

# PROGRAM AT CAMP MERIWETHER

Many years of planning and refinements have gone into the development of the Camp Meriwether program. As a camp we believe that the most important part of a boy's week should be to have fun. That principle guides our program every day.

Our program focuses on merit badges in the morning and on open program activities in the afternoon. While we do teach some merit badges after lunch, the vast majority will be held between 9 a.m. and 12 noon. In the afternoon scouts may enjoy a wide range of open-

program activities in each area, work on completing merit badge requirements or rank advancement, or enjoy free time with their friends; the scouts are free to choose.

Throughout our program, we feature strong ties to the people who made up the Corps of Discovery and the journey that became known as the Lewis & Clark Expedition. You will see the influence of the Expedition and the Corps in many of the activities we offer.

## ADVANCEMENT: TRAIL TO FIRST CLASS

### OBIE RANGER'S PROGRAM

Obie Rangers is Meriwether's Trail to First Class or first-year camper program. During this week-long program campers will be introduced to and participate in activities around camp, complete rank requirements, and earn the First Aid and Scouting Heritage merit badges.

Each scout will join with other scouts to form an Obie Rangers patrol. Obie Rangers staff use the aims and methods of Scouting while teaching skills and playing games with your scouts. It is their goal to help in the building of the next generation of scouting's youth leaders.

### OBIE RANGERS

9 a.m. - 12 noon | Monday - Friday

### TRAIL TO FIRST CLASS

For the scouts who need to work toward First Class but don't want to participate in the full, week-long Obie Rangers program, we offer open program time in the afternoon at the Obie Rangers area. This is also an opportunity for the older and higher-ranked scouts in your troop to gain experience in teaching the younger. Setting a time with in your troop for your scouts to come together to teach and learn will strengthen your unit as a troop, as patrols, and as individuals.

There are also several opportunities in various program areas for scouts to work on rank advancements. The following chart outlines the times and places of those opportunities.

### TOTIN' CHIP and FIREM'N CHIT

Scouts can stop by Obies to earn two of the basic scouting safety certifications. By learning and demonstrating knife and axe safety and care, a scout can earn their Totin' Chip. Understanding the safety and scouting rules regarding campfires can earn them their Firem'n Chit.

Totin' Chip and Firem'n Chit take about 20-30 minutes and are taught Monday through Thursday afternoons, starting at 2 p.m., 3 p.m., and 4 p.m.

### TRAIL TO FIRST CLASS AROUND CAMP

Activity & Location Day & Time	
Animal/Plant ID Hikes Nature Area	Monday - Thursday 2:10, 3:10, & 4:10
Aquatic Requirements Waterfront	Tuesday - Thursday 2:00 - 3:00 p.m.
Mile Compass Course Campcraft Area	Monday - Thursday All Afternoon
5-mile hike with map & compass Meet at Dining Hall	Thursday After lunch Duration: 2-3 hours

## ADVANCEMENT: MERIT BADGES

Meriwether takes pride in offering quality merit badge instruction because we know that merit badges are one of the crucial building blocks of a scout's success. The only programs with limited class-sizes are Climbing and Metalwork merit badges and the Paddleboarding award; all other merit badges and awards have no class size limit. We have included our Merit Badge Schedule and our Activity Grid in this guide. We suggest making duplicates of them for your scouts and adult leaders to refer to during their week at camp.

We will do our best to keep our schedule as it is printed here, but circumstances might require us to change what merit badges we offer. If such a change is necessary, we will attempt to make it known before camp, but otherwise we will make an announcement at the adult leader orientation meeting.

Scouts should plan to work on three or four merit badges at camp. Any more than that can detract from the camp experience, which should include a balance between troop and patrol building, merit badges and advancement, camp-wide activities, and fun with other scouts.

If a scout has partially completed a merit badge that he'd like to work on here at camp, have him fill out a second merit badge card; our counselors will use the new one to record what is completed at camp. At the end of the week, the counselor will sign off on the requirements the scout finished with us. When you return home you can put the two cards together to determine if they have completed everything and have so earned their merit badge.

### THINGS TO NOTE ABOUT MERIT BADGES

- Not all merit badges can be completed at camp. See the merit badge schedule for details on which badges will be partials.
- Staff merit badge counselors will only sign off on requirements that are completed at camp.
- A partial is not a failure; please do not treat them as such, especially in front of your scouts. Every requirement finished is a success and means that the scout is that much closer to completing the merit badge

# MERIT BADGES, CERTIFICATIONS, & AREA ACTIVITIES

Bring paper and pencil/pen to every merit badge class. Nothing is needed from the Trading Post for any Monday classes; wait until after your first class to purchase kits, bracelets, etc. so you know exactly what is expected of you and you are sure you will stay in the class—the Trading Post does not grant refunds.

## CAMPCRAFT

### MERIT BADGES

<b>CAMPING</b>	PARTIAL	Not taught: 4b, 5e, 8d, 9a
<b>COOKING</b>	PARTIAL	Not taught: 4c-e, 5d, 5f-h, 6d-f
<b>FIRST AID</b>		Scouts need to bring their home first aid kit with them to camp
<b>GEOCACHING / ORIENTEERING</b>	BLOCK CLASS	Need only one, talk to instructor Bring orienteering compass
<b>PIONEERING</b>		Review Req 3 & practice knots before camp
<b>SIGNS, SIGNALS, &amp; CODES</b>		

### ACTIVITIES AT CAMPCRAFT

**Cooking Demonstrations** Outdoor cooking techniques and skills will be demonstrated each week during afternoon program. Scouts and adult leaders will be given the opportunity to prepare and taste a variety of trail foods. Instruction of proper Dutch oven use and care will also be given. All are welcome to participate and share.

**Mile Compass Course** Scouts interested in orienteering or who are working on First Class can stop by for the instruction sheet for the self-guided course.

### ADULT LEADER ACTIVITIES AT CAMPCRAFT

**Chili Cook-Off** Leaders prepare their best recipes starting at 2 p.m. on Wednesday in the Campcraft area. Judging is at 4 p.m., followed immediately by an open tasting. A Dutch oven, onions, ground beef, canned beans, stewed tomatoes, and chili powder will be provided. Adult leaders need to bring their own additional materials and secret ingredients to make their chili the best.

**Dessert Cook-Off** This is for leaders with a sweet tooth. Ingredients are the responsibility of the leaders, and judging will take place in the Campcraft area at 4 p.m. on Thursday afternoon.

## OBIE RANGERS

### MERIT BADGES

<b>AMERICAN HERITAGE / SCOUTING HERITAGE</b>	BLOCK CLASS	
American Heritage	PARTIAL	Not taught: 3c Must attend Candlelight Tour at the Fort
Scouting Heritage	PARTIAL	Not taught: 6 Must attend the Meriwether History Tour.

## CLIMBING TOWER

### MERIT BADGE

<b>CLIMBING</b>	LOTTERY	13+ years old
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The Climbing merit badge will be offered to a limited number of scouts each week because of a required limit on the scout-to-instructor ratio. Two classes of 12 scouts (for a total of 24 scouts) will be offered. Sign up for this merit badge on Sunday evening after dinner in front of the Dining Hall. If more than 24 scouts sign up for Climbing, there will be a random lottery to determine which ones will be in the class.

If your unit will arrive on Monday morning and you have scouts who want to sign up for this class, make sure to get them into the lottery by emailing their names to us by the Friday before you arrive.

### ACTIVITIES AT THE TOWER

**Open Climb** The Climbing Tower is open to scouts of all ages who wish to climb during open program each afternoon. Some time is reserved for scouts who are enrolled in the Climbing merit badge class to practice their skills. For daily information, look for the information posted at the Climbing Tower.

### ADULT LEADERS ACTIVITIES AT CLIMBING

**Climb On Safely Certification** On Tuesday night the Climbing staff will teach the rules and tools you need to conduct a safe troop climbing program. This certification is available to any and all adult leaders.



## NATURE

### MERIT BADGES

**ASTRONOMY / SPACE EXPLORATION** BLOCK CLASS Need only one, talk to instructor  
Astronomy overnighter required  
Rocket to be built in free time

**ENVIRO. SCIENCE** Bring soda bottle for collection

**FISH&WILD MGMT/ MAMMAL STUDY** BLOCK CLASS Need only one, talk to instructor

**FORESTRY / NATURE** BLOCK CLASS Need only one, talk to instructor

**GEOLOGY**

**OCEANOGRAPHY**

**PLANT SCIENCE**

### ACTIVITIES IN NATURE

**Astronomy Overnighter** The Astronomy merit badge required an overnight stargazing experience on the beach. It is open to anyone who would like to learn more about the night sky. Telescopes and binoculars are provided; you may also bring your own, of course. The overnighter is scheduled for Monday night, but will change if the weather requires it.

**Meriwether Scavenger Hunt** On Wednesday at 3 p.m., the Nature staff will hold a scavenger hunt to test your knowledge and identification skills of plants, animals, insects, and other artifacts from all around camp. This is a great way to learn more about the environment of which Meriwether is a part.

**Beach Clean-up** Every week the Nature staff leads a 1.5 hour beach clean-up to help keep the beach as pristine as it was when Camp Meriwether was first established in 1926. Trash bags, gloves, and any other necessary equipment will be provided; all you need to bring is energy and a helping attitude. With new things washing up on the beach every week, you never know what you could find!

**Nature Jeopardy** Prove your mettle and knowledge of the natural world in an open contest of Nature Jeopardy on Monday afternoon.

**Tide Pool Hikes** Staff-led marine garden hikes are held when the tide is low. Hikes to tide pools along the beach provide an opportunity for scouts to study and photograph local sea creatures. Knowledgeable staff will answer questions and provide insight into the world of marine life. Hike times will be announced at camp and will depend upon the tidal charts. This is a fascinating experience for those new to the coast or to looking at marine life up close.



## FORT CLATSOP

### MERIT BADGES

**ARCHEOLOGY / INDIAN LORE** BLOCK CLASS Need only one, talk to instructor  
Purchase project at Trading Post after Monday class

**METALWORK** LOTTERY 13+ years old  
Pay fee after Monday's class  
Afternoon forge work necessary  
Long pants made of natural fibers required — no synthetic fabrics allowed (they can melt)

### SEARCH & RESCUE

**WILDERNESS SURVIVAL** Bring 10 Essentials

### ACTIVITIES AT THE FORT

**Black Powder Shooting** The black powder rifle range is open Monday through Thursday from 2 to 5 p.m.. The cost is \$0.50 per shot. Shot-tickets are available in the Trading Post. Eye and ear protection are provided, as is one-on-one safety instruction.

**Frontiersman Program** To qualify as a Frontiersman, scouts must complete requirements in blacksmithing, marksmanship, tomahawk throwing, frontier cooking, and more. Frontiersman candidates get to enjoy a Rendezvous feast at the Fort on Thursday evening. Those choosing to participate in this program must check in with the Fort Director before lunch on Monday. There is a cost for this program, set at \$18.

**Candlelight Historical Tour** On Wednesday, Meriwether staff will lead the Candlelight Tour, an interactive historical presentation about the Corps of Discovery's winter of 1805. All are invited to attend, but it is required for those taking the American Heritage merit badge.

### ADULT LEADER ACTIVITIES AT THE FORT

**Stake Break** Adult leaders, come down to the Fort on Monday night and team up against the Camp Staff to see who can shoot a 2x4" in half first!

## SHOOTING SPORTS

### MERIT BADGES

<b>ARCHERY</b>	Purchase arrow kits in Trading Post after Monday class
<b>RIFLE SHOOTING</b>	Pay fee in Trading Post after Monday class Afternoon time required
<b>SHOTGUN</b>	Pay fee in Trading Post after Monday class
<b>SHOOTING</b>	Afternoon time required

**\*\*\*Qualifying for Shooting Sports merit badges in a single week can be difficult and time-consuming\*\*\***

We strongly encourage scouts under the age of 13 to participate in the Shooting Sports program during open program rather than taking the merit badges. By doing so, first- and second-year scouts can improve their skills and build confidence before taking on the pressure of qualifying for the merit badge.

### ACTIVITIES AT SHOOTING SPORTS

**Open Shoot** During afternoon program, scouts and adult leaders have the opportunity to practice their marksmanship at the rifle, shotgun, black powder, and archery ranges.

#### AMMUNITION TICKET PRICES

<b>ARCHERY</b>	Free		
<b>RIFLE</b>	\$0.35	5 rounds	(1 target)
	\$1.00	15 rounds	(3 targets)
<b>SHOTGUN</b>	\$0.50	1 round	(with clay)
<b>BLACK POWDER</b>	\$0.50	1 round	

Tickets for shooting during open program are sold in the Trading Post. Tickets are good all week long, but tickets are not refundable. If there are a lot of people wanting to shoot one afternoon, you might not get a chance to use all your tickets on the day you buy them, so we recommend buying tickets in daily quantities to avoid having a handful of tickets leftover at the end of the week.

**Black Powder Shooting** The black powder rifle range is open Monday through Thursday from 2 to 5 p.m.. The cost is \$0.50 per shot. Shot-tickets are available in the Trading Post. Eye and ear protection are provided, as is one-on-one safety instruction.

### ADULT LEADER ACTIVITIES AT SHOOTING SPORTS

**Scoutmaster vs. Staff: Rifle & Archery Shoot** Come prove your skills against the Shooting Sports staff. The contest will take place on Wednesday evening and does not require any tickets to participate.

**Stake Break** Leaders, come to the Fort Monday night and team up against the Camp Staff to see who can shoot a 2x4" in half first!

## STAGECRAFT

### MERIT BADGES

#### CINEMATOGRAPHY

**COMMUNICATION PARTIAL** Not taught: 5  
Extra time outside of class required

#### GAME DESIGN

#### MUSIC

#### PUBLIC SPEAKING

#### THEATER

### ACTIVITIES AT STAGECRAFT

**Improv Games** Come join the Stagecraft staff in Camp Meriwether's own version of "Whose Line Is It Anyway?" This activity will take place on Tuesday at 4 p.m. in the Stagecraft area by the Stagecraft staff and the Theater merit badge students. Stop by the Stagecraft area for more details!

**Movie Trivia** Are you a movie buff? Do you know lots of details about the behind-the-scenes of movies? Come test your movie knowledge against our Stagecraft staff Thursday at 4 p.m. in the Stagecraft area.

**Intertroop Campfire** If you or your scouts are interested in presenting a skit or song at Wednesday evening's intertroop campfire, sign up with the Stagecraft staff by 5 p.m. on Wednesday after-

## HANDICRAFT

### MERIT BADGES

Purchase project for any Handicraft merit badge in Trading Post after Monday class

#### ANIMATION

#### ART

#### BASKETRY

#### LEATHERWORK

#### SCULPTURE

#### WOOD CARVING

#### WOODWORK



# WATERFRONT / AQUATICS

## MERIT BADGES

All Waterfront merit badges, awards, and certifications require earning BSA Swimmer

**CANOEING / KAYAKING** BLOCK CLASS Need only one, talk to instructor

**LIFESAVING**

**ROWING**

**SWIMMING**



## BSA AQUATICS AWARDS

**SNORKELING BSA**

**STAND UP PADDLEBOARDING BSA** LOTTERY

**MILE SWIM BSA** This certification is available to all interested scouts and adult leaders. Classes are Monday-Thursday at 2 p.m., with the qualifying swim on Friday morning.

Each swimmer will need an adult rower and a BSA Swimmer spotter to accompany them during their swim. The ability of the rower will be tested by Waterfront staff before the mile swim. Any further instruction will be given at the first class on Monday.

No swimmer will be allowed to take part in the Mile Swim without having attended and participated in every class and workout; this is a nationally-established requirement and is non-negotiable.

## BSA AQUATICS CERTIFICATIONS

### **AQUATICS SUPERVISION: PADDLE-CRAFT SAFETY**

A training for adult leaders and scouts over 15 years old. This 2-day skill-based course is offered Wednesday and Thursday from 9 a.m. to 12 noon. Participants will need to sign up on Monday at the Waterfront, be a BSA Swimmer, and be confident in the water.

### **AQUATICS SUPERVISION: SWIMMING AND WATER RESCUE**

A training for adult leaders and scouts over 15 years old. This 2-day skill-based course is offered Monday and Tuesday from 9 a.m. to 12 noon. Participants show up for this course on Monday morning at the Waterfront, be a BSA Swimmer, and be confident in the water.

### **SAFE SWIM DEFENSE and SAFETY AFLOAT**

Learn the basic rules necessary to safely organize a watercraft or swimming outing. Safe Swim Defense will be covered at 2 p.m. on Tuesday and Safety Afloat at 2 p.m. on Wednesday.

## ACTIVITIES AT THE WATERFRONT

**Open Swim** Open swim time is available each afternoon, Monday through Friday (Tuesday through Friday during Monday-start Week).

**Ocean Wading** Scouts will have three different opportunities for ocean wading. Our Waterfront staff set up a safe-swim area during the Beach Party, on Wednesday afternoon, and at Thursday morning's Polar Bear Swim. Anyone level of swimmer is welcome. Bring a towel and a buddy and be ready for fun, but fair warning: the waters of the Pacific are COLD!

**Ocean wading is only allowed within the safe-swim area set up by our staff. At no other time is anyone, adult or scout, allowed to be in contact with ocean waters.** If there are adverse weather, ocean, or jelly-fish conditions, we reserve the right to cancel ocean wading.

**Swimming Instruction** Basic swim instruction is available from 2-3 p.m., Monday through Thursday, for all skill levels. Scouts who wish to participate should arrive at the Waterfront promptly at 2 p.m..

**Camp Meriwether Adult Leader Belly-Flop Contest** On Wednesday at 4 p.m. scouts can cheer on their adult leaders in the Waterfront's belly-flop contest. Contestants will be judged on form, performance, costume, and yell. Scouts are encouraged to help brainstorm creative ideas for this contest.

### **Camp Meriwether Triathlon**

To participate in this competitive race, your scouts will need to form into teams of six: two runners, two swimmers, and two canoe paddlers. Your team must sign up at the Waterfront. During the race participants will run a ¼-mile to the Waterfront, swim around the Waterfront area, and canoe across the lake and back. The triathlon will be held Monday during evening program.

The Aquatics Director may shut the Waterfront area down in the event of inclement weather, particularly during thunderstorms or heavy winds.

The Waterfront Director, with the full support of the Program Director and Camp Director, is the final authority on issues regarding Waterfront safety and shutdown.

## HIGH ADVENTURE

### HIGH ADVENTURE ACTIVITIES

**Cape Hike** Up the beach, to the end of Cape Lookout, and back. Previous hiking experience is required—it's a long way for inexperienced or young hikers.

**Cape Lookout Overnighter** A two-day backpacking trek over the top of Cape Lookout. Participants will complete various requirements for the Hiking, Backpacking, and Forestry merit badges. Each hiker or pair of hikers will need to bring the 10 essentials and a tent; each individual hiker will need a hiking-appropriate backpack (not a drawstring bag), a sleeping bag and pad, a mess kit, rain gear, and good hiking boots. Camp will provide the food for the hike.

**Five Mile Hike** Part of the Obie Rangers program and open to anyone who would like to go.

**Tide Pool Hike** Part of the Nature Area's program—check with the Nature staff for the time (it'll change depending on the tide chart).

**Sandboarding** This is your chance to learn the summer version of snowboarding: sandboarding! Join our staff on one of our trips to the nearby sand dunes. This activity is free of charge, but scouts and units will need to sign up in the Scoutmaster Hallway.

**Tidal River Kayaking Tour** We have worked with Kayak Tillamook for several years, providing scouts and leaders with a chance to experience our local bays and estuaries up close. Each participant needs to be a BSA Swimmer and will go through a short training on kayaking.

This trip is offered Tuesday morning. Pre-camp registration is recommended (go to [www.cpcbsa.org/meriwether](http://www.cpcbsa.org/meriwether)). The Meriwether fee is \$45 (the usual fee is \$80-90). Participants will need to arrange their own transportation to the boat launch, which is about 45 minutes away from camp.

**Off-shore Crabbing** This activity is not organized or supervised by our staff, but we can provide the name and contact information of local crabbing outfitters to any unit that would like to take part in this Tillamook tradition.

General rules: 4 people per boat (one of the four must be an adult); everyone over 13 must have a crabbing license (photo ID's are required to get a license); and all Guide to Safe Scouting rules must be followed (2-deep leadership, Safety Afloat certification, etc.). The average cost is \$45 per person, but this is subject to change depending on the rates of each chartering company.

## CAMP-WIDE ACTIVITIES

**The Hullabaloo! Challenge** All week long, troops will compete for Hullabaloo points as part of the Hullabaloo Challenge. Area Directors will give out points to troops which participate in area challenges and camp-wide events, show scout spirit, and take on service projects.

Points will be tallied throughout the week, and on Friday troops will be able to use their Hullabaloo points in a camp-wide vote to decide which camp staff members have to jump in the lake while wearing their full field uniforms!

**Camp Awards** Meriwether offers several different camp awards, including both Honor Troop and Honor Patrol awards. Youth and adults can both work toward earning the *Vi et Consilio* Award, which is named after Meriwether Lewis' family's motto and has been around for almost all of our 90 years. Adult leaders can work toward the one of the four levels of the Corps of Discovery adult leader award. Tracking sheets for awards can be found outside the Business Office at camp.

**Beach Party** Join the staff and all of camp on the beach Thursday afternoon for games and fun and ocean wading!

**Sand Castle and Sculpture Contest** This patrol contest takes place on the beach in front of the Old Flagpole in the valley. Staff members will be the appointed judges and patrols have the chance to earn points for the Hullabaloo Challenge.

**Order of the Arrow** Wednesday is OA Day at Camp Meriwether; all scouts and adult leaders who are a part of the Order of the Arrow are invited to wear their OA sash all day Wednesday. We provide the opportunity for Ordeal members of the Wauna-La-Mon'tay Lodge to complete the Brotherhood requirements and ceremony at camp. The requirements include: performing a supervised service project led by our OA staff liaison, having at least 10 months' time as an Ordeal member, and being a current dues-paid Lodge member.

**Campfires** The Meriwether staff will lead an opening campfire on Sunday evening and a closing campfire on Friday evening. On Wednesday evening scouts taking the Stagecraft merit badges will host the camp-wide intertroop campfire at the Campfire Bowl. If your troop would like to take part in the inter-troop campfire, stop by the Stagecraft area for more information and to sign up. Troops are also encouraged to invite other troops or other campsites to join them during the week for smaller inter-troop campfires in their individual campsites.



# MERIT BADGE SCHEDULE - MERIWETHER 2017

		MORNING			AFTERNOON			APPROX	NOTES
		9-10	10-11	11-12	2-3	3-4	4-5	COST	
<b>CAMPCRAFT</b>	Camping								Partial
	Cooking								Partial
	First Aid								
	Orienteering / Geocaching								Bring compass
	Pioneering								
	Signs, Signals, & Codes								
<b>CLIMBING TOWER</b>	Climbing*								LOTTERY / Age 13+
<b>FORT CLATSOP</b>	Indian Lore / Archeology							\$12+	Cost for kit
	Metalwork*							\$10	LOTTERY / Age 13+ / Cost for supplies
	Search and Rescue								
	Wilderness Survival								
	Frontiersman Program							\$18	Description in Program Guide
<b>HANDICRAFT</b>	Animation							\$2	Cost for supplies
	Art								
	Basketry							\$12+	Cost for reed and stool kit
	Leatherwork							\$14	Cost for kit
	Sculpture							\$5	Cost for clay
	Wood Carving							\$5+	Cost for kit
	Woodwork							\$6	Cost for supplies
	<b>NATURE</b>	Astronomy / Space Exploration							\$18
Environmental Science									
Fish and Wildlife Mgmt / Mammal Study									
Forestry / Nature									
Geology									
Oceanography									
Plant Science									
<b>OBIE RANGERS (TTFC)</b>	Obie Rangers Program								Description in program guide
	American Heritage / Scouting Heritage								Partial
<b>SHOOTING SPORTS</b>	Archery							\$8	Cost for arrow kit; shooting free
	Rifle Shooting							\$20	Cost for practice/qualifying ammo
	Shotgun Shooting							\$25	Cost for practice/qualifying ammo
<b>STAGECRAFT</b>	Cinematography								
	Communication								Partial
	Game Design								
	Music								
	Public Speaking								
	Theater								
<b>WATERFRONT</b>	Canoeing / Kayaking								BSA Swimmer
	Lifesaving								BSA Swimmer
	Rowing								BSA Swimmer
	Swimming								BSA Swimmer
Certifications & BSA awards	Aqua. Supervision: Paddle Craft Safety			W-Th					Certification (NOT MB) / age 15+
	Aqua. Supervision: Swim. & Water Rescue			M-Tu					Certification (NOT MB) / age 15+
	BSA Stand Up Paddleboarding*								LOTTERY / BSA Swimmer
	Mile Swim BSA								M-Th: 2-3pm & Friday morning
	Snorkeling BSA								BSA Swimmer
	Basic Swim Instruction								Work on skills and confidence
	TTFC Aquatic Req's								Trail to First Class requirements

\*Lottery MB's

## MERIT BADGE SCHEDULE - MERIWETHER 2017

### 9:00 - 10:00

Campcraft	<b>CAMPING COOKING PIONEERING</b>
Fort Clatsop	<b>INDIAN LORE / ARCHEOLOGY WILDERNESS SURVIVAL</b>
Handicraft	<b>LEATHERWORK SCULPTURE WOOD CARVING</b>
Nature	<b>FISH &amp; WILDLIFE / MAMMAL STUDY FORESTRY / NATURE OCEANOGRAPHY</b>
Archery	<b>ARCHERY</b>
Stagecraft	<b>COMMUNICATION GAME DESIGN</b>
Waterfront	<b>LIFESAIVING ROWING SWIMMING</b>

### 10:00 - 11:00

Campcraft	<b>CAMPING PIONEERING</b>
Fort Clatsop	<b>METALWORK SEARCH &amp; RESCUE WILDERNESS SURVIVAL</b>
Handicraft	<b>BASKETRY WOOD CARVING WOODWORK</b>
Nature	<b>OCEANOGRAPHY PLANT SCIENCE</b>
Archery	<b>ARCHERY</b>
Stagecraft	<b>CINEMATOGRAPHY PUBLIC SPEAKING THEATER</b>
Waterfront	<b>BSA STAND UP PADDLEBOARDING SWIMMING</b>

### 11:00 - 12:00

Campcraft	<b>CAMPING FIRST AID</b>
Fort Clatsop	<b>INDIAN LORE / ARCHEOLOGY METALWORK WILDERNESS SURVIVAL</b>
Handicraft	<b>LEATHERWORK SCULPTURE WOODWORK</b>
Nature	<b>FORESTRY / NATURE OCEANOGRAPHY PLANT SCIENCE</b>
Archery	<b>ARCHERY</b>
Stagecraft	<b>CINEMATOGRAPHY COMMUNICATION MUSIC</b>
Waterfront	<b>LIFESAIVING SWIMMING</b>

### 9:00 - 10:30

Tower	<b>CLIMBING</b>
Nature	<b>ASTRONOMY / SPACE EXPLORATION ENVIRONMENTAL SCIENCE</b>
Rifle	<b>RIFLE SHOOTING</b>
Shotgun	<b>SHOTGUN SHOOTING</b>
Waterfront	<b>CANOEING / KAYAKING</b>

### 10:30 - 12:00

Campcraft	<b>ORIENTEERING / GEOCACHING</b>
Tower	<b>CLIMBING</b>
Nature	<b>ASTRONOMY / SPACE EXPLORATION ENVIRONMENTAL SCIENCE</b>
Rifle	<b>RIFLE SHOOTING</b>
Shotgun	<b>SHOTGUN SHOOTING</b>
Waterfront	<b>CANOEING / KAYAKING</b>

### 9:00 - 12:00

Obie Rangers	<b>OBIE RANGERS PROGRAM</b> (First-year camper program, includes First Aid and Scouting Heritage merit badges)
Waterfront	<b>AQUATICS SUPERVISION : SWIMMING &amp; WATER RESCUE</b> (Monday - Tuesday)
Waterfront	<b>AQUATICS SUPERVISION : PADDLECRRAFT SAFETY</b> (Wednesday - Thursday)

## LUNCH BREAK

### 2:00 - 3:00

Campcraft	<b>SIGNS, SIGNALS, AND CODES</b>
Handicraft	<b>ANIMATION ART</b>
Nature	<b>GEOLOGY</b>
Waterfront	<b>BSA STAND UP PADDLEBOARDING MILE SWIM BSA</b> M-Th 2-3, Friday morning <b>SNORKELING BSA BASIC SWIM INSTRUCTION</b>

### 3:00 - 4:00

Obie Rangers	<b>AM. HERITAGE / SCOUT. HERITAGE</b>
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### 2:00 - 3:30

Campcraft	<b>COOKING FIRST AID</b>
Stagecraft	<b>GAME DESIGN</b>

### 2:00 - 4:00

Nature	<b>ENVIRONMENTAL SCIENCE</b>
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### 2:00 - 5:00

Fort Clatsop	<b>FRONTIERSMAN PROGRAM</b>
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