

# 2026 Maumee Merit Badge / Activity Schedule

Merit Badge / Activity	9:00	10:00	11:00	12:00 - 2:00 (Lunch & Break)	2:00	3:00	4:00	Notes and Prerequisites:
AQUATICS								
Canoeing	9:00-9:50	10:00-10:50			2:00-2:50	3:00-3:50		Must be Blue Swimmer
Kayaking	9:00-9:50	10:00-10:50			2:00-2:50	3:00-3:50		Must be Blue Swimmer
Lifesaving		10:00-10:50			2:00-2:50			Must be Blue Swimmer and have strong swimming skills, 14 years of age and older; 2 - MUST HAVE SWIMMING MB
Mile Swim BSA (Conditioning)			11:00-11:50				4:00-4:50	Prepares for Open Water Mile Swim on Friday at 6am
Motorboating	9:00-9:50				2:00-2:50			Must be Blue Swimmer and 14 years of age
Rowing	9:00-9:50							Must be Blue Swimmer
Small-Boat Sailing		10:00-10:50				3:00-3:50		Must be Blue Swimmer
Swimming	9:00-9:50	10:00-10:50			2:00-2:50	3:00-3:50		Must be Blue Swimmer
OPEN Boating/Swimming			11:00-11:50				4:00-4:50	Bring a buddy. Open program, no sign-up required.
Swim Skills (Instructional Swim)	9:00-9:50					3:00-3:50		Designed to get participant to "Blue Swimmer"
Aquatics Supervision Swimming & Water Rescue		10:00-11:50						Expands Safe Swim Defense training to provide leaders with the information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities.
Aquatics Supervision Paddle Craft Safety					2:00-3:50			Expands Safety Afloat training to include the skills, as well as knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions.
EAGLE LANDING - OLDER YOUTH								
Cycling	9:00-10:50							Requirement 5
MULTISPORT			11:00-11:50					
RADIO					2:00-4:50			
Cowboy Action Shooting			11:00-11:50				4:00-4:50	Mondays only. Must be 14 years of age or older.
EAGLE QUEST								
Eagle Quest	9:00-11:50				2:00-4:50			This is an open program for younger youth working on Scout, Tenderfoot, Second Class, and First Class requirements.
ECOLOGY								
ARCHEOLOGY		10:00-11:50				3:00-4:50		7b or 7c.
Environmental Science	9:00-10:50				2:00-3:50			First Class and above plus 14 years and older
Forestry			11:00-11:50					Requirement 4b-d
Insect Study					2:00-2:50			
Geology						3:00-3:50		
Nature	9:00-9:50				2:00-2:50			Requirement 8
Reptile & Amphibian Study		10:00-10:50					4:00-4:50	
Space Exploration			11:00-11:50				4:00-4:50	Additional \$20
HANDICRAFT								
Art	9:00-9:50				2:00-2:50			
Game Design		10:00-10:50					4:00-4:50	
AMERICAN INDIAN CULTURE (Indian Lore)			11:00-11:50				4:00-4:50	
Leatherwork		10:00-10:50			2:00-2:50			
Model Design & Building	9:00-9:50						4:00-4:50	
Textiles			11:00-11:50			3:00-3:50		
Photography	9:00-9:50				2:00-2:50			
Wood Carving		10:00-10:50				3:00-3:50		Totin-Chip
HEALTH & SAFETY								
First Aid		10:00-11:50			2:00-3:50		2 (b); First Class or above highly recommended	

Crime Prevention / Fingerprinting					2:00-2:50			
Emergency Preparedness	9:00-9:50						4:00-4:50	2c (please provide photo evidence), 9
Personal Fitness	9:00-9:50						4:00-4:50	NOTE: This MB cannot be completed at camp
MOUNTAINEER CHALLENGE								
Mountaineer Challenge	9:00-9:50	10:00-10:50	11:00-11:50		2:00-2:50	3:00-3:50	4:00-4:50	This is a four-year challenge program that can only be completed at camp for Scouts that are <b>First Class Rank or above and adult leaders.</b>
SCOUTCRAFT								
Camping			11:00-11:50		2:00-2:50			4b, 5e, 7b, 8cd, 9abc
Cooking	9:00-10:50				2:00-3:50			6; Additional \$20
Fishing	9:00-9:50						4:00-4:50	*Completion dependant on catching a fish
Geocaching & Orienterring		10:00-11:50						Geocaching: 7, 8 Orienteering: 7
SCOUTING HERITAGE							4:00-4:50	2a, 6
Search and Rescue						3:00-3:50		
Signs, Signals, & Codes						3:00-3:50		
Wilderness Survival			11:00-11:50				4:00-4:50	5, sleeping bag, ground cloth and tarp for shelter. Must be 14 years of age or older.
RANGE AND TARGET ACTIVITIES								
Archery	9:00-9:50	10:00-10:50			2:00-2:50	3:00-3:50		
Rifle	9:00-9:50	10:00-10:50						3a; Additional \$15 fee
Shotgun					2:00-2:50	3:00-3:50		3a; Must be 14 years of age or older. Additional \$25 fee
Open Shoot			11:00-11:50				4:00-4:50	Must purchase rounds at Trading Post
STEM & SKILLED TRADES								
Electricity					2:00-2:50			
Electronics			11:00-11:50					
Engineering			11:00-11:50					
Metalwork						3:30-4:50		Additional \$10 fee
MINING IN SOCIETY		10:00-10:50						
Nuclear Science	9:00-9:50							
Welding	9:00-10:30							Must be 14+ years; jeans+close-toed shoes; \$15 fee
Woodwork					2:00-3:50			Must be 14 years of age or older; \$10 fee
TRADING POST								
AMERICAN LABOR						3:00-3:50		
Salesmanship		10:00-10:50						