

Merit Badge Opportunities



Listed in alphabetical order below are the merit badges that will be offered at camp. Next to each badge are the requirements that must be completed or started **BEFORE** the Scout arrives in camp. If they are completed to the satisfaction of the counselor, the badge may be earned at camp, otherwise the Scout may receive a partial. With all merit badges, Scouts should become familiar with the requirements before coming to camp. Merit Badge Pamphlets should be obtained and studied prior to the Scout's arrival to insure his familiarity with the merit badges he chooses to work towards. Some merit badge requirements require "advanced preparation" by the scouts. The specifics of this depend on the requirement, but generally scouts should be familiar with the information that the requirement covers.



Animal Science and Chemistry Merit Badges have been added for the 2017 Camping Season. (See details below)

MERIT BADGE.....ADVANCE WORK REQUIRED

American Heritage.....	Requirements 3C and 4 must be completed prior to camp. Please be aware that Scouts may be watching the films "The Patriot" and History Channel Short Films.
Animal Science.....	Requirement 6 must be completed prior to camp.
Archaeology.....	Advanced preparation for requirements 4 & 5 is necessary.
Archery	Advanced preparation is necessary for 1C. Previous experience with a bow and arrow is helpful. Approximate cost of \$10 for materials needed for class.
Art.....	Requirement 6 must be completed prior to camp.
Astronomy	Requirement 5b must be completed before camp. Weather conditions can affect completion of this badge. Night meetings required.
Athletics.....	Requirements 3 and 5 must be completed prior to camp.
Backpacking	Requirements 6B, 8, 9, 10 and 11 must be completed prior to camp.
Basketry	No advance prep necessary. (Materials needed to make a basket must be purchased (Approx. cost of \$10.).
Bird Study.....	Advanced preparation is necessary for requirement 5. Early morning meetings are required to complete the badge.
Camping.....	Requirements 4B, 5E, 7B, 8D & 9 must be completed prior to camp.
Canoeing.....	Be able to complete requirement 2 at camp. Experience with canoes is necessary.

Merit Badge Opportunities (Continued)

Chemistry	Advance preparation for requirements 3 & 7 is necessary.
Citizenship in the Nation	Requirements 2, 3 and 8 must be completed prior to camp. If you plan to work on Requirement 6 ahead of time, it cannot be the Gettysburg Address.
Citizenship in the World	Requirement 7 must be completed prior to camp.
Climbing	Advance knowledge of requirements 1 and 7 is helpful.
Cooking	Not all of the requirements of Cooking can be completed in camp. Requirements 1, 2, 3 & 7 will be completed in camp. Only some parts of Requirement 5 will be completed in camp, and Requirements 4 & 6 must be completed prior to camp. Limit of 20 scouts per session.
Digital Technology	Requirement 1 must be completed prior to camp.
Electricity	Requirements 2 & 9 must be completed prior to camp.
Electronics	No advanced preparation is necessary. (Approx. cost of \$10.)
Emergency Preparedness	You must have First Aid Merit Badge. Requirement 7 must be completed prior to camp. Advance preparation for requirements 6, 8 & 9 is necessary.
Engineering	Advanced preparation is necessary for requirements 1 & 6. Requirement 4 must be completed before camp.
Environmental Science	Requirement 3E must be completed prior to camp. This is NOT a badge for younger Scouts. Advance preparation on requirement 6 is necessary.
Fingerprinting	No advance preparation is necessary.
Fire Safety	Requirements 6A, 11, & 12 must be completed prior to camp.
First Aid	Review First Aid skills for Tenderfoot thru First Class. Requirement 2D must be completed prior to camp.
Fish & Wildlife Management	No Advance work is required.
Fishing	Bring fishing gear to camp.
Fly Fishing	Bring fishing gear to camp.
Forestry	No advance work is required.
Game Design:	No advanced preparation is necessary.
Geocaching	Requirement 7 must be completed prior to camp.
Geology	Requirement 4b must be completed prior to camp
Hiking	Requirements 4, 5, & 6 must be completed prior to camp.
Indian Lore	No advance preparation required.
Insect Study	Requirements 9 & 10 must be completed prior to camp.
Kayaking	Be able to complete requirement 2 at camp. Experience with kayaks is helpful.
Leatherwork	Materials needed to make a leather project for requirement 3 must be purchased. Approx. cost of \$10-\$15.)
Lifesaving	Scout must be classified a “swimmer” by their buddy tag. Requirement 1 needs to be completed before all other requirements. Bring clothing for requirement 7.
Mammal Study	No advanced preparation is required.
Metalwork	No Advance preparation is necessary. Approx. cost of \$10. Limit of 15 scouts per session.
Movie Making	No Advance preparation is necessary.
Nature	One of the following options for requirement 4 must be completed prior to camp: Option A Birds, Option D Insects and Spiders, Option E Fish, or Option F Mollusks and Crustaceans.
Oceanography	Advance preparation for requirement 7 is necessary.
Orienteering	Requirement 8 is a major undertaking and Scouts should be prepared to devote the necessary time it will take to complete.
Personal Fitness	Requirements 1B, 6, 7 and 8 must be completed prior to camp. Bring physical and dental examination forms and progress log for your 12-week fitness program.
Photography	Review requirements. Scouts must bring a digital camera.

Merit Badge Opportunities (Continued)

Pioneering	Review basic knots, lashings, and splicing prior to camp.
Pottery	No advanced preparation is necessary. Limit of 20 scouts per session.
Public Speaking	No Advance preparation is necessary.
Pulp & Paper	No Advance preparation is necessary.
Radio	Requirement 7 must be completed prior to camp.
Reptile & Amphibian Study.....	Requirement 8 must be completed prior to camp. General knowledge of reptiles and amphibians is necessary.
Rifle Shooting	This is one of the most difficult merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1 on Monday morning. A copy of the Scout's local and state laws is needed for requirement 1f. By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more "shooting time," and thus more of an opportunity to earn the badge. Only Option A is available at camp.
Robotics	No advance preparation is necessary. Limit of 20 scouts per session.
Rowing	Be able to complete requirement 2 at camp. Experience with rowboats is helpful. Certain alternatives in Requirement 4 should be completed before camp.
Sculpture	Requirement 2c must be completed prior to camp. Limit of 20 scouts per session.
Search & Rescue	No advanced preparation is required.
Shotgun Shooting.....	This is one of the most difficult merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1 on Monday morning. A copy of the Scout's local and state laws is needed for requirement 1F. By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more "shooting time," and thus more of an opportunity to earn the badge. Only Option A is available at camp. (A nominal fee will be charged for clay pigeons. Approx. cost is \$30).
Skating	Only the Roller Skating or the In-Line Skating options will be completed at camp. Scouts will need to bring their own skates to camp in order to complete the merit badge.
Small Boat Sailing	Be able to complete requirement 2 at camp. Experience with sailboats and sailing in general is necessary. Weather conditions can effect completion of this badge.
Soil and Water Conservation.....	No advanced preparation is required.
Space Exploration	(Materials needed for requirement 3 must be purchased. Approx. cost is \$15)
Sports	Requirements 4 and 5A must be completed prior to camp.
Swimming	Scout must be classified a "swimmer" by their buddy tag.
Textile.....	No Advance preparation is necessary.
Weather	Requirement 9 must be completed prior to camp.
Welding	No Advance preparation is necessary. Approx. cost is \$10. Limit of 15 scouts per session. Scouts must wear jeans to all welding class sessions.
Whitewater	For Paddlerama participants only. Complete requirement 3 prior to camp. Advance preparation is required for requirement 4. Knowledge of first aid and CPR is important.
Wilderness Survival	Advance preparation for requirement 5 is necessary. Review basic survival skills, camping skill and edible wild plants.
Wood Carving	Experience in carving is necessary, and a Scout must have earned Totin' Chip. (Some materials needed to complete the badge must be purchased. Approx. cost is \$10)