

Mount Norris 2012 Merit Badge Program

\$ Extra Fee Require *Requires prerequisite to complete badge

MERIT BADGE INFO WILL BE UPDATED IN THE FUTURE. CHECK THIS INFO OFTEN FOR THE LATEST MB INFO.

Merit Badges by Program Area

	Monday	Tuesday	Wednesday	Thursday
First Class				
Session I (9-12)	First Class Adventure - Training & Activities on the way through Tenderfoot, Second, and First Class			
Session II (2-5)	First Class Adventure - Training & Activities on the way through Tenderfoot, Second, and First Class			

	Monday	Tuesday	Wednesday	Thursday
Aquatics				
Session I (9-12)	Lifesaving			
	Swimming			
	Canoeing		Swimming	
Session II (2-4)	\$Motor Boating (requires online Vermont Boating License course http://www.boat-ed.com/vt/ before camp)			
	Small Boat Sailing			
	Canoeing		Rowing	
	Swimming			

	Monday	Tuesday	Wednesday	Thursday
Medic				
Session I (9-12)	*Emergency Preparedness			
Session II (2-4)	First Aid (requires knowledge of Tenderfoot / Second Class / First Class first aid requirements)			

	Monday	Tuesday	Wednesday	Thursday
Handicraft				
Session I (9-12)	\$*Art	\$*Sculpture	\$*Art	\$*Sculpture
	\$Basketry	\$*Wood Carving	\$Basketry	\$*Wood Carving
	\$Leatherwork	(Extra Project Time)	\$Leatherwork	(Extra Project Time)
Session II (2-4)	\$Indian Lore		\$Indian Lore	
	Open Handicraft Afternoons (all week)			

	Monday	Tuesday	Wednesday	Thursday
Ecology				
Session I (9-12)	Nature		*Forestry	
	*Fish & Wildlife Management		*Astronomy	
	Soil & Water Conservation		Soil & Water Conservation	
Session II (2-4)	Environmental Science			
	Mammal Study		*Reptile & Amphibian Study	

	Monday	Tuesday	Wednesday	Thursday
Scoutcraft				
Session I (9-12)	Fishing		*Camping	
	*Cooking			
	*Weather		*Orienteering	
Session II (2-4)	Wilderness Survival			
	Pioneering			
	*Camping			

	Monday	Tuesday	Wednesday	Thursday
Fitness				
Session I (9-12)	Climbing			
Session II (2-4)	*Sports		*Athletics	

	Monday	Tuesday	Wednesday	Thursday
Shooting Sports				
Session I (9-12)	Archery			
	\$Rifle Shooting			
Session II (2-4)	Archery			
	\$Rifle Shooting			
	\$Shotgun Shooting			

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