



**Introduction** Your challenge as a summer camp merit badge counselor is to see that the Scouts who attend your session have the best opportunity to learn about rowing. It is important that they have a positive experience. This lesson plan is designed to help you plan a logical, high-quality program. You may have to use a slightly different approach in presenting the material based on your camp resources and facilities.

**Resources** Be sure to utilize all the resources available to you. There are many state and federal agencies or clubs and organizations that can assist you in presenting this merit badge program.

**Note** All Scouts must complete requirement 3 before being permitted to participate in this merit badge program. Troops should be notified of this before attending camp.

DAY	ACTIVITY	DESCRIPTION
1	Greet Scouts	A. Examine all merit badge cards for the Scoutmaster's signature. Make a roster of the Scouts.
	Demonstrate	B. All Scouts wanting to participate in this merit badge program must first pass requirement 3.
	Discuss Demonstrate	C. Discuss with the Scouts requirements 4 and 11b–g.
2	Demonstrate	A. Demonstrate requirement 5 and have Scouts practice.
	Discuss Demonstrate	B. Discuss and demonstrate requirements 6 and 10a–c.
3	Row	A. Have Scouts take out the boat and work on requirements 6 and 11a.
		B. If time permits, begin work on requirement 7
4	Row	A. Have Scouts take out the boat and continue to work on requirements 7, 8, and 9.
	Note	B. This is the time to make sure that all the Scouts are proceeding on schedule. If it looks like anyone is having a problem completing the merit badge the Scoutmaster should be notified.
5	Wrap up	A. Wrap up all the requirements. Prepare the merit badge cards for the proper signatures. If any Scout does not complete all the requirements, make sure that his records properly indicate the requirements that he has completed and that the Scout knows why he did not complete the badge requirements.
		B. Submit necessary records to the camp program director.