

## Program Information

Pre-requisites for Merit Badges are requirements that will not be completed at camp due to the nature of the requirement. They do not need to be completed prior to camp, but if not completed will result in the merit badge being incomplete at the end of the week.

Merit Badge ratings are loosely modeled on the advancement structure of a Boy Scout. They are not restrictions on the scout who can participate but a representation of the level of skill and maturity needed to fully benefit from the program.

## Aquatics

**Lifeguard** - Eagle - Must have Swimmer ability level. First Aid and CPR certification. Requires 30 hours of instruction and may not be finished with one week of camp.

**Lifesaving** - Life - First class rank, Swimmer ability level. It is recommended that scouts complete Swimming Merit Badge before taking lifesaving.

**Swimming** - Scout - Swimmer ability level, Second Class Requirements 7a-7c, First Class requirements 9a-9c. Must bring long sleeve shirt and pants for clothing inflation.

**Water Rescue and Paddle-craft Safety** - Life - Swimmer ability level, min. age 16

**Canoeing** - First Class - Swimmer ability level

**Kayaking** - Star - Swimmer ability level

**Rowing** - Second Class - Swimmer ability level

**Stand Up Paddleboard** - First Class - Swimmer ability level

## Nature

**Environmental Science** - Life - Requirement 4

**Insect Study** - First Class - Requirement 4,7,11

**Reptiles and Amphibians** - First Class - Requirement 8

**Weather** - Tenderfoot - Requirement 8,10

**Electricity** - First Class - Requirement 2

**Mammal Study** - Scout

**Energy** Second Class - Requirement 1a, 4, 8

**Space Exploration** - Second Class - Requirement 2

## Scoutcraft

**Camping** - First Class - Requirements 4b,8c, 8d, 9. A written note from the unit Leader will suffice for reqs. 4b, 8d and 9. Scouts should bring equipment suitable for outpost camping.

**Wilderness Survival** - First Class - Requirement 5. Please bring your survival kit to camp. Scouts should be prepared to spend Thursday night at outpost.

**Orienteering** - First Class - Requirement 7

**Pioneering** - Star - Requirement 2. Scouts should have a working knowledge of knots and lashings.

**Geocaching** - First Class - Requirement 7

## Shooting sports

**Rifle Shooting MB** - Tenderfoot - Scouts will need to purchase an ammunition voucher. Cost: \$10.00

**Archery MB** - First Class - Scouts will need to purchase an arrow kit from the Trading Post. Estimated cost \$5

**Shotgun Shooting MB** Star Scouts will need to purchase an ammunition voucher .Cost: \$30.00

## Handicraft

**Wood Carving** - Tenderfoot - Scouts should have earned the Totin' Chip. Wood carving supplies will need to be purchased from the Trading post. Estimated cost: \$5

**Leatherwork** - Tenderfoot - Scouts will need to purchase a Leatherwork Kit at the Trading Post. Kits range in price from \$5-\$20

**Basketry** First Class Scouts will need to purchase a Basketry Kit at the Trading Post. Estimated cost: \$25

**Art** - Tenderfoot - Requirements 6, 7

**Fingerprinting** - Tenderfoot

**Inventing** - First Class - Requirement 2, 6, 7, 8

**Collections** - Tenderfoot - Bring Pictures of, or your collection

**Journalism** - Second Class - Requirement 2

## **Health and Safety**

**First Aid MB** - First Class - Requirements 1, 2d

**Emergency Preparedness MB** - Star - Requirements 1, 2c, 8c (please bring your personal kit, a photo of the family kit will suffice)

**Search and Rescue MB** - Life - Requirements 4, 5, 10

**Personal Fitness MB** - First Class - Requirements 1A,1B,7,8