

HANDICRAFT PROGRAM AREA

Merit Badge/ Activity	Difficulty	Location	Requirements Taught	Requirements NOT Taught	Items to Bring	Notes
 Art	2	Handicraft Lodge	1, 2, 3, 4a, 4b, 4c, 4d, 4f, 4h, 5b, 5c, 7 INCOMPLETE	6	NA	NA
 Basketry	1	Handicraft Shelter	1a, 1b, 2a, 2b, 3a, 3b, 3c COMPLETE	NONE	NA	NA
 Leatherwork	1	Handicraft Shelter	1, 2, 3, 4, 5c COMPLETE	NONE	NA	NA
 Model Design and Building	2	Handicraft Shelter	1, 2, 3, 4a, 5, 6 COMPLETE	NONE	NA	NA
 Pottery & Sculpture	2	Handicraft Shelter	Pottery: 1, 2ai, 2aii, 2b, 3, 4, 5a, 5b, 5c, 5d, 6, 7c, 8 COMPLETE Sculpture: 1, 2a, 2b, 3 COMPLETE	NONE	NA	NA
 Woodcarving	2	Handicraft Shelter	1a, 1b, 2b, 3a, 3b, 4a, 4b, 4c, 4d, 5, 6, 7 COMPLETE	2a – Earn Tot'n Chip Card	Scouts should bring their Tot'n Chip Card to class.	Prerequisite: Earn Tot'n Chip Card