

## 2008 RECOMMENDED MERIT BADGES and ACTIVITIES INFORMATION

### 1st Year Campers

- Trail to Eagle
- Swimming Instruction
- Firem'n Chit
- Totin' Chip
- Snorkeling BSA
- Art MB
- Basketry MB
- Computers MB
- Fingerprinting MB
- Leatherwork MB
- Woodcarving MB
- Open Shooting
- Open Boating

### 2nd Year Campers

- Swimming Instruction
- Mile Swim
- Archery MB
- Astronomy MB
- Camping MB
- Canoeing MB
- Communications MB
- First Aid MB
- Indian Lore MB
- Journalism MB
- Orienteering MB
- Space Exploration MB
- Swimming MB
- Wilderness Survival MB
- Open Shooting
- Open Boating

### 3rd Year Campers

- Swimming Instruction
- Mile Swim
- Project COPE
- Citizenship in the Nation
- Emergency Preparedness
- Environmental Science MB
- Soil & Water Cons. MB
- Lifesaving MB
- Pioneering MB
- Mammals Study
- Rifle Shooting MB
- Rowing MB
- Open Boating
- Open Climbing
- Open Shooting
- Golden Eagle
- Kayaking
- Mountain Biking
- Mountain Boarding
- 3rd Year Camper Medal

### 4th Year Campers

- Swimming Instruction
- Mile Swim
- BSA Lifeguard  
(Must be at least 14)
- Climbing MB
- Motorboating MB
- Personal Fitness MB
- Shotgun Shooting MB
- 4th Year Camper Medal
- Open Climbing
- Open Boating
- Open Shooting
- Golden Eagle
- Costume & Dance  
Practice
- Mountain Biking
- Mountain Boarding
- Scuba BSA
- Counselor in Trng.
- Camp Hansen Medal

**This information is provided as a guide to help leaders counsel their Scouts on programs offered at camp. It is recommended that Scouts complete all paperwork and reports before camp. Some merit badges can not be completed at camp. Leaders can provide camp counselors with written information indicating that a Scout has completed certain requirements. Leaders are encouraged to visit with camp counselors during the week to check on their Scouts' progress.**

#### Archery Merit Badge – Shooting Sports

*Requirements* – all can be completed in camp; **will** require extra time outside of class to help qualify in shooting requirement. *Recommend completing before camp:* 1C

*Supplies* – will need to purchase arrow making ticket from the Trading Post – \$4.00

*Special Note* – required to use camp bows and arrows. Do not bring bows and arrows to camp.

#### Art Merit Badge – Headquarters

*Prerequisite* – do number 4 before camp

*Supplies* – will need to purchase an Art Ticket from the Trading Post to pay for art supplies – \$5.00

#### Astronomy Merit Badge – Ecology

*Requirements* – will require extra evening class time.

*Recommend completing before camp:* 5B, 7A, 7B, 10

*Can not be done at camp:* 6, 9A

*Supplies* – Unlined paper, lined paper, pencils/pens, telescope or field glasses (camp has a limited supply), and compass (camp has a limited supply)

#### Basketry Merit Badge – Handicraft

*Requirements* – all can be completed in camp; only two days are needed for this badge

*Supplies* – Round basket kit, square basket kit, and seat kit available from the Trading Post (\$12.60 maximum or lower if generic kits can be made.)

#### BSA Lifeguard – Aquatics

*Prerequisite* – **To enroll**, MUST be 14 years of age or older or completed the 8th grade; current certification in CPR; swim 400 yards; swimming, lifesaving, rowing, and first aid merit badges are strongly recommended – Scout needs to have these skills to complete class; bring "Boy Scout Handbook" and current CPR certification card to enrollment.

*Requirements* – all can be completed in camp; **requires a lot of time throughout the week**; will require time outside of class (mile swim before breakfast and swimming and boating activities after evening meal)

*Supplies* – lined paper and pencils/pens

## 2008 RECOMMENDED MERIT BADGES and ACTIVITIES INFORMATION

### **BSA Lifeguard Counselor** – Aquatics

*Prerequisite* – 21 years of age or older; current certification in CPR; swim 400 yards; knowledge and skills of swimming, lifesaving, rowing, and first aid merit badges. Bring current CPR card to enrollment.

*Requirements* – all can be completed in camp; **requires a lot of time throughout the week**; will require time outside of class (mile swim before breakfast and swimming and boating activities after evening meal)

*Supplies* – lined paper and pencils/pens

### **C.O.P.E.** (Challenging Outdoor Personal Experience) – Climbing

*Prerequisite* – 13 years of age or older; at least 1st Class rank

*Requirements* – see page 27 of “Adult Leader’s Guide” for more information

*Supplies* – long pants, long sleeve shirt, sun screen, cap

*Special Note* – takes all three hours of morning session

### **Camping Merit Badge** – Scoutcraft

*Requirements* – 9a needs to be complete before camp (bring note from Scoutmaster); 7b paper work needs to be completed before camp and paperwork brought to class; 5e, 7c, 8c will be completed on Tuesday night campout.

**9b can not be done at camp.**

*Supplies* – Unlined paper, lined paper, pencils/pens, straight edge, camping equipment for Monday night campout

### **Canoeing Merit Badge** – Aquatics

*Prerequisite* – Must have completed BSA swimmer test

*Requirements* – all can be completed in camp; may require outside class time to work on canoeing strokes; if current CPR card is not brought to camp, will need to attend evening CPR Workshop (\$1.00 cost)

*Supplies* – shoes and clothing which will **get wet in the lake**, bring sun screen

### **Citizenship in the Nation Merit Badge** – Headquarters

2a,b,d & 3 & 8 need to be done before camp,

### **Climbing Merit Badge** – Climbing

*Prerequisite* – must be 13 years of age; upper body strength to support body weight

*Requirements* – all can be completed in camp; if current CPR card is not brought to camp, will need to attend evening CPR Workshop (\$1.00 cost)

*Supplies* – long pants, long sleeve shirt, sun screen, cap

*Special Note* – takes the first two hours of afternoon session

### **Communications Merit Badge** – Headquarters

*Requirements* – 5 & 8 must be completed before camp (be prepared to discuss in class)

*Supplies* – lined paper, pencils/pens

*Special Note* – must be taken with the Journalism Merit Badge and will take two class times

### **Computers Merit Badge** – Headquarters

*Requirements* – 6 and 7 must be completed before camp (be prepared to discuss in class)

*Special Note* – good keyboarding skills would make the badge easier

### **CPR/First Aid Workshop** - Health Lodge

This time will be used for Scouts who need to fulfill the CPR requirement of various merit badges. It can also be used for Scouts who need extra help with first aid requirements.

*Supplies* – will need to purchase an CPR Ticket from the Trading Post to pay for supplies – \$1.00

### **Emergency Preparedness Merit Badge** – Health Lodge

*Prerequisite* – must have earned First Aid Merit Badge (bring “Boy Scout Handbook” to enrollment)

*Requirements* – 2c, 8b and 8c will not be done at camp, 2b, 6b, 6c and 8a needs to be completed prior to camp and bring paper work to class

### **Environmental Science** – Ecology

*Requirements* – recommend that 4 be completed or started before camp, otherwise will take extra time out of class.

*Supplies* – unlined paper, lined paper, pencils/pens, colored pencils (optional), 2 liter soft drink bottle

### **Fingerprinting Merit Badge** – Headquarters or basement of dining hall

*Requirements* – all can be completed camp; only two- one hour sessions are needed for this badge

## 2008 RECOMMENDED MERIT BADGES and ACTIVITIES INFORMATION

### **Firem'n Chit** – Scoutcraft

*Requirements* – all in camp; should take one day

*Supplies* – “Boy Scout Handbook”

*Special note* – suggest taking with Totin' Chip

### **First Aid Merit Badge** – Health Lodge

*Prerequisite* – must have completed Tenderfoot, 2nd Class, and 1st Class rank requirements for first aid. Bring “Boy Scout Handbook” to enrollment.

*Requirements* – 2d needs to be completed prior to camp (bring kit to class); may have to spend time outside of class teaching first aid skill, will need to attend evening CPR Workshop (\$1.00 cost)

*Supplies* – home first aid kit

CPR training is Monday & Tuesday evening and **Wednesday if needed**.

### **Indian Lore Merit Badge** – Handicraft

*Requirements* – all can be completed in camp

*Supplies* – Costume kits available at the Trading Post (\$3.00 and up)

### **Journalism** – Headquarters

*Requirements* – all can be completed in camp; will require outside of class (visit newspaper office); research or interview for written article may also require time outside of class

*Supplies* – lined paper, pencils/pens

*Special Note* – must be taken with the Communications Merit Badge and will take two class times

### **Kayaking BSA** - Aquatics

*Prerequisite* – Must have completed BSA swimmer test & roll over exercise in pool (6:00 a.m. M&T)

*Requirements* – all can be completed in camp; may require outside class time to work on kayaking strokes

*Supplies* – shoes and clothing which will **get wet in the lake**, sun screen.

### **Leatherwork Merit Badge** – Handicraft

*Requirements* – all can be completed in camp; only three days are needed for this badge

*Supplies* – Kit for project and lace for plaiting available at trading post (\$9.00 and up)

### **Lifesaving Merit Badge** – Aquatics

*Prerequisite* – must have completed BSA swimmer test; must have completed 2nd and 1st Class rank requirements (bring “Boy Scout Handbook to enrollment; not required but strongly recommended having completed Swimming Merit Badge

*Requirements* – all can be completed in camp; may require work out side of class; if current CPR card is not brought to camp, will need to attend evening CPR Workshop (\$1.00 cost)

### **Mammal Study Merit Badge** - Ecology 3c & 4c need to be done before camp.

### **Mile Swim BSA**

*Prerequisite* – must have completed BSA swimmer test

*Requirements* – all can be completed in camp

*Special Note* – required daily swim time before breakfast (6:00 a.m.) Monday through Friday

### **Motorboating Merit Badge** – Aquatics

*Prerequisite* – must have completed BSA swimmer test

*Requirements* – all can be completed in camp; if current CPR card is not brought to camp, will need to attend evening CPR Workshop (\$1.00 cost)

### **Orienteering Merit Badge** – Scoutcraft

*Requirements* – all can be completed in camp; 10 will be done outside of class at campsite

Takes extra time to run outside course

*Supplies* – lined paper, pencils/pens, compass, topographic map

### **Personal Fitness Merit Badge** – Health Lodge

*Requirements* – 8 will not be completed in camp. # 8 is the 12 week fitness record.

Complete number 9 before camp.

*Supplies* – unlined paper, lined paper, pencils/pens

*Lot or reading before camp on nutrition, etc from MB pamphlet*

### **Pioneering Merit Badge** - Scoutcraft

*Prerequisite* – # 7 done before camp.

*Extra time needed to build projects.*

## 2008 RECOMMENDED MERIT BADGES and ACTIVITIES INFORMATION

### **Rifle Shooting Merit Badge** – Shooting Sports

*Requirements* – all can be completed in camp; may require extra time outside of class to help qualify in shooting requirement. *Bring to Camp*; 1f, 1i

*Supplies* – no cost for ammunition.

*Special Note* – Required to use camp firearm and ammunition. Do not bring firearm and ammunition to camp.

### **Rowing Merit Badge** – Aquatics

*Prerequisite* – must have completed BSA swimmer test

*Requirements* – all can be completed in camp; may require work out side of class; if current CPR card is not brought to camp, will need to attend evening CPR Workshop (\$1.00 cost)

*Supplies* – shoes and clothing which will **get wet in lake**

### **Sculpture Merit Badge** – Handicraft

*Requirements* – all can be completed in camp; only three days are needed for this merit badge

### **Shotgun Shooting Merit Badge** – Shooting Sports

*Requirements* – all can be completed in camp; will meet Sunday night after campfire to go over safety rules; may require extra time outside of class to help qualify in shooting requirement.

*Before Camp*: 1f, 1h, 1i

*Supplies* – cost for ammunition is .25/shell (minimum 25 shells= \$6.25, estimated cost \$10.00)

*Special Note* – Required to use camp firearm and ammunition. Do not bring firearm and ammunition to camp. Older Scouts usually take this badge as the kick / recoil is hard on younger Scouts.

### **Snorkeling BSA** – Aquatics

*Prerequisite* – must have completed BSA swimmer test

*Requirements* – all can be completed in camp

*Supplies* – face mask, snorkel, and fins – (optional camp will provided)

### **Soil and Water Conservation Merit Badge** – Ecology

*2 d, 3c, 7e needs to be done before camp, 5a & 6d should be done before camp,*

*Service projects take extra time.*

### **Space Exploration Merit Badge** – Handicraft

*Requirements* – all can be completed in camp; may require time outside of class if weather does not cooperate for firing rockets- cost about \$9.00. *Before Camp*: 5b, 5c

*Supplies* – Unlined paper, lined paper, pencils/pens, Rocket kit – available in the Trading Post (\$9.00 & up), and includes engines for firing the rocket.

### **Swimming Instruction** - Aquatics

We want everyone to be a blue swimmer!! Lessons for white and red swimmers will be at 7:00-8:00 p.m. We would be open to suggestions for other time for lessons.

### **Swimming Merit Badge** – Aquatics

*Prerequisite* – *must have completed BSA swimmer test; must have completed 2nd and 1st Class rank requirements* (bring “Boy Scout Handbook to enrollment)

*Requirements* – all can be completed in camp; if current CPR card is not brought to camp, will need to attend evening CPR Workshop (\$1.00 cost) CPR workshop is Monday & Tuesday.

*Supplies* – Lined paper and pencils/pens. Must have long pants and button long sleeve shirt that will hold air when wet and inflated. Belt, shoes, and socks will also get wet in swimming pool.

### **Trail to Eagle** – Scoutcraft in the morning and Pool/Pool Pavilion in the afternoon

See separate handout

### **Totin’ Chip** – Scoutcraft

*Requirements* – all in camp; will only take two days

*Supplies* – “Boy Scout Handbook”, pocket knife, whetstone (optional – camp has a limited supply)

*Special note* – suggest taking with Firem’n Chit

### **Wilderness Survival Merit Badge** – Scoutcraft

*Requirements* – 5 prior to camp (use pages 9-10 of merit badge pamphlet to make kit and bring to class); will campout Tuesday night

*Supplies* – Survival kit, small tarp, 25 feet of rip cord rope, sleep bag, ground cloth- *bring to camp*

## 2008 RECOMMENDED MERIT BADGES and ACTIVITIES INFORMATION

### Woodcarving Merit Badge – Handicraft

*Prerequisites* – must have totin' chip which is brought to class daily (can be earned in Scoutcraft on Monday and Tuesday at 4:00 p.m.)

*Requirements* – all can be completed in camp, *materials sold at trading post- cost is \$4.00-\$5.00*

*Supplies* – Pocket knife or carving tools, whetstone (optional – camp has a limited supply), neckerchief slide kit – available at the Trading Post (\$2.00 to \$3.00), block of wood for low-relief carving – available at the Trading Post (\$1.00)

### Note:

The following are offered in odd numbered years;

Citizenship in the World MB  
Computers MB  
Fish and Wildlife Management MB  
Reptile and Amphibian Study MB

The following are offered in even numbered years;

Citizenship in the Nation MB  
Art MB  
Mammals MB  
Soil & Water Conservation MB

**There are five pages to this document.**