

Camp Oljato 2019 - Merit Badge Sessions

Class	First Hour 9:30-10:30am	Second Hour 10:30-11:30am	Third Hour 11:30am- 12:30pm	Open Program Time 2:30-5:00pm	Age Limit	Pre-Requisites	Fee	Area
ADVANCED SAILING	A:	B:			14+	Completion of Small Boat Sailing Merit Badge		Waterfront
ARCHERY	A:	B:					\$20 in advance	Ranges
ART				Yes		6		Handicraft
ASTRONOMY				Yes		4a, 4b, 5b, 6b, and 8 Has some night-time activities		Nature Area
BASKETRY				Yes			Purchase materials in Trading Post (\$15-\$20)	Handicraft
BIRD STUDY				Yes		5, 6, 7, and 8	Bird feeders available in Trading Post for requirement 8 (\$15-20)	Nature Area
BSA LIFEGUARD (15 and older)	All 3 hours.				15+	Must be age 15 or older, hold CPR for Professional Rescuer Certification (BLS CPR), and have ability to pass BSA Swimmer Test		Waterfront
CAMPING*						4b, 5e, 7b, 8d, 9a, 9b, 9c		Scoutcraft
CANOEING						Ability to pass BSA Swimmer Test		Waterfront
CITIZENSHIP IN THE NATION*				A set schedule for this class will be provided each week.	14+	2, 3, write letter for req. 8		Scoutcraft
CITIZENSHIP IN THE WORLD*				A set schedule for this class will be provided each week.	14+	7		Scoutcraft
CLIMBING	A:	B:			14+			Climbing
COOKING*						4, 5, and 6		Scoutcraft

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EMERGENCY PREPAREDNESS*				Yes		1, 2c, 6c, 7a, 8b, and 9		Scoutcraft
ENVIRONMENTAL SCIENCE*				Yes		3e		Nature Area
FIRE SAFETY				Yes				Scoutcraft
FIRST AID*	A:	B:				1 and 2d		Dining Hall
FISH AND WILDLIFE MANAGEMENT				Yes		5 and 7		Nature Area
FISHING				Yes		Recommended to attempt to complete 9 and 10. Completion at camp cannot guaranteed		Nature Area
FINGERPRINTING				Yes				Scoutcraft
FORESTRY				Yes		5		Nature Area
GEOLOGY				Yes		4 and 5		Nature Area
HORSEMANSHIP	All day Tuesday						\$105 in advance	A - 8:30 Tues.
INDIAN LORE				Yes			Purchase materials in Trading Post (\$15-\$20)	Handicraft
INSECT STUDY				Yes		5, 9, and 10		Nature Area
KAYAKING						Ability to pass BSA Swimmer Test		Waterfront
KAYAKING BSA AWARD				Tuesday				Waterfront
LEATHERWORK				Yes			Purchase materials in Trading Post (\$15-\$20)	Handicraft
LIFESAVING*		B:						Waterfront
MAMMAL STUDY				Yes				Nature Area
MOTOR BOATING					12+	Have the ability to pass the BSA Swimmer Test	\$20 in advance	Waterfront
NATURE				Yes				Nature Area
ORIENTEERING	A:	B:		Yes				Scoutcraft

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PHOTOGRAPHY				Yes		1b, 6, and 7		Handicraft
PIONEERING	A:	B:		Yes				Scoutcraft
PLANT SCIENCE				Yes				Nature Area
RIFLE SHOOTING	A:	B:					\$20 in advance	Ranges
ROWING						Ability to pass BSA Swimmer Test		Waterfront
SCULPTURE				Yes				Handicraft
SHOTGUN SHOOTING	A:	B:			14+		\$40 in advance	Ranges
SMALL BOAT SAILING	A:	B:				Ability to pass BSA Swimmer Test		Waterfront
SNORKELING BSA AWARD				Wednesday				Waterfront
SOIL & WATER CONSERVATION				Yes		7		Nature Area
STAND UP PADDLEBOARDING AWARD BSA				Monday				Waterfront
SUSTAINABILITY*				Yes		2 (all "A" reqs) and 4		Nature Area
SWIMMING*						Ability to pass BSA Swimmer Test		Waterfront
TRAIL TO FIRST CLASS - 1ST CLASS				Yes				Scoutcraft
TRAIL TO FIRST CLASS - 2ND CLASS				Yes				Scoutcraft
TRAIL TO FIRST CLASS - TENDERFOOT				Yes				Scoutcraft
WATER SPORTS	A:	B:				Ability to pass BSA Swimmer Test	\$20 in advance	Waterfront
WEATHER				Yes		9		Nature Area
WELDING	A:	B:					\$65 in advance	Welding
WILDERNESS SURVIVAL				Yes		5 (bring kit to camp)		Scoutcraft
WOODCARVING				Yes			Purchase materials	Handicraft

*Eagle Required Merit Badge

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Pre-Requisite Verification

To verify completion of pre-requisite prior to camp, Scouts must bring an Application for Merit Badge (blue card) with their information on it, and with the requirements in questions marked as complete by the initials of a merit badge counselor.

Schedule Explanation

Classes are divided into three 1 hour sessions. Some merit badges, that are more difficult to earn and require more travel through camp, are scheduled for 1 1/2 hour sessions. These periods are listed as A and B. Session A starts at the beginning of first hour (9:30am) and ends half-way through second hour (11:00am). Session B starts half-way through second hour (11:00am) and ends at the end of third hour (12:30pm).

Scouts may work on merit badges scheduled to be available during open program time from 2:30 to 5:00pm. These are intended to be drop-in classes and require the Scout to work independently on aspects of the requirements. Depending on demand for the merit badge, the counselor may schedule a specific time for each merit badge during open program time. E.g, if 16 Scouts are interested in taking Weather, the counselor may gather all 16 Scouts on day one and schedule a class from 2:30-3:30 each day.

Blacked out cells indicate that the Merit Badge class is not offered that period OR that the cell is not applicable (e.g., a blacked out cell in "Fee" column indicates there is no additional fee for that merit badge).