

Camp Babcock-Hovey Merit Badge Schedule 2010

Please note: you must be 12 years old to shoot Rifles or Shotguns; you must achieve Swimmer level at camp to take a Pool or Lakefront Merit Badge.

Session 1 9:15-10:05

E/Con

Environmental Science
Soil and Water Conservation
Plant Science
Fish & Wildlife Management

The AC

Basketry
Indian Lore
Art /Sculpture

Scoutcraft

Wilderness Survival
Pioneering (2 sessions)
Backpacking

Weeks 2&3 only

Eagle Lodge
Aviation
Electricity

Lakefront

Motor Boating/Rowing
Canoeing

Pool

Swimming
Lifesaving (2 sessions)

Shooting Sports

Shotgun
Archery
Rifle

Footsteps Area

First Aid
Woodcarving

Session 2 10:15-11:05

E/Con

Bird Study
Fish & Wildlife Management
Geology
Environmental Science

The AC

Basketry
Space Exploration
Leatherwork

Scoutcraft

Camping
Cooking
Pioneering (cont.)
Wilderness Survival

Weeks 2&3 only

Eagle Lodge
Energy
Computers

Lakefront

Canoeing
Small Boat Sailing (2 sessions)

Pool

Swimming
Lifesaving (cont.)

Shooting Sports

Shotgun
Archery
Rifle

Footsteps Area

First Aid
Woodcarving

Session 3 11:15 to 12:05

E/Con

Forestry
Reptile Study
Oceanography
Environmental Science

The AC

American Heritage
Space Exploration
Indian Lore

Scoutcraft

Wilderness Survival
Cooking
Orienteering
Camping

Weeks 2&3 only

Eagle Lodge
Computers
Electricity

Lakefront

Canoeing
Small Boat Sailing (cont.)

Pool

Swimming
Swim Lessons

Shooting Sports

Shotgun
Archery
Rifle

Footsteps Area

First Aid
Woodcarving

Evening Program Monday & Tuesday

E/Con

Weather
Mammal Study / Nature

The AC

Astronomy

Scoutcraft

Fishing
Fire Safety

Eagle Lodge

Fingerprinting
Collections

Field Sports

Sports
Athletics

The Trading Post

Salesmanship

Merit Badge	Class Size	Recommended Age	Rank	Prerequisites	Comments
American Heritage	16	12		Req. 5a,b,or c	Extra time required
Archery	16	12		None	Practice
Art	16			None	None
Astronomy	25	12		Req. 6	Mon. & Tue. Evening
Athletics	25	12		Req. 4	Statement from Coach
Aviation	16	13		None	Weeks 2 & 3 only
Backpacking	16	13	First	Req. 6b,10&11	Extra time required
Basketry	16			None	None
Bird Study	16	12		Req. 5	Extra time required
Camping	16	12	First	Req. 4b, 5e, 9a&9b	Extra time required
Canoeing	16	12		None	Must be a swimmer
Collections	25			Req. 5b	Mon. & Tue. Evening
Computers	16	12		None	Weeks 2 & 3 only
Cooking	16	12		Req. 7d	Extra time required
Electricity	16	13		Req. 2,8,&9	Weeks 2 & 3 only
Energy	16	13		Req. 4&4a	Weeks 2 & 3 only
Environmental Science	16	13		Req. 3d 1, 2 or 3	Extra time required
Fingerprinting	25			None	Mon. & Tue. Evening
Fire Safety	25			Req. 6a	Mon. & Tue. Evening
First Aid	16	12		Req. 1&2b	Bring 1 st aid kit to camp
Fishing	25			Req. 9	Mon. & Tue. Evening
Fish & Wildlife	16	12		Req. 5,7,&8	Extra time required
Forestry	16	12		Req. 1&7	Extra time required
Geology	16	12		Req. 2	Extra time required
Indian Lore	16			None	None
Leatherwork	16			None	None
Lifesaving	8	13	First	Req. 1a	Must be a swimmer 2 sessions
Mammal Study	25			None	Mon. & Tue. Evening
Motor Boating	8	14		Req. 4a	Must be a swimmer & 14yr
Nature	25			Req. 4	Mon. & Tue. Evening
Oceanography	16	12		None	Extra time required
Orienteering	16	13	First	Req. 7,8a,8b,&9	Bring a Compass
Pioneering	16	13	First	Req. 2a	Practice Knots
Plant Science	16	12		Req. 3	Extra time required
Reptile & Amphib.	16	12		Req. 8	Extra time required
Rifle Shooting	16	12		Age12w/perms to shoot	Practice
Rowing	16	12		None	Must be a swimmer
Salesmanship	25			Req. 6a&6b	Mon. & Tue. Evening
Sculpture	16			None	None
Shotgun Shooting	8	13	First	Age12w/perms to shoot	Practice
Small Boat Sailing	16	12		None	Must be a swimmer 2 sessions
Soil & Water Con.	16	12		Req. 7	Extra time required
Space Exploration	16			None	None
Sports	25			Req. 3&4	Mon. & Tue. Evening
Swimming	16	12		Req. 2&3	Must be a swimmer
Weather	25	12		Req. 8a	Mon. & Tue. Evening
Wilderness Survival	16			Req. 5	Extra time required
Woodcarving	16			Totin Chit	None