

## 2023 MERIT BADGE PROGRAM - J.N. WEBSTER S.R

6:30AM							
Fishing Merit Badge					Polar Bear Swim		
9:00AM - 9:50AM							
American Heritage	Athletics	Automotive	Bird Study	Camping	Canoeing	Environmental Science <sup>1</sup>	Forestry
Geocaching	Kayaking	Lifesaving	Movie Making	Photography	Pottery	Plumbing	Swimming
Sculpture	Wilderness Survival <sup>5</sup>	Woodcarving				First Class Path - Basic Skills Session A	
9:00AM - 10:30AM							
Archery	First Aid <sup>8</sup>	Rifle Shooting	Shotgun Shooting <sup>3</sup>	Welding <sup>1, 3</sup>	ATV Power Sports Section 1 <sup>3, 7</sup>		
Climbing <sup>4, 12</sup>				BSA LifeGuard <sup>1</sup> (9:15 - 12:30)			
10:00AM - 10:50AM							
Art	Basketry <sup>3</sup>	Camping	Canoeing	Chess	Engineering	Environmental Science <sup>1</sup>	Fish & Wildlife Management
Graphic Arts	Kayaking	Leatherwork	Nature	Plant Science	Public Speaking	Rowing	Salesmanship
Sports	Swimming	Wilderness Survival <sup>5</sup>				First Class Path - Merit Badge Session 1 (Art or Swimming)	
10:30AM - 12:00PM							
Archery	Rifle Shooting	Shotgun Shooting <sup>3</sup>	Search & Rescue	ATV Power Sports Section 2 <sup>3, 7</sup>	Welding <sup>1, 3</sup>		
11:00AM - 11:50AM							
Archeology	Art	Basketry <sup>3</sup>	Camping	Canoeing	Citizenship in the Nation	Digital Technology	Electronics
Environmental Science <sup>1</sup>	Game Design	Geocaching	Geology	Golf <sup>4</sup>	Insect Study	Leatherwork	Mining in Society
Nature	Signs Signals & Codes	Small Boat Sailing <sup>1</sup>	Swimming	Whitewater <sup>4</sup>	First Class Path - Merit Badge Session 2 (Art or Swimming)		
2:00PM - 2:50PM							
Animal Science <sup>1</sup>	Animation	Chemistry	Chess	Cycling <sup>4</sup>	Electricity	Exploration	Fly Fishing
Kayaking	Landscape Architecture	Lifesaving	Metalworking <sup>1</sup>	Orienteering	Painting	Pioneering <sup>10</sup>	Pottery
Pulp & Paper Production	Robotics <sup>1</sup>	Rowing	Small Boat Sailing <sup>1</sup>	Woodcarving	ATV Section 3 <sup>3, 7</sup> - Class runs until <b>2:00 PM to 3:30 PM</b>		
First Class Path - Basic Skills Session B						ATV Section 4 <sup>3, 7</sup> - Class runs until <b>3:30 to 5:00 PM</b>	
3:00PM - 5:00PM							
Project COPE - High & Low Course							
7:00PM - 8:00PM							
Astronomy	Fingerprinting	JNW Paul Bunyan	Motor Boating <sup>2</sup>	Paddle Boarding BSA	Radio	Snorkeling BSA	
Space Exploration <sup>3</sup>	Entrepreneurship						
BY APPOINTMENT							
Bugling	Music	Personal Fitness	Scouting Heritage	Sustainability <sup>1</sup>	Water Sports <sup>6</sup>		

**KEY:**

- <sup>1</sup> Significant additional out of class time will be needed
  - <sup>2</sup> Must Have a State or Coast Guard Boating Safety License/Certificate
  - <sup>3</sup> Extra program fee (Beyond what is reasonably included in the general camp fee)
  - <sup>4</sup> Off site trip included
  - <sup>5</sup> Thursday night outpost camp overnight
  - <sup>6</sup> Must be an accomplished wake boarder or water skier (May want to bring your own gear)
  - <sup>7</sup> Limited Number of participants per session, Pre-camp on-line registration required
  - <sup>8</sup> Must be First Class Rank
  - <sup>9</sup> Additional Class Wednesday Night at 9:00PM
  - <sup>10</sup> Friday class runs from 2:00PM until 3:30PM
  - <sup>12</sup> Not recommended for younger scouts
- Mile Swim/Iron Scout takes place on Thursday at 1:00PM - Daily Training Required