

I am attaching you the revised list of merit badges.

Please note the following changes:

- 9:00** Removal of Wilderness Survival, addition of Horsemanship (2 hours)
- 10:00** Removal of Space Exploration, Emergency Preparedness, Reptile and Amphibians, addition of Wilderness Survival.
- 11:00** Removal of Nature, addition of Emergency Preparedness, Reptile and Amphibian Study, Oceanography, Horsemanship (2 hours)
- 12:00** Removal of Fishing, Addition of Space Exploration
- 2:30** Remains the same
- 7:30p** Addition of Fishing (Mon. and Tues. only)

Merit Badges done Individually:

Removal of Fishing, Plant Science, Weather, addition of Nature.

Revised Merit Badge List-Manatoc 2002

Merit Badges done on an individual basis 2002:

<u>Handicraft</u>	<u>Nature Hut</u>
Art	Astronomy
Basketry	Bird Study
Indian Lore	Forestry
Leatherworking	Geology
Pottery	Insect Study
Sculpture	Nature
Woodcarving	

Explanation of Merit Badges:

Energy is a badge that enables a Scout to examine the various forms of energy and introduces him to energy resources. Before coming to camp, the Scout should complete requirements 5, 6 and 7.

Horsemanship will be offered for those Scouts who are at least **second year campers**. There will be a **\$20 fee** to take this badge. This charge helps offset the rental of the horses. Before camp, the Scout should review the requirements and the merit badge book. He should also plan on setting aside some afternoon times during the week to practice his riding. Long pants and sturdy, closed toed shoes are required for riding.

Oceanography focuses in the four major branches of oceanography and introduces the Scout to the various characteristics and properties of sea water and ocean waves.

Revised Merit Badge List-Manatoc 2002

<u>Time</u>	<u>Merit Badge</u>	<u>Location</u>
9:00	Swimming	Pool
	Rowing	Lake
	Motor Boating	Lake
	Rifle Shooting (2 hours)	Rifle Range
	Shotgun Shooting (2 hours)	Shotgun Range
	Archery (2 hours)	Archery Range
	Camping	Scoutcraft
	Emergency Preparedness	Scoutcraft
	Pioneering (2 hours)	Scoutcraft
	Environmental Science (2 hours)	Nature Hut
	Fish and Wildlife Management	Nature Hut
	Mammals	Nature Hut
	Climbing	Tower
Horsemanship (2 hours)	Horse Corral	
10:00	Swimming	Pool
	Rowing	Lake
	Small Boat Sailing	Lake
	Wilderness Survival	Scoutcraft
	Camping	Scoutcraft
	Soil and Water Conservation	Nature Hut
	Climbing	Tower
11:00	Lifesaving (2 hours)	Pool
	Canoeing (2 hours)	Lake
	Motor Boating	Lake
	Rifle Shooting (2 hours)	Rifle Range
	Shotgun Shooting (2 hours)	Shotgun Range
	Archery (2 hours)	Archery Range
	Emergency Preparedness	Scoutcraft
	Wilderness Survival	Scoutcraft
	Orienteering (2 hours)	Scoutcraft
	Environmental Science (2 hours)	Nature Hut
	Reptile and Amphibian Study	Nature Hut
Oceanography	Nature Hut	
Climbing	Tower	
Horsemanship (2 hours)	Horse Corral	
12:00	Small Boat Sailing	Lake
	Space Exploration	Scoutcraft
	Personal Fitness	Scoutcraft
	Mammals	Nature Hut
	Climbing	Tower
2:30	Energy	Nature Hut
	Weather	Nature Hut
	Climbing	Tower
7:30pm	Hiking (Mon. and Tues. Only)	Scoutcraft
	Fishing (Mon. and Tues. Only)	Lake
