

# Instructional Schedule

Program Area	9:00 am	10:00 am	11:00 am	2:00 pm	3:00 pm	4:00 pm
<b>COLE CANOE BASE MERIT BADGES</b>						
<b>Aquatics</b>	Canoeing MB	Kayaking MB	Kayaking MB	Kayaking MB	Kayaking MB Canoeing MB	
		Small Boat Sailing MB				
<b>Cosgro</b>	Movie Making	Photography MB	Movie Making		Photography MB	
<b>Crafts</b>	Art & Music MB		Game Design	Art & Music MB Leatherwork MB	Leatherwork MB	
<b>Eco-Con</b>	Bird Study MB Fishing MB	Fish & Wildlife MB Geology MB	Fishing MB Mammal & Reptile MB		Oceanography MB	
<b>Shooting Sports</b>	Archery MB Rifle Shooting MB			Archery MB Rifle Shooting MB		
		Shotgun Shooting MB		Shotgun Shooting MB		
<b>Outdoor Skills</b>				Chess MB Search & Rescue	Chess MB	
<b>Skilled Trades</b>	Welding MB	Electricity & Fire Safety MB	Painting MB	Welding MB	Painting MB	
	Automotive Maintenance MB			Automotive Maintenance MB		
		Metalworking			Electricity & Fire Safety MB	
<b>High Adventure</b>	Climbing MB (10:00 to 12:00 ATV Instruction (must be 16, Cost of \$65)			ATV Riding (must be 16, \$35.00) (Must be in Training or have Done it)		
<b>179 Campsite</b>	Cit Community MB* Hiking MB* Nature* Wood Carving*	Cit in Nation MB* Emer. Prep MB* Env. Science*	Personal Mgt MB* Public Speaking	Communication* American Heritage	Camping MB* Cit in World MB* Salesmanship*	Astronomy Law MB* Traffic Safety* Venture MB
				First Aid MB* Swimming Merit Badge*		
<b>TROOP 179 SCOUT SKILLS INSTRUCTION (ALL IN 179 CAMPSITE)</b>						
<b>Service</b>	Service Project		Service Project			Scout Skills
<b>Camp Tenderfoot</b>	Ropes / Knives / Fires	Land Navigation	Service Project	Scout Skills Aquatics		First Aid

(\* Merit Badge meets in the Troop 179 campsite)

## RECOMMENDED ACTIVITIES BY AGE

### First Year Scouts

Camp Tenderfoot

### Second Year Scouts

American Heritage MB  
Archery MB  
Art MB  
Bird Study  
Camping MB  
Chess MB  
Citizenship in the Community MB  
Citizenship in the Nation MB  
Citizenship in the World MB  
Electricity MB

First Aid MB

Fishing MB

Game Design MB

Geology MB

Leatherworking MB

Mammal Study MB

Music MB

Nature MB

Photography MB

Reptile & Amphibian Study MB

Rifle Shooting MB

Swimming MB

### Third Year Scouts

Astronomy MB

Automotive Maintenance MB

Canoeing MB

Climbing MB

Communication MB

Emergency Preparedness MB

Environmental Science MB

Fish & Wildlife MB

Kayaking MB

Metalworking

Moviemaking MB

Oceanography MB

Painting MB

Shotgun MB

Public Speaking

Small Boat Sailing MB

Welding MB

Traffic Safety MB

Wood Carving MB

### Fourth - Fifth - Sixth Year Scout

ATV Instructions

Search & Rescue MB

Personal Management MB

Law MB

(\* Merit Badge that meets in the  
Troop 179 campsite)

# Program Sign-up

Scouts Name: \_\_\_\_\_

## MY SCHEDULE AT COLE CANOE BASE

<b>9:00 AM -Venture Service Time</b>
_____
Merit Badge or Activity

<b>2:00 PM</b>
_____
Merit Badge or Activity

<b>10:00 AM</b>
_____
Merit Badge or Activity

<b>3:00 PM</b>
_____
Merit Badge or Activity

<b>11:00 -Scouts Service Time</b>
_____
Merit Badge or Activity

<b>4:00 PM</b>
_____
Merit Badge or Activity

**NEW SCOUTS ARE NOT REQUIRED TO USE THIS FORM,  
YOUR DAILY SCHEDULE WILL BE DISCUSSED AT UP COMING TROOP MEETINGS.**

## Merit Badges

Cole Canoe Base offers many different merit badges to choose from; added to that Troop 179 will also have merit badges available at our campsite. After the Scout has signed-up for the Merit Badges they should next secure a current copy of the BSA Merit Badge Pamphlet. One of the best tools for earning a Merit Badge are the worksheets available at Merit Badge Worksheets ([usscouts.org](http://usscouts.org)). Most Merit Badge Counselors recommend using the worksheets to keep organized. Beginning in June, our Troop leaders will meet with the Scouts for their first Merit Badge session.

Whether a Scout returns home with a completed Merit Badge, or a partial is most often dependent on whether they have completed the pre-camp work assigned by the counselor. Merit Badges are earned with the advice of the Scoutmaster. The list of Merit Badges on the Instructional Schedule has been recommended by the 179 Scoutmaster.

Suggestions for Scheduling Your Day: Keep in mind that most Scouts only have time prior to camp to complete three to four merit badges. While there are six slots of time, filling them all with merit badges is not necessarily going to be successful. Pick your merit badges, then start now work the merit badges until you have mastered the skill or knowledge contained within. Throughout the day there are free time activities and you do not need to register for them specifically.

Keep in mind that all Axmen and Paul Bunyan Patrol members will have a slot for leadership (see Scoutmaster Chuck Williams). Scouts BSA (including new Scouts) will use the 11:00 time slot for service time and activities. Venturers will use the 9:00 time slot for their conservation projects.

Scoutmaster Approval: \_\_\_\_\_

# Merit Badge Pre-Camp Work

**Archery** | Scouts should be familiar with local and State laws regarding Archery equipment, ownership, and usage.. Arrow Kits are available for purchase in the River Store for approximately \$5.00.

**Art** | 6 (visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop).

**Astronomy** | 8 (observation). It is recommended that Scouts complete 4c (Big Dipper), 5b (visible planets), and 6b (moon phases) prior to arrival.

**ATV Program** | Participants must be 14 years old by the first day of the course and have an ATV Hold-Harmless form ([scoutingevent.com/Download/27272137/OR/CCB\\_ATV\\_Hold\\_Harmless.pdf](https://scoutingevent.com/Download/27272137/OR/CCB_ATV_Hold_Harmless.pdf)) signed by a parent or guardian. Everyone must also complete the E-Course offered by the ATV Safety Institute to ride an ATV. Visit [atvsafety.org/atv-ecourse/](https://atvsafety.org/atv-ecourse/) and select "Register Here" under the ATV E-Course description.

**Remember to bring your E-Course Certificate Number with you to camp!**

Participants should have a long sleeve shirt, long pants, and boots that cover the ankle. A bandana is recommended. Gloves, helmets and goggles will be provided.

**Automotive Maintenance** | Participants must be 14 years old by the first day of the course This is a **two-hour session** per day merit badge.

**Bird Study** | 5 (observe and identify 20 birds). It is recommended that scouts complete 2 (bird sketches), 6 (bird characteristics), and 7 (bird songs).

**Camping (Eagle Req.)** | 4 (Patrol campout), 5e (pack inspection), 7 (pack for campout), 8c (camp menu), 8d (cook menu), 9a (camp 20 days and 20 nights), and 9b (camping activities).

**Canoeing** | 2 (BSA Swimmer test) will be conducted at the start of camp.

**Chess** | It is suggested that Scouts bring a chess set. If this is not possible, a limited amount of equipment is available at camp.

**Citizenship in the Community (Eagle Req.)** | 2 (mapping landmarks), 3 (meeting), 4 (community issue), and 7 (research and volunteer). Scouts are also expected to begin preparations for requirement 8 (presentation) prior to coming to camp.

**Citizenship in the Nation (Eagle Req.)** | 5 (national news for 5 days); Do Two: 7a (visit landmark), 7b (visit state capitol), 7c (visit federal facility), 7d (national monument). It is suggested Scouts bring a speech to discuss for 6. If Scouts have already written the letter for requirement 8, please bring response (if any) to camp.

**Citizenship in the World (Eagle Req.)** | It is suggested that Scouts research current world events for requirement 3 & 7 to be prepared for discussion.

**Climbing** | None. Scouts need appropriate clothing and footwear (closed-toed shoes).

**Communications (Eagle Req.)** | 1, 5, 7, 9 need to be done at home and can be presented at camp. 2, 3, 4, 6, 8 can be done at camp if you come prepared and focus.

**Emergency Preparedness (Eagle Req.)** | 1 (First Aid Merit Badge), 1b (10 emergency situations for family meeting), and 9b (troop mobilization plan).

**Environmental Science (Eagle Req.)** | 7c (household hazardous waste).

Scouts are encouraged to work on requirement 6 prior to camp.

**First Aid (Eagle Req.)** | 2b (assemble a first aid kit). This is a **two-hour session** per day merit badge.

**Fish and Wildlife Management** | 5 (observations) and 7 (fish age, census, stomach contents, or aquarium). Recommended for second year scouts.

**Fishing** | Scouts are encouraged to attempt requirements 9 and 10 prior to camp. It is recommended that Scouts bring fishing gear to camp. If this is not possible, a limited amount of camp equipment is available.

**Game Design** | 8 (meet with a game development professional). It is suggested that scouts complete 5a (design), 6 (prototype), and 7a (instruction sheet) prior to arrival, but this can be completed at camp.

**Geology** | None. Recommended for second year scouts.

**Hiking** | 1 (Know First Aid), 3 ( Plan for conditioning)

**Kayaking** | 2 (BSA Swimmer Test, can be completed at camp).

**Law\*** | 6 (attend a civil or criminal court, or mock trial) and 7 (lawyer).

**Leatherwork** | 5 (commercial tanning process, tan animal skin, recondition, or visit leather related business). If none of these options have been done, scout may complete 5c (reconditioning) at camp.

**Moviemaking** | None. It is suggested scouts bring their own camera. If this is not possible, a limited amount of camp equipment may be available.

**Music** | 3a (attend a concert) OR 3b (interview a family member) OR 3c (member of band, choir, or music group for 6 months). Scouts must do two of the four (3a-d). 3d can be completed at camp. If a scout does not complete 4b (compose music) the scout must complete 4a (teach 3 songs) OR 4c (make an instrument). Music and Art are taught at the same time on different days. Scouts are not required to participate in both badges.

**Nature\*** | 4 (collect items and identify species) is strongly recommended prior to camp. Recommended for second- or third-year scouts.

**Oceanography** | 8 is recommended prior to camp. Recommended for second- or third-year scouts.

**Personal Management (Eagle Req.) \*** | 1 (large family purchase), 2 (budget with 13-week record of income and expenses), 8 (to do list/ schedule for 7 days). It is suggested Scouts prepare for 9 (project) prior to camp.

**Photography** | 1b (BSA Digital Safety video). It is suggested scouts bring their own camera and begin working on 7 (visual story or topic). If scouts cannot provide their own camera, a limited amount of camp equipment may be available. Scouts can view the BSA Digital Safety video online at [scouting.org/training/youth/scouts-bsa](https://scouting.org/training/youth/scouts-bsa)

**Public Speaking** | 1 (Introduce Yourself), 2 ( three 5 minute talks) 4 ( 10 minute Speech)

**Reptile and Amphibian Study** | 8 (maintain or observe a reptile or amphibian).

**Painting** | None.

**Rifle Shooting** | None

**Salesmanship** | 3 (create a Sales Plan), 4 (Sales Presentation

**Shotgun Shooting** | None

**Small-Boat Sailing** | 2 (BSA Swimmer Test). This is a two-hours per day badge.

**Space Exploration** | Please bring rockets and engines for two launches to complete requirement 3, ensuring they are stored safely with an adult.

**Traffic Safety** | None

**Swimming (Eagle Req.)** | 2 (BSA Swimmer Test) and 3 (150-yard swim) need to be completed at camp. Young Scouts often find that this badge is more physically demanding than they anticipate.

**Welding** | None. Scouts must be at least 14 and have close-fitting long sleeve shirt and long pants made of natural fibers. Leather work boots are also required (steel toe preferred)

**Wood Caring** | 2a (Totin' Chip). This badge is not recommended for first year scouts due to skill level required.