

2022 Camp Merz Merit Badge Schedule

Older Scout Program (for Scouts 15 or older)					
9:00AM-9:45AM	10:00AM-10:45AM	11:00AM-11:45AM	2:00PM-2:45PM	3:00PM-3:45PM	4:00PM-4:45PM
<i>M.O.O.S.E (Moving Onward and Outward Scouting Experience) [Max 10]</i>					
Handicraft					
9:00AM-9:45AM	10:00AM-10:45AM	11:00AM-11:45AM	2:00PM-2:45PM	3:00PM-3:45PM	4:00PM-4:45PM
Wood Carving [Max 10] (2 Counselors)	Theater [Max 15]	Open Area Basketry (Tuesday only) [Max 15] Fingerprinting (Thursday only) [Max 15]	Photography [Max 10]	Wood Carving [Max 10] (2 Counselors)	Activity Period
	Leatherwork [Max 12]		Indian Lore [Max 10]	Inventing [Max 15]	
		Art [Max 15]			
Nature					
9:00AM-9:45AM	10:00AM-10:45AM	11:00AM-11:45AM	2:00PM-2:45PM	3:00PM-3:45PM	4:00PM-4:45PM
Environmental Science [Max 15]	Forestry [Max 15]	Open Area	Environmental Science [Max 15]	Fish & Wildlife Management [Max 15]	Activity Period
Geology [Max 15]	Astronomy [Max 15]		Soil & Water [Max 15]	Energy [Max 15]	
		Mammal Study [Max 15]		Animal Science [Max 15]	
Polaris					
9:00AM-9:45AM	10:00AM-10:45AM	11:00AM-11:45AM	2:00PM-2:45PM	3:00PM-3:45PM	4:00PM-4:45PM
First-Year Program [Max: 25]		Paul Bunyan Award [Max: 10]	First-Year Program [Max: 25]		Activity Period
Scoutcraft					
9:00AM-9:45AM	10:00AM-10:45AM	11:00AM-11:45AM	2:00PM-2:45PM	3:00PM-3:45PM	4:00PM-4:45PM
Backpacking [Max 15]	Pioneering [Max 15]	Camping [Max 15]	Orienteering [Max 15]	Signs Signals & Codes [Max 15]	Activity Period
Emergency Preparedness [Max 15]	Wilderness Survival [Max 15] (2nd Class)	Assist w/ Paul Bunyan Award	Emergency Preparedness [Max 15]	Fire Safety [Max 15]	
	First Aid [Max 15] (1st Class)		First Aid [Max 15] (1st Class)		
Shooting Sports					
9:00AM-9:45AM	10:00AM-10:45AM	11:00AM-11:45AM	2:00PM-2:45PM	3:00PM-3:45PM	4:00PM-4:45PM
Rifle Shooting [Max 12]	Rifle Shooting [Max 12]	Open Shooting	Merz Marksmanship [Max 16]	Rifle Shooting [Max 12]	Open Shooting
Shotgun Shooting [Max 8]	Shotgun Shooting [Max 8]		Shotgun Shooting [Max 8]	Shotgun Shooting [Max 8]	
Archery [Max 12]	Archery [Max 12]		Archery [Max 12]	Archery [Max 12]	
Technology					
9:00AM-9:45AM	10:00AM-10:45AM	11:00AM-11:45AM	2:00PM-2:45PM	3:00PM-3:45PM	4:00PM-4:45PM
Game Design [Max: 10]	Space Exporation [Max 10]	Open Lab	Electricity [Max 12]	Space Exporation [Max 10]	Open Lab
Digital Technology [Max 12]	Architecture [Max 12]	Electronics [Max 12]	Electronics [Max 12]	Game Design [Max: 10]	
Trail to Eagle					
9:00AM-9:45AM	10:00AM-10:45AM	11:00AM-11:45AM	2:00PM-2:45PM	3:00PM-3:45PM	4:00PM-4:45PM
Personal Management [Max 20] (Star)	Citizenship in the Community [Max 20] (1st Class)	Citizenship in the Nation [Max 20] (1st Class)	Citizenship in the World [Max 20] (Star)	Communications [Max 20] (1st Class)	Activity Period
American Business [Max 10]	American Labor [Max 15] (Star)	Open Area	Chess [Max 10]	Traffic Safety [Max 10]	
				Citizen in Society [Max 8] (15 or older)	
Waterfront					
9:00AM-9:45AM	10:00AM-10:45AM	11:00AM-11:45AM	2:00PM-2:45PM	3:00PM-3:45PM	4:00PM-4:45PM
Swimming [Max 10]	Kayaking [Max 8]	Canoeing [Max 8]	Small Boat Sailing [Max 8]		Open Boating until 4:30PM
Water Sports [Max 5]		Beg Swimming [Max 10]	Mile Swim		
		Motorboating [Max 5]	Motorboating [Max 5]	Snorkeling [Max 10]	
Rowing [Max 8]	Lifesaving [Max. 10]			Stand Up Paddle [Max 8]	Open Fishing
Fishing [Max 10]	Fishing [Max 10]		Swimming [Max 10]		Troop Swim
<i>*BSA Lifeguard, as well as additional sessions of Swimming and Water Rescue and Paddlecraft Safety are available by appointment.</i>					
Regular - Standard Merit Badge		Bold - Eagle Required		Italics - BSA Award or Camp Program	
Highlighted Items are NEW for 2022					
For complete Requirements and Pre-Requisites please visit www.campmerz.org					