

Instructional Schedule

Program Area	9:00 am	10:00 am	11:00 am	2:00 pm	3:00 pm	4:00 pm
COLE CANOE BASE MERIT BADGES						
Aquatics	Canoeing MB	Kayaking MB	Kayaking MB	Kayaking MB	Kayaking MB Canoeing MB	
		Small Boat Sailing MB				
Cosgro		Digital Technology Photography MB	Digital Technology	Theater	Photography MB	
Crafts	Art & Music MB			Art & Music MB Leatherwork MB	Basketry MB Leatherwork MB	
Eco-Con	Astronomy MB Bird Study MB Fishing MB	Geology MB Soil & Water MB	Fish & Wildlife MB Fishing MB Space Exploration	Rep & Amphib MB	Nature MB Oceanography MB	
Shooting Sports	Archery MB			Archery MB		
		Rifle Shooting MB Shotgun Shooting MB		Rifle Shooting MB Shotgun Shooting MB		
Outdoor Skills	Geocaching MB	Orienteering MB	Geocaching MB	Chess MB	Geocaching MB Chess MB	
	Pioneering MB					
Skilled Trades	Welding MB		Painting MB	Welding MB	Painting MB	
				Automotive Maintenance MB		
High Adventure		Climbing MB ATV Instruction (must be 16, Cost of \$65)		ATV Riding (must be 16, \$35.00) (Must be in Training or have Done it)		
179 Campsite	Cit Community MB* Nature* Movie Making*	Cit in Nation MB* Emer. Prep MB* Env. Science*	Personal Mgt MB*	Communication*	Camping MB* Cit in World MB*	Law MB* Traffic Safety* Game Design*
				First Aid MB* Swimming Merit Badge*		
TROOP 179 SCOUT SKILLS INSTRUCTION (ALL IN 179 CAMPSITE)						
Traditional			Service Project			Scout Skills
Camp Tenderfoot	Ropes / Knives / Fires	Land Navigation	Service Project	Scout Skills Aquatics		First Aid
Venture Activities	Conservation Project*	Venture Ranger Cooking				

(* 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
Basketry MB
Camping MB
Chess MB
Citizenship in the Community MB
Citizenship in the Nation MB
Citizenship in the World MB
Cooking MB
Electricity MB
First Aid MB
Fishing MB

Game Design MB
Geocaching MB
Geology MB
Graphic Arts MB
Hiking MB
Indian Lore MB
Leave No Trace/Cyber Chip
Leatherworking MB
Mammal Study MB
Nature MB
Photography MB
Pioneering MB
Reptile & Amphibian Study MB
Rifle Shooting MB
Sports MB
Swimming MB

Third Year Scouts

Astronomy MB
Automotive Maintenance MB
Canoeing MB
Climbing MB
Communication MB
Digital Technology MB
Emergency Preparedness MB
Environmental Science MB
Fish & Wildlife MB
Kayaking MB
Moviemaking MB
Shotgun MB
Signs, Signals & Codes MB
Small Boat Sailing MB
Soil & Water Conservation MB

Welding MB
Wood Carving MB
Fourth - Fifth - Sixth Year Scout

ATV Instructions
Search & Rescue MB
Personal Management MB
Law MB
Mountaineering Ranger Elective
Cooking Ranger Elective
Ranger Land Navigation Ranger Core
First Aid Ranger Core
Fishing Ranger Elective

(* Merit Badge meets in the Troop
179 campsite)

Program Sign-up

Scouts Name: _____

MY SCHEDULE AT COLE CANOE BASE

9:00 AM -Venture Service Time

Merit Badge or Activity

2:00 PM

Merit Badge or Activity

10:00 AM

Merit Badge or Activity

3:00 PM

Merit Badge or Activity

11:00 -Scouts Service Time

Merit Badge or Activity

4:00 PM

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). 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 | None. 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) 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/ 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.

Basketry | One round basket kit and one square basket kit are needed. The correct kits contain a pre-measured piece for the base of the basket.

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.) | None. It is suggested that Scouts research current world events for requirement 3 to be prepared for discussion.

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

Communications (Eagle Req.) | Req 1 (Do ONE: 1a, 1b, 1c) Discuss at Camp. / Req 3 Write a 5-min speech. Give your speech at Camp. / Req 5 (Attend a Public Meeting) Discuss at Camp. / Think about Reqs 6 & 8. / Req 6 Develop a plan to teach a skill to or inform someone about something. What might you teach? Or what topic could you use to inform someone? / Req 8 Plan a Troop or Crew Court of Honor, Campfire Program, or Interfaith Worship Service.

Digital Technology | 1 (view BSA Digital Safety video) and do internet research for 7c (legal dispute), 8 (recycling), & 9 (careers or visit). It is recommended that scouts begin working on some of requirement 6 options prior to camp, or that can be completed during free time. Scouts can view the Digital Safety video at scouting.org/training/youth/scouts-bsa/

Emergency Preparedness (Eagle Req.) | 1 (First Aid Merit Badge), 2b (10 emergency situations for family meeting), 3 (family meeting, escape plan, and disaster kit), 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 | Req 1a, 1b (Analyze four games, make a chart, compare and contrast the games). Req 2 (Research 5 of the 17 terms provided to discuss with the group). / Req 3 (Research the term *Intellectual Property*, Define and give an example of a *Licensed Property*). Think about the type of game you will design. Are there 1-2 game items you want to pack for camp? Example: ball, deck of cards, dice, etc. (instruction sheet) prior to arrival, but this can be completed at camp.

Geocaching | 7 (local caches), 8a (cache to eagle) OR 8b (travel bug) OR 8c (public geocache) OR 8d (CITO), and 9 (geohunt). It is suggested that Scouts bring a GPS. If this is not possible, a limited amount of equipment is available.

Geology | None. Recommended for second year scouts.

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 | Req 1 (Merit Badge booklet Read Pg 7-14 "What is Moviemaking?") Think about the type of movie you will make. Are there 1-2 items you want to pack for camp to use as props? / Req 2a (Rough Draft, 3-4 sentence treatment, Tell the story you plan to produce). It is suggested Scouts bring a mobile device with video capability. If not possible let us know, we will try to help make arrangements.

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.

Orienteering | 7 (events), 8 (set up course), and 9 (officiating).

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

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

Painting | None.

Pioneering | None. Requirement 4 is suggested to be finished, but can be completed at camp.

Rifle Shooting | None

Shotgun Shooting | None

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

Soil and Water Conservation | None. Scouts are encouraged to work on their 500-word report (requirement 7) prior to camp, if choosing that option.

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

Theater | 1 (review three plays) and 3 (theater participation).

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)