

Merit Badge Program

Revised Feb 2022		2022 Camp Horseshoe Merit Badge Schedule				
Independent Study		10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM
Aquatics	Instructional Swim - held at 9:00 daily to work on basic swimming skills and 1st Class aquatics skills	Swimming Group I ε	Swimming Group II ε	Swimming Group III ε		Special Interest Program
		Lifesaving †*ε		Canoeing †		
		Kayaking/Whitewater (Fri. outpost 9-2) †δΔ				
		BSA Lifeguard (and 7 pm on Friday, ages 15+) *†◊				Open Swim
Nature Lodge (Roberts Lodge)	Reptile/Amphibian Study ◊	Envi. Sci. ε*	Archaeology	Geology/Mining in Society δ	Bird Study	Special Interest Program
	Insect Study ◊	Weather	Plant Science	Fish+Wildlife Management/Mammals	Astronomy Δ	
STEM Center (Schramm Lodge)	Moviemaking λ Photography λn	Engineering/Architecture δ◊	Animation λ	Game Design	Space Exploration	Special Interest Program
	Entrepreneurship	Programming n	Robotics	Electronics	Inventing/Drafting	
Campcraft	Scouting Heritage	Camping Group I εΔ◊	Pioneering	Camping Group II εΔ◊	Wilderness Survival Δ	Special Interest Program
		Cooking *◊		Orienteering/Geocaching δ		
Field Sports		Shotgun Shooting *		Rifle Shooting *		Special Interest Program
		Archery (Attend both) *	Athletics/Sports ◊δ	Archery (Attend both) *	Fishing ◊	
Handicraft (Kindness Center)	Open Shop	Indian Lore/Textiles δ	Woodcarving I	Basketry	Leatherworking	Special Interest Program
		Woodwork		Art	Woodcarving II	
		Metalwork - Blacksmithing Track (ages 14+) Ω		Welding/Model Design (ages 14+) δ Ω		
Health & Fitness (Health Lodge)	Fingerprinting	Search and Rescue/Safety*	First Aid Group I ◊ε	First Aid Group II ◊ε	Traffic Safety/Crime Prevention δ	Special Interest Program
		Public Health (ages 14+)	Personal Fitness ◊ε	Emergency Preparedness *Δ◊ε		
Eagle Resource (Goodman Pavilion)		Citizenship in the Nation *◊ε★	Personal Management *◊★ε	Communication *◊ε★ (@Trailblazers)	Citizenship in the World *ε★	
Trailblazer	Troop Guide Training (Tu-F)	Morning Session (until noon)		Open for Merit Badge	Afternoon Session (until 5 pm)	
COPE			Climbing Group I*	Climbing Group II	COPE*	

ε Eagle Required Merit Badge † Requires Swimming Merit Badge Δ Outpost Required ◊ Has Prerequisite Ω Class size may be limited

* Recommended for older Scouts (13+) n Requires Cyber Chip δ Two Badges λ Personal Technology Welcome ★ Must hold Star rank

Recommended ages based on past success with scouts of that age group (physical ability or maturity). If a Scoutmaster believes a scout can complete the badge they may sign up for it.

Remember that the provided schedule is subject to change, and that the final schedule will be made available at the Scoutmaster's Meeting on Tuesday the week before your arrival at Camp.

When a badge has multiple groups, pick 1 to attend.