Merit Badge Specifics

The merit badge program is the cornerstone of the summer camp program and Camp Old Indian offers a wide selection. Most merit badges can be completed at camp. However, there are a few that need some additional work at home because of time requirements, special projects, or other considerations. In addition, some merit badges require prerequisites or practice to develop proficiency in specific skills. Registration for classes can be made at coiregistration.com.

If your council requires blue cards, please bring them with you to camp. The cards should be completely filled out by the unit and brought to the Department Director, Camp Commissioner and/or Program Director for an official signature. Scoutmasters will receive a paper advancement report for each Scout in their unit prior to their departure on Saturday morning. The report will include what requirements the Scout completed and did not complete. Some merit badge requirements cannot be completed at camp, but those requirements may be completed before or after camp. It is the unit's responsibility to transfer this information to the corresponding blue card. **Merit Badge Advancement** sheets will be provided to Scoutmaster's before the conclusion of the Friday Night Campfire. We will distribute both paper and electronic versions to each troop. The paper version allows troops to immediately verify the accuracy of the advancement records and correct any issues between the merit badge counselor's records and the scout's version of the completed requirements.

The next few pages present an outline of what badges are offered, what day they are offered on, a short description and any additional fees. **For the 2017 season, Camp Old Indian will teach merit badges using a block schedule format.** This is a description of how the block schedule will work: Scouts will take one merit badge a day. Most merit badges are whole day badges such as Environmental Science and Canoeing. Scouts who take whole day merit badges will take this badge the entire day and finish requirements on the day they take it. Some merit badges, as noted on the table on the next page, are half-day badges. If the badge has an "AM" beside it, then the badge is taught from 9am-12pm. If the badge has a "PM" beside it, the badge is taught from 2pm-5pm. A Scout may take two half-day badges in one day and complete them if the badge is able to be completed at camp. Benefits of the block schedule include, but are not limited to: no wasted time transitioning between classes, more instruction time, more flexibility for troops to take a day trip on the Nantahala, etc. The table below is a sample of what a Scout could complete during a week at Camp Old Indian:

Monday	**Tuesday**	**Thursday**	**Friday**
First Aid	Emergency Prep. *A Scout is able to take this because they earned First Aid on Monday.*	Robotics	Leatherwork(AM) Woodcarving(PM)

2017 Merit Badge Schedule

Department	Monday	Tuesday	Wednesday	Thursday	Friday
Aquatics	Swimming Paddleboarding(AM) Canoeing BSA Lifeguard	Lifesaving Rowing(AM) Kayaking(PM) BSA Lifeguard	Snorkel BSA(AM) Kayaking BSA(AM) Paddleboarding BSA(AM) Learn to Swim(AM) BSA Lifeguard	Swimming Rowing(AM) Kayaking(PM) Snorkel BSA(PM) BSA Lifeguard	Lifesaving Swimming Canoeing BSA Lifeguard
Civil Development	Citz in the World Entrepreneurship/American Business	Personal Management Citz in the Nation/American Heritage	Traffic Safety(AM) Mining in Society(AM) Law(AM)	Citz in the World Personal Management	Citz in the Nation/American Heritage Archeology
Ecology and Conservation	Environmental Sci. Astronomy Bird Study(AM) Weather(PM)	Energy(AM) Fishing/Fly Fishing Geology(AM) Soil &Water(PM)	Insect Study(AM) Geology(AM) Nature(AM) Weather(AM)	Environmental Sci. Oceanography(AM) Soil and Water(AM) Reptile Study(PM)	Forestry Reptile Study(AM) Pulp and Paper(PM) Weather(PM)
Field Sports	Rifle Shooting Shotgun Shooting	Archery Sharpshooters	Free Shooting(AM)	Shotgun Shooting	Rifle Shooting Archery
First Aid	First Aid Personal Fitness	Emergency Prep. Search and Rescue		First Aid Personal Fitness	Emergency Prep. Search and Rescue
Handicraft	Leatherwork(AM) Woodcarving(PM) Metalworking	Art/Sculpture Welding	Leatherwork(AM) Woodcarving(AM) Basketry(AM)	Indian Lore Art/Sculpture Metalworking	Leatherwork(AM) Woodcarving(PM) Pottery Welding
Scoutcraft	Camping/Backpacking/Hiking Orienteering Signs, Signals and Codes	Cooking(Day 1) Pioneering(Day 1) Advanced Firebuilding	Cooking(Day 2 AM) Pioneering(Day 2 AM) Old Indian Hike	Cooking(Day 1) Geocaching	Cooking(Day 2 AM) Camping/Backpacking/Hiking
STEAM	Communications/Public Speaking Inventing NOVA Award-Whoosh!(Engineering)	Photography/Moviemaking Engineering Chemistry Automotive Maintenance	Animation(AM) Sustainability(AM)	Communications/Public Speaking Space Exploration Robotics NOVA Award-Designed to Crunch(Math)	Theater Radio Space Exploration
High Adventure	ATV Riding Open Climbing	ATV Riding Open Climbing	Climbing (Day 1 AM)	ATV Riding Climbing (Day 2)	ATV Riding
Callahan Mountain Village	Wilderness Survival Open Programing	Wilderness Survival Open Programing	Open Programing	Open Programing	Open Programing

2017 Twilight Schedule

Department	Monday	Tuesday	Wednesday	Thursday	Friday
Aquatics	Open Swimming Open Boating Open Fishing	Open Swimming Open Boating Open Fishing	**NO TWILIGHT PERIOD**	Open Swimming Open Boating Open Fishing	Open Swimming Open Boating Open Fishing
Civil Development	Chess(Day 1)	Chess(Day 2) Scouting Heritage	**NO TWILIGHT PERIOD**	American Cultures	
Ecology and Conservation	Mammal Study	Fish and Wildlife Management	**NO TWILIGHT PERIOD**		
Field Sports	Open Shooting	Open Shooting	**NO TWILIGHT PERIOD**	Open Shooting	Open Shooting
First Aid	Medicine		**NO TWILIGHT PERIOD**		
Handicraft	Open for Crafts Fingerprinting	Open for Crafts	**NO TWILIGHT PERIOD**	Open for Crafts Fingerprinting	Open for Crafts
Pathfinder	Totin Chip	Firem'n Chit	**NO TWILIGHT PERIOD**		
STEAM	Game Design(Day 1)	Game Design(Day 2)	**NO TWILIGHT PERIOD**		
High Adventure	Mountain Biking	Mountain Biking	**NO TWILIGHT PERIOD**		
Callahan Mountain Village	Open Programing Paul Bunyan Award	Open Programing	**NO TWILIGHT PERIOD**	Open Programing	Open Programing

2017 Merit Badge Program Cost

Merit Badge	Department	Cost
Art and Sculpture	Handicraft	$15
Basketry	Handicraft	$15
Chemistry	STEAM	$5
Climbing	High Adventure	$15
Indian Lore	Handicraft	$10
Leatherwork	Handicraft	$15
Metalworking	Handicraft	$15
Pottery	Handicraft	$10
Rifle Shooting	Field Sports	$30
Robotics	STEAM	$15
Shotgun Shooting	Field Sports	$40
Space Exploration	STEAM	$15
Welding	Handicraft	$25
Woodcarving	Handicraft	$10

Other Program Cost

Program	Department	Cost
ATV Riding	High Adventure	$60
Free Climbing	High Adventure	$10
Mountain Biking	High Adventure	$10
Sharpshooters	Fields Sports	$30

Aquatics

BSA Lifeguard

BSA Lifeguard is a week-long, rigorous program that certifies a Scout or adult leader to be a lifeguard. Scouts must be at least 15 years old in order to participate. Physical strength, stamina, strong swimming skills and a great deal of written work is required. In order for one to be certified, they must be CPR certified. CPR certification will be offered at camp for a fee. If a candidate has current CPR certification, they need to bring their CPR card to camp with them.

Recertification is available for those with current certification or whose certification has expired within the past six months. Candidates for recertification must provide current BSA Lifeguard and CPR certificates. BSA Lifeguard certification lasts for two years from the date on the card.

Kayaking

This merit badge will provide Scouts with an opportunity to learn basic kayaking skills. Scouts must pass the BSA swim test in order to participate. Bring shoes that can get wet. This badge can be completed at camp.

Swimming

This Eagle merit badge is a great introduction into the aquatics areas at Camp Old Indian. This badge covers the basic swimming strokes and rescue techniques. Scouts must pass the BSA swim test in order to participate. This badge can be completed at camp.

Lifesaving

This Eagle merit badge provides an overview of the water rescue methods. Scouts must pass the BSA swim test in order to participate and be able to swim continuously for 400 yards. This badge can be completed at camp.

Canoeing

Canoeing is a classic boating merit badge. Scouts will learn different stokes and safety rules during the class. Scouts must pass the BSA swim test in order to participate. Bring shoes that can get wet. This badge can be completed at camp.

Rowing

Scouts will learn the parts of a row boat and how to correctly row them. Scouts must pass the BSA swim test in order to participate. Bring shoes that can get wet. This badge can be completed at camp.

Kayaking BSA

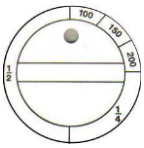
Want to learn a few techniques in a kayak? Then try this class. Scouts must pass the BSA swim test in order to participate. This activity can be completed at camp.

Snorkel BSA

Time to go underwater and explore. Snorkeling provides an opportunity to look for things under the waves. Scouts must pass the BSA swim test in order to participate. Scouts may bring their own equipment for this activity. This activity can be completed at camp.

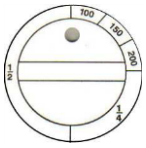
Paddleboarding BSA

In this session, Scouts will have the opportunity to learn about paddleboarding. Scouts must pass the BSA swim test in order to participate. This activity can be completed at camp.



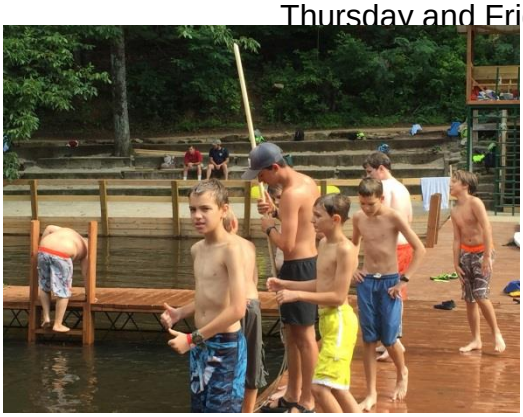
Learn to Swim

This session is for Non-Swimmers and Beginners. The class focuses on the development of fundamental swimming skills in a fun group setting. Scouts will work toward completing rank advancement including passing the Beginner's Test for Second Class, the Swimmer's Test for First Class and the rescue methods.



Free Swim

Free swim opportunities take place from 4-5pm on Monday, Tuesday, Thursday and Friday and also during



Scoutcraft

Pioneering

This badge requires Scouts to learn new knots to complete pioneering projects. Familiarity with knots, lashings and splices is very helpful. This is great training for older Scouts wanting to build their outdoor skills. This badge can be completed at camp. **This badge takes place over two-days. Scouts will take the class on Tuesday and finish the badge on Wednesday morning.**

Orienteering

Scouts who take this badge will set up and complete an orienteering course. Experience with map and compass is vital. Scouts need to bring a compass with them. This badge can be completed at camp.

Geocaching

An exciting badge that provides Scouts information on this growing hobby. Scouts will learn how to use a GPS unit and learn terms such as log and cache. Scouts may bring their own GPS unit to camp. Requirements 7, 8 and 9 cannot be completed at camp.

Cooking

This Eagle required badge requires Scouts to prepare menus and cook meals in the Scoutcraft area. This badge is recommended for older Scouts. Cooking experience is highly recommended. Requirements 5d, 5e, 5f, 5g, 5h, 6d, 6e and 6f cannot be completed at camp. Scouts must cook a lunch meal and dinner meal on the day they take this class.

This badge takes place over two-days. Scouts can either take the first session which is started on Tuesday and finishes on Wednesday morning or they can take the second session which begins on Thursday and concludes on Friday morning.

Camping, Backpacking and Hiking

Camping and Hiking are Eagle merit badges. Scouts who enroll in this class will learn about the basics of how to have a fun and safe time in the outdoors. Scouts will be unable to complete Camping requirements 8d, 9a, 9b and 9c at camp. Scouts will be unable to complete Backpacking requirements 6b, 8c, 8d, 9, 10 and 11 at camp. Scouts will be unable to

Advanced Fire Building

Scouts taking this class will take what they have previous learned about fire building and take it to a whole new level. The "upside-down" fire method, tips on how to build a fire in poor circumstances, as well creative competitions are only a fraction of what Scouts can expect from this dynamic course. This class is taught on Wednesday morning. There are two available times for this class. The first class is taught from 9:00-10:30 and the second class is taught from 10:30-12:00.

Old Indian Hike

On Wednesday morning, Scouts and adult leaders are welcomed to participate in a beautiful hike up Old Indian. Those wanting to hike need to meet at the flag pole no later than 9:15am with good hiking boots or shoes and a water bottle. The hike will last most of the morning period.

complete Hiking requirements 5, 6 and 7 at camp.

Field Sports

Rifle Shooting

Rifle Shooting provides Scouts with training on how to be safe at the range and how to shoot. This badge requires a lot of time to qualify so Scouts can complete the badge. A program fee of $30 is also required.

Shotgun Shooting

This badge will show Scouts how to hold, shoot and be safe with shotguns. Scouts need adequate strength and size in order to manage a shotgun. This badge requires a lot of time to qualify. A program fee of $40 is also required.

Sharpshooters

Sharpshooters is a class for Scouts who have previously earned both Rifle and Shotgun Shooting merit badges. Sharpshooters is NOT a merit badge, but rather a class where participants will learn advanced ways of shooting. A program fee of $30 is also required.

Archery

Archery will provide Scouts an opportunity to learn the basics of archery and how to shoot well. This badge requires a lot of time to qualify in order to complete the badge.

First Aid

First Aid

This Eagle merit badge covers a great deal of written material and there are skills to master. Scouts need to bring materials for a personal First Aid Kit. Scouts need to complete the first aid requirements from Tenderfoot to First Class prior to camp.

Search and Rescue

Learn the basics of Search and Rescue and gain an understanding of different types of rescue operations. This badge can be completed at camp.

Medicine

Scouts wanting to enter the medical field are encouraged to take this badge. Scouts will learn about important historical figures that impacted medicine. This badge can be completed at camp.

Emergency Preparedness

Scouts taking this Eagle merit badge will learn a great deal of information in how to be prepared in an emergency situation. Scouts need to bring materials for their Emergency Service pack to camp. First Aid Merit Badge is a prerequisite for this badge. Requirements 1c, 6c and 8b cannot be completed at camp.

Personal Fitness

Scouts participating in this Eagle merit badge should have some degree of physical strength and be prepared to exercise during this class. Requirements 7 and 8 cannot be completed at camp.

Ecology and Conservation

Environmental Science

This Eagle merit badge requires hikes, field notes and experiments. There is a great deal of written material. This badge is not recommended for younger Scouts. This badge can be completed at camp.

Weather

Scouts will build a weather instrument and learn to track weather. Scouts will also learn about fronts and the water cycle. Requirement 9a can be started at camp.

Fishing and Fly Fishing

What could be better than one? Well, two is the answer. Scouts will learn different fishing knots. Scouts must bring their equipment in order to participate. These badges can be completed at

Insect Study

A fantastic badge for Scouts wanting to learn more about the types of insects. Requirements 5 and 6 will be started at

Astronomy

This badge allows for the study of our universe including galaxies, solar systems and black holes. Scouts will go star gazing on Monday night. Requirement 8 cannot be completed at camp.

Oceanography

Learning about what is beneath the waves and other characteristics about the ocean is the focus of this class. This badge can be completed at camp.

Geology

By taking badge, Scouts will learn the history of rock formations, volcanoes and earthquakes. This badge can be completed at camp.

Soil and Water Conservation

Scouts will learn the importance of conservation of our natural resources. The class will focus on recent erosion

camp. Requirement 9 cannot be completed at camp.

Mammal Study

This badge is great for all ages. It requires some written work as Scouts will learn about vertebrates, invertebrates and food chains. This badge can be completed at camp.

Bird Study

Scouts will investigate different species of birds and the songs they use to communicate. Binoculars, a notebook and good walking shoes and are recommended for Scouts taking this class. Requirements 5 and 6 will be started at camp. Requirement 8 cannot be completed at camp.

Reptile and Amphibian Study

A great badge for Scouts of any age. In this badge, Scouts will learn about the differences between reptiles and amphibians and many other unique facts. Requirement 8 cannot be completed at camp.

control methods. This badge can be completed at camp.

Nature

This is an excellent introductory merit badge to familiarize Scouts in the sciences that connect wildlife and our ecosystems. Requirement 4 will be started at camp.

Forestry

For this class, Scouts will need a notebook in order to put their leaf collection in. Scouts will learn how to care for trees. Requirement 7 cannot be completed at camp.

Fish and Wildlife
nent

Scouts will learn about management practices and also observe many different species of wildlife. This badge can be completed at camp.

Energy

Scouts taking this badge will discuss energy use and how to conserve energy. Requirement 4a and 4b cannot be completed at camp.

Civil Development

Citizenship in the Nation and American Heritage

This session focuses on the organization, operation of the United States government and a brief history of our country. Requirement 2 for Citz in the Nation cannot be completed at camp. Requirement 8 for Citz in the Nation can be started at camp, but not finished. Requirement 3c for American Heritage can possibly be completed at camp. Citizenship in the Nation is an Eagle merit badge.

Citizenship in the World

Scouts taking this Eagle merit badge will learn about the meaning of citizenship and the relationship between nations and world organizations. Requirement 7 cannot be completed at camp.

Law

Scouts wanting to learn more about the judicial process are encouraged to take this merit badge. Requirement 7 cannot be completed at camp.

Personal Management

This is an intensive Eagle merit badge. This badge will cover a majority of the requirements; however, some requirements can be completed at home after attending camp. This badge is not recommended to younger Scouts. Requirements 1 and 2 can be started at

American Cultures

This badge is great for all ages. Scouts will learn about different cultures around the world. This badge can be completed at camp.

Traffic Safety

camp. Requirements 8c and 8d cannot be completed at camp.

Chess

This session will teach Scouts the basics of chess including the history of chess and how the different pieces move. Scouts can bring their own chess set. This badge can be completed at camp.

Entrepreneurship and American Business

Have you ever wanted to design your own business? Well, Scouts will have the opportunity to do just that. These badges can be completed at camp except for requirements 2a and 5 on American Business.

Mining in Society

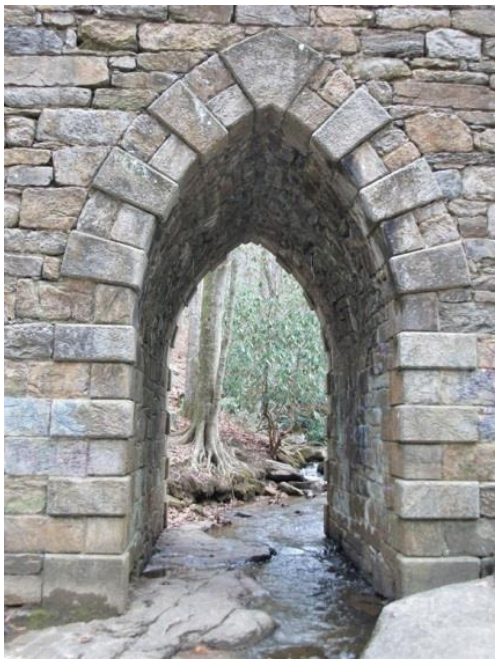
Scouts who enroll in this badge will learn about the role and history of mining. This badge can be completed at camp.

Scouting Heritage

Learning about how to stay safe on the road is the primary objective of this class. Scouts will learn a variety of skills including how to see when a tire needs to be replaced. This badge can be completed at camp.

Archeology

Scouts taking this badge will learn about the role of archeology and the archeological process. This badge can be completed at camp.



Scouts taking this Twilight badge will learn about the history of Scouting and learn how to start a patch collection. Requirements 5 and 6 cannot be completed at camp.

Handicraft

Leatherwork

This merit badge is great for all ages. Scouts will have the chance to create a few items out of leather. This badge can be completed at camp. A program fee of $15 is also required.

Art and Sculpture

These are fantastic badges for all ages. There is a lot of freedom in choosing mediums and subjects of artwork. Scouts also have the chance to create different sculptures. Requirement 6 for Art cannot be completed at camp. A program fee of $15 is also required.

Welding

Woodcarving

Before coming to class. Scout must have earned their Totin Chip which is Requirement 2a. Scouts will demonstrate various cutting techniques in order to complete the badge. This badge can be completed at camp. A program fee of $10 is also required.

Basketry

Scouts who enroll in this badge have the opportunity to weave different types of baskets. This badge can be completed at camp. A program fee of $15 is also required.

Fingerprinting

A fantastic badge for all Scouts. Scouts will learn about different fingerprints and have a chance to get

Scouts who enroll in this badge will learn about what welding is and have a chance to weld some material. Scouts need to bring long pants, boots and a long sleeve shirt to camp for this badge. This badge can be completed at camp. A program fee of $25 is also required. A maximum of fifteen Scouts each class can take this badge.

Pottery

Scouts taking this badge will learn about different types of pottery. Scouts will also make a pinch pot and a coil pot. This badge can be completed at camp except for requirement 5d. A program fee of $10 is also required.

their prints taken. This badge can be completed at camp.

Indian Lore

Any Scout wanting to learn more about Native American culture is encouraged to take this class. This badge can be completed at camp. A program fee of $10 is also required.

Metalworking

Learn about the properties of metal and basic metal working techniques. This badge can be completed at camp. Scouts need to bring long pants and a long sleeve shirt to camp for this badge. A program fee of $15 is also required.

STEAM

Whoosh!

While taking this class, Scouts will complete requirements for the Engineering NOVA Award. Scouts must have earned one of the following merit badges in order to complete this award: Archery, Aviation, Composite Materials, Drafting, Electronics, Engineering, Inventing, Model Design and Building, Railroading, Rifle Shooting, Robotics or Shooting.

Photography and Moviemaking

While taking this session, Scouts will learn the basics of photography and moviemaking. Scouts are encouraged to bring their own camera. Both these badges can be completed at camp.

Engineering

This session will allow Scouts to investigate engineering by completing various projects. Requirement 4 cannot be completed at camp.

Inventing

A fantastic badge for all Scouts. Scouts will design their own game prototype.

Crunch

While taking this class, Scouts will complete requirements for the Math NOVA Award. Scouts must have earned one of the following merit badges in order to complete this award: American Business, Chess, Computers, Drafting, Entrepreneurship, Orienteering, Personal Management, Radio, Surveying and Weather..

Chemistry

Scouts will learn about reactions, how chemistry affects the environment and even perform experiments. This badge can be completed at camp. Scouts need to bring an empty two-liter soda bottle to camp. A program fee of $5 is also required.

Communications and Public Speaking

These two merit badges require several written and oral activities which help to strengthen a Scouts' communication skills. Scouts that prepare before coming to camp will find it easier to complete these badges. Requirements 5 and 8 for Communications cannot be completed at camp, but Public Speaking can be completed at camp. Communications is an Eagle merit badge.

Scouts need to bring a notebook to class. This badge can be completed at camp.

Theater

This badge will teach Scouts basic theater terminology. Scouts will perform different plays and get to perform pantomimes. Scouts need to have an idea for Requirement 2(write a one-act play) before coming to camp. This badge can be completed at camp.

Radio

This class will allow Scouts to explore different aspects of radio including working with an amateur radio broadcaster. This badge can be d at camp.

Automotive Maintenance

This class is recommended for older Scouts. This class will allow Scouts to explore different aspects of automobiles include learning about the drive train and the cooling system. This badge can be completed at camp.

Sustainability

This Eagle badge is recommended for older Scouts. Scouts taking this class will learn about how to be a good steward of

Game Design

A fantastic badge for all Scouts. Scouts will design their own game prototype. Scouts need to bring a notebook to class. This badge can be d at camp.

Space Exploration

Scouts have the opportunity to construct, launch and recover a model rocket. A great badge for all ages. A fee of $15 is required for the rocket. This badge can be completed at camp.

Animation

A great badge for any age Scout. Scouts will design their prototype. Scouts need to bring a notebook to class. Requirement 8 cannot be completed at camp.

Robotics

A great badge Scouts wanting to learn more about robotics. Scouts will design, build, program and test a robot. Scouts need to bring a notebook to class. This badge can be completed at camp. A program fee of $15 is required.

natural resources. Requirements 2 and 4 can be started at camp, but Requirement 5 cannot be completed at camp.

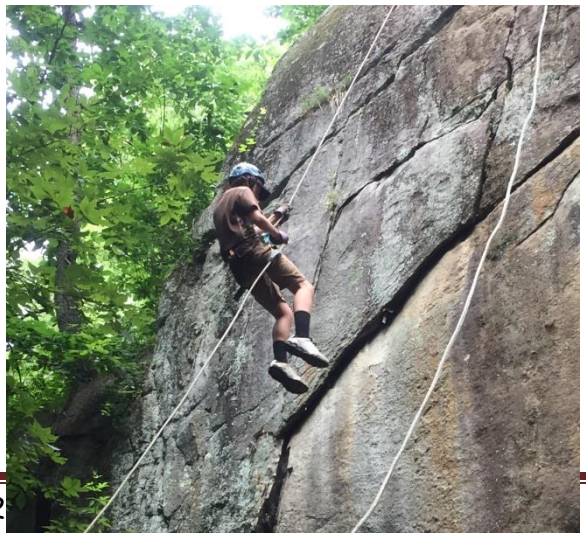
High Adventure

ATV Riding

Do you love the outdoors? How about enjoy the outdoors by riding an ATV through the beautiful trails at Old Indian. Scouts have the opportunity this summer to ride ATVs, but they must be at least 14 years of age to participate. The cost is $60. Scouts need to preregister at coiregistration.com.

Mountain Biking

Scouts can enjoy riding the trails at Old Indian during the Twilight on Monday and Tuesday. The cost is $10 per Scout and they need to sign up at the Trading Post.



Open Climbing

Troops may elect to spend fun-filled day rock climbing at our natural rock formation on Camp Old Indian property. Troops wanting to participate need to speak with the Camp Commissioner.
Troops can rock climb on Tuesday, The cost is $10 a Scout.

Climbing

This merit badge class is recommended for older Scouts. Scouts will have the chance to learn many knots associated with Climbing, how to rappel and belay. There is a $15 program fee required for this badge. **This badge takes place over two-days. All Scouts taking the badge will be required to come to class on Wednesday morning. The second day will take place on Thursday. If inclement weather occurs on Thursday, Scouts will climb on Friday. Scouts are required to have the Hold-Harmless Agreement filled out and bring it to camp. Scouts need comfortable clothes and shoes for this class. This merit badge has a limit of 15**

Scouts. If inclement weather transpires, climbing cannot occur.

Callahan Mt. Village

Program Overview

Have you ever wanted to take a step back in time? Scouts will have the chance to experience numerous opportunities in the Callahan Mountain Village. Scouts will be able to throw tomahawks, learn how to build fires using flint and steel, hear unique stories, have the chance to learn different ways to cook in the outdoors and learn how to identify wild plants. Scouts can also take Wilderness Survival Merit Badge at Callahan Mt. Village.

Wilderness Survival

While taking this badge, Scouts will construct a shelter in which they will sleep in on Monday night. Requirement 5 needs to be completed before camp. They may put the following in their Survival Kits: a whistle, waterproof matches, a signaling mirror, small first aid kit, a knife, a collapsible cup and a small roll of duct tape. Scouts will need a sleeping bag for the overnighter. This badge can be completed at camp.