

## 2008 Merit Badge Notes

Merit Badge	Comments	Cost
American Cultures/American Heritage	Individuals should have interest in this field. Visiting group in req.1 may be done before or after camp. Bring map and know history of home area.	None
Archery	Proficiency and strength are necessary for completion. Not recommended for younger Scouts. 2 <sup>nd</sup> Class and above.	None
Art/Sculpture	Great for all ages. Can be completed at camp.	\$5.00
Astronomy	Recommended for older Scouts because of complex materials. Do 1b and 2 at home. Will require some work at night.	None
Athletics	Individuals must be ready to exercise each day. Athletic shoes required.	
Basketry/Textile	Materials may be purchased at Trading Post.	\$15.00
Bird Study	Bring binoculars and journal. Req. 8 should be done at home.	
BSA Lifeguard	All Week Class. The cost is for Lifeguard.	\$5.00
Canoeing	Scouts must pass swimmers test. This is not for younger Scouts who may not be strong enough to complete some requirements.	None
Cit. in Nation	Recommended for older Scouts. Requirement #4 cannot be done at camp.	None
Cit. in World	Recommended for older Scouts.	None
Communications	Recommended for older Scouts. Requirement 5 and 6 should be completed before camp.	None
Cooking	Third period plus the lunch hour is additional to some morning periods.	\$5.00
Emergency Prep.	Recommended for older Scouts. Complete requirements #1 and #5 prior to camp. Req. 8c should be done at home.	None
Environ. Science	Recommended for older Scouts because of difficult concepts. Will require work outside of class.	None
Finger Printing	Taught only during twilight Tuesday or Thursday evenings. No Scouts admitted after 7:15 pm.	None
Fire Safety	Recommended for older Scouts because of difficult concepts. May require work outside of class.	

First Aid	Scouts should have all first aid requirements for Tenderfoot through First Class and requirements #1, 2b, and 7 before camp.	None
Fish and Wildlife	Any Scouts may take. Some requirements may need to be completed at home.	None
Fishing	Allow free time for fishing. Bring all necessary gear. May want to catch three fish prior to camp.	None
Fly Fishing	Recommended for older Scouts. Bring own fly fishing equipment.	\$5.00
Forestry	Req. 1,2,4 should be done at home before camp. Can bring collections for identification during class.	None
Geology	Recommended for Scouts who have an interest in the area.	
Golf	Experienced golfers only. Class size will be limited. Bring clubs to camp. One adult per unit required to accompany Scouts on outing.	\$20.00
Indian Lore	Can be completed at home.	\$6.00
Insect Study	Do req. 3 and 7 at home	None
Kayaking BSA	Scouts must have passed swimmers test. Must sign up at the Trading Post for a scheduled day.	\$2.00
Law	Recommended for older Scouts.	None
Learn to Swim	Recommended for non-swimmers or beginners.	None
Leatherwork	Great for younger Scouts. Materials can be purchased in the Handicraft Shop.	\$10.00
Lifesaving	Scouts must have Swimming MB before camp. Scouts should bring long sleeve button up, close woven shirt, belt, and a pair of long pants. Younger Scouts should not attempt this badge.	None
Mammals	Writing intensive course. Must attend class twilight Monday and Tuesday.	None
Medicine	Recommended for older Scouts only due to difficult concepts. Will require some additional work outside of class.	None
Music/Bugling	For musically inclined Scouts only. Bring trumpet or bugle for bugling call. Req. 4 and 6 done at home.	None

Muzzleloading	Prerequisites: rifle Shooting, aged 14+. Class size will be limited to first 10 Scouts.	\$15.00
Nature	Requirements #4 (section B under birds and section A under insects) and #5 should be done prior to camp.	None
Oceanography	This badge is for more experienced Scouts with keen interest.	None
Orienteering	Recommended for older Scouts.	None
Personal Fitness	Fitness test will be given, so Scout must be physically able to pass to earn that requirement. Bring tennis shoes and athletic clothing. Req. 16 and 9 to be done at home. Requires athletic shoes.	None
Photography	Bring camera and film along with any photos. Photos will not be developed at camp, so badge must be completed at home.	None
Pioneering	Recommended for Scouts who have completed First Class knot tying requirements, and know their knots well. Must be 14 years old.	None
Public Speaking	For older Scouts who like to speak and write. Bring paper and pencil.	None
Reptile and Amphibian	Req.8 will be done at home.	None
Rowing	Scouts must have passed the swimmers test.	None
Rifle Shooting	Proficiency and experience are required. Scouts 13 years and above. Will require practice during Merit Badge Shooting time which is during sixth period.	\$5.00 or \$20.00
Shotgun Shooting	Rifle Fee is \$5; Shotgun Fee is \$20.	
Snorkel BSA	Scout should have completed Swimming MB prior to camp.	\$2.00
Soil and Water	Can be completed at camp.	None
Space Exploration	Recommended for older Scouts only.	\$10.00
Swimming	Must pass swimmer test prior to class. A long sleeve, tightly-woven shirt, long pants, shoes, socks, and belt are needed.	None
Weather	Great for Scouts of all ages.	None
Wilderness Survival	Recommended for those with camping experience. Bring materials for req.#5.	None
Woodcarving	Recommended for older Scouts only. Must have earned Totin' Chip	\$5.00

**NOTE:** Please check most recent merit badge pamphlet for most current information. All Scouts should bring paper and pencil for merit badge classes and money to buy merit badge pamphlets if needed.