

2009 Summer Camp Merit Badges

Class	Age	Rank	Notes	Prerequisites	Times
Archery	11	Tenderfoot	Physical Strength Required		9:00-10:15 10:30-11:45
Art	10	Scout	None	4 – Bring note from Scoutmaster	10:00-10:50
Astronomy	11	Tenderfoot	One on site star study required.	6, 7B — Bring finished sketches to camp.	2:20-3:30 (Mon. – Thurs.)
Basketry	10	Scout	None		9-9:50 10-10:50 11-11:50
Bird Study	10	Scout	Additional morning bird hikes provided.		9:00-9:50
Blue and Grey	12	Second Class	All morning Merit Badge Package.	American Heritage – 3c Bring documentation Wilderness Survival: 5 – Bring to Camp	9:00-11:50
Camping	12	Second Class	One camping overnighter required	9A, 9B, 9C — Note from the Scoutmaster.	9:00-9:50 11:00-11:50
Canoeing	11	Tenderfoot	Additional Practice may be required		9:00-9:50 10:00-10:50
Citizenship in the Nation	13	First Class	Intense classroom style merit badge.	2 – Bring written reports to camp; 3 – Bring newspaper clippings; 8 – Bring letter and any response.	2:20-3:30 (Mon. – Thurs.)
Emergency Preparedness	12	First Class	Intense class. Maturity required.	1 – Note from Scoutmaster; 2C – Bring chart and note from parents/guardians; 7 – Provide appropriate documentation; 8C – Bring family emergency kit to camp.	2:20-3:30 (Mon. – Thurs.)
Energy	10	Scout	None	4 – Bring report to camp.	11:00-11:50
Environmental Science	12	Second Class	Maturity Required.	3E — Bring report to camp.	9:00-10:15 10:30-11:45
Farm Mechanics	11	Tenderfoot	Will be taught at the Maintenance Building	5 – Bring Report to camp.	10:00-10:50
Fire Safety	10	Scout	None	6A, 11 – Bring Reports to Camp.	10:00-10:50
First Aid	12	Second Class	First aid skills listed in pre-req's a MUST	1 – Note from Scoutmaster; 2B – Bring kit to camp.	9-10:15 10:30-11:45
Fishing	10	Scout	Will need to catch and clean one fish.		10:00-10:50 11:00-11:50
Fish & Wildlife Management	10	Scout	None	7A, 7B, 7C or 7D – Bring reports to camp (7A, 7B, 7C) or provide appropriate documentation for / photos from your aquarium (7D).	9:00-9:50
Forestry	10	Scout	None		10:00-10:50
F.R.O.G.	10	Scout	Teaches basic scouting requirements.		9:00-10:45
Geology	10	Scout	None		10:00-10:50
Indian Lore	10	Scout	None		2:20-3:30 (Mon. – Thurs.)
Leatherwork	10	Scout	None		9-9:50 10-10:50 11-11:50
Lifesaving	13	Second Class	Strong swimmer and physical strength req.	1A – Note from Scoutmaster.	9:00-10:20
Lights! Camera! Action	10	Scout	All Morning Merit Badge Package		9:00-11:50
Mammal Study	10	Scout	Great class for first year scouts		2:20-3:30 (Mon. – Thurs.)
Model Design and Building	12	Second Class	None		2:20-3:30 (Mon. – Thurs.)
Motorboating	12	Scout	None		11:00-11:50
Nature	10	Scout	None	4A2 – Provide appropriate documentation (photos and report).	11:00-11:50
Oceanography	10	Scout	None		9:00-9:50
Orienteering	12	Second Class	Additional time on compass course		11:00-11:50
Personal Fitness	13	First Class	Will require extra work out time	1B – Bring Documentation 6,7,8 – Show Documentation	2:20-3:30 (M-TH)
Pioneering	10	Scout	None		9:00-9:50
P.O.W.E.R.	10	Scout	All morning merit badge package	Energy- 4 Bring report to Camp;	9:00-11:50
Public Speaking	11	Tenderfoot	Will require work outside of class		10:00-10:50
Reptile and Amphibian Study	10	Scout	None	8A or 8B – Provide appropriate documentation.	11:00-11:50
Rifle Shooting	10	Scout	Additional Practice time required		9:00-9:50 10:00-10:50
Rowing	12	Second Class	Additional Practice time required		9:00-9:50
Sailing	11	Tenderfoot	None		10:00-11:20
Shotgun Shooting	12	Scout	Physical strength and practice required		11:00-11:50
Soil & Water Conservation	10	Scout	None		9:00-9:50
Swimming	10	Scout	Physical strength required	3 – Note from the Scoutmaster.	9:00-10:15 10:30- 11:45
Weather	10	Scout	None	8A – Bring instrument and log to camp.	10:00-10:50
Wilderness Survival	12	Tenderfoot	One overnighter required	5 – Bring to camp.	10:00-10:50
Wood Carving	10	Scout	None		9:00-9:50 (M-F) 2:20-3:30 (M-TH)