

**2021 Saukenauk Scout Reservation Merit Badge Program Schedule**

Activity/Merit Badge	9:00am	10:00am	11:00am	2:00pm	3:00pm	4:00pm	Notes	Prerequisites	Requirements
<b>AQUATICS</b>									
Lifesaving			X					1a	Blue Swimmer
Swimming		X							Blue Swimmer
Instructional Swim	X						Non-Merit Badge Activity		
Open Swim					3:00 - 4:50pm		Non-Merit Badge Activity		
Snorkeling BSA	X						Non-Merit Badge Activity		Blue Swimmer
Canoeing			X						Blue Swimmer, Swimming MB
Rowing				X			Saukenauk Exclusive		Blue Swimmer, Swimming MB
<b>SCOUTCRAFT AREA</b>									
Basketry			X						Basketry Kit #645047 (\$~14)
Camping		X						2, 4, 8d, 9	
Cooking	9:00 - 10:50am				2:00 - 3:50pm			4, 6	\$15 Activity Fee
Orienteering				2:00 - 3:50pm			Saukenauk Exclusive		
Wilderness Survival			X				Saukenauk Exclusive	5 (bring to camp)	
Leatherwork		X							
Pioneering				2:00 - 3:50pm				2a	
Woodcarving	X								Purchase of Relief Block & Slide (~\$8)
<b>NATURE</b>									
Astronomy			X					5b, 8	
Mammal Study		X							
Fishing				X	X			9	
Nature	X								
Environmental Science		X					Saukenauk Exclusive		
Soil & Water Conservation	X						Saukenauk Exclusive		
Forestry				2:00-3:50pm			Saukenauk Exclusive		
<b>OLDER SCOUT PROGRAM</b>									
Archery	X		X						Purchase of Arrow Kit (~\$6)
Sporting Arrows				X			Non-Merit Badge Activity		
Long-Range Rifle Shooting	X						Non-Merit Badge Activity		\$5 Activity Fee
Rifle Shooting	X			X					\$5 Activity Fee
Shotgun Shooting		10:00 - 11:50am							\$10 Activity Fee
Pistol Shooting					3:00 - 5:00pm		Non-Merit Badge Activity		14+ years old
Paintball						X	Non-Merit Badge Activity		\$5 Activity Fee
Climbing	9:00 - 10:50am								
ATVs				2:00 - 4:50pm			Non-Merit Badge Activity		16+ years old
<b>PROVO CAMP</b>									
Week 1 - Exploraton									
Week 1 - Archaeology									Purchase of Rocket (~\$15)
Week 2 - Crime Prevention								8	
Week 2 - Fingerprinting									
<b>FIRST YEAR CAMPER</b>									
2nd Class & 1st Class Skills	X								
TBD Merit Badge		X							
Backstage Pass Adventure			X						