

Cole Canoe Base Merit Badge Schedule

	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	3:30 PM	4:30 PM
Aquatics							
Canoeing**							
Lifesaving	Two Hours						
Kayaking							
Mile Swim**^^				Mon-Wed	Thursday		
Motorboating*^							
Rowing**							
Small Boat Sailing**^				Two Hours			
Swimming							
Scuba BSA*	By Appointment						
Watersports*^	By Appointment						
BSA Paddlecraft Safety	By Appointment						
BSA Swim & Water Rescue	By Appointment						
DNR Boating Safety Certificate	By Appointment						
*Must be at least 14 years old **Must be at least 12 years old ^Includes a Field Trip							
^^ Practice on Mon-Weds, Swim on Thursday. Must bring a rower and spotter.							
Crafts	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	3:30 PM	4:30 PM
Art							
Basketry							
Bugling	By Appointment						
Composite Materials							
Game Design							
Leatherwork							
Model Design							
Music							
Sculpture							
Woodcarving							
Ecology-Conservation	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	3:30 PM	4:30 PM
Archaeology							
Astronomy**							
Bird Study							
Energy							
Environmental Science							
Fish and Wildlife Management							
Fishing							
Fly Fishing							
Forestry							
Geology							
Insect Study							
Mammal Study							
Nature							
Oceanography							
Plant Science	By Appointment						
Pulp and Paper							
Reptile and Amphibian Study							
Soil and Water Conservation							
Space Exploration							
Weather							
**Plus Night Classes							
First Year Camper Program	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	3:30 PM	4:30 PM
First Year Camper^^	Two Hours		&	Two Hours			
^^Should attend both sessions to get the maximum requirements.							
High Adventure	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	3:30 PM	4:30 PM
Climbing*		Two Hours					
Search & Rescue^							
Whitewater**	By Appointment						
ATV Instruction" (16 yrs. Old)	Three Hours						
River Ranger (16 yrs. Old)	By Appointment						
* Scouts must be at least first class and be physically fit to belay other scouts. Meets at Climbing Tower ^required "Hasty Search" outside of class time **Scouts must be at least 14 years old, Badge is only for those completing partials "BSA Hold harmless form required							

Cole Canoe Base Merit Badge Schedule

	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	3:30 PM	4:30 PM
Outdoor Skills	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	3:30 PM	4:30 PM
Athletics	By Appointment						
Backpacking							
Camping							
Chess							
Cooking	Two Hours			Two Hours			
Cycling	By Appointment						
Emergency Preparedness							
Geocaching							
Hiking							
Indian Lore							
Orienteering							
Personal Fitness							
Pioneering							
Sports							
Wilderness Survival*							
Shooting Sports	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	3:30 PM	4:30 PM
Archery	1.5 Hours		1.5 Hours		1.5 Hours		
Rifle	Two Hours			Two Hours			
Shotgun	Two Hours			Two Hours			
Hunters Safety^^						Two Hours	
^^Must attend all sessions to receive Hunter Safety Certificate - Taught at Shotgun Range							
Health Lodge	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	3:30 PM	4:30 PM
First Aid	Two Hours			Two Hours			
Medicine							
Safety	By Appointment						
American Red Cross CPR	By Appointment						
River Store	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	3:30 PM	4:30 PM
American Business	By Appointment						
Entrepreneurship							
Inventing	By Appointment						
Personal Management							
Salesmanship							
Cosgro Production Company	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	3:30 PM	4:30 PM
Digital Technology							
Graphic Arts							
Journalism							
Moviemaking (Cinematography)							
Photography							
Programming	By Appointment						
Radio							
Public Speaking							
Theater							
Main Street, USA	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	3:30 PM	4:30 PM
American Cultures	By Appointment						
American Heritage							
Citizenship in the Community							
Citizenship in the Nation							
Citizenship in the World							
Collections	By Appointment						
Communications							
Crime Prevention	Two Day						
Disabilities Awareness	By Appointment						
Fingerprinting	Two Day						
Family Life		One Day					
Law							
Reading	By Appointment						
Scouting Heritage	By Appointment						
Signs, Signals, and Codes							
Rangers Corner	9:00 AM	10:00 AM	11:00 AM	1:30 PM	2:30 PM	3:30 PM	4:30 PM
Automotive Maintenance*	Two Hours			Two Hours			
Electricity							
Fire Safety							
Home Repairs				Two Day			
Metalwork	By Appointment						
Painting				Two Day			
Plumbing							
Welding*							
Woodwork	By Appointment						
*Must be at least 14 years old Refer to prerequisites for all necessary equipment and safety gear needed.							

Cole Canoe Base 2015 Pre-reqs.

Merit Badge/ Activity	Requirements to be fulfilled prior to arrival at camp	BSA Requirements updated	Pre-reqs updated
American Business	2 (bank visit) 5 (small business)	2003	12/31/2014
American Cultures	1 (cultural research), 5 (presentation).	2006	12/31/2014
American Heritage	3c (family history) 4b (research local historic event) OR 4c (town history) OR 4d (American History Program) OR 4e (Historic Trail)	2014	12/31/2014
American Red Cross Standard CPR	None, Cost for course is \$35.00	N/A	12/31/2014
Archaeology	None. It is suggested that scouts do requirement 10 (research), but accommodations can be made at camp.	2014	12/31/2014
Archery	None. Scouts should be familiar with local and state laws regarding Archery equipment ownership and usage. Arrow Kits are available for purchase in the River Store for approximately \$5.00.	2014	12/31/2014
Art	6 (visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop).	2014	12/31/2014
Astronomy	8 (observation). It is recommended that scouts complete 4c (big dipper), 5b (visible planets), and 6b (moon phases) prior to arrival.	2013	3/24/2015
Athletics	3 (participation), 5 (assessment), 6b (volunteer)	2012	12/31/2014
ATV Program	Participants must be 16 years old by the first day of the course and have filled out a ATV Hold Harmless form (430-048) Must have long sleeve shirt, long pants, boots that cover the ankle. A bandana is recommended. Gloves, Helmets and goggles will be provided. Sign-up is on Sunday evening at special event sign-up.	N/A	12/31/2014
Automotive Maintenance	None.	2013	12/31/2014
Backpacking	6b (map positions), 8c (Backpacking meals), 8d (meal sanitation), 9d (pre-hike inspection), 9e (2 mile hike), 10 (three 15 mile treks), 11 (30 mile trek)	2015	12/31/2014
Basketry	One round basket kit and One square basket kit are needed. The correct kits contain a pre-measured piece for the base of the basket. They are available from the River Store for approximately \$7.00 each.	2015	12/31/2014
Bird Study	None. Recommended for first year scouts. It is suggested that scouts complete requirement 5 (20 birds) prior to arrival.	2013	12/31/2014
BSA Lifeguard	Participants must be at least 15 years old and be able to pass the Pre-course test administered by Instructor. Course runs Monday through Thursday 9:00AM- 12:00PM and 1:30PM- 5:30PM and Friday 9:00AM- 12:00PM Course includes American Red Cross CPR/AED for the Professional Rescuer and costs \$35.00	2013	12/31/2014

BSA Paddle craft Safety	By appointment. Participants must have passed the BSA Swimmer Test, be 16 years of age or older and physically fit. Participants must also have experience with basic water rescue techniques.	2012	12/31/2014
BSA Swim and Water Rescue	By appointment. Participants must have passed the BSA Swimmer Test, be 16 years of age or older and physically fit. Participants must also be able to recover a 10-pound weight from 8 feet of water.	2012	12/31/2014
Bugling	6 (serve as Bugler for three months) Bring Bugle, Trumpet or Cornet to camp. Scouts should have experience and some proficiency in using brass instruments.	2012	12/31/2014
Camping	4b (campout setup), 5e (pack inspection), 7 (pack for campout), 8c (camp menu), 8d (cook menu), 9a (camp 20 days and 20 nights), 9b (camping activities)	2014	12/31/2014
Canoeing	2 (BSA Swimmer test) will be conducted at the start of camp. Scouts should be First Class and at least 12 years old	2015	12/31/2014
Chess	None. It is suggested that scouts bring a chess set. If this is not possible, a limited amount of equipment is available at camp.	2013	12/31/2014
Citizenship in the Community	2 (map and govt. chart), 3 (meeting), 4 (community issue), 7 (research and volunteer), Scouts are also expected to at the least begin preparations for requirement 8 (presentation) prior to coming to camp.	2013	12/31/2014
Citizenship in the Nation	2a (visit landmark), OR 2b (visit state capitol), OR 2c (visit federal facility), 3(evening news or newspaper for 5 days) It is suggested scouts bring a speech to discuss for 6. If not, one can be provided. If scouts have written the letter for requirement 8 already, please bring response (if any) to camp.	2005	12/31/2014
Citizenship in the World	None. It is suggested that scouts research current world events for requirement 3 to be prepared for discussion.	2006	12/31/2014
Climbing	None. Scouts need appropriate footwear and clothing. Participants should be at least 15 years old	2012	12/31/2014
Collections	None. Bring collection to camp	2009	12/31/2014
Communications	5(meeting) Scouts are encouraged to do requirement 8 prior to arrival but can be done in campsite with troop leadership approval.	2014	12/31/2014
Composite Materials	4a (visit company that uses composites) OR 4b (3 composites related websites) It is recommended that scouts research and bring MSDS sheets for requirement 3 to camp.	2014	12/31/2014
Digital Technology	None. It is recommended that scouts complete/update the BSA Cyber Chip program, available at: http://www.scouting.org/Training/YouthProtection/CyberChip.aspx . Scouts can complete requirement 6 at camp but should bring proof of 6g and/or 6h if these are the options they have elected to complete. Requirement 8 can be completed at camp but scouts may elect to bring	2014	3/27/2015
Cooking	2c-d (personal MyPlate), 5(3 day menu, shop, cook), 6 (2 day camping menu for patrol), 7 (hiking menu) From the BSA Advancement Team: Cooking requirements for Tenderfoot, Second Class, and First Class do not count toward Cooking Merit Badge Requirements.	2014	12/31/2014

Crime Prevention	2(notebook), 7a (Neighborhood Watch) OR 7b (jail visit) Crime Prevention and Fingerprinting are instructed at the same time. If scout is not attempting both badges, he can make an appointment with the instructor to take just one of the two.	2006	12/31/2014
Cycling	6 (cycling laws), 7a (road biking) OR 7b (trail biking)	2013	12/31/2014
Disabilities Awareness	4 (second location outside of camp)	2014	3/25/2015
DNR Boating Safety Certificate	Must have passed BSA Swimmers Test. This course requires a minimum of 5 participants. Scouts that are interested should sign up for Motorboating Merit Badge.	N/A	12/31/2014
DNR Hunters Safety Certificate	Minimum of 5 participants required per course. It is suggested scouts have an alternate schedule prepared in case the course cannot be administered during their week of camp.	N/A	12/31/2014
Electricity	2 (home safety inspection) is recommended prior to arriving to camp.	2014	3/25/2015
Emergency Preparedness	1 (First Aid Merit Badge), 2c (family meeting), 6c (community emergency management director info), 8 (mobilization plans & Kit)	2013	12/31/2014
Energy	4 (energy audit). It is recommended that scouts complete 1 (article) and 6 (pie charts) prior to arrival.	2015	12/31/2014
Entrepreneurship	3 (interview entrepreneur)	2014	12/31/2014
Environmental Science	None. It is recommended that scouts complete 3e (endangered species), 3f(pollution), 4(observation) prior to arrival.	2015	12/31/2014
Family Life	3 (90 days of chores), 4 (project for family), 5 (project with family), 6 (family meeting) With these requirements completed prior to camp, this merit badge can be completed with one meeting with a counselor.	2015	12/31/2014
Fingerprinting	None. Crime Prevention and Fingerprinting are instructed at the same time. If scout is not attempting both badges, he can make an appointment with the instructor to take just one of the two.	2004	12/31/2014
Fire Safety	6a(home evacuation plan),11(fire station visit), 12(research a career)	2013	12/31/2014
First Aid	1 (basic first aid knowledge from Tenderfoot, Second Class and First Class), 2d (home first aid kit) This is a TWO HOUR Merit badge session per day.	2015	3/25/2015
First Year Camper	None. This class is intended to teach young scouts some of the skills required for rank advancement through First Class. Camp Staff will not sign off requirements in a scout's handbook but documentation of the skills covered will be provided. It is at the final discretion of a unit leader to sign books. This course is instructed in Two Two-hour blocks daily. Scouts should sign up and attend both sessions (total 4 hours per day) to receive the maximum requirements.	N/A	12/31/2014
Fish and Wildlife Management	None. Recommended for first year scouts. It is recommended that scouts complete requirements 5(construct or design) and 7 (fish) prior to arrival.	2015	12/31/2014

Fishing	None. Please bring your states fishing regulations. It is recommended that scouts bring fishing gear to camp. If this is not possible, a limited amount of camp equipment is available.	2015	12/31/2014
Fly Fishing	Recommended for second year scouts. It is suggested that scouts bring fishing gear to camp. If this is not possible, a limited amount of camp equipment is available.	2012	12/31/2014
Forestry	5 (forest report). It is recommended that 1 (15 species) and 2 (10 species) be completed prior to arrival.	2006	12/31/2014
Game Design	None. It is suggested that scouts complete 5a (design), and 6 (prototype), 7a (Instruction sheet) prior to arrival but can be completed at camp.	2013	12/31/2014
Geocaching	7 (local caches), 8a (cache to eagle) OR 8b (Travel bug) OR 8c (public geocache) OR 8d (CITO), 9 (geohunt). It is suggested that scouts bring a GPS. If this is not possible, a limited amount of equipment is available.	2010	12/31/2014
Geology	None. Recommended for first year scouts. It is suggested that scouts complete requirements 4 (geology careers) and 5 (resource/ history options) prior to arrival.	2010	12/31/2014
Graphic Arts	6 (visit)	2012	12/31/2014
Hiking	5 (five 10 mile hikes), 6 (20 mile hike), 7 (hike reports)	2013	12/31/2014
Home Repairs	None. Home Repairs and Painting are instructed at the same time. If scout is not attempting both badges, he can make an appointment with the instructor to take just one of the two.	2013	12/31/2014
Indian Lore	None. If scouts decided to use 2a or 2b kits are available in the River Store for approximately \$12.00	2014	12/31/2014
Insect Study	5 (scrapbook), 9 (raise and insect), 10 (ant colony or beehive). This is badge is recommended for scouts with advanced knowledge of insects.	2015	3/24/2015
Inventing	8a (club/team) OR 8b (museum/ exhibit). It is recommended that scouts complete 2a (interview), 3c (patent search), 6 (prototype), 7 (invention) prior to arrival	2010	12/31/2014
Journalism	2a (print journalism/visits) OR 2b (radio and television/visits)	2007	3/25/2015
Kayaking	2 (BSA Swimmer Test)	2012	12/31/2014
Law	7 (lawyer). If scouts complete 6a (attend a civil or criminal court) then participation in 6b (mock trial) at camp is voluntary.	2013	12/31/2014
Leatherwork	5a (commercial tanning process) OR 5b (Tan a skin) OR 5d (visit leather related business). If none of these options have been done, scout may complete 5c (a vinyl or leather braid) at camp. This badge is not recommended for first year scouts due to skill level. Kit(s) for requirement 2 are available in the River Store for approximately \$8.00	2014	12/31/2014
Lifesaving	1 (BSA Swimmer Test and 2nd & 1st Class requirements). 13 (CPR) is suggested. Scouts will also need to pass a lifesaving pre-test administered by instructor.	2009	3/25/2015
Mammal Study	None. It is suggested scouts research for requirements 3c (nongame mammal), unless they choose to do 5a at camp OR 5b prior to camp.	2015	3/25/2015
Medicine	7a (doctor visit) 10 (volunteer at a health related event)	2010	12/31/2014

Metalwork	None. Scouts must be at least 14 and have close fitting long sleeve shirt and long pants made of natural fibers. Leather work boots are also required (Steel toe preferred) This badge also has a materials cost of approximately \$10.00	2008	12/31/2014
Model Design and Building	None. This badge is not recommended for first year scouts due to required skill level. Scouts can work on requirements 3 (plans),4 (scale model), 5 (special effects model) before camp or during merit badge session. Models built prior to camp are acceptable.	2004	12/31/2014
Motorboating	2a (BSA Swimmer Test), 4a (operator's permit). Participants must be at least 14 years old. This merit badge includes a trip out of camp. It is recommended that scouts have an approved form of CPR Training prior to arrival. If this is not possible, a knowledge of CPR course is available at camp as well as American Red Cross CPR training for \$35.00	2012	12/31/2014
Moviemaking (Cinematography)	None. It is suggested scouts bring their own camera. If this is not possible, a limited amount of camp equipment is available.	2014	12/31/2014
Music	3a (attend a concert) 3b (interview a family member) 3c (member of band, choir, or music group for 6 months). Scouts must do two of the four (3a-d). 3d can be completed at camp. If a scout does not complete 4a (compose music) OR 4d (catalog family music collection) the scout must attempt 4a (teach 3 songs) OR 4c (make an instrument). Please bring instrument to camp or be prepared to use the voice option for	2012	12/31/2014
Nature	None. If scouts wish to use fishing elective requirements to complete the badge, please bring fishing equipment as limited supplies are available at camp.	2014	12/31/2014
Oceanography	None. It is suggested 8b (visit) be completed before camp. If scout has not completed it, 8a (essay) OR 8c (presentation) can be done at camp.	2013	12/31/2014
Orienteering	7 (events), 8 (course), 9 (official)	2013	3/25/2015
Painting	None. Home Repairs and Painting are instructed at the same time. If scout is not attempting both badges, he can make an appointment with the instructor to take just one of the two	2009	12/31/2014
Personal Fitness	1b (dentist), 6 (initial tests), 7 (12 week fitness program), 8 (execute program)	2015	12/31/2014
Personal Management	1 (large family purchase), 2 (budget with 13 week record of income and expenses), 8 (to do list/ schedule for 7 days), 9 (project). Bring business section containing stock quotes for requirement 5.	2004	12/31/2014
Photography	None. It is suggested scouts bring their own camera. If this is not possible, a limited amount of camp equipment is available.	2013	12/31/2014
Pioneering	2a (Tenderfoot and First Class rope requirements), 7 (scale model)	2014	12/31/2014
Plant Science	8 Option 3 F4 (Herbarium visit)	2014	12/31/2014
Plumbing	2 (home hot and cold system)	2005	12/31/2014
Programming	None. Scouts should have substantial knowledge of 3 different programming languages. It is recommended that scouts	2013	3/27/2015
Public Speaking	None. Requirement 4 is suggested to be completed but can be completed at camp.	2003	12/31/2014
Pulp and Paper	7 (visit/ research)	2014	12/31/2014

Radio	7 (visit) and 9b2 (broadcast log)	2009	12/31/2014
Reading	1 (Read 6 books of 4 different types), 2 (nonfiction articles), 3 (catalog order form OR scouting websites), 4 (volunteer 4 hours)	2004	12/31/2014
Reptile and Amphibian Study	8a (maintain reptile) OR 8b (observe reptile)	2006	12/31/2014
Rifle Shooting	Bring a copy of your State's hunting laws	2002	12/31/2014
River Ranger Program	Participants must be 16 years old by the first day of camp and pass the BSA Swimmer Test. This is a course that teaches scouts how to plan and lead river treks. Trek Safely as it relates to open water as well as some open water rescue techniques are part of what is covered in this course.	N/A	12/31/2014
Rowing	2b (CPR), 3 (BSA Swimmer test) Scouts should be First Class and at least 12 years old	2014	12/31/2014
Safety	1 (notebook), 2 (escape plan), 3b (family protection), 4 (escapes), 6 (project)	2013	12/31/2014
Salesmanship	5 (cost sheet), 6 (interview)	2014	12/31/2014
Scouting Heritage	4 (jambo, scouting museum, or exhibit), 5 (local scouting history)	2014	12/31/2014
Scuba BSA Award	This is NOT the Scuba Merit badge. Scouts should be at least 14 years old and have passed the BSA Swimmer Test.	N/A	12/31/2014
Sculpture	Do two of the following 2a (head) 2b (mold) 2c (art exhibit)	2008	12/31/2014
Search and Rescue	Requirement 8 occurs at camp outside of scheduled time. First aid merit badge is highly recommended. Not recommended for first year scouts.	2014	12/31/2014
Signs, Signals, & Codes	None. Recommended for second year scouts. Scouts may work on requirement 7 prior to camp.	2015	3/24/2015
Shotgun Shooting	Bring a copy of your State's hunting laws	2014	12/31/2014
Small-Boat Sailing	1b (CPR), 3 (BSA Swimmer Test) This badge is two hours per day and includes a trip out of camp. Scouts must be at least 12 years old.	2005	12/31/2014
Soil and Water Conservation	None. Recommended for first year scouts.	2005	12/31/2014
Space Exploration	Please bring rockets and engines for 2 launches to complete requirement 3. If scouts cannot build rockets prior to camp, Rocket Kits are available in the River Store for approximately \$7.00	2014	12/31/2014
Sports	4 (sport), 5 (training plan)	2011	12/31/2014
Sustainability	1 (family meeting), 2: Community B or C; Energy B or C; and "Stuff" A and B or C, 4 (family meeting), 5a (family meeting). This merit badge requires that a majority of the work be completed outside of camp. This badge will only be offered by appointment and with Unit Leader Approval.	2015	3/24/2015
Swimming	2 (BSA Swimmer Test) and 3 (150 yard swim) need to be completed at camp.	2015	3/24/2015
Theater	1 (review 3 plays), 3 (participation)	2005	12/31/2014

Watersports	2b (CPR), 3 (BSA Swimmer test) Scouts should be at least 14 years old. Scouts should be prepared to go on Motorboating off-site trip.	2015	12/31/2014
Weather	None. It is recommended scouts complete requirement 9a (weather log) prior to arrival at camp. If scout does not complete this, it may be possible to complete 9b (weather professional) at camp.	2014	12/31/2014
Welding	None. Scouts must be at least 14 and have close fitting long sleeve shirt and long pants made of natural fibers. Leather work boots are also required (Steel toe preferred) This badge also has a materials cost of approximately \$10.00	2012	12/31/2014
Whitewater	1b (CPR), 3 (Canoeing merit badge or Kayaking BSA award), 13 (Whitewater trip) Scouts must be at least 14 years old. This badge is by appointment and is meant for scouts who would like to complete significant partials. A certified counselor is available to cover oral/written requirements and limited demonstration.	2015	12/31/2014
Wilderness Survival	5 (survival kit) This badge requires an on-site low impact overnight trip.	2013	12/31/2014
Wood Carving	2a (Totin' Chip) This badge is not recommended for first year scouts due to skill level required. Kit is recommended and available in the River Store for approximately \$ 4.00 or scrap pieces are available at the Crafts Pavilion.	2015	12/31/2014
Woodwork	1b (Totin' Chip) It is recommended that scouts complete requirement 7 prior to arrival.	2012	12/31/2014