

Additional Merit Badge Class Information

Pre Requisites

Can Not Be Done at Camp**

Additional Cost

Additional Information and
Materials Needed

Aquatics				
Activity	Pre Requisites	Can Not Be Done at Camp**	Additional Cost	Additional Information and Materials Needed
Aquatic Supervisor				*Must meet the "Swimmer" qualification on a Swim Test before any boating activity, Aquatic Supervision, or Lifesaving
Canoeing	*			
Instructional Swim				
Kayaking	*			
Lifesaving	Must have Swimming MB			
Motorboating	*			
Sailing	*			
Swimming				
<i>Stand Up Paddleboarding Award</i>	*			
COPE, Climbing and Zip Line				
Project COPE	Must be atleast 13 years old		\$15. Includes COPE Patch	Check Daily Schedule for Open Zip times. Our Zip lines is a wet ride as you will land in the lake.
Climbing MB	Must be atleast 13 years old			
Sports				
Sports		Req. 5		
Base Camp FYC Program				
Tenderfoot First Year Camper				Class will spend Wednesday night at Base Camp. Bring your own tent and sleeping bag if you can.
2nd Class, 1st Class only				

Pre Requisites

Can Not Be Done at Camp**

Additional Cost

Additional Information and
Materials Needed

Handicraft				
Art and Fingerprinting		Art req. 6		
Basketry & Leatherwork			Basketry and Leatherworking kits must be purchased from the trading post to complete class. Basketry kit is \$14, leatherworking ranges from \$15-\$20 (both kits are needed)	
Indian Lore			Indian Lore Kit must be purchased form trading post to compele this class. Kit costs \$20	
Wood Carving				Must have Totin' Chip prior to using tools
Photography				Digital Camera or Phone Camera, must have Cyber Chip or earn Cyber Chip during camp to compete MB
Textiles				
Health/Safety				
Emergency Preparedness	Req. 8B (see aditional materials needed)	Req. 8B (if missing necessary materials)		Bring materials needed to complete 8B at camp
First Aid				
Fire Safety, Traffic Safety				
Search and Rescue				
Nature/Ecology				
Environmental Science				
Forestry & Pulp/Paper				
Mammal Study & Insect Study		Insect Study Req. 9		
Bird Study		Req. 5 if not completed at camp		Binoculars
Weather				

Pre Requisites

Can Not Be Done at Camp**

Additional Cost

Additional Information and
Materials Needed

Scoutcraft				
Camping		Req. 8D, 9A, 9B		
Wilderness Survival		Req. 8 if not done during class overnight		Class will spend wednesday night in a shelter they make at scoutcraft
Fishing		Req. 10 if not completed at camp		
Orienteering				
Pioneering				
<i>Totin' Chip</i>				
<i>Firemn' Chit</i>				
Noth Shore				
Astronomy				
Space Exploration				
Public Speaking				
Chess				
Communication		Req. 8 if not done at camp with troop		Req 8 can be done with your troop outside of class time. Will discuss details in class
<i>Cyber Chip Training</i>				
Shooting Sports				
Archery	Must be atleast 12 Years Old	Must qualify by end of week		In order to participate in Open Shoot you will need to buy a Shooting sports patch at the trading post to cover the cost of 15 rounds. Patches are \$7.50
Rifle Shooting	Must be atleasat 12 Years Old	Must qualify by end of week	\$20	
Shotgun Shooting	Must be atleast 13 Years Old	Must qualify by end of week	\$20	

**** We strive to finish each marrit badge in the allotted time during camp, however, please keep in mind that many outside factors such as weather or an individual's skill, attendance, and effort may affect completion.**