<table>
<thead>
<tr>
<th>Merit Badge/Activity Requirements to be fulfilled prior to arrival at camp</th>
<th>BSA Requirements updated</th>
<th>Pre-reqs updated</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>American Business</strong> 2 (bank or credit union visit) and 5 (small business).</td>
<td>2016 2/14/2016</td>
<td></td>
</tr>
<tr>
<td><strong>American Cultures</strong> 1 (cultural research) and 5 (presentation).</td>
<td>2006 12/31/2014</td>
<td></td>
</tr>
<tr>
<td><strong>American Heritage</strong> 3c (family history), 4b (local historic event) OR 4c (town history) OR 4d (American History Program) OR 4e (Historic Trail).</td>
<td>2014 12/31/2014</td>
<td></td>
</tr>
<tr>
<td><strong>American Red Cross Standard CPR</strong> None, Cost for course is $35.00</td>
<td>N/A 12/31/2014</td>
<td></td>
</tr>
<tr>
<td><strong>Archeology</strong> None. It is suggested that scouts do requirement 10 (research), but accommodations can be made at camp.</td>
<td>2014 12/31/2014</td>
<td></td>
</tr>
<tr>
<td><strong>Archery</strong> None. Scouts should be familiar with local and state laws regarding Archery equipment ownership and usage. Arrow Kits are available for purchase in the River Store for approximately $5.00.</td>
<td>2016 12/31/2014</td>
<td></td>
</tr>
<tr>
<td><strong>Art</strong> 6 (visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop).</td>
<td>2014 12/31/2014</td>
<td></td>
</tr>
<tr>
<td><strong>Astronomy</strong> 8 (observation). It is recommended that scouts complete 4c (big dipper), 5b (visible planets), and 6b (moon phases) prior to arrival.</td>
<td>2013 3/24/2015</td>
<td></td>
</tr>
<tr>
<td><strong>Athletics</strong> 3 (participation), 5 (assessment), and 6b (volunteer).</td>
<td>2012 12/31/2014</td>
<td></td>
</tr>
<tr>
<td><strong>ATV Program</strong> Participants must be 16 years old by the first day of the course and have filled out a ATV Hold Harmless form (430-048) Must have long sleeve shirt, long pants, boots that cover the ankle. A bandana is recommended. Gloves, Helmets and goggles will be provided. Sign-up is on Sunday evening at special event sign-up.</td>
<td>N/A 12/31/2014</td>
<td></td>
</tr>
<tr>
<td><strong>Automotive Maintenance</strong> None.</td>
<td>2013 12/31/2014</td>
<td></td>
</tr>
<tr>
<td><strong>Backpacking</strong> 6b (map positions), 8c (Backpacking meals), 8d (meal sanitation), 9d (pre-hike inspection), 9e (2 mile hike), 10 (three 15 mile treks), and 11 (30 mile trek).</td>
<td>2015 12/31/2014</td>
<td></td>
</tr>
<tr>
<td><strong>Basketry</strong> One round basket kit and One square basket kit are needed. The correct kits contain a pre-measured piece for the base of the basket. They are available from the River Store for approximately $7.00 each.</td>
<td>2015 12/31/2014</td>
<td></td>
</tr>
<tr>
<td><strong>Bird Study</strong> None. Recommended for first year scouts. It is suggested that scouts complete requirement 5 (20 birds) prior to arrival.</td>
<td>2013 12/31/2014</td>
<td></td>
</tr>
<tr>
<td><strong>BSA Lifeguard</strong> Participants must be at least 15 years old and be able to pass the Pre-course test administered by Instructor. Course runs Monday through Thursday 9:00AM-12:00PM and 1:30PM-5:30PM and Friday 9:00AM-12:00PM Course includes American Red Cross CPR/AED for the Professional Rescuer and costs $35.00</td>
<td>2013 12/31/2014</td>
<td></td>
</tr>
<tr>
<td><strong>BSA Paddle craft Safety</strong> By appointment. Participants must have passed the BSA Swimmer Test, be 16 years of age or older and physically fit. Participants must also have experience with basic water rescue techniques.</td>
<td>2012 12/31/2014</td>
<td></td>
</tr>
<tr>
<td><strong>BSA Swim and Water Rescue</strong> By appointment. Participants must have passed the BSA Swimmer Test, be 16 years of age or older and physically fit. Participants must also be able to recover a 10-pound weight from 8 feet of water.</td>
<td>2012 12/31/2014</td>
<td></td>
</tr>
<tr>
<td><strong>Bugling</strong> 6 (serve as Bugler for three months). Bring Bugle, Trumpet or Cornet to camp. Scouts should have experience and some proficiency in using brass instruments.</td>
<td>2012 12/31/2014</td>
<td></td>
</tr>
<tr>
<td><strong>Camping</strong> 4b (campout setup), 5e (pack inspection), 7 (pack for campout), 8c (camp menu), 8d (cook menu), 9a (camp 20 days and 20 nights), and 9b (camping activities).</td>
<td>2016 12/31/2014</td>
<td></td>
</tr>
<tr>
<td>Activity</td>
<td>Requirement</td>
<td>Year</td>
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<td>--------------------------------</td>
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<tr>
<td>Canoeing</td>
<td>2 (BSA Swimmer test) will be conducted at the start of camp. Scouts should</td>
<td>2015</td>
</tr>
<tr>
<td></td>
<td>be First Class and at least 12 years old.</td>
<td></td>
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<tr>
<td>Chemistry</td>
<td>2a (Fe + CuSO₄) and 3 (Cartesian diver). 7 is suggested to be completed prior</td>
<td>2016</td>
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<tr>
<td></td>
<td>to camp. This badge entails a level of scientific knowledge recommended</td>
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<td></td>
<td>for high school students, since a majority of the requirements are</td>
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<td></td>
<td>completed independently.</td>
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<tr>
<td>Chess</td>
<td>None. It is suggested that scouts bring a chess set. If this is not possible,</td>
<td>2013</td>
</tr>
<tr>
<td></td>
<td>a limited amount of equipment is available at camp.</td>
<td></td>
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<tr>
<td>Citizenship in the Community</td>
<td>2 (map and govt. chart), 3 (meeting), 4 (community issue), and 7 (research</td>
<td>2016</td>
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<tr>
<td></td>
<td>and volunteer). Scouts are also expected to at least begin preparations</td>
<td></td>
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<tr>
<td></td>
<td>for requirement 8 (presentation) prior to coming to camp.</td>
<td></td>
</tr>
<tr>
<td>Citizenship in the Nation</td>
<td>2a (visit landmark), OR 2b (visit state capitol), OR 2c (visit federal</td>
<td>2005</td>
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<tr>
<td></td>
<td>facility), 3(evening news or newspaper for 5 days) It is suggested scouts</td>
<td></td>
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<td></td>
<td>bring a speech to discuss for 6. If not, one can be provided. If scouts</td>
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<td></td>
<td>have written the letter for requirement 8 already please bring response</td>
<td></td>
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<tr>
<td></td>
<td>(if any) to camp.</td>
<td></td>
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<tr>
<td>Citizenship in the World</td>
<td>None. It is suggested that scouts research current world events for</td>
<td>2016</td>
</tr>
<tr>
<td></td>
<td>requirement 3 to be prepared for discussion.</td>
<td></td>
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<tr>
<td>Climbing</td>
<td>None. Scouts need appropriate footwear and clothing. Participants should be</td>
<td>2012</td>
</tr>
<tr>
<td></td>
<td>at least 15 years old</td>
<td></td>
</tr>
<tr>
<td>Coin Collecting</td>
<td>9 (collect and identify) and 10 (tour, attend, talk, or draw). Scouts should</td>
<td>2009</td>
</tr>
<tr>
<td></td>
<td>come to camp with all requirements already complete and ready to discuss</td>
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<td></td>
<td>their work with the counselor.</td>
<td></td>
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<tr>
<td>Collections</td>
<td>None. Bring collection to camp</td>
<td>2009</td>
</tr>
<tr>
<td>Communications</td>
<td>5 (meeting). Scouts are encouraged to do requirement 8 prior to arrival but</td>
<td>2014</td>
</tr>
<tr>
<td></td>
<td>can be done in campsite with troop leadership approval.</td>
<td></td>
</tr>
<tr>
<td>Composite Materials</td>
<td>4a (visit company that uses composites) OR 4b (3 composites related websites).</td>
<td>2014</td>
</tr>
<tr>
<td></td>
<td>It is recommended that scouts research and bring MSDS sheets for requirement</td>
<td></td>
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<td></td>
<td>3 to camp.</td>
<td></td>
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<tr>
<td>Cooking</td>
<td>2c (personal MyPlate), 4 (3 day menu, shop, cook), 5 (2 day camping menu</td>
<td>2016</td>
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<tr>
<td></td>
<td>for patrol), and 6 (hiking menu). From the BSA Advancement Team:</td>
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<tr>
<td></td>
<td>Cooking requirements for Tenderfoot, Second Class, and First Class do not</td>
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<td></td>
<td>count toward Cooking Merit Badge Requirements. You must not repeat any</td>
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<tr>
<td></td>
<td>menus for meals actually prepared or cooked in requirements 4, 5, and 6</td>
<td></td>
</tr>
<tr>
<td>Crime Prevention</td>
<td>2 (notebook), 7a (Neighborhood Watch) OR 7b (jail visit). Crime Prevention</td>
<td>2006</td>
</tr>
<tr>
<td></td>
<td>and Fingerprinting are instructed at the same time. If scout is not</td>
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<td></td>
<td>attempting both badges, they can make an appointment with the instructor</td>
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<td>to take just one of the two.</td>
<td></td>
</tr>
<tr>
<td>Cycling</td>
<td>6 (cycling laws), 7a (road biking) OR 7b (trail biking).</td>
<td>2013</td>
</tr>
<tr>
<td>Digital Technology</td>
<td>1 (completed/updated BSA Cyber Chip) and do internet research for 8 (</td>
<td>2014</td>
</tr>
<tr>
<td></td>
<td>recycling) &amp; 9 (careers or visit). It is recommended that scouts begin</td>
<td></td>
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<tr>
<td></td>
<td>working on some of Req. 6 options prior to camp, or that can be completed</td>
<td></td>
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<tr>
<td></td>
<td>during free time. Scouts complete/update the BSA Cyber Chip program at:</td>
<td></td>
</tr>
<tr>
<td>Disabilities Awareness</td>
<td>4 (second location outside of camp)</td>
<td>2014</td>
</tr>
<tr>
<td>DNR Boating Safety Certificate</td>
<td>Must have passed BSA Swimmers Test. This course requires a minimum of 5</td>
<td>N/A</td>
</tr>
<tr>
<td></td>
<td>participants. Scouts that are interested should sign up for Motorboating</td>
<td></td>
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<tr>
<td></td>
<td>Merit Badge.</td>
<td></td>
</tr>
<tr>
<td>DNR Hunters Safety Certificate</td>
<td>Minimum of 5 participants required per course. It is suggested scouts have</td>
<td>N/A</td>
</tr>
<tr>
<td></td>
<td>an alternate schedule prepared in case the course cannot be administered</td>
<td></td>
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<td></td>
<td>during their week of camp.</td>
<td></td>
</tr>
<tr>
<td><strong>Dog Care</strong></td>
<td>4 (two month dog care log), 6a (vaccination schedule), 8 (visit report), and 9 (laws and ordinances). Scouts should come to camp with all requirements already complete and ready to discuss their work with the counselor.</td>
<td>2013</td>
</tr>
<tr>
<td><strong>Electricity</strong></td>
<td>2 (home safety inspection) is recommended prior to arriving to camp.</td>
<td>2014</td>
</tr>
<tr>
<td><strong>Emergency Preparedness</strong></td>
<td>1 (First Aid Merit Badge), 2c (family meeting), 6c (community emergency management director info), 7b (troop mobilization plan), 8b (personal emergency service pack).</td>
<td>2016</td>
</tr>
<tr>
<td><strong>Energy</strong></td>
<td>4 (energy audit). It is recommended that scouts complete 1 (article) and 6 (pie charts) prior to camp.</td>
<td>2015</td>
</tr>
<tr>
<td><strong>Entrepreneurship</strong></td>
<td>3 (interview entrepreneur).</td>
<td>2014</td>
</tr>
<tr>
<td><strong>Environmental Science</strong></td>
<td>Scouts are encouraged to complete 3e (endangered species), 3f (pollution), 3g (pollination), and 4 (observations) prior to camp.</td>
<td>2016</td>
</tr>
<tr>
<td><strong>Family Life</strong></td>
<td>3 (90 days of chores), 4 (project for family), 5 (project with family), and 6 (family meeting). With these requirements completed prior to camp, this merit badge can be completed with one meeting with a counselor.</td>
<td>2015</td>
</tr>
<tr>
<td><strong>Fingerprinting</strong></td>
<td>None. Crime Prevention and Fingerprinting are instructed at the same time. If scout is not attempting both badges, he can make an appointment with the instructor to take just one of the two.</td>
<td>2004</td>
</tr>
<tr>
<td><strong>Fire Safety</strong></td>
<td>6a (home evacuation plan), 11 (fire station visit), and 12 (research a career).</td>
<td>2013</td>
</tr>
<tr>
<td><strong>First Aid</strong></td>
<td>1 (basic first aid knowledge from Tenderfoot, Second Class and First Class), 2d (home first aid kit). This is a <strong>two hour</strong> merit badge session per day.</td>
<td>2016</td>
</tr>
<tr>
<td><strong>First Year Camper</strong></td>
<td>None. This class is intended to teach young scouts some of the skills required for rank advancement through First Class. Camp Staff will not sign off requirements in a scout’s handbook, but documentation of the skills covered will be provided. It is at the final discretion of a unit leader to sign off requirements. This course is instructed in Two Two-hour blocks daily. Scouts should sign up and attend both sessions (total 4 hours per day) to cover the maximum requirements.</td>
<td>N/A</td>
</tr>
<tr>
<td><strong>Fish and Wildlife Management</strong></td>
<td>None. Recommended for first year scouts. It is encouraged that scouts complete requirements 5 (construct or design) and 7 (fish) prior to arrival.</td>
<td>2015</td>
</tr>
<tr>
<td><strong>Fishing</strong></td>
<td>None. Please bring your state's fishing regulations. It is recommended that scouts bring fishing gear to camp. If this is not possible, a limited amount of camp equipment is available.</td>
<td>2015</td>
</tr>
<tr>
<td><strong>Fly Fishing</strong></td>
<td>Recommended for second year scouts. It is suggested that scouts bring fishing gear to camp. If this is not possible, a limited amount of camp equipment is available.</td>
<td>2012</td>
</tr>
<tr>
<td><strong>Forestry</strong></td>
<td>5 (forest report). It is recommended that 1 (15 species) and 2 (10 species) be completed prior to camp.</td>
<td>2006</td>
</tr>
<tr>
<td><strong>Game Design</strong></td>
<td>None. It is suggested that scouts complete 5a (design), 6 (prototype), and 7a (instruction sheet) prior to arrival, but this can be completed at camp.</td>
<td>2013</td>
</tr>
<tr>
<td><strong>Genealogy</strong></td>
<td>2b (six week journal), 3 (family interview), 4b (genealogical document), and 5 (genealogical services). Scouts should come to camp with all requirements already complete and ready to discuss their work with the counselor.</td>
<td>2006</td>
</tr>
<tr>
<td><strong>Geocaching</strong></td>
<td>7 (local caches), 8a (cache to eagle) OR 8b (Travel bug) OR 8c (public geocache) OR 8d (CITO), and 9 (geohunt). It is suggested that scouts bring a GPS. If this is not possible, a limited amount of equipment is available.</td>
<td>2010</td>
</tr>
<tr>
<td>Merit Badge</td>
<td>Note</td>
<td>Year</td>
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</tr>
<tr>
<td>Geology</td>
<td>None. Recommended for first year scouts. It is suggested that scouts</td>
<td>2010</td>
</tr>
<tr>
<td></td>
<td>complete requirements 4 (geology careers) and 5 (resource/ history</td>
<td></td>
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<td></td>
<td>options) prior to camp.</td>
<td></td>
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<tr>
<td>Golf</td>
<td>2 (study the current USGA Rules of Golf), bring some golfing</td>
<td>2003</td>
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<tr>
<td></td>
<td>equipment (if troop transportation allows). There is a $35 fee for</td>
<td></td>
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<td></td>
<td>golf course usage, and adults may golf 9 holes for $10.</td>
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<tr>
<td>Graphic Arts</td>
<td>6 (visit).</td>
<td>2012</td>
</tr>
<tr>
<td>Hiking</td>
<td>5 (five 10 mile hikes), 6 (20 mile hike), 7 (hike reports).</td>
<td>2013</td>
</tr>
<tr>
<td>Home Repairs</td>
<td>None. Home Repairs and Painting are instructed at the same time.</td>
<td>2013</td>
</tr>
<tr>
<td></td>
<td>If a scout is not attempting both badges, he can make an appointment</td>
<td></td>
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<tr>
<td></td>
<td>with the instructor to take just one of the two.</td>
<td></td>
</tr>
<tr>
<td>Indian Lore</td>
<td>None. If scouts decided to use 2a or 2b, kits are available in the</td>
<td>2014</td>
</tr>
<tr>
<td></td>
<td>River Store for approximately $12.00</td>
<td></td>
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<tr>
<td>Insect Study</td>
<td>5 (scrapbook), 9 (metamorphosis), and 10 (ant colony or beehive).</td>
<td>2015</td>
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<tr>
<td></td>
<td>This badge is recommended for scouts with advanced knowledge of</td>
<td></td>
</tr>
<tr>
<td></td>
<td>insects.</td>
<td></td>
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<tr>
<td>Inventing</td>
<td>8a (club/team) OR 8b (museum/ exhibit). It is recommended that scouts</td>
<td>2010</td>
</tr>
<tr>
<td></td>
<td>complete 2a (interview), 3c (patent search), 6 (prototype), and 7</td>
<td></td>
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<tr>
<td></td>
<td>(invention) prior to camp.</td>
<td></td>
</tr>
<tr>
<td>Journalism</td>
<td>2a (print journalism/visits) OR 2b (radio and television/visits).</td>
<td>2007</td>
</tr>
<tr>
<td>Kayaking</td>
<td>2 (BSA Swimmer Test).</td>
<td>2012</td>
</tr>
<tr>
<td>Law</td>
<td>7 (lawyer). If scouts complete 6a (attend a civil or criminal court)</td>
<td>2013</td>
</tr>
<tr>
<td></td>
<td>then participation in 6b (mock trial) at camp is voluntary.</td>
<td></td>
</tr>
<tr>
<td>Leatherwork</td>
<td>5a (commercial tanning process) OR 5b (Tan a skin) OR 5d (visit</td>
<td>2014</td>
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<tr>
<td></td>
<td>leather related business). If none of these options have been done,</td>
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<tr>
<td></td>
<td>scout may complete 5c (a vinyl or leather braid) at camp. This</td>
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<tr>
<td></td>
<td>badge is not recommended for first year scouts due to skill level.</td>
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<td></td>
<td>Kit(s) for requirement 3 are available in the River Store for</td>
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<td></td>
<td>approximately $8.00</td>
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<tr>
<td>Lifesaving</td>
<td>1 (BSA Swimmer Test and 2nd &amp; 1st Class requirements). 15 (CPR) is</td>
<td>2016</td>
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<td></td>
<td>suggested. Scouts will also need to pass a lifesaving pre-test</td>
<td></td>
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<td></td>
<td>administered by instructor.</td>
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<tr>
<td>Mammal Study</td>
<td>None. It is suggested scouts research for requirements 3c (nongame</td>
<td>2015</td>
</tr>
<tr>
<td></td>
<td>mammal), unless they choose to do 3a at camp OR 3b prior to camp.</td>
<td></td>
</tr>
<tr>
<td>Medicine</td>
<td>7a (doctor visit) and 10 (volunteer at a health related event).</td>
<td>2010</td>
</tr>
<tr>
<td>Metalwork</td>
<td>None. Scouts must be at least 14 and have close fitting long sleeve</td>
<td>2008</td>
</tr>
<tr>
<td></td>
<td>shirt and long pants made of natural fibers. Leather work boots are</td>
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<td></td>
<td>also required (Steel toe preferred). This badge also has a materials</td>
<td></td>
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<td></td>
<td>cost of approximately $10.00.</td>
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<tr>
<td>Model Design and</td>
<td>None. This badge is not recommended for first year scouts due to</td>
<td>2004</td>
</tr>
<tr>
<td>Building</td>
<td>required skill level. Scouts can work on requirements 3 (plans), 4</td>
<td></td>
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<tr>
<td></td>
<td>(scale model), and 5 (special effects model) before camp or during</td>
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<td></td>
<td>merit badge session. Models built prior to camp are acceptable.</td>
<td></td>
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<tr>
<td>Motorboating</td>
<td>2a (BSA Swimmer Test), 4a (operator's permit). Participants must be</td>
<td>2012</td>
</tr>
<tr>
<td></td>
<td>at least 14 years old. This merit badge includes a trip out of camp.</td>
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<tr>
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<td>It is recommended that scouts have an approved form of CPR Training</td>
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<td></td>
<td>prior to arrival. If this is not possible, a knowledge of CPR course</td>
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<tr>
<td></td>
<td>is available at camp as well as American Red Cross CPR training for</td>
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<tr>
<td></td>
<td>$35.00</td>
<td></td>
</tr>
<tr>
<td>Moviemaking</td>
<td>None. It is suggested scouts bring their own camera. If this is not</td>
<td>2014</td>
</tr>
<tr>
<td>(Cinematography)</td>
<td>possible, a limited amount of camp equipment is available.</td>
<td></td>
</tr>
<tr>
<td>Badge</td>
<td>Requirements</td>
<td>Year</td>
</tr>
<tr>
<td>----------------------</td>
<td>------------------------------------------------------------------------------</td>
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</tr>
<tr>
<td><strong>Music</strong></td>
<td>3a (attend a concert) OR 3b (interview a family member) OR 3c (member of</td>
<td>2012</td>
</tr>
<tr>
<td></td>
<td>band, choir, or music group for 6 months). Scouts must do two of the four</td>
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<tr>
<td></td>
<td>(3a-d). 3d can be completed at camp. If a scout does not complete 4a</td>
<td></td>
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<tr>
<td></td>
<td>(compose music) OR 4d (catalog family music collection) the scout must</td>
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<tr>
<td></td>
<td>attempt 4a (teach 3 songs) OR 4c (make an instrument). Please bring</td>
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<td></td>
<td>instrument to camp or be prepared to use the voice option for requirement</td>
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<tr>
<td></td>
<td>1.</td>
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<tr>
<td><strong>Nature</strong></td>
<td>None. If scouts wish to use fishing elective requirements to complete the</td>
<td>2014</td>
</tr>
<tr>
<td></td>
<td>badge, please bring fishing equipment as limited supplies are available at</td>
<td></td>
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<tr>
<td></td>
<td>camp. Recommended for second or third year scouts.</td>
<td></td>
</tr>
<tr>
<td><strong>Nuclear Science</strong></td>
<td>2b (3-D model isotopes) and 4a-c (electroscope, cloud chamber, or</td>
<td>2011</td>
</tr>
<tr>
<td></td>
<td>irradiated food). This badge requires advanced high school level</td>
<td></td>
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<tr>
<td></td>
<td>scientific knowledge, and is recommended for scouts who have completed</td>
<td></td>
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<tr>
<td></td>
<td>10th grade science.</td>
<td></td>
</tr>
<tr>
<td><strong>Oceanography</strong></td>
<td>None. It is suggested 8b (visit) be completed before camp. If scout has</td>
<td>2013</td>
</tr>
<tr>
<td></td>
<td>not completed it, 8a (essay) OR 8c (presentation) can be done at camp.</td>
<td></td>
</tr>
<tr>
<td><strong>Orienteering</strong></td>
<td>7 (events), 8 (course), and 9 (official)</td>
<td>2013</td>
</tr>
<tr>
<td><strong>Painting</strong></td>
<td>None. Home Repairs and Painting are instructed at the same time. If scout</td>
<td>2009</td>
</tr>
<tr>
<td></td>
<td>is not attempting both badges, they can make an appointment with the</td>
<td></td>
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<tr>
<td></td>
<td>instructor to take just one of the two.</td>
<td></td>
</tr>
<tr>
<td><strong>Personal Fitness</strong></td>
<td>1b (dentist), 6 (initial tests), 7 (12 week fitness program), and 8 (execute</td>
<td>2015</td>
</tr>
<tr>
<td></td>
<td>program).</td>
<td></td>
</tr>
<tr>
<td><strong>Personal Management</strong></td>
<td>1 (large family purchase), 2 (budget with 13 week record of income and</td>
<td>2016</td>
</tr>
<tr>
<td></td>
<td>expenses), 8 (to do list/schedule for 7 days), 9 (project). Bring business</td>
<td></td>
</tr>
<tr>
<td></td>
<td>section containing stock quotes for requirement 5.</td>
<td></td>
</tr>
<tr>
<td><strong>Pets</strong></td>
<td>1 (four month care for pet), 3 (read), and 4 (show, start, or train).</td>
<td>2014</td>
</tr>
<tr>
<td><strong>Photography</strong></td>
<td>1b (BSA Cyber Chip). It is suggested scouts bring their own camera and</td>
<td>2016</td>
</tr>
<tr>
<td></td>
<td>begin working on 7 (visual story or topic). If scouts cannot provide their</td>
<td></td>
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<tr>
<td></td>
<td>own camera, a limited amount of camp equipment is available. Scouts can</td>
<td></td>
</tr>
<tr>
<td></td>
<td>complete/update the BSA Cyber Chip program online at:</td>
<td></td>
</tr>
<tr>
<td><strong>Pioneering</strong></td>
<td>2a (Tenderfoot and First Class rope requirements) and 7 (scale model).</td>
<td>2014</td>
</tr>
<tr>
<td><strong>Plant Science</strong></td>
<td>8 Option 3 F (Studies/Visits).</td>
<td>2014</td>
</tr>
<tr>
<td><strong>Plumbing</strong></td>
<td>2 (home hot and cold system).</td>
<td>2005</td>
</tr>
<tr>
<td><strong>Programming</strong></td>
<td>1a (completed/updated BSA Cyber Chip) and 5a-5c [with the scout's</td>
<td>2013</td>
</tr>
<tr>
<td></td>
<td>programming code either printed or copied on a flash drive so the</td>
<td></td>
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<tr>
<td></td>
<td>counselor can assist with testing and improving program]. Scouts can</td>
<td></td>
</tr>
<tr>
<td></td>
<td>complete/update the BSA Cyber Chip program online at:</td>
<td></td>
</tr>
<tr>
<td><strong>Public Health</strong></td>
<td>7 (visit public health agency). Scouts are expected to come to camp with</td>
<td>2015</td>
</tr>
<tr>
<td></td>
<td>requirements completed to discuss with counselor.</td>
<td></td>
</tr>
<tr>
<td><strong>Public Speaking</strong></td>
<td>None. Requirement 4 is suggested to be completed but can be completed</td>
<td>2003</td>
</tr>
<tr>
<td></td>
<td>at camp.</td>
<td></td>
</tr>
<tr>
<td><strong>Pulp and Paper</strong></td>
<td>7 (visit/research).</td>
<td>2014</td>
</tr>
<tr>
<td><strong>Radio</strong></td>
<td>7 (visit) and 9b2 (broadcast log).</td>
<td>2009</td>
</tr>
<tr>
<td><strong>Reading</strong></td>
<td>1 (Read 6 books of 4 different types), 2 (nonfiction articles), 3 (catalog</td>
<td>2004</td>
</tr>
<tr>
<td></td>
<td>order form OR scouting websites), and 4 (volunteer 4 hours).</td>
<td></td>
</tr>
<tr>
<td>**Reptile and</td>
<td>8a (maintain reptile) OR 8b (observe reptile).</td>
<td>2006</td>
</tr>
<tr>
<td>Amphibian Study**</td>
<td>8a (maintain reptile) OR 8b (observe reptile).</td>
<td></td>
</tr>
<tr>
<td><strong>Rifle Shooting</strong></td>
<td>Bring a copy of your State's hunting laws.</td>
<td>2002</td>
</tr>
<tr>
<td>Merit Badge</td>
<td>Requirements</td>
<td>Year</td>
</tr>
<tr>
<td>------------------------------</td>
<td>------------------------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td><strong>River Ranger Program</strong></td>
<td>Participants must be 16 years old by the first day of camp and pass the BSA</td>
<td>N/A</td>
</tr>
<tr>
<td></td>
<td>Swimmer Test. This is a course that teaches scouts how to plan and lead</td>
<td></td>
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<td></td>
<td>river treks. Trek Safely as it relates to open water as well as some open</td>
<td></td>
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<tr>
<td></td>
<td>water rescue techniques are part of what is covered in this course.</td>
<td></td>
</tr>
<tr>
<td><strong>Rowing</strong></td>
<td>2b (CPR), 3 (BSA Swimmer test) Scouts should be First Class and at least 12</td>
<td>2014</td>
</tr>
<tr>
<td></td>
<td>years old</td>
<td></td>
</tr>
<tr>
<td><strong>Safety</strong></td>
<td>1 (notebook), 2 (escape plan), 3b (family protection), 4 (escapes), and 6</td>
<td>2013</td>
</tr>
<tr>
<td></td>
<td>(project).</td>
<td></td>
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<tr>
<td><strong>Salesmanship</strong></td>
<td>5 (cost sheet) and 6 (interview).</td>
<td>2014</td>
</tr>
<tr>
<td><strong>Scholarship</strong></td>
<td>1 (school grades), 3 (principal), 4 (activity or project), and 5 (report).</td>
<td>2005</td>
</tr>
<tr>
<td></td>
<td>2 (places, interview, planner, or research) can be completed in camp or</td>
<td></td>
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<td></td>
<td>prior to arrival.</td>
<td></td>
</tr>
<tr>
<td><strong>Scouting Heritage</strong></td>
<td>4 (jambo, scouting museum, or exhibit) and 5 (local scouting history).</td>
<td>2014</td>
</tr>
<tr>
<td><strong>Scuba BSA Award</strong></td>
<td>This is NOT the Scuba Merit badge. Scouts should be at least 14 years old</td>
<td>N/A</td>
</tr>
<tr>
<td></td>
<td>and have passed the BSA Swimmer Test.</td>
<td></td>
</tr>
<tr>
<td><strong>Sculpture</strong></td>
<td>Do two of the following: 2a (head), 2b (mold), or 2c (art exhibit).</td>
<td>2008</td>
</tr>
<tr>
<td><strong>Search and Rescue</strong></td>
<td>Requirement 8 occurs at camp outside of scheduled time. First aid merit</td>
<td>2014</td>
</tr>
<tr>
<td></td>
<td>badge is highly recommended. Not recommended for first year scouts.</td>
<td></td>
</tr>
<tr>
<td><strong>Signs, Signals, &amp; Codes</strong></td>
<td>None. Recommended for second year scouts. Scouts may work on requirement 7</td>
<td>2015</td>
</tr>
<tr>
<td></td>
<td>prior to camp.</td>
<td></td>
</tr>
<tr>
<td><strong>Shotgun Shooting</strong></td>
<td>First-Year scouts are strongly discouraged from taking this badge due to</td>
<td>2014</td>
</tr>
<tr>
<td></td>
<td>difficulty of handling shotguns and aiming. Bring a copy of your State's</td>
<td></td>
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<tr>
<td></td>
<td>hunting laws.</td>
<td></td>
</tr>
<tr>
<td><strong>Small-Boat Sailing</strong></td>
<td>1b (CPR) and 3 (BSA Swimmer Test). This badge is <strong>two hours</strong> per day and</td>
<td>2005</td>
</tr>
<tr>
<td></td>
<td>includes a trip out of camp. Scouts must be at least 12 years old.</td>
<td></td>
</tr>
<tr>
<td><strong>Soil and Water Conservation</strong></td>
<td>None. Scouts are encouraged to work on their 500 word (requirement 7)</td>
<td>2005</td>
</tr>
<tr>
<td></td>
<td>prior to camp if choosing that option.</td>
<td></td>
</tr>
<tr>
<td><strong>Space Exploration</strong></td>
<td>Please bring rockets and engines for 2 launches to complete requirement 3.</td>
<td>2014</td>
</tr>
<tr>
<td></td>
<td>If scouts cannot build rockets to camp, Rocket Kits are available in the River</td>
<td></td>
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<tr>
<td></td>
<td>Store for approximately $7.00.</td>
<td></td>
</tr>
<tr>
<td><strong>Sports</strong></td>
<td>4 (sport teams) and 5 (training plan).</td>
<td>2011</td>
</tr>
<tr>
<td><strong>Stamp Collecting</strong></td>
<td>3 (show), 4a (catalog), 5 (demonstrate), 6a (album), 7 (design, visit, report,</td>
<td>2007</td>
</tr>
<tr>
<td></td>
<td>and/or describe), and 8 (show). Scouts are expected to arrive at camp</td>
<td></td>
</tr>
<tr>
<td></td>
<td>prepared to review requirements with their counselor.</td>
<td></td>
</tr>
<tr>
<td><strong>Sustainability</strong></td>
<td>1 (family meeting), 2: Community B or C; Energy B or C; and &quot;Stuff&quot; A and B</td>
<td>2015</td>
</tr>
<tr>
<td></td>
<td>or C, 4 (family meeting), 5a (family meeting). This merit badge requires that</td>
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<tr>
<td></td>
<td>a majority of the work be completed outside of camp. This badge will only</td>
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<td></td>
<td>be offered by appointment and with Unit Leader Approval.</td>
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</tr>
<tr>
<td><strong>Swimming</strong></td>
<td>2 (BSA Swimmer Test) and 3 (150 yard swim) need to be completed at camp.</td>
<td>2015</td>
</tr>
<tr>
<td><strong>Theater</strong></td>
<td>1 (review 3 plays) and 3 (participation).</td>
<td>2005</td>
</tr>
<tr>
<td><strong>Traffic Safety</strong></td>
<td>5 (interview, research, organize, or observe). Scouts are expected to arrive</td>
<td>2007</td>
</tr>
<tr>
<td></td>
<td>to camp prepared to review their completed requirements with the counselor.</td>
<td></td>
</tr>
<tr>
<td><strong>Truck Transportation</strong></td>
<td>1 (truck lines) and 4 (visit). Scouts are expected to arrive to camp</td>
<td>2006</td>
</tr>
<tr>
<td></td>
<td>prepared to review all requirements with their counselor.</td>
<td></td>
</tr>
<tr>
<td><strong>Water Sports</strong></td>
<td>2b (CPR) and 3 (BSA Swimmer test). Scouts should be at least 14 years old.</td>
<td>2015</td>
</tr>
<tr>
<td></td>
<td>Scouts should be prepared to go on Motorboating off-site trip.</td>
<td></td>
</tr>
<tr>
<td><strong>Weather</strong></td>
<td>None. It is recommended scouts complete requirement 9a (weather log)</td>
<td>2014</td>
</tr>
<tr>
<td></td>
<td>prior to arrival at camp. If scout does not complete this, it may be possible</td>
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<td></td>
<td>to complete 9b (weather professional) at camp.</td>
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</tr>
<tr>
<td>Award</td>
<td>Approval Date</td>
<td>Details</td>
</tr>
<tr>
<td>-----------------------------</td>
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<td>--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Welding</td>
<td>2012 12/31/2014</td>
<td>None. Scouts must be at least 14 and have close fitting long sleeve shirt and long pants made of natural fibers. Leather work boots are also required (Steel toe preferred). This badge also has a materials cost of approximately $10.00</td>
</tr>
<tr>
<td>Whitewater</td>
<td>2015 2/15/2016</td>
<td>3 (Canoing merit badge or Kayaking BSA award) and 12 (Whitewater trip). Scouts must be at least 14 years old. This badge is by appointment and is meant for scouts who would like to complete significant partials. A certified counselor is available to cover oral/written requirements and limited demonstration.</td>
</tr>
<tr>
<td>Wilderness Survival</td>
<td>2013 12/31/2014</td>
<td>5 (survival kit). This badge requires an on-site low impact overnight trip.</td>
</tr>
<tr>
<td>Wood Carving</td>
<td>2015 12/31/2014</td>
<td>2a (Totin’ Chip). This badge is not recommended for first year scouts due to skill level required. Kit is recommended and available in the River Store for approximately $4.00, or scrap pieces are available at the Crafts Pavilion.</td>
</tr>
<tr>
<td>Woodwork</td>
<td>2012 12/31/2014</td>
<td>1b (Totin’ Chip). It is recommended that scouts complete requirement 7 prior to camp.</td>
</tr>
</tbody>
</table>

**STEM/Nova Awards**

**Boy Scout Nova Awards**

<table>
<thead>
<tr>
<th>Award</th>
<th>Approval Date</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shoot!</td>
<td>2013 1/1/2016</td>
<td>1 (watch, read, or do) and sign up and complete merit badge for requirement 2.</td>
</tr>
<tr>
<td>Start Your Engines!</td>
<td>2013 1/1/2016</td>
<td>1 (watch, read, or do) and sign up and complete merit badge for requirement 2.</td>
</tr>
<tr>
<td>Whoosh!</td>
<td>2013 1/1/2016</td>
<td>1 (watch, read, or do) and sign up and complete merit badge for requirement 2. It is recommended that scouts begin working on 3a and 5a prior to camp.</td>
</tr>
<tr>
<td>Designed to Crunch</td>
<td>2013 1/1/2016</td>
<td>2 (watch, research, read, or do); sign up and complete merit badge for requirement 2; and complete one of 3b, 3c, 3d, or 3e. Scouts may find it helpful to bring a scientific or graphing calculator to camp.</td>
</tr>
</tbody>
</table>

**Venturing Nova Award**

<table>
<thead>
<tr>
<th>Award</th>
<th>Approval Date</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Launch!</td>
<td>2013 1/1/2016</td>
<td>1 (watch, read, or do) and complete the STEM ‘field of interest’ for requirement 2. Also prepare ideas for other requirements. <a href="http://www.scouting.org/stem/Awards/Venturer_Supernova_Extopics.asp">http://www.scouting.org/stem/Awards/Venturer_Supernova_Extopics.asp</a></td>
</tr>
<tr>
<td>Power Up</td>
<td>2013 1/1/2016</td>
<td>1 (watch, read, or do) and complete the STEM ‘field of interest’ for requirement 2. Also prepare ideas for other requirements. <a href="http://www.scouting.org/stem/Awards/Venturer_Supernova_Extopics.asp">http://www.scouting.org/stem/Awards/Venturer_Supernova_Extopics.asp</a></td>
</tr>
<tr>
<td>Hang On!</td>
<td>2013 1/1/2016</td>
<td>1 (watch, read, or do) and complete the STEM ‘field of interest’ for requirement 2. Also prepare ideas for other requirements. <a href="http://www.scouting.org/stem/Awards/Venturer_Supernova_Extopics.asp">http://www.scouting.org/stem/Awards/Venturer_Supernova_Extopics.asp</a></td>
</tr>
<tr>
<td>Numbers Don’t Lie</td>
<td>2013 1/1/2016</td>
<td>1 (watch, read, or do), 3 (attend sporting event), and complete the STEM ‘field of interest’ for requirement 2. Also prepare ideas for other requirements. <a href="http://www.scouting.org/stem/Awards/Venturer_Supernova_Extopics.asp">http://www.scouting.org/stem/Awards/Venturer_Supernova_Extopics.asp</a></td>
</tr>
</tbody>
</table>