

Merit Badge Classes

Merit Badge	Requirements	Hours	Capacity	Pre-order Prices
Aquatics				
Aquatics Supervision	Must be at least 16 years old	3	4	\$25
Canoeing	Must be classified as a "swimmer" and have adequate physical strength	1.5	20	
Instructional Swim	Offered in place of swimming for those not a swimmer, if the swimming test is passed, Scout will go into Swimming MB	1	10	
Kayaking	Must be classified as a "swimmer" and have adequate physical strength	1.5	10	
Lifesaving	Must have completed the 2nd Class requirements 5a-d and 1st Class requirements 6a,6b,6e	2	20	
Mile Swim	Must be classified as a "swimmer" and have an adult leader to act as a spotter	1	10	
Rowing	Must be classified as a "swimmer" and have adequate physical strength	1.5	20	
SUP Award	Must be classified as a "swimmer" and have adequate physical strength	1.5	10	
Swimming	Must be classified as a "swimmer" and bring a long-sleeve shirt and long pants	1	20	
Shooting Sports				
Archery		1.5	16	\$10
Rifle Shooting	Suggested that Scouts be over the age of 13 with adequate physical strength and have experience in rifle shooting	1.5	16	\$10
Shotgun Shooting	Must be 13 or older with adequate physical strength and have experience in shotgun shooting	1.5	10	\$20
Handicraft				
Art/ Sculpture	Art Req. 6 will not be completed at camp. Sculpture Req. 2 may not be completed entirely	1	20	\$15
Basketry		1	20	\$15
Chemistry	Req. 7 may not be completed at camp	1	16	\$10
Chess		1	20	
Leatherwork		1	20	\$15
Metalwork	Long cotton pants (blue jeans) required	1.5	12	\$15
Painting		1	16	\$5
Photography	Must bring earned Cyber Chip Award to class, Req. 7 will be done in groups	1	14	\$10
Welding		1.5	6	\$20
Wood Carving		1	20	\$15
Ecology				
Astronomy	Req. 4 may not be completed entirely. Req. 5b, and 8 will not be completed at camp	2	20	
Energy/Electricity	Energy Req. 4 and Electricity Req. 2 and 9 will not be completed at camp	1	16	
Environmental Science	Req. 4 will not be completed at camp	2	16	
Fish and Wildlife	Req. 5 and 7 will not be completed at camp	1	16	
Forestry	Req. 5 may not be completed at camp	1	16	
Geology	Req. 5 may not be fully completed at camp	1	16	
Mining in Society		1	16	
Reptile & Amphibian Study	Req. 8 will not be completed at camp	1	16	
Soil & Water Conservation		1	16	
Space Exploration		1	16	\$15
Weather	Req. 9 may not be completed at camp	1	16	
Outdoor Skills				
Camping	Camping req. 4, 5e, 7, 8d, 9, 10 will not be completed at camp	1	20	
Cooking	Req. 4c, 4d, 4e, 6d-f may not be completed at camp	1	10	\$20
Emergency Prep.	Pre Req: Must have earned First Aid MB. Req. 2c and 8b will not be completed at camp	1	20	
Fingerprinting		1	20	
First Aid		1	12	
Fishing	Bring a copy of state fishing regulations and personal fishing equipment. Req 9 and 10 may not be completed at camp	1	18	
Geocaching	Req. 7, 8, and 9 may not be completed at camp.	1	20	
Pioneering		1.5	20	
Signs, Signals, Codes	Req. 7 will not be completed at camp	1	20	
Wilderness Survival	Req. 5 may not be completed at camp	1	20	
Trail to Eagle				
Citizenship in the Comm	Req. 3, 5, and 7 should be completed before coming to camp	1	15	
Citizenship in the Nation	Req. 2, 3 and 8 may not be completed at camp	1	15	
Citizenship in the World	Req. 7 may not be completed at camp	1	15	
Communication	Req. 5 and 7 may not be completed at camp	1	15	
Public Speaking		1	10	
Scouting Heritage	Req. 4,5 and 6 may not be completed at camp. Req. 8 involves work outside of class while at camp	1	20	
High Adventure				
Cycling	Req. 7 Option Bc and Bd may not be completed. Suggested Scouts are over 13 and have previous riding experience	1.5	8	
Climbing	It is suggested that Scouts be over the age of 13 and in good physical shape	1.5	18	
Personal Fitness	Req. 1b, and 8 will not be completed at camp	1	16	

Merit badge books are required for all classes. Scouts may share books.

Merit badges are based on 2018 information, Merit badges change annually, Skymont will use the most current requirements.

Merit Badge Program Schedule

	Handicraft		Ecology	Outdoor Skills	Aquatics		Shooting Sports	Trail to Eagle	Fitness	High Adventure COPE/ Tower	ATV
9:00 AM	Wood Carving	Welding (1.5hrs)	Space Exploration Env. Science (2hrs) Geology	Fishing Wilderness Survival Signs/Signals/Codes	Swimming Lifesaving (2 hrs)	Canoeing (1.5hrs) Kayaking/SUP (1.5hrs)	Rifle (1.5 hrs) Shotgun (1.5 hrs)	Citizenship in the Nation	Personal Fitness		
9:30 AM											
10:00 AM	Leatherwork Basketry		Env. Science (cont.) Soil/Water Mining in Society	First Aid Camping	Lifesaving (cont.) Swimming		Rifle (1.5 hrs) Archery (1.5 hrs)			Project COPE (3 hrs)	ATV Program AM Session (3 hrs)
10:30 AM											
11:00 AM	Art/ Sculpture Chemistry	Welding (1.5hrs)	Reptile/Amphibian Forestry	Wilderness Survival Geocaching Emergency Prep	Polaris Swimming Only			Citizenship in the Community			
11:30 AM											
Lunch											
2:00 PM	Leatherwork Photography	Metalwork (1.5hrs)	Energy/Electricity Fish/Wildlife Env. Science (2 hrs)	First Aid Cooking	Inst. Swim Lifesaving (2 hrs)	Aquatics Supv (3hrs) Rowing (1.5hrs)	Shotgun (1.5 hrs) Archery (1.5 hrs)	Citizenship in World	Cycling (1.5 hrs)	Climbing (1.5 hrs)	
2:30 PM											
3:00 PM	Photography Basketry		Env. Science (cont.) Weather	First Aid Cooking	Lifesaving (cont.) Swimming			Communication			ATV Program PM Session (3 hrs)
3:30 PM											
4:00 PM	Painting Chemistry	Metalwork (1.5hrs)	Space Exploration Forestry	Emergency Prep Cooking	Mile Swim Open Blob Open Boating	Aquatics Supv (cont.)	Rifle (1.5 hrs) Shotgun (1.5 hrs)	Public Speaking	Cycling (1.5 hrs)	Climbing (1.5 hrs)	
4:30 PM											
Dinner											
7:00 PM	Chess (Mon/Tue/Thurs)	Open Handicraft		Fingerprinting-(Mon)	Open Swimming Open BLOB (Mon/Tue/Thu)	OPEN Boating (Mon/Tue/Thu)	Open Shooting (Mon/Tue/Thu) Preference given to those needing extra instruction for MB	Scouting Heritage (Mon/Tue)		Open Climb and Zip @ Tower (Mon/Tue/ Thu)	
7:30 PM											
8:00 PM			Astronomy (Mon/Tue/Thu) (Weather dependent)								
10:00 PM											