

Muskingum Valley Scout Reservation

Boy Scout Summer Camp

Individual Merit Badge Planning Sheet



Scout: _____ Troop #: _____

To ensure an awesome summer camp experience, be sure to select your preferred programs and merit badges as soon as possible. Complete this form and return it to your Scoutmaster. He'll enter your preferences online.

- NETAMI (1ST Year Program)**
Scouts taking this program do not need to schedule any Merit Badge Sessions. Check this box and return this form to your Scoutmaster.

- 1ST Class Scout Program**
The 1ST Class Scout Program runs from Period 1 to Period 4. Scouts taking this program should also select their Merit Badge Preferences for Period 5, Period 6 and Period 7.

- PEAK PROGRAM: (Older Scouts)**
For older scouts who want to reach the next level of Scouting Adventure. The PEAK Program runs through the afternoon periods, leaving 4 periods in the morning to knock out a few more Merit Badges. PEAK Participants must be 1ST Class or 15 years old. PEAK participants will spend time in team building challenges, climbing, rappelling, cowboy action shooting, and the multi-boat float!
Scouts taking the PEAK program should also select merit Badges for Periods 1 to 4.

Circle one (1) Merit Badge during each period. Merit Badges shown in “**bold**” font run for two (2) periods. You must select this merit Badge for Both Sessions.

PERIOD 1: (8:50 – 9:30)

Archery (s/s)
Basketry (h/c)
Camping (s/c)
Digital Technology (ST)
Energy (ST)
Engineering (ST)
First Class Skills (s/c)
Fish & Wildlife (e/c)
Lifesaving (periods 1 & 2)(p)
Metalwork (h/c)
Paddle Board Award (L)
Pioneering (periods 1 & 2) (s/c)
Pottery (h/c)
Rowing (periods 1&2) (L)
Scouting Heritage (civ)
Shotgun (periods 1&2) (s/s)
Swimming (periods 1&2)(p)
Weather (e/c)

PERIOD 2: (9:40 – 10:20)

Archery (s/s)
Aviation (ST)
Communications (civ)
Emergency Preparedness (s/c)
First Class Skills (s/c)
Fishing (e/c)
Geology (e/c)
Kayaking (L)
Leatherwork (h/c)
Lifesaving (periods 1&2)(p)
Mining in Society (ST)
Nuclear Science (ST)
Pioneering (periods 1&2) (s/c)
Rowing (periods 1&2) (L)
Shotgun (periods 1&2) (s/s)
Swimming (periods 1&2) (p)
Woodcarving (h/c)
Woodworking (periods 2&3) (h/c)

PERIOD 3: (10:30 – 11:10)

Eco-Con – Netami Only
Pool – Instructional Swim
Citizenship in the Nation (civ)
Climbing (periods 3 & 4) (c/t)
Electronics/Electricity (ST)
First Aid (s/c)
First Class Skills (s/c)
Model Design Building (3&4)(h/c)
Open Archery (s/s)
Paddle Board Award (L)
Programming (ST)
Railroading (h/c)
Rifle M.B. (periods 3&4) (s/s)
Sm. Boat Sailing (periods 3&4) (L)
Space Exploration (ST)
Swimming (periods 3&4) (p)
Woodworking (periods 2&3) (h/c)

PERIOD 4: 11:20 – 12:00

Special Projects (h/c)

Archery (s/s)
Art (h/c)
Astronomy (e/c)
Citizenship in the World (civ)
Climbing (periods 3&4) (c/t)
First Class Skills (s/c)
Inventing (ST)
Mammal Study (e/c)
Model Design & Building (3&4)(h/c)
Motorboating (L)
Nature (e/c)
Orienteering (s/c)
Rifle M.B. (periods 3&4) (s/s)
Robotics (ST)
Small Boat Sailing (periods 3&4)(L)
Swimming (periods 3&4) (p)
Wilderness Survival (s/c)(age 13)

PERIOD 5: 2:40 – 3:20

instructional Swim (p)

Archery Trap Shooting (s/s)
Bird Study (e/c)
Canoeing (periods 5&6) (L)
Citizenship in the World (civ)
Cowboy Action (Mon. & Thurs) (s/s)
Digital Technology (ST)
Electricity/Electronics (ST)
Emergency Preparedness (s/c)
Environmental Science (e/c)
Geocaching (ST)
Indian Lore (OA)
Kayaking (L)
Metalwork (h/c)
PEAK High Adventure (Periods 5,6&7)
Sculpture (h/c)
Woodcarving (h/c)

PERIOD 6: 3:30 – 4:10

Canoeing (periods 5&6) (L)
Citizenship in Nation (civ)
Indian Lore (OA)
Model Design & Building (6&7)(h/c)
Nuclear Science (ST)
Oceanography (e/c)
Open Archery (s/s)
Open Rifle Range (s/s)
Orienteering (s/c)
PEAK High Adventure (Periods 5,6&7)
Photography (ST)
Snorkeling Award & Mile swim (p)
Soil and Water Conservation (e/c)
Wilderness Survival (s/c) (age 13)
Woodworking (6&7) (h/c)
Leatherwork (hc)
Programming (ST)

PERIOD 7: 4:20 – 5:00

Archery & Range – NETAMI ONLY

Aviation (ST)
Basketry (h/c)
Camping (s/c)
Communications (civ)
First Aid (s/c)
Fly Fishing (e/c)
Forestry (e/c)
Model Design & Building (6&7) (h/c)
Moviemaking (ST)
Open Lake (L)
Open Pool (p)
PEAK High Adventure (periods 5, 6&7)
Space Exploration (ST)
Woodworking (6&7) (h/c)

KEY:

h/c = **handicraft**
s/c = **scoutcraft**
s/s = **shooting sports**
P = **pool**
L = **lake**
e/c = **eco-con**
civ = **Civics**
w/c = **Welcome Center**
ST = **S.T.E.M. (Welcome Center**
c/t = **Climbing Tower**