

Merit Badge	Year	Class Limit	Cost	8am	9am	10am	11am	1pm	2pm	3pm	4pm	Location
Archery (2 HR)	3rd Year	16	\$15		1019				4019			Archery Range
Astronomy	1st Year	20			2022							Con Yard
Athletics	2nd Year	28								5023		Activity Yard
Automotive Maintenance	14 and older	6	\$5				3127					Boat Harbor
Basketry	1st Year	20	\$16		1027	2027	3027		4027	5027		Handicraft
Camping	2nd Year	30			1001		3001					Activity Yard
Canoeing (2 HR)	3rd Year	24				2033			4033			Waterfront
Climbing (2 HR)	3rd Year	18			1133				4133			Climbing Tower
Cycling (2 HR)	3rd Year	18			1039				4039			Cripple Crab
Disability Awareness	1st Year	20								5255		Cripple Crab
Emergency Preparedness	2nd Year	25				2006	3006		4006			Activity Yard
Environmental Science	2nd Year	25			1007	2007			4007			Con Yard
First Aid	1st Year	25			1008	2008	3008		4008	5008		Activity Yard
Fish and Wildlife Management	1st Year	25			1051				4051			Con Yard
Fishing	1st Year	20			1052		3052			5052		Activity Yard
Forestry	2nd Year	25				2054			4054			Con Yard
Geology	2nd Year	25			1058		3058					Con Yard
Indian Lore	1st Year	25			1064				4064			OA Lodge
Journalism	2nd Year	40					3066					Handicraft
Leatherwork	1st Year	20	\$10			2069	3069		4069	5069		Handicraft
Leatherwork/Woodcarving	1st Year	20	\$15		1069							Handicraft
Lifesaving (2 HR)	3rd Year	16			1009				4009			Waterfront
Mammal Study	2nd Year	25				2071	3071			5071		Con Yard
Motorboating	14 and older	8	\$23		1076	2076	3076		4076	5076		Boat Harbor
Music	1st Year	25				2077			4077			Activity Yard
Nature	2nd Year	25				2078				5078		Con Yard
Personal Fitness	14 and older	20				2010			4010			Activity Yard
Photography	All	20					3083					Activity Yard
Pioneering (2 HR)	2nd Year	15				2084			4084			Activity Yard
Radio	2nd Year	8								5093		HA Building
Reptile and Amphibian Study	2nd Year	25					3096			5096		Con Yard
Rifle Shooting (2 HR)	3rd Year	12	\$17		1123				4123			Rifle Range
Rowing (2 HR)	14 and older	8				2035			4035			Waterfront
Shotgun Shooting (2 HR)	3rd Year	10	\$19		1124				4124			Shotgun Range
Small Boat Sailing (2 HR)	14 and older	6			1105				4105			Boat Harbor
Soil and Water Conservation	1st Year	25			1106				4106			Con Yard
Space Exploration	1st Year	20	\$12		1107	2107			4107	5107		Recreation Area
Sports	2nd Year	20							4013			Activity Yard
Swimming	2nd Year	32			1014				4014			Pool
Theater	2nd Year	40				2111						Handicraft
Water Sports (2 HR)	14 and older	6	\$23		1115				4115			Boat Harbor
Water Sports (1 HR)	14 and older	6	\$23				3115					Boat Harbor
Weather	1st Year	25					3116			5116		Con Yard
Wilderness Survival	3rd Year	20			1117					5117		Activity Yard
Woodcarving	1st Year	16	\$5			2118	3118		4118	5118		Handicraft
Woodwork	1st Year	16								5119		Handicraft

Merit Badge	Prereq.	Previous Work Requires and Materials needed
Archery (2 HR)	1, 2, 3, 4	Token, lots of practice, difficult, skill needed
Astronomy		Paper and pencil
Athletics	1	Be physically fit
Automotive Maintenance	12	Token, (14 year minimum)
Basketry		2 kits required from Trading Post
Camping	9	Backpack, small tent, ground cloth, sleeping bag, and compass
Canoeing (2 HR)	2b	Complete BSA Swimmer Test
Climbing (2 HR)		
Cycling (2 HR)		Practice
Disability Awareness		
Emergency Preparedness	8b, 8c	First Aid Merit Badge, bring Emergency Pack to camp (8c)
Environmental Science	3e	Paper and pencil, bring proof of requirement 7
First Aid	2b	Tenderfoot, Second Class, First Class Requirement, bring First Aid Kit to camp (2b)
Fish and Wildlife Management	5, 7, and 8	Paper and pencil, bring proof of requirement 5
Fishing		Must catch 2 fish, fishing pole and tackle needed. Fishing Licenses not required
Forestry	5	Paper and pencil, bring proof of requirement 5
Geology	2	Bring proof of requirement 2 to camp
Indian Lore	2	
Journalism	2a or 2b, 5	Paper and pencil
Leatherwork		Kit
Leatherwork/Woodcarving		Leatherwork - Kit, Woodcarving-Kit. Folding pocketknife or carving knife. Sheath knives not allowed.
Lifesaving (2 HR)		Long sleeves, button up shirt, long pants, belt, socks and shoes. Present CPR to complete at camp.
Mammal Study	4	Paper and pencil, bring proof of requirement 4
Motorboating	2b	Token, Complete BSA Swimmer Test (14 year minimum)
Music		Bring own musical instrument if available
Nature		Complete requirement 4 bring proof from Scoutmaster
Personal Fitness	1a, 1b, 7, 8, 9	Bring proof of 7 & 8. (14 year minimum)
Photography		Camera, film, money to get film processed
Pioneering (2 HR)	5	Know knots, bring knife and gloves, bring 5 to camp
Radio		This is requirement A or merit badge sheet
Reptile and Amphibian Study	8 & 9	Paper and pencil, bring proof of requirement 8 & 9
Rifle Shooting (2 HR)	1a-1i	Hunter Safety Card (if available), Token, lots of practice, difficult, skill needed
Rowing (2 HR)		Physical exercise - upper body
Shotgun Shooting (2 HR)	1a-1i	Hunter Safety Card (if available), Token, lots of practice, difficult, skill needed
Small Boat Sailing (2 HR)	2b	Water Shoes, Complete BSA Swimmer Test (14 year minimum)
Soil and Water Conservation	7	Paper and pencil, bring proof of requirement 7
Space Exploration	5a or 5b, 7	Rocket Kit (from Trading Post), Completed material for 5a or 5b & 7 to camp
Sports	4	Proof of requirement 3
Swimming	2b	Complete BSA Swimmer Test, Long sleeves, button up shirt, long pants, belt, socks and shoes
Theater	1, 3	Paper and pencil
Water Sports (2 HR)	2b	Complete BSA Swimmer Test, Must have attempted water skiing before.(14 year minimum)
Water Sports (1 HR)	2b	Complete BSA Swimmer Test, Must already know how to water skiing before.(14 year minimum)
Weather	8	Paper and pencil, bring proof of requirement 8
Wilderness Survival		Camping and Cooking Merit Badges, bring Survival Kit to camp
Woodcarving		Kit. Folding pocketknife or carving knife. Sheath knives not allowed.
Woodwork		

Other Programs	Year	Class Limit	Cost	8am	9am	10am	11am	1pm	2pm	3pm	4pm	Location
Advanced C.O.P.E. (8 am - 11 am)		16	\$37	6003								C.O.P.E. Area
Basic C.O.P.E. (8 am-11 am, 1 pm-4 pm)	13 and older	16	\$32	6001			6002					C.O.P.E. Area
BSA Lifeguard -All Day	15 and older	10		6206			6206					Waterfront
BSA Lifeguard Counselor - All Day	21 and older	5		6209			6209					Waterfront
Green Bar Tenderfoot	1st Year	24		1212			4212					Green Bar Area
Green Bar Second Class	1st Year	24		1211			4211					Green Bar Area
Green Bar First Class	1st Year	24		1210			4210					Green Bar Area
Instruction Swim		25		3000								Pool
Mile Swim	2nd year	26		3201								Waterfront
NRA Light Rifle		10	\$15	1207	2207	3207	4207		5207			Parnell Rifle Range
Snorkeling (Monday-Thursday only)		25									5208	Pool
Survivor Man Series	4th Year	12		1300								Activity Yard
Other Programs												
Previous Work Requires and Materials needed												
Advanced C.O.P.E. (8 am - 11 am)	Completed C.O.P.E. in a previous summer; blindfold, water bottle, closed toed shoes and clothing should be well-fitting and not too large on Scout, must be comfortable											
Basic C.O.P.E. (8 am-11 am, 1 pm-4 pm)	First Class, Physically fit; blindfold, water bottle, closed toed shoes and clothing should be well-fitting and not too large on Scout, must be comfortable											
BSA Lifeguard -All Day	First Aid and CPR certified, significant aquatic experience and strong aquatic skills											
BSA Lifeguard Counselor - All Day	Previously or currently certified Lifeguard with BSA, Red Cross or YMCA,. Must have extensive experience and strong aquatic skills. First Aid and CPR certified											
Green Bar Tenderfoot	swim suit, towel, goggles if needed, open toed shoes, etc...), their scout handbooks, and water bottles											
Green Bar Second Class	swim suit, towel, goggles if needed, open toed shoes, etc...), their scout handbooks, and water bottles											
Green Bar First Class	swim suit, towel, goggles if needed, open toed shoes, etc...), their scout handbooks, and water bottles											
Instruction Swim												
Mile Swim	Complete BSA Swimmer Test											
NRA Light Rifle	Money to purchase patches											
Snorkeling (Monday-Thursday only)												
Survivor Man Series												