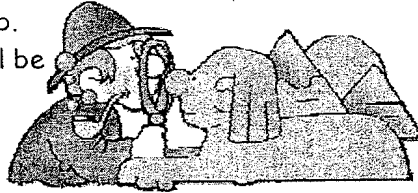


# CAMP GERONIMO MERIT BADGE SCHEDULE

Merit Badge	8:00-8:50	9:00-9:50	10:00-10:50	11:00-11:50
Astronomy			Nature	Nature
Basketry	Handicraft	Handicraft	Handicraft	Handicraft
Bird Study	Nature	Nature		
Climbing	Spade Ranch	Tower	Tower	Tower
Environmental Science	Nature	Nature	Nature	Nature
First Aid	Health Lodge	Health Lodge	Health Lodge	Health Lodge
Forestry/Fish & Wildlife (BLOCK C)			Nature	
Insect Study			Nature	Nature
Leatherwork	Handicraft	Handicraft	Handicraft	Handicraft
Mammal Study/Fish & Wildlife (BLOCK A)	Nature			
Metalwork	Handicraft	Handicraft	Handicraft	Handicraft
Nature/Fish & Wildlife (BLOCK B)		Nature		
Orienteering	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills
Reptile & Amphibian Study		Nature	Nature	
Rowing	Lake	Lake	Lake	Lake
Soil & Water Conservation/ Geology (BLOCK D)				Nature
Space Exploration	Nature	Nature	Nature	Nature
Swimming	Pool	Pool	Pool	Pool
Weather			Nature	
Wilderness Survival	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills
Wood Carving	Handicraft	Handicraft	Handicraft	Handicraft
Merit Badge	8:00- 9:10	9:20-10:30	10:40-11:50	
Archery	Archery Range	Archery Range	Archery Range	
Canoeing	Lake	Lake	Lake	
Indian Lore/ Archeology	Native American Area	Native American Area	Native American Area	
Lifesaving	Pool	Pool	Pool	
Pioneering	Outdoor Skills	Outdoor Skills	Outdoor Skills	
Pottery	Handicraft	Handicraft	Handicraft	
Rifle Opt A (22 cal.)	Rifle Range	Rifle Range	Rifle Range	
Rifle Opt C (Muzzleloading)	Muzzleloading	Muzzleloading	Muzzleloading	
Merit Badge	8:00-9:50		10:00-11:50	
Cooking	Outdoor Skills		Outdoor Skills	
Horsemanship	Corral		Corral	
Trail Begins	Outdoor Skills		Outdoor Skills	
Backpacking	By appointment with Outdoor Skills. Sign-up on Sunday at Outdoor Skills.			
Hiking				
Camping				

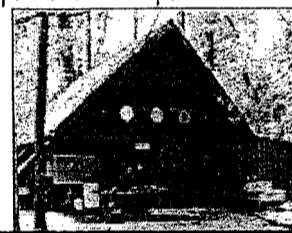
# MERIT BADGE PREREQUISITES

<i>Please check current Merit Badge Requirements prior to camp.</i>	
Merit Badge	PreRequisites
<b>ARCHAEOLOGY</b> @ the Native American Village	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BRING an article about one archaeological site for requirement #4a or b. † This Merit Badge will be incorporated with Indian Lore as a block badge. † Come prepared to learn the techniques and history of ancient cultures.
<b>ARCHERY</b> @ the Shooting Sports Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. † This is not an easy Merit Badge to earn and is recommended for older Scouts. † Extra Time is needed at the range for practice to achieve the needed scores. † No Scout with Archery Merit Badge should be signed up again.
<b>ASTRONOMY</b> @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. † Astronomy MB will meet daily and in the evening. † Observation at the evening classes is MANDATORY for the merit badge.
<b>BACKPACKING</b> @ the Outdoor Skills Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE requirements #6b, #8c, #9, #10, #11 prior to camp and BRING a signed statement attached to the Merit Badge application. † This class is taught in the afternoon and is by appointment only. † Schedule with Outdoor Skills.
<b>BASKETRY</b> @ the Craft Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. † Estimated cost for supplies \$12.00. † Instruction and individual time needed to complete the projects.
<b>BIRD STUDY</b> @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BRING binoculars. † Requirements #5, #6 should be completed or near completion prior to camp. † Several reports needed.



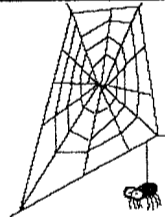
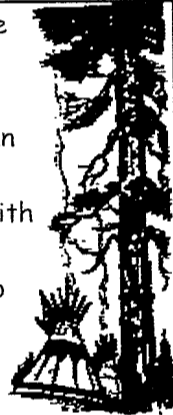
Please check current Merit Badge Requirements prior to camp.

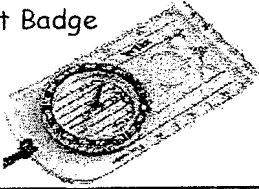
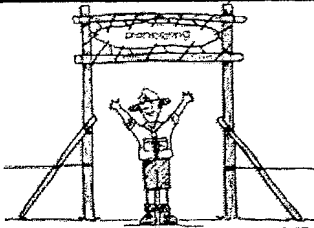

Merit Badge	PreRequisites
<b>CAMPING</b> @ the Outdoor Skills Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE requirements #3, #4, #5a, #5e, #7, #8c, #8d, #9 prior to camp and BRING a signed statement attached to the Merit Badge application. ✦ This merit badge is by appointment only. ✦ Schedule with Outdoor Skills.
<b>CANOEING</b> @ the Aquatics Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE "Swimmer" classification ✦ This is a difficult Merit Badge for younger Scouts. ✦ Strength and time needed to practice strokes.
<b>CLIMBING</b> @ the Tower Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. ✦ Estimated cost for supplies is \$5.00
<b>COOKING</b> @ the Outdoor Skills Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> PRACTICE. <input type="checkbox"/> COMPLETE requirement #3 and BRING to camp. <input type="checkbox"/> COMPLETE requirement #4 and BRING a signed statement attached to the Merit Badge application. ✦ Food provided.
<b>ENVIRONMENTAL SCIENCE</b> @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE requirement #3F prior to camp. ✦ 30-minutes of observation time per day for four days are required outside of class at camp. ✦ Start observation on Sunday.
<b>FIRST AID</b> @ the Health Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BE PREPARED to complete requirement #1 at camp. <input type="checkbox"/> COMPLETE requirement #2b prior to camp. <input type="checkbox"/> BE ABLE to identify conditions for CPR and demonstrate. <input type="checkbox"/> COMPLETE requirements #3a, #3b, 3c prior to camp. ✦ Oral tests will be given.
<b>FISH &amp; WILDLIFE MANAGEMENT</b> @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. ✦ Some requirements should be completed prior to camp.




Please check current Merit Badge Requirements prior to camp.

Merit Badge	PreRequisites
<b>FORESTRY</b> @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BRING paper and pencil for leaf collection and reports.
<b>GEOLOGY</b> @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> START collection. ✦ Not recommended for younger Scouts.
<b>HIKING</b> @ the Outdoor Skills Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE requirements #4, #5a, #6, #7, prior to camp (They cannot be done at camp.) and BRING a signed statement attached to the Merit Badge application. ✦ This class is by afternoon appointment only. ✦ Schedule with Outdoor Skills.
<b>HORSEMANSHIP</b> @ the Corral Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> KNOW requirements #2, #3, #6, #7. ✦ Some previous riding experience is helpful, but not required. ✦ Do not sign up for this class if you have the Merit Badge.
<b>INDIAN LORE</b> @ the Native American Village	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> RESEARCH requirement #1, "History of Local Tribes", in order to write or give an oral report. ✦ This Merit Badge will be incorporated with Archaeology as a block badge. ✦ Some costume supplies available at camp trading post. Estimated cost \$25.00. ✦ Extra time needed to work on some aspects of this Merit Badge,
<b>INSECT STUDY</b> @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE requirements #3, #7, #9 prior to camp. <input type="checkbox"/> BRING a 1 pint glass jar. <input type="checkbox"/> START collection.
<b>LEATHERWORK</b> @ the Craft Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. ✦ Kits are approximately \$10.00. ✦ Instruction and individual time is needed to complete the projects.

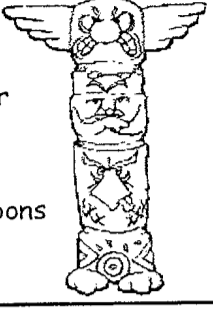


Please check current Merit Badge Requirements prior to camp.	
Merit Badge	PreRequisites
LIFESAVING @ the Aquatics Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE second class rank requirements #7a-#7c and first class rank requirements #9a-#9c. <input type="checkbox"/> BE PREPARED for requirement #7e by bringing CLEAN street clothes: shoes, socks, long-pants, belt, and a long-sleeve shirt. (Swim trunks must be worn under long-pants. Dirty shoes and garments will not be allowed in the pool.)
MAMMAL STUDY @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. † Recommended for younger Scouts.
METALWORK @ the Craft Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> MUST be 14 years old to qualify. <input type="checkbox"/> RESEARCH requirement #4 prior to camp. <input type="checkbox"/> BRING tin cans for work.
NATURE @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE requirement #4 prior to camp. † A note from teacher, parent, or Scoutmaster will help with prior camp requirements.
ORIENTEERING @ the Outdoor Skills Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. † Recommended for older Scouts. † Much additional time needed to set up compass courses. 
PIONEERING @ the Outdoor Skills Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> PRACTICE. <input type="checkbox"/> KNOW your knots. † For all Scouts. † Splices most difficult. 
POTTERY @ the Craft Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE requirements #3, #7 prior to camp. † Sunday afternoon session required to work on requirement #5.
REPTILE & AMPHIBIAN STUDY @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> Complete requirement #8 prior to camp. † This Merit Badge cannot be completed without requirement #8 being done prior to camp. 

Please check current Merit Badge Requirements prior to camp.

Merit Badge	PreRequisites	
<b>RIFLE SHOOTING</b> <b>MUZZLELOADING</b> @ the Shooting Sports Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. † This will require extra practice on, the range to achieve the needed scores. † Both option "A" (modern cartridge type) and option "C" (muzzleloading rifle shooting) are offered. † If a Scout has completed the A or C selection, they cannot do the badge again.	
<b>ROWING</b> @ the Aquatics Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE "Swimmer" classification † Good for younger Scouts and older Scouts. † Some time to practice needed, also, strength to row.	
<b>SOIL &amp; WATER CONSERVATION</b> @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BRING paper and pencil for drawings. <input type="checkbox"/> BRING work gloves.	
<b>SPACE EXPLORATION</b> @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BRING a 2-liter bottle.	
<b>SWIMMING</b> @ the Aquatics Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE "Swimmer" classification <input type="checkbox"/> COMPLETE prerequisites: second class rank requirements #7a-#7c and first class rank requirements #9a-#9c. <input type="checkbox"/> MUST BE ABLE to identify conditions for CPR and demonstrate. <input type="checkbox"/> BE PREPARED for requirement #4 by bringing CLEAN street clothes: shoes, socks, long-pants, belt, and a long-sleeve shirt. (Swim trunks must be worn under long-pants. Dirty shoes and garments will not be allowed in the pool.) † This class is for all scouts. † Includes executing basic strokes.	
<b>WEATHER</b> @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BRING paper and pencil for drawings.	
<b>WILDERNESS SURVIVAL</b> @ the Outdoor Skills Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> PRACTICE <input type="checkbox"/> PREPARE a small survival kit (requirement #5) and BRING it to camp. <input type="checkbox"/> COMPLETE two methods (requirement #6) prior to camp. † Time needed for projects and sleep-out.	

Please check current Merit Badge Requirements prior to camp.

Merit Badge	PreRequisites
<b>WOOD CARVING</b> @ the Craft Lodge Area	<ul style="list-style-type: none"> <li><input type="checkbox"/> READ &amp; BRING the current Merit Badge pamphlet.</li> <li><input type="checkbox"/> BRING a (sharp) pocketknife, leather gloves, and a thumb guard.</li> <li><input type="checkbox"/> BRING Totin' Chip card. (Totin' Chip classes available afternoons at the Outdoor Skills Area).</li> <li>✦ Kits are approximately \$10.00.</li> </ul> 

## OTHER PREREQUISITES

<b>BSA LIFEGUARD</b> @ the Aquatics Area  NON-MERIT BADGE CLASS CERTIFICATE	<ul style="list-style-type: none"> <li>✦ Should have knowledge of Swimming, Rowing, and Lifesaving skills.</li> <li>✦ Qualifies Scout to act as a troop lifeguard on troop swims.</li> <li>✦ Additional time needed.</li> <li>✦ Available to adult leaders.</li> <li>✦ BSA Lifeguards are required to be present for all swimming activities.</li> <li>✦ Must be 14 or graduated 8th grade.</li> </ul>
<b>TRAIL BEGINS</b>	<ul style="list-style-type: none"> <li>✦ A morning program to help your new Scouts and Tenderfoot Scouts to advance.</li> <li>✦ Sign up is required and the class is taken as an alternative to a merit badge.</li> <li>✦ A list of requirements completed will be given for each Scout at the end of the week.</li> </ul>
<b>SPADE RANCH</b>	<ul style="list-style-type: none"> <li>✦ Although there are no structured classes in the Spade Ranch program, Scouts may work on selected badges through coordination with the Spade Ranch Director.</li> <li>✦ The Climbing Merit Badge is completed as part of the Spade Ranch program.</li> <li>✦ A Scout must be 14 years old to participate.</li> </ul>

