









MERIT BADGES









We offer core Merit Badges and other Merit Badges on a three-year rotational program. We believe strongly that this offers new opportunities to our Scouts every year.

We encourage leaders with special skills and backgrounds to help us to offer those specialized merit badges during your stay with us.









Handicraft Program Area (Hafer Lodge)

-  Pottery – Working with clay, campers will create using a potter's wheel and kiln pots, figurines, or sculptures. Pre-req's 7, 8, Basic
-  Art – Drawing or artistic experience recommended. They will learn how to express their ideas and tell a story using pictures. Pre-req's 6, Basic
-  Game Design – Did you ever want to design your own game? Learn how to do it. Pre-req's 1a and b, 8 a or b. Advanced.
-  Painting – Learn how to prepare different surfaces, what different paints are available, and which is best for the project you choose to paint. Moderate
-  Pulp and Paper – Learn all about paper making and the differences between “then and now”. Pre-req's 7e and 8. Basic
-  Textile – Learn about the advantages and disadvantages of natural plant fibers vs manufactured fibers. Pre-req's #6 Moderate
-  Wood carving – This merit badge is not recommended for first year campers due to safety concerns. Moderate, bring Totin' Chip Card
-  Open program: pulp and paper, basketry, leatherwork









Outdoor Skills/OA Village

-  Camping – Learn about camping skills and how to prepare for a campout. Requires a lot of written work and previous camping experience. Pre-req's 4A, 4B, 5E, 8D, 9A, 9B, 9C. A written note from the Scoutmaster will suffice. Moderate
-  Wilderness Survival – Build a shelter at camp and sleep in it one night. Bring a backpack and sleeping bag. Recommended for Scouts First Class or above. Pre-req's #5 prepare and bring a small survival kit. DO NOT INCLUDE any matches or other fire-starting devices/materials. Moderate
-  Pioneering – Work on a project and splicing. Advanced
-  Orienteering – Set up and run an orienteering course and utilize your map and compass skills. Recommended to bring an orienteering compass. You will need to teach some basic orienteering skills to your troop. Pre-req's 1, 2, 4, 6, Advanced
-  Fishing – Come and learn all about how to fish at our lake. How to make a lure, what's the best bait and then catch your own fish. We have asked the fish to be cooperative, but this may require you to fish during an open program to make your catch. Pre-req's 7, Basic
-  Fish and Wildlife Management – Requirement 7 may be difficult to accomplish while in camp. Recommended for older Scouts. Pre-req's #5, #8
-  Geocaching – Come hike our trails and learn all about how to find your way. Pre-req's 7, photographic evidence required. Number 8 and 9 will need to be done after you earn the rest of the badge. HMC will have opportunities available to earn Number 9.
-  Open program: Indian Lore





Ecology/Nature Lodge

-  Environmental Science – This is a badge that requires several hours of observing, writing, and experimenting. Maturity and a high level of concentration is required. Pre-req's 1, 3E, 3F, 6, Advanced
-  Geology – Explore and appreciate the Earth's geological features and processes, by learning all about fossils, different types of rocks, and geologic events in our history. Pre-req's 4, 5, Moderate
-  Forestry – Learn to identify trees and plants while exploring the roles they play in a forest's life cycle. You will discover the resources forests provide to humans and understand why forest sustainability is important. Pre-req's 5, 8, Moderate
-  Nature – An excellent introduction badge to nature that includes the study of plants, animals and soil. Basic
-  Soil & Water Conservation – Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly. Pre-req's 2D, 5A,
-  Reptile & Amphibian Study – Learn all about the reptiles and amphibians that live at camp. Requirement 8 must be done prior to camp. Moderate
-  Insect Study - Pre-req's #5, 6a bring the scrapbook, #9 bring photographs. Moderate
-  Open Program – Mammal Study




STEM

-  Space exploration – Learn all about space exploration, and then build and launch your very own model rocket! Moderate.
-  Astronomy – Take advantage of Hawk Mountain's open sky and search for stars. This merit badge will hold some extra class sessions in the evening. Pre-req's 5, 8A, 9, Advanced
-  Weather – Meteorology is the study of the 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 you will also learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe. Pre-req's 10, 11, Moderate
-  Digital technology – Learn about the history, impact, and applications of digital technology, as well as address safety, security, and ethical considerations in the digital world. Pre-req's 5B, and 8C, D or E, Moderate
-  Robotics – This badge is designed to provide you with an understanding of robotics, including safety considerations, programming, designing and building robots, and exploring the ethical aspects of robotics. Pre-req's 6A, 6B, 7, Moderate
-  Mining in Society – What is the role of mining in our society, its history, impact on the community, and the various aspects of mineral and mining methods. Moderate
-  Photography – Learn all about how to take great pictures. Must bring either a phone or digital camera. Pre-req's #8, Advanced
-  Radio – Learn about different types of radios and how they are used. Pre-req's #8, Advanced





COPE/Climbing

-  First Aid – Improve your first aid knowledge. Pre-req's prepare to demonstrate first aid requirements for Tenderfoot, 2nd Class, and 1st Class, 5A, 5B. Moderate
-  Climbing – This is a physically challenging badge and requires a strong knowledge of knots, first aid, and safety. Bring clean/dry non-loose-fitting clothing. Recommended for a 3rd year Scout. Advanced
-  Search & Rescue – Learn how to plan and execute a search and rescue operation before practicing a hasty search scenario. Moderate
-  Emergency Preparedness – Must have earned the First Aid Merit Badge. Must bring emergency pack for 8b to camp. Pre-req's 2c and 6c. Moderate




Shop




-  Welding – The requirements of this badge are designed to provide you with an understanding of welding, including safety practices, equipment use, and welding processes. Use what you have learned on your own projects. Advanced
-  Metal Work – Will learn about metals and make a project in their preferred technique. Requires physical strength and endurance. Advanced
-  Plumbing – Want to know how to fix simple plumbing problems. Learn about safety practices, use of tools, and materials while tackling some plumbing projects here at camp. Moderate

Shooting Sports

-  Rifle – A challenging merit badge. Required to shoot qualifying scores with a .22 caliber single shot, bolt action rifle. Extra time may be needed at the range to achieve the required scores. Moderate
-  Shotgun – This is a time consuming and challenging badge. You may need time outside of class to qualify. Participation is at the discretion of the range safety officer, as needed. Must be 13 years or older. Advanced
-  Archery – This is a difficult badge to master. Be prepared to spend a large portion of your open program time at the range to qualify. Requires physical strength and endurance. Pre-req's N/A, recommended for older campers 13 and up.
-  Open Program: Cowboy Action, muzzle loaders, Leader vs SPL shoot out.

Aquatics (The Aquatics Director retains the authority to ask a participant to repeat their BSA swimmer test at camp.)

-  Swimming – pre-req's 2. Must complete BSA swimmer test and have familiarity with the five required swimming strokes (see requirement 3). This is not an instructional swim session but rather a badge to improve and perfect skills. Moderate
-  Kayaking – pre-req's 2. Moderate, recommended for a 2nd year camper, must complete BSA swimmer test. Bring close-toed shoes that can get wet.
-  Lifesaving – With the rest of your class learn and practice the skills and knowledge necessary for lifesaving situations. Pre-req's: Must have earned the Swimming Merit Badge. Must pass the swimmer's test. 2nd class requirement 5a-d and 1st Class requirement 6a, b, e must be completed to camp and 2A. Very challenging.

-  Canoeing – Recommended for a 2nd year Scout, moderate, must complete BSA swimmer test. Must bring close-toed shoes that can get wet.
-  Small Boat Sailing – Pre-req's knowledge of knots in 7a is helpful. Must successfully complete the BSA swimmer test. Knowledge of knots and splices is helpful. Must bring close-toed shoes that can get wet. Difficult, Recommended for Older Scouts.
-  Open Program: Boating all types, stand up paddle board, wagon wheel, swimming.