

XI. MERIT BADGE REGISTRATION

We will be utilizing an online Merit Badge pre camp registration program that will become available in mid May. Your Troop will have access to this program once all of your camp fees are paid in full.

You will find a list of all our Merit Badges with difficulty rating and pre requisites on the following two pages.

Merit Badge	Area	Difficulty (10 Being Highest)	Periods	Pre - reqs.	Notes
Archery	Archery Range	10	1 & 2, 4 & 5	NONE	Recommended for older scouts
Art	Handicraft	1	Free Time	NONE	Free Time only
Astronomy	Nature	6	2	NONE	Must attend Astronomy Overnighter
Aviation	Nature	7	1, 3, 4	4	
Basketry	Handicraft	4	1,5	NONE	Bring about \$30 for basket kits. Kits may be purchased in the trading post
Bird Study	Nature	6	Free Time	NONE	Time out of class may be needed to complete a birding notebook
Canoeing	Firebird Lake	7	4	NONE	Have a back-up planned. Class may be cancelled if water level is too low
Chess	In Front of Trading Post	7	4, 5	NONE	Recommended for scouts with prior chess knowledge
Climbing	Climbing Wall	10	2 & 3, 4 & 5	NONE	Recommended for older scouts
Communications	Outdoor Skills	8	1, 4, 5	5, 8	Eagle Required
Composite Materials	Handicraft	6	2	4	Bring about \$10 for kits. Kits may be purchased in the trading post
Crime Prevention	Outdoor Skills	5	1	2, 7	
Emergency Preparedness	Outdoor Skills	9	1, 3, 5	1, 8abc	Eagle Required. Must have the First Aid merit badge.
Environmental Science	Nature	9	1, 2, 3	3e	Eagle Required. Recommended for older scouts

Merit Badge	Area	Difficulty (10 Being Highest)	Periods	Pre - reqs.	Notes
Finger Printing	Handicraft	2	Free Time	NONE	
Fire Safety	Outdoor Skills	5	4	11	Visiting a fire station is required. A trip to a fire station may be arranged.
First Aid	Outdoor Skills	8	2, 3, 4, 5	NONE	Eagle Required.
Fishing	Firebird Lake	7	Free Time	NONE	If Scout has completed Req. 9 please bring written verification
Fish & Wildlife Management	Nature	6	Free Time	5, 7	
Forestry	Nature	6	5	NONE	Bring paper to prepare a field notebook
Geocaching	Outdoor Skills	7	2		Recommended for Scouts with Map, Compass and Orienteering skills
Geology	Nature	5	3	NONE	
Horsemanship	Horse Corral	9	1 & 2, 4 & 5	NONE	Recommended for older scouts
Indian Lore	Handicraft	4	5	NONE	Bring about \$25 for kits. Kits may be purchased in the trading post
Insect Study	Nature	6	Free Time	7	Bring paper for a field notebook
Kayaking	Lakefront	9	5	NONE	Must Pass BSA Swimmer Test
Leatherwork	Handicraft	4	1, 3	NONE	Bring about \$20 for kits. Kits may be purchased in the trading post
Lifesaving	Pool	10	1 & 2	NONE	Eagle Required. Must have Swimming merit badge
Mammal Study	Nature	3	1, 2	4	
Metalwork	Handicraft	7	2, 4	NONE	Bring about \$5 for materials. Kits may be bought in the trading post
Nature	Nature	3	4	4	Requirement #4 should be started prior to coming to amp
Orienteering	Outdoor Skills	7	4	NONE	Recommended for older scouts. Scouts should bring a compass
Photography	Handicraft	4	4	NONE	Scouts must bring a digital camera
Pioneering	Outdoor Skills	7	5	NONE	Scouts should be proficient in basic rope skills

Merit Badge	Area	Difficulty (10 Being Highest)	Periods	Pre - reqs.	Notes
Pottery	Handicraft	4	1, 3, 5	NONE	Scouts should wear work clothes while working with clay
Pulp and Paper	Handicraft	3	Free Time	7	Scouts must show proof of visit in requirement 7
Radio	Nature	6	1,3,4		
Reptile and Amphibian Study	Nature	5	Free Time	8, 9a or 9b	Scouts must show proof of caring for a reptile
Rifle Shooting	Rifle Range	10	1 & 2, 4 & 5	NONE	Recommended for older scouts
Safety	Outdoor Skills	4	1	1	
Sculpture	Handicraft	5	2, 4	NONE	
Shotgun Shooting	Shotgun Range	10	2, 3, 4, 5	NONE	Recommended for older scouts
Soil and Water Conservation	Nature	6	5	7	
Space Exploration	Nature	7	1, 3, 4	NONE	
Swimming	Pool	9	3, 4, 5	NONE	Eagle Required. Must bring a pair of long pants to complete requirement 4
Weather	Nature	4	4	NONE	
Wilderness Survival	Outdoor Skills	7	2, 3	NONE	Scouts must attend the Wilderness Survival overnigher
Woodcarving	Handicraft	5	3, 4	NONE	Tote n Chip Required. Bring about \$10 for kits. Kits may be purchased in the trading post.

High Adventure Activity Registration

C.O.P.E.	COPE Courses	10	2 & 3	Age 13+	Recommended for older scouts This is NOT a Merit Badge
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