

# Wente Scout Reservation Merit Badge and Activity Schedule 2013

Program Area	9:00	10:00	11:00	2:00	3:00	4:00	7:00-8:00 pm
Climbing		10:00	11:00		3:00	4:00	7:00-8:00 pm
		Climbing 2 hrs				Open Climb	Open Climb
Eagle Trail Advanced	American Labor	Personal Mgmt	Cit in World (M-W)	Communications	Emergency Prep	Cit Nation (M-W)	Public Speaking (M-W)
			Family Life (TH)			Cit Comm (TH)	
Shotgun Range		Shotgun Shooting 2 hrs	Open Shoot	Closed			Closed
Archery Range		Archery 2 hrs	Open Shoot	Archery 2 hrs		Open Shoot	Open Shoot
Rifle Range		Rifle Shooting 2 hrs	Open Shoot	Rifle Shooting 2 hrs		Open Shoot	Open Shoot
Field Sports		Fly Fishing					Fishing - 4pm to 5pm
O'Riley's		Closed		Closed		Dinner Outpost (4:45-7:30)	
Handicraft	Basketry	Wood Carving	Wood Carving	Basketry	Wood Carving	Wood Carving	Fingerprinting
	Leatherwork	Leatherwork	Photography	Leatherwork	Leatherwork	Photography	Open Program
	Art	Indian Lore	Cinematography	Cinematography	Art	Cinematography	Open Program
	Chess	Salesmanship	Sculpture	Sculpture	Comp Materials	Bugling	Open Program
Mountain Biking	Cycling	Trail Rides and Skill Sessions		Trail Rides		Skill Sessions	Trail Crew & Skills
	Space Exploration	Envi Science	Envi Science	Envi Science	Envi Science	Space Exploration	Mammal Study
	Nature	Reptile & Amphibian	Astronomy	Astronomy	Insect Study	Chemistry	Open
	Soil/Water	Geology	Forestry	Oceanography	Weather	Soil/Water	Open
Risin' W Corral	Wilderness Surv	Indian Lore		Trail Rides	Animal Science	Trail Rides and Outposts	
		Horsemanship		Trail Rides	Animal Science	Trail Rides and Outposts	
				Tenderfoot	Second Class	First Class	
				First Aid (2 hrs)	Wilderness Surv	Wilderness Survival	Fire'n Chit
Eagle Trail		Second Class	First Class	Pioneering (2 hrs)	Camping	Hiking	Open Program
				Scouting Heritage			Paul Bunyan
Scoutcraft	Camping	Orienteering	Camping	Orienteering	Camping	Hiking	Open Program
	Rowing	Rowing	Small-Boat Sailing	Lifesaving (2:00 -3:30)	Open Swim (3:30)	Open Swim &	Boating
Waterfront	Canoeing	Canoeing	Canoeing	Small-boat Sailing	Open Boating	Open Boating	Open Swim & Boating
	Swimming	Swimming	Swimming	Kayaking			Snorkeling (T&Th)

Eagle Trail Advanced: Must be at least 14 years old and a Star, Life, or Eagle Scout to take any badges in this area.

Mountain Biking: Cycling Merit Badge - Prereq: Requirement #6

## MERIT BADGE INFORMATION

Merit Badge	Diff.	Information
American Labor	4	
Animal Science	3	
Archery	4	2 hour session; may require extensive shooting outside of Merit Badge session; must be able to pull back a 25 lb. bow; \$8 fee covers cost of arrow and bowstring kits
Art	2	
Astronomy	4	Will require observation time outside of class
Basketry	2	\$7-\$15 fee is for projects in Req. 3
Bugling	5	Req. 6 cannot be done at camp*
Camping	2	Req. 8d - not covered at camp
Canoeing	3	Must pass BSA Swimmers test before starting badge
Chemistry	4	Req 7 not covered at camp*; must be 14 or older
Chess	3	
Cinematography	5	May require time outside of session; Size limit of 20 per session; Pre Sign~
Citizenship in the Community	5	1 day badge; Req. 1 and 6 covered during session; All other req. not covered at camp*; must be at least 14 years old and a Star or Life
Citizenship in the Nation	5	Req. 2a, b, c- not covered at camp
Citizenship in the World	5	3 day badge; Req. 7 handled individually with counselor; must be 14 or older and a Star or Life
Climbing	4	Must be 14 or older; 2 hour session; Pre Sign~; \$5
Communications	4	Req. 5 not covered at camp; must be 14 or older and a Star or Life
Composite Materials	4	Cost covers projects for Req 5
Cycling	5	Drop in; Req.6 must be done prior to camp*; Req. 8 and 9 not covered at camp*
Emergency Preparedness	5	Req. 2c, 6c, and 8 not covered at camp; must be 14 or older and a Star or Life
Environmental Science	4	Will require observation time outside of Merit Badge session
Family Life	5	1 day badge; Only Req. 1, 6a, and 7 will be covered at camp; others to be discussed
Fingerprinting	1	Only need to attend one session; class size limited to first 50
First Aid	3	2 hour session. Bring a first aid kit from home to fulfill req. 2d
Fishing	3	Bring own fishing gear to camp; requires fishing time outside of Merit Badge session
Fly Fishing	4	Bring own fly fishing gear to camp; requires fishing time outside of badge session
Forestry	4	Req. 5- field trip to a local lumber mill that will require drivers; limit 20; Pre Sign~
Geocaching	3	Req 7 & 9 not covered at camp. Bring a GPS if you have one.
Geology	4	Hands may get dirty handling rocks
Hiking	5	Req. 5,6, and 7 not covered at camp*
Horsemanship	4	Session last 3 hours; Pre Sign~
Indian Lore	3	
Insect Study	5	Req. 4- bring camera; Req. 7 not covered at camp*
Kayaking	3	
Leatherwork	1	\$5-\$10 is for projects in Req. 3 and 5c
Lifesaving	4	Req. 1 must be completed before starting badge
Mammal Study	2	
Nature	4	Req. 4e- bring own fishing gear;
Oceanography	3	
Orienteering	4	May require extensive time outside of Merit Badge session
Personal Management	5	Req. 1, 2, 8 - not covered at camp; must be 14 or older and a Star or Life
Photography	3	Bring your own camera; film cameras responsible for own developing.
Pioneering	3	2 hour session
Public Speaking	3	Scouts will talk a lot
Reptile and Amphibian Study	2	Req. 8 not covered at camp*

Rifle Shooting	3	2 hour session; may require extensive shooting outside of Merit Badge time; must be 2 <sup>nd</sup> year camper at any Scout camp or 12 or older; Sunday night safety meeting required; \$20 fee covers all materials needed to complete the badge; limit 24 per session; Pre Sign~
Rowing	3	Must pass BSA Swimmers test before starting badge
Salesmanship	3	
Scouting Heritage	3	Req. 4 & 5 not covered at camp
Sculpture	4	\$5 for projects; Session limit 20; Pre Sign~
Shotgun Shooting	4	2 hour session; may require extensive shooting outside of Merit Badge time; must be 13 or older and 100 lbs.; Sunday night safety meeting required; \$20 fee covers all materials needed to complete the badge; limit 20 per session; Pre Sign~
Small-boat Sailing	4	Must pass BSA Swimmers test before starting badge; session limits based on operable boats; 100 lbs. min. weight; Pre Sign~
Soil and Water	3	
Space Exploration	3	Fee is to cover rocket kit, may be limited by fire danger
Swimming	3	Must pass BSA Swimmers test before starting badge; bring shoes, socks, long pants, belt, and long-sleeve shirt that can get wet; limit of 30 per session; Pre Sign~
Weather	3	
Wilderness Sur	3	Req. 9 is an overnight outpost.
Woodcarving	3	\$5 is to for projects in Req. 6 and 7

\* Initialed blue card from a registered Merit Badge Counselor is required; no other notes will be accepted for completion of requirement.

~Pre-sign-ups are recommended; pre-sign-ups are done on a Unite level

Sign-ups can be submitted by emailing them in a spreadsheet to [meritbadge@wente.org](mailto:meritbadge@wente.org) with your Unit # and dates attending in the subject line. It is preferred that you use the Unit's Merit Badge Schedule excel form located at [www.sfbac.org/resources/forms#WSR](http://www.sfbac.org/resources/forms#WSR)

The only thing sent to [meritbadge@wente.org](mailto:meritbadge@wente.org) should be Merit Badge sign-ups. Anything else should be sent to [wente@wente.org](mailto:wente@wente.org).

**Badges to pre sign up for:**

Cinematography  
Climbing  
Forestry  
Horsemanship  
Rifle Shooting  
Sculpture  
Shotgun  
Small Boat Sailing  
Swimming

**\$ Badges with fees:**

\$8 Archery  
\$3-\$5 Art  
\$7-15 Basketry  
\$5 Climbing  
\$10 Composite Materials  
\$5-10 Leatherwork  
\$5 Pottery  
\$20 Rifle  
\$5 Sculpture  
\$20 Shotgun  
\$5 Woodcarving