

MERIT BADGE LIST

A general note about merit badges. The BSA publishes merit badge pamphlets that are available at your local scout shop, or your troop may have copies (even older versions) available in your troop library.

Scouts are strongly encouraged to read the pamphlet for their selected merit badges before camp.



Art

Prerequisites: **#6 (Visit a museum)**

Time: 11:00 AM (1 hour)

Days: SA, SU, M

Seats Available: 15

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.



Astronomy

Prerequisites: **#5a, 5b, 6b, 9**

Time: 4:00 PM (1 hour) & 10:00 PM (½ hour)

(Must attend both sessions each day)

Days: F, SA, SU, M

Seats Available: Unlimited

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.



Automotive Maintenance

Prerequisites: **#12**

Time: 9:00 AM (2 hours)

Days: SA, SU

Seats Available: 10

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.



Citizenship in Society

Prerequisites: **#1, 2a, 2b, 6a, 6b, 7, 7a, 8**

Time: 7:00 PM (2 hours)

Days: SA, SU

Seats Available: 15

Realize the benefits of diversity, equity, inclusion, and ethical leadership with the Citizenship in Society Merit Badge. Scouts will research any individual who has demonstrated positive leadership while making an ethical decision, explain what options the leader had when faced with a problem, why they believe they chose their final course of action, and the outcome of the leader's decision.



Digital Technology

Prerequisites: **#1, 9**

Time: F 8:00 PM, SA & SU 7:00 PM (2 hours)

Days: F, SA, SU

Seats Available: 12

Comprehend how electronic devices work and how to use them effectively with the Digital Technology Merit Badge. Scouts will give a brief history of the changes in digital technology and discuss how technology today compares with the technology available to previous generations—all while imagining what kinds of devices might be available to them in the future.



Emergency Preparedness

Prerequisites: **#1, 3a, 3b, 3c, 9b, 9c, and 10 (do one)**

Time: 9:00 AM (1 hour)

Days: SA, SU, M

(Must also participate in emergency drill on Sunday night from 7:00PM to 9:00PM)

Seats Available: 15

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.



Fingerprinting

Prerequisites: **#6**

Time: 7:00 PM (2 hours)

Days: SA Only

Seats Available: Unlimited

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.



Fire Safety

Prerequisites: [5e](#), [5g](#), [8h](#), [10](#) (do one)

Time: 11:00 AM (1 hour)

Days: SA, SU, M

Seats Available: 25

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.



First Aid

Prerequisites: [#2b1](#), [2b2](#), [14](#), [15](#) (do one)

Time: 10:00 AM (1 hour)

Days: SA, SU, M

Seats Available: Unlimited

First aid—caring for injured or ill persons until they can receive professional medical care—is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.



Fishing

Prerequisites: **None**

Time: SA & SU 11:00 AM (5 hours), M 1:00 PM (2 hours)

Days: SA, SU, M

(Trail Lunch Provided)

Seats Available: Unlimited

Fishing is one of Scouting's essential skills and teaches Scouts to feed themselves, their troops, and their families. In their pursuit of the Fishing Merit Badge, Scouts will demonstrate how to use fishing equipment properly, tie various fishing knots, identify natural fishing baits and artificial lures, and explain safety practices to follow while fishing.



Forestry

Prerequisites: [#8](#)

Time: 10:00 AM (1 hour)

Days: SA, SU, M

Seats Available: 25

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.



Genealogy

Prerequisites: [#3](#), [4c](#), [4d](#), [5](#), [9](#)

Time: 7:00 PM (2 hours)

Days: SA, SU

Seats Available: 15

Exploring your roots—where your family name came from, why your family lives where it does, what your parents and grandparents did for fun when they were your age—can be fascinating. Discovering your ancestors back through history is what genealogy is all about.



Geology (JANUARY ONLY)

Prerequisites: [#2](#), [4b](#), [5c\(4\)](#)

Time: 3:00 PM (2 hours)

Days: SA, SU

Seats Available: 10

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.



Graphic Arts

Prerequisites: [#7](#)

Time: 9:00 AM (2 hours)

Days: SA, SU, M

Seats Available: 12

The field of graphic arts includes many kinds of work in the printing and publishing industries. Graphic arts professionals are involved in the creation of all kinds of printed communication, from business cards to books to billboards. The scope of printing communications is huge.



Mammal Study

Prerequisites: **None**

Time: SA & SU 3:00 PM (1 hour), M 1:00 PM

Days: SA, SU, M

Seats Available: 25

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.



Mining in Society (JANUARY ONLY)

Prerequisites: **#1a 1b, 1c, 6a, 6b, 7**

Time: F 8:00 PM, SA 7:00 PM (2 hours)

Days: F, SA

Seats Available: 10

The Mining in Society merit badge covers the history of mining, explores the status of mining in the 21st century, and introduces Scouts to modern mining careers.



Movie Making

Prerequisites: **None**

Time: 9:00 AM (2 hours)

Days: SA, SU, M

Seats Available: Unlimited

Moviemaking is a way to tell stories visually through the art and science of motion picture photography.



Photography

Prerequisites: **#1b**

Time: 11:00 AM (1 hour)

Days: SA, SU, M

Seats Available: Unlimited

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.



Public Speaking

Prerequisites: **#4 (Must prepare a 10-minute speech before camp)**

Time: 9:00 AM (1 hour)

Days: SA, SU, M

Seats Available: 10

A lot happens during the course of every person's life and your ability to communicate your feelings and ideas is the best way to connect to the larger world. Even if you haven't stood at a podium on the stage and find the whole idea scary, sooner or later, someone is going to ask you to get up and say a few words. If you are prepared, it won't be scary. It can even be fun.



Scouting Heritage

Prerequisites: **#5, 6**

(Resource: www.fultonhistory.com)

Time: 3:00 PM (1 hour)

Days: SA, SU

Seats Available: 15

Explore the origins of the Scouting movement by earning the Scouting Heritage Merit Badge. Scouts will learn about the life and times of Lord Baden-Powell, discover how Scouting grew in the United States, and understand how Scouting's programs have developed and adapted over time.



Sculpture

Prerequisites: **#2c (Visit a museum)**

Time: 4:00 PM (1 hour)

Days: SA, SU

Seats Available: 20

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.



Search & Rescue

Prerequisites: **None**

Time: SA & SU 3:00 PM (2 hours), M 1:00 PM (1 hour)

Days: SA, SU, M

(Must also participate in emergency drill on Sunday night from 7:00PM to 9:00PM)

Seats Available: 20

A search is an emergency situation requiring a team of trained searchers to locate a missing person. A rescue is an emergency situation where a person's location is known – perhaps having just been found by searchers – and he or she must be removed from danger and returned to safety. By working on the Search and Rescue merit badge, you will learn and practice many skills that may someday save a life.



Signs, Signals & Codes

Prerequisites: **None**

Time: 10:00 AM (2 hours)

Days: SA, SU, M

Seats Available: 20

The Signs, Signals and Codes merit badge covers a number of the nonverbal ways we communicate: emergency signaling, Morse code, American Sign Language, braille, trail signs, sports officiating hand signals, traffic signs, secret codes and more.



Skating

Prerequisites: **None**
(Bring your own skates & helmet)

Time: 10:00 AM (1 hour)
Days: SA, SU, M
Seats Available: Unlimited

This merit badge introduces Scouts to the exciting world of ice skating, roller skating, in-line skating, and skateboarding. In addition to being an enjoyable leisure activity that promotes fitness, there are a variety of athletic careers in skating.



Snow Sports

Prerequisites: **#5**
Time: 11:00 AM (5 hours)
Days: SA, SU
(Trail Lunch Provided)
Seats Available: 12

Skiing and snowshoeing are some of the fastest and most thrilling ways to travel on foot in snow country. These sports also provide the physical benefits of fresh air, rhythmic action, and strenuous exercise. Many games and contests give snow sports variety and added rewards. We will be focusing on snowshoeing at Camp Kingsley and cross-country skiing at another location that has all equipment and groomed trails (for free)

(Scouts must bring winter boots, warm mittens/gloves, and a warm hat. They also need to know their shoe size and height as snowshoes and ski equipment will be provided. Scouts are also welcome to bring their own equipment.)



Sustainability

Prerequisites: **#2a, 3a, 6a, 9**
Time: 9:00 AM (1 hour)
Days: SA, SU, M
Seats Available: 20

Learn to reduce waste and teach sustainable practices to others so you can help conserve Earth's resources with the Sustainability Merit Badge. Scouts will develop and implement a plan to reduce their water usage, household food waste, and learn about the sustainability of different energy sources, including fossil fuels, solar, wind, nuclear, hydropower, and geothermal.



Traffic Safety

Prerequisites: **#5 (Do one)**
Time: 4:00 PM (1 hour)
Days: SA, SU
Seats Available: Unlimited

Staying safe in traffic wherever you live is getting more difficult all the time, as more and more people take to the road. Earning the Traffic Safety merit badge and will give Scouts some crucial tools to stay safer, when driving a car on a highway, riding a bike across town, or jogging across a busy street.



Veterinary Medicine

Prerequisites: **#6**
Time: 11:00 AM (1 hour)
Days: SA, SU, M
Seats Available: Unlimited

The field of veterinary medicine in the 21st century is one of the most exciting medical professions in which to work. The skills of a veterinarian are practiced with cutting-edge technology and treatment options, and the profession offers a wide range of career choices.



Weather

Prerequisites: **#2, 9**
Time: 8:00 PM (1 hour)
Days: F, SA, SU
Seats Available: 25

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.



Wilderness Survival

Prerequisites: **None**
Time: F 8:00 PM (1 hour), SA 1:00 PM (4 hours), SU 3:00 PM (2 hours)
Days: F, SA, SU
Seats Available: Unlimited

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

MERIT BADGE and ACTIVITY SCHEDULE

Day	Start	End	Session	Art & Social	Health & Safety	Winter Sports	Scout Skills	Tech & Trades	Ecology & Science			
Day 1 (Fri)	Check-In (5:30 PM - 8:00 PM)											
	8:00 PM	9:00 PM	1		Emergency Prep		Wilderness Survival	Digital Technology	Mining in Society (JAN ONLY)	Weather		
	Evening Programs (9:00 PM - 10:00 PM)											
	10:00 PM	10:30 PM	*							Astronomy		
Day 2 (Sat)	Flags and Breakfast (7:50 AM - 9:00 AM)											
	9:00 AM	10:00 AM	2	Graphic Arts	Emergency Preparedness		ICE Program	Public Speaking	Movie Making	Automotive Maintenance	Sustainability	
	10:00 AM	11:00 AM	3		First Aid	Skating		Signs, Signals & Codes			Forestry	
	11:00 AM	12:00 PM	4	Art	Fire Safety	Snow Biking (Fun)	Snow Sports	Ice Fishing	Photography		Veterinary Medicine	
	Lunch (12:15 PM - 1:00 PM)											
	Inter-Troop Games (1:00 PM - 3:00 PM)											
	3:00 PM	4:00 PM	5	Scouting Heritage	Search & Rescue	Snow Biking (Advanced)		Range and Target Activities	Wilderness Survival Shelter Construction		Geology (JAN ONLY)	Mammal Study
	4:00 PM	5:00 PM	6	Sculpture						Traffic Safety (FEB ONLY)		Astronomy
	Free Time (5:00 PM - 5:30 PM)											
	Flags & Dinner (5:30 PM - 7:00 PM)											
	7:00 PM	8:00 PM	7	Genealogy	Fire Safety (Station Tour)			Finger-printing	Citizenship in Society	Digital Technology	Mining in Society (JAN ONLY)	
8:00 PM	9:00 PM	8	Weather									
Evening Programs (9:00 PM - 10:00 PM)												
	10:00 PM	10:30 PM	*							Astronomy		
Day 3 (Sun)	Flags and Breakfast (7:50 AM - 9:00 AM)											
	9:00 AM	10:00 AM	9	Graphic Arts	Emergency Preparedness		ICE Program	Public Speaking	Movie Making	Automotive Maintenance	Sustainability	
	10:00 AM	11:00 AM	10		First Aid	Skating		Signs, Signals & Codes			Forestry	
	11:00 AM	12:00 PM	11	Art	Fire Safety	Snow Biking (Fun)	Snow Sports	Ice Fishing	Photography		Veterinary Medicine	
	Lunch (12:15 PM - 1:00 PM)											
	Inter-Troop Games (1:00 PM - 3:00 PM)											
	3:00 PM	4:00 PM	12	Scouting Heritage	Search & Rescue	Snow Biking (Advanced)		Range and Target Activities	Wilderness Survival		Geology (JAN ONLY)	Mammal Study
	4:00 PM	5:00 PM	13	Sculpture						Traffic Safety (FEB ONLY)		Astronomy
	Free Time (5:00 PM - 5:30 PM)											
	Flags & Dinner (5:30 PM - 7:00 PM)											
	7:00 PM	8:00 PM	14	Genealogy	Emergency Prep / Search & Rescue Drill			Citizenship in Society	Digital Technology			
8:00 PM	9:00 PM	15	Weather									
Evening Programs (9:00 PM - 10:00 PM)												
	10:00 PM	10:30 PM	*							Astronomy		
Day 4 (Mon)	Flags and Breakfast (7:50 AM - 9:00 AM)											
	9:00 AM	10:00 AM	16	Graphic Arts	Emergency Preparedness		ICE Program	Public Speaking	Movie Making	Automotive Maintenance	Sustainability	
	10:00 AM	11:00 AM	17		First Aid	Skating		Signs, Signals & Codes			Forestry	
	11:00 AM	12:00 PM	18	Art	Fire Safety				Photography		Veterinary Medicine	
	Lunch (12:15 PM - 1:00 PM)											
	1:00 PM	2:00 PM	19		Search & Rescue		Ice Fishing				Mammal Study	
2:00 PM	3:00 PM	20								Astronomy		