

# Merit Badge Pre-Camp Work

**Archery** | None. Arrow Kits are available for purchase in the River Store for approximately \$5.00.

**Art** | 6 (visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop).

**Astronomy** | 8 (observation). It is recommended that Scouts complete 4c (Big Dipper), 5b (visible planets), and 6b (moon phases) prior to arrival.

**ATV Program** | Participants must be 14 years old by the first day of the course and have an ATV Hold-Harmless form ([scoutingevent.com/Download/27272137/OR/CCB\\_ATV\\_Hold\\_Harmless.pdf](http://scoutingevent.com/Download/27272137/OR/CCB_ATV_Hold_Harmless.pdf)) signed by a parent or guardian. Everyone must also complete the E-Course offered by the ATV Safety Institute to ride an ATV. Visit [atvsafety.org/atv-ecourse/](http://atvsafety.org/atv-ecourse/) and select "Register Here" under the ATV E-Course description.

**Remember to bring your E-Course Certificate Number with you to camp!** Participants should have a long sleeve shirt, long pants, and boots that cover the ankle. A bandana is recommended. Gloves, helmets and goggles will be provided.

**Automotive Maintenance** | Participants must be 14 years old by the first day of the course This is a **two-hour session** per day merit badge.

**Basketry** | 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.

**Bird Study** | 5 (observe and identify 20 birds). It is recommended that scouts complete 2 (bird sketches), 6 (bird characteristics), and 7 (bird songs).

**Camping (Eagle Req.)** | 4 (Patrol campout), 5e (pack inspection), 7 (pack for campout), 8c (camp menu), 8d (cook menu), 9a (camp 20 days and 20 nights), and 9b (camping activities).

**Canoeing** | 2 (BSA Swimmer test) will be conducted at the start of camp.

**Chess** | It is suggested that Scouts bring a chess set. If this is not possible, a limited amount of equipment is available at camp.

**Citizenship in the Community (Eagle Req.)** | 2 (mapping landmarks), 3 (meeting), 4 (community issue), and 7 (research and volunteer). Scouts are also expected to begin preparations for requirement 8 (presentation) prior to coming to camp.

**Citizenship in the Nation (Eagle Req.)** | 5 (national news for 5 days); Do Two: 7a (visit landmark), 7b (visit state capitol), 7c (visit federal facility), 7d (national monument). It is suggested Scouts bring a speech to discuss for 6. If Scouts have already written the letter for requirement 8, please bring response (if any) to camp.

**Citizenship in the World (Eagle Req.)** | None. It is suggested that Scouts research current world events for requirement 3 to be prepared for discussion.

**Climbing** | None. Scouts need appropriate clothing and footwear (closed-toed shoes).

**Communications (Eagle Req.)** | Req 1 (Do ONE: 1a, 1b, 1c) Discuss at Camp. / Req 3 Write a 5-min speech. Give your speech at Camp. / Req 5 (Attend a Public Meeting) Discuss at Camp. / Think about Reqs 6 & 8. / Req 6 Develop a plan to teach a skill to or inform someone about something. What might you teach? Or what topic could you use to inform someone? / Req 8 Plan a Troop or Crew Court of Honor, Campfire Program, or Interfaith Worship Service.

**Digital Technology** | 1 (view BSA Digital Safety video) and do internet research for 7c (legal dispute), 8 (recycling), & 9 (careers or visit). It is recommended that scouts begin working on some of requirement 6 options prior to camp, or that can be completed during free time. Scouts can view the Digital Safety video at [scouting.org/training/youth/scouts-bsa/](http://scouting.org/training/youth/scouts-bsa/)

**Emergency Preparedness (Eagle Req.)** | 1 (First Aid Merit Badge), 2b (10 emergency situations for family meeting), 3 (family meeting, escape plan, and disaster kit), and 9b (troop mobilization plan).

**Environmental Science (Eagle Req.)** | 7c (household hazardous waste). Scouts are encouraged to work on requirement 6 prior to camp.

**First Aid (Eagle Req.)** | 2b (assemble a first aid kit). This is a **two-hour session** per day merit badge.

**Fish and Wildlife Management** | 5 (observations) and 7 (fish age, census, stomach contents, or aquarium). Recommended for second year scouts.

**Fishing** | Scouts are encouraged to attempt requirements 9 and 10 prior to camp. It is recommended that Scouts bring fishing gear to camp. If this is not possible, a limited amount of camp equipment is available.

**Game Design** | Req 1a, 1b (Analyze four games, make a chart, compare and contrast the games). Req 2 (Research 5 of the 17 terms provided to discuss with the group). / Req 3 (Research the term *Intellectual Property*, Define and give an example of a *Licensed Property*). Think about the type of game you will design. Are there 1-2 game items you want to pack for camp? Example: ball, deck of cards, dice, etc. (instruction sheet) prior to arrival, but this can be completed at camp.

**Geocaching** | 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.

**Geology** | None. Recommended for second year scouts.

**Kayaking** | 2 (BSA Swimmer Test, can be completed at camp).

**Law\*** | 6 (attend a civil or criminal court, or mock trial) and 7 (lawyer).

**Leatherwork** | 5 (commercial tanning process, tan animal skin, recondition, or visit leather related business). If none of these options have been done, scout may complete 5c (reconditioning) at camp.

**Moviemaking** | Req 1 (Merit Badge booklet Read Pg 7-14 "What is Moviemaking?") Think about the type of movie you will make. Are there 1-2 items you want to pack for camp to use as props? / Req 2a (Rough Draft, 3-4 sentence treatment, Tell the story you plan to produce). It is suggested Scouts bring a mobile device with video capability. If not possible let us know, we will try to help make arrangements.

**Music** | 3a (attend a concert) OR 3b (interview a family member) OR 3c (member of band, choir, or music group for 6 months). Scouts must do two of the four (3a-d). 3d can be completed at camp. If a scout does not complete 4b (compose music) the scout must complete 4a (teach 3 songs) OR 4c (make an instrument). Music and Art are taught at the same time on different days. Scouts are not required to participate in both badges.

**Nature\*** | 4 (collect items and identify species) is strongly recommended prior to camp. Recommended for second- or third-year scouts.

**Oceanography** | 8 is recommended prior to camp. Recommended for second- or third-year scouts.

**Orienteering** | 7 (events), 8 (set up course), and 9 (officiating).

**Personal Management (Eagle Req.) \*** | 1 (large family purchase), 2 (budget with 13-week record of income and expenses), 8 (to do list/ schedule for 7 days). It is suggested Scouts prepare for 9 (project) prior to camp.

**Photography** | 1b (BSA Digital Safety video). It is suggested scouts bring their own camera and begin working on 7 (visual story or topic). If scouts cannot provide their own camera, a limited amount of camp equipment may be available. Scouts can view the BSA Digital Safety video online at [scouting.org/training/youth/scouts-bsa](http://scouting.org/training/youth/scouts-bsa)

**Reptile and Amphibian Study** | 8 (maintain or observe a reptile or amphibian).

**Painting** | None.

**Pioneering** | None. Requirement 4 is suggested to be finished, but can be completed at camp.

**Rifle Shooting** | None

**Shotgun Shooting** | None

**Small-Boat Sailing** | 2 (BSA Swimmer Test). This is a two-hours per day badge.

**Soil and Water Conservation** | None. Scouts are encouraged to work on their 500-word report (requirement 7) prior to camp, if choosing that option.

**Space Exploration** | Please bring rockets and engines for two launches to complete requirement 3, ensuring they are stored safely with an adult.

**Theater** | 1 (review three plays) and 3 (theater participation).

**Traffic Safety** | None

**Swimming (Eagle Req.)** | 2 (BSA Swimmer Test) and 3 (150-yard swim) need to be completed at camp. Young Scouts often find that this badge is more physically demanding than they anticipate.

**Welding** | 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)