



LAUREL HIGHLANDS COUNCIL OUTDOOR ADVENTURE



2014 Heritage Reservation Merit Badge Schedule

Name:

Troop:

Week:



Return this Sheet To:

By:

(#) Indicates Class Size * is Required for Eagle

Area	9:00 - 9:50	10:00 - 10:50	2:00 - 2:50	3:00 - 3:50
Aquatics	Sailing MB (12)	Canoeing MB (12)	Canoeing MB (12)	Canoeing MB (12)
	Kayaking MB (12)	Kayaking MB (12)	Sailing MB (12)	Sailing MB (12)
	Swimming MB* (12)	Swimming MB* (12)	Swimming MB* (12)	Swimming MB* (12)
	Lifesaving MB* (12)	Lifesaving MB* (12)	Lifesaving MB* (12)	Boardsailing BSA (6)
	Motorboating MB (8)	Motorboating MB (8)	Motorboating MB (8)	Motorboating MB (8)
	Boardsailing BSA (6)	Snorkeling BSA (12)	Stand Up Paddleboarding (12)	Rowing MB (12)
	Paddle Craft Safety (6) @ Liberty		Swimming & Water Recue (6) @ Freedom	
BSA Lifeguard (6) @ Freedom till 12 pm		BSA Lifeguard continued @ Liberty till 5 pm		
Braddock's Brigade	First Aid Skills (24)	Ecology Conservation (24)	Ecology Conservation (24)	Swimming Skills (24) MT or RF
	Outdoor Skills (24)	Outdoor Skills (24)	First Aid Skills (24)	Hiking Skills (24) MTW or WRF
Eagle Base Programs	Shotgun Shooting MB (8)	Shotgun Shooting MB (8)	Shotgun Shooting MB (8)	Shotgun Shooting MB (8)
	Climbing MB (12)	Project C.O.P.E. (12) 10:00 - 11:50 1 hr 50 min	Climbing MB (12)	Project C.O.P.E. (12) 3:00 - 4:50 1 hr 50 min
	Watersports MB (6)	Watersports MB (6)	Watersports MB (6)	Watersports MB (6)
Day Trek (12) till 5 pm		Day Trek (12) till 5 pm		
Ecology / Conservation	Environmental Science MB* (12)	Environmental Science MB* (12)	Environmental Science MB* (12)	Environmental Science MB* (12)
	Mammal Study MB (12)	Geology MB (12)	Mammal Study MB (12)	Forestry MB (12)
	Reptile & Amphibian MB (12)	Weather MB (12)	Fish & Wildlife MB (12)	Nature MB (12)
	Oceanography MB (12)	Bird Study MB (12)	Energy MB (12)	Insect Study MB (12)
		Astronomy MB (12)		Archaeology MB (12)
Field Sports	Rifle Shooting MB (12)	Rifle Shooting MB (12)	Rifle Shooting MB (12)	Rifle Shooting MB (12)
	Archery MB (12)	Archery MB (12)	Archery MB (12)	Archery MB (12)
Handicraft	Art MB (12)	Leatherwork MB (12)	Leatherwork MB (12)	Leatherwork MB (12)
	Space Exploration MB (12)	Sculpture MB (12)	Space Exploration MB (12)	Space Exploration MB (12)
	Woodcarving MB (12)	Woodcarving MB (12)	Sculpture MB (12)	Woodcarving MB (12)
	Photography MB (12)	Photography MB (12)	Moviemaking MB (12)	Game Design MB (12)
	Fingerprinting MB (12)MT	Fingerprinting MB (12)MT	Fingerprinting MB (12) WR	Fingerprinting MB (12) WR
	Basketry MB (12) WR	Basketry MB (12) WR	Basketry MB (12) MT	Basketry MB (12) MT
Scoutcraft	Camping MB* (12)	Camping MB* (12)	Camping MB* (12)	Camping MB* (12)
	Fishing MB (12)	Fly Fishing MB (12)	Fishing MB (12)	Fly Fishing MB (12)
	Wilderness Survival MB (12)	Geocaching MB (12)	Wilderness Survival MB (12)	Orienteering MB (12)
	Pioneering MB (12)	Cooking MB* (12)	Indian Lore MB (12)	Cooking MB* (12)
Trail to Eagle	First Aid MB* (12)	Chess MB (12)	First Aid MB* (12)	First Aid MB* (12)
	Cit in the Nation MB* (12)	Cit in the Nation MB* (12)	Cit in the Nation MB* (12)	American Heritage MB (12)
	Communications MB* (12)	Communications MB* (12)	Sports MB (12)	Communications MB*(12)
	Emergency Prep. MB* (12)	Emergency Prep MB* (12)	Emergency Prep. MB* (12)	Emergency Prep MB* (12)

Day Programs (Trek and Day Trek)

Monday	Tuesday	Wednesday	Thursday	Friday
Pedal & Paddle (24)	Rock Climbing (16)	Whitewater Rafting (24)	Whitewater Rafting (24)	TBA
Caving & Rapelling (24)	Project COPE (18)	Sporting Clays (16)	Caving & Rapelling (24)	Kayaking (18)
Kayaking (18)	Canoeing (24)	Trail Biking (24)	Mountain Biking (18)	Hiking (24)



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2014 Prerequisites

Merit Badge	Requirements	Comments
Aquatics		
Canoeing (B)	Be A Swimmer (SR)	CPR card fulfills Req 2
Kayaking (B)	Be A Swimmer (SR), Req 2	Canoeing MB recommended
Lifesaving (B)	Be A Swimmer (SR), Req 1a (SR)	CPR card fulfills Req 13, Bring long pants & long shirt-belt
Motorboating (B)	Be A Swimmer (SR)	Swimming MB recommended
Rowing (C)	Be A Swimmer (SR)	
Small-Boat Sailing (B)	Be A Swimmer (SR)	CPR card fulfills Req 1b
Swimming (C)	Be A Swimmer (SR), Req 3 (SR)	CPR card fulfills Req 2, Bring long pants & long shirt
Boardsailing (B)	Be A Swimmer (SR)	Not a Merit Badge
BSA Lifeguard (A)	Req 1-5 (SR)	Must be 15 years ols, not a Merit Badge
Kayaking BSA (C)	Be A Swimmer (SR)	Not a Merit Badge
Mile Swim (A)	Be A Swimmer (SR)	Not a Merit Badge
Paddlecraft Safety (A)	16 years old, Be A Swimmer	Replaces BSA Lifeguard for boating, Not a Merit Badge
Snorkeling (C)	Be A Swimmer (SR)	Not a Merit Badge
Stand Up Paddleboarding	Be a Swimmer	Not a Merit Badge
Swimming & Water Safety (A)	16 years old, Be A Swimmer	Not a Merit Badge
Field Sports		
Archery (A)	None	Extra practice time needed
Rifle Shooting (B)	None	Extra practice time needed
Eagle Base		
Climbing (A)	None	Recommended 13 or older, Extra practice needed
Shotgun Shooting (A)	None	Recommended 13 or older, Extra practice needed
Watersports (A)	Be A Swimmer (SR)	Recommended 13 or older, Extra practice needed
Project C.O.P.E (A)	None	Recommended 13 or older, Not a Merit Badge
Ecology Conservation		
Archaeology (A)	Req 4 (P), 10 (P)	None
Astronomy (A)	Req 8 (P)	Involves written work and night observations
Bird Study (A)	Req 8 (P)	None
Environmental Science (A)	Req 3e (P)	Req 4 can be completed at home, Bring to camp
Energy (A)	Req 1a (P), 4(P)	Bring Req 4 log to camp
Fish & Wildlife Mngt (B)	None	Bring Fishing Rod
Forestry (B)	None	Req 7 can be completed at home
Geology (B)	None	None
Insect Study (B)	Req 4a (P), 4b (P)	Bring scrapbook to camp
Mammal Study (C)	None	None
Nature (C)	None	Req 4 can be started at home
Oceanography (A)	None	Req 8 can be completed at home
Reptile & Amphibian Study (C)	Req 8 (P)	Bring journal to camp
Weather (B)	Req 8 (PC)	Req 9 can be completed at home
Handicraft		
Art (C)	None	None
Basketry (C)	None	None
Moviemaking (A)	None	Bring a digital camera w/ video
Fingerprinting (C)	None	None
Game Design (B)	None	None
Leatherwork (C)	None	None
Photography (B)	None	Bring a digital camera
Sculpture (C)	None	None
Space Exploration (C)	None	Do not bring your own rocket or engines
Woodcarving (B)	Totin' Chip (SR)	No pocket knives w/ blades over 3.5"
Scoutcraft		
Camping (B)	Req 4b, 5e, 7b, 8d, 9a, 9b (P)	Most written work can be done at home
Cooking (B)	Req 5,6,7 (PC)	Badge will not be completed at camp
Fishing (C)	None	Bring your own gear
Fly Fishing (B)	None	Recommended 13 year or older
Geocaching (A)	Req 8 (PC)	Req 8 will be started in camp
Indian Lore (B)	None	Req 2d
Orienteering (A)	None	None
Pioneering (B)	Req 2a (SR)	Practice Knots
Wilderness Survival (B)	None	Bring Req 5 kit to camp, Scout will stay in shelter
Trail to Eagle		
American Heritage (B)	Req 5 (P)	None
Citizenship in the Nation (B)	Req 2b, c or d (P), 8 (P)	2a, Includes trip to Fort Necessity National Battlefield
Communications (B)	Req 5 (P), 8(P)	None
Chess (B)	None	None
Emergency Preparedness (B)	First Aid MB (SR),Req 2c(P), 6c(P)	Bring 8c kit to camp
First Aid (B)	First Aid Req for Tend, 2nd and 1st Class	Bring 2d kit, Current CPR card fulfills 3c
Sports (A)	Req 4(P), 5(P)	None

(SR)=Starting Requirement, must be done before start of class

(P)=Prerequisite must be completed before camp to earn MB (PC)=Post camp work to complete MB

(A)=Difficult MB, 3+ years in Scouting (B)=Appropriate for advancing 2+ year Scouts (C)=Easy, appropriate for all Scouts