

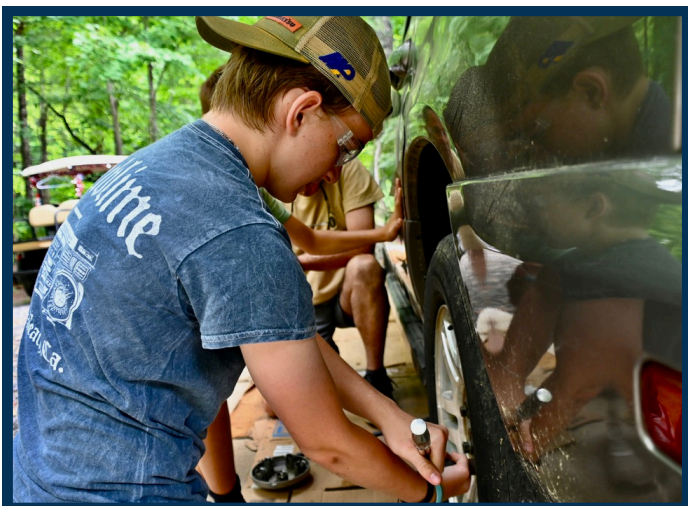


TRADE SKILLS PROGRAM AREA

Merit Badge/ Activity	Difficulty	Location	Requirements Taught	Requirements NOT Taught	Items to Bring	Notes
 <p>Automotive Maintenance & Traffic Safety</p>	3	Trade Skills Shop - Garage	<p>Automotive Maintenance: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11c, 11d, 12 COMPLETE</p> <p>Traffic Safety: 1a, 1b, 1c, 1d, 2a, 2b, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a COMPLETE</p>	<p>Automotive Maintenance: None Traffic Safety: None</p>	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Clothes will get dirty.	Minimum age is 13
 <p>Electricity</p>	2	Trade Skills Shop - Garage	<p>1a, 1b, 1c, 1d, 1e, 1f, 1g, 3, 4a, 4b, 5, 6a, 6b, 6c, 6d, 8c, 9a, 9b, 9c, 9d, 10a, 10b, 11, INCOMPLETE</p>	<p>2, 7, 8a, 8b</p> <p>We will prepare Scout to conduct electrical home safety inspection (requirement 2); make a floor plan wiring diagram of the lights, switches, and outlets for a room at home (requirement 7) and to interpret the family power bill (requirement 8a and 8b) upon returning home.</p>	Paper and pencil	



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 Farm Mechanics	3	Trade Skills Shop - Garage	1a, 1b, 1c, 1d, 2a, 2b, 2c, 3a, 3b, 4b, 5, 6b, 7 COMPLETE	None	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Clothes will get dirty.	Minimum age is 13
 Home Repair & Plumbing	3	Trade Skills Shop - Woodworking Shop	Home Repairs: 1a, 1b, 2a, 2f, 2g, 2h, 3a, 3c, 3d, 4a, 4c, 4d, 5a, 5c, 5d, 6c, 6f, 6g COMPLETE Plumbing: 1a, 1b, 1c, 2a, 2b, 3, 4, 5, 6a, 6b, 6c, 6d, 7 COMPLETE		Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Clothes will get dirty.	Minimum age is 13
 Welding	3	Trade Skills Shop - Welding Shop	1a, 1b, 2a, 2b, 2c, 3, 4, 5a, 5b, 6a, 6b, 6c, 6d, 6e, 6f, 7a, 7b COMPLETE	None	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Scouts may also want a long-sleeve, button down shirt. All of these items will get dirty. Scouts may want to bring two pairs of trousers and two long-sleeve shirts.	Minimum age is 13

Merit Badge/ Activity	Difficulty	Location	Requirements Taught	Requirements NOT Taught	Items to Bring	Notes
 <p>Advanced Welding</p>	4	Trade Skills Shop – Welding Shop	Not a merit badge. An advanced activity for older Scouts to participate in.		Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Scouts may also want a long-sleeve, button down shirt. All of these items will get dirty. Scouts may want to bring two pairs of trousers and two long- sleeve shirts.	Minimum age is 13. Scouts must have already earned Welding Merit Badge.
 <p>Woodworking</p>	4	Trade Skills Shop – Woodworking Shop	1a, 1b, 2a, 2b, 3a, 3b, 4, 5, 6a, 6d, 7 COMPLETE	NONE	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Clothes will get dirty	Minimum age is 13. Prerequisite: 1c – Earn Totin’ Chip.

