique tailoring of each session, can not sign up for both COPE and Whitewater
Search and Rescue MB											
<b>NATURE LODGE</b>											
Astronomy MB											Evening components required. Time TBD.
Chemistry MB											
Environmental Science MB											
Fish and Wildlife Management MB											
Forestry MB											
Geology MB											
Mammal Study&Nature MB											Camera required to take picture for some requirements
Reptile & Amphibian Study MB											Requirement 8
Weather MB											
<b>SHOOTING SPORTS</b>											
Archery MB											Prior Experience, Age 14+ recommended
Rifle Shooting MB			1.5 Hrs	1.5 Hrs			1.5 Hrs				Prior Experience, Age 14+ recommended. \$25 Ammunition fee to be paid on Doubleknot
Shotgun Shooting MB			1.5 Hrs				1.5 Hrs				
<b>PATHFINDERS</b>											
SM/ASM Specific Training				1.5 Hrs							Tuesday, AND Wednesday AND Thursday
Adult Intro to Outdoor Leadership Skills							2 Hrs.				Monday-Friday
Trail to First Class Program			1.5 hrs	1.5 hrs							
<b>SCOUTCRAFT</b>											
Camping MB											Requirement 5E, 7B, 8D, 9A, 9B
Citizenship in the Nation MB							1.5 hrs				Requirements 2, 3
Fire Safety MB											
First Aid MB				1.5 hrs							Requirement 2d, First Class or higher, bring Scout Handbook
Geocaching MB											Requirement 8
Orienteering MB											
Pioneering MB											
<b>FRONTIER HOMESTEAD</b>											
Acheology MB											
Basketry MB											
Indian Lore MB											
Wilderness Survival MB											Overnight Component Wednesday night OR Thursday night

All times and programs subject to change. An updated version of this schedule is available upon request in the Business Office at camp. Revised 2/12/23

## **MB DIFFICULTY CHART**

Scouts should be successful in acquiring the information and mastering the skills necessary to complete the requirements for merit badges offered at Camp Whitsett. Therefore, to assist leaders and help Scouts choose appropriate merit badge classes, we have assigned levels representing the relative difficulty of each class offered.

Level 1: Scouts of any age.

Level 2: Scouts 12 and above or who have completed the Second-Class rank.

Level 3a: Scouts age 13 and above, or who have developed good study skills including report writing.

Level 3b: Scouts age 13 and above, or who have developed the strength and coordination usually associated with 13-year-olds.

Level 4: Scouts age 14 and above, or who have developed the strength, coordination, and study skills associated with 14-year-olds, or have substantial experience.

### **LEVEL 1 CLASSES**

Archeology

Geocaching

Swimming

Art

Indian Lore

Woodcarving

Basketry

Leatherwork

Fire Safety

Pulp & Paper

### **LEVEL 2 CLASSES**

Camping

Kayaking

Pottery

Chess

Mammal Study/ Nature

Reptile and Amphibian

First Aid

Orienteering

Rowing

Geology

Pioneering

### **LEVEL 3 CLASSES**

Astronomy (a)

Fish & Wildlife Mgmt.  
(a)

Search and Rescue (b)

Climbing (b)

Whitewater Rafting(b)

Environmental  
Science(a)

Forestry (a)

Wilderness Survival (b)

Lifesaving (b)

Rifle Shooting (b)

### **LEVEL 4 CLASSES**

Archery

Canoeing

Chemistry

Shotgun Shooting

Cit. in the Nation

Weather