

Merit Badge / Activity	Difficulty	Requirements that will be offered at camp*	Requirements that may be completed or signed off while at camp but <u>will not be covered during class time</u> **	FEES/NOTES	Class Capacity	Fees
<b>AS OF 2/18/26 REQUIREMENTS ARE STILL IN NEED OF UPDATING. UNITS WILL BE CONTACTED WHEN REQUIREMENTS LIST IS READY.</b>						
	A HARD   B MEDIUM   C EASY    *see key on bottom of page for details	* Camp has the ability and resources to fulfill these requirements if weather, all students arrive for class on time, and other factors align.	** the Chippewa Valley Advancement Committee has reviewed these requirements. Some requirements require a length of time to complete or must be done with their own troop or at home.	Scouts must provide proof of completing requirements. To be signed off on requirements that are not offered at camp. Acceptable forms of proof: • A blue card with requirements initialed by a merit badge counselor • Proof of completion of requirements such as photos, documentation. Scouts should be prepared to explain how they completed each requirement to camp staff.		
Advanced Pioneering	B			Camp Phillips Activity, fun pioneering projects to a whole new level.	10	
American Indian Culture	B				12	\$ 12
Aquatics Adventure	A			Aquatics sampling. Must be 13+	12	
Archery	B	All requirements fulfilled at camp			12	\$ 5
Art	C	All requirements fulfilled at camp			12	
Astronomy	A			Class will meet at least one night in addition to scheduled class.	16	
Basketry	C				20	\$ 25
Camping	B				25	
Canoeing	B			Scout must complete BSA Swimmers Test to take this MB. We may not meet all requirements if the weather is inclement. Some requirements are based on the student's abilities, we will offer time for practice, but some students may not be able to complete some of the physical canoe maneuvers.	12	
Cit in the Nation	B				25	
Cit in the World	B				25	

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Climbing	A	All requirements fulfilled at camp		Close toed shoes required. Climbing merit badge requires a lot of classroom learning in addition to completing 3 climbs on our wall and 3 rappels. Weather conditions may affect our ability to use climbing wall. Arrangements can be made with Climbing Director to climb outside of class time, if needed.	12	
Communication	B				20	
Cooking	B			Bring a mess kit.- lots of demo and eating. For all of the requirements of to be signed off at camp Scout must have used a menu as outlined in the requirements, served it to people as outlined in requirements, and had the meals evaluated as outlined in requirements. Scout must also have a discussion with Scoutcraft Director about making those menus, serving those meals, and about leave-no-trace practices used during those meals in order to be completed at camp.	20	
COPE (Project COPE)	A			\$20 FEE Must be 13 or older	12	\$ 20
Dance	A			Test lab merit badge. A paper advancement summary will be available. Will not be reflected on advancement report	25	
Davy Crockett	B			Must be 14 OR 13 and completed 8th grade. Activity not a merit badge. Requires a permission form if shooting pistol.	12	
Emergency Prep	B				25	
Environmental Science	B			Full completion requires several 100 word reports.. Suggested age limit of 13+	20	
Fingerprinting	A	All requirements fulfilled at camp			25	
First Aid	B				20	
First Class	C			We will cover some requirements at camp, it is up to the Scoutmaster to verify if scout comprehends skills that were covered and physically sign off the Scout Book. We will provide a report of what requirements were covered in class during the week. What is actually covered in Outdoor Skills classes will depend on weather, class size, and other factors. GPS units are available for checkout from Scoutcraft area. Scout can complete swimmer test at camp.	50	
Fish and Wildlife Management	B				24	
Fishing^	C			Must catch a fish to earn requirements	10	
Fly Fishing^	B			\$10 fee covers fly tying materials. Need to catch a fish to earn all. Fly rods can be loaned out to scouts during open time.	10	\$ 10
Forestry	B			we will help you identify trees, but there will not be enough time in class to complete books.	15	

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Game Design	B			Just putting it out there, this has very little to do with video games and more about inventing a game to play with friends	15	
Geology	B				24	
Insect Study	B			Requires a large collection of insects to cover all requirements, not likely completed at camp	24	
Kayaking	C			Scout must complete BSA Swimmers Test to take this MB. We may not meet all requirements if the weather is inclement. Some requirements are based on the student's abilities, we will offer time for practice, but some students may not be able to complete some of the physical kayak maneuvers.	10	
Leatherwork	C			\$15 Fee	20	\$ 15
Lifesaving^	B		Demonstrate CPR Knowledge and skills, including rescue breathing, on a mannequin under the guidance of a current CPR/AED instructor trained by a nationally certified provider	Must complete BSA Swimmer test in order to take this class. Must bring long-sleeved, button shirt to class.	10	
Mammal Study	B				24	

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Metalworking - Blacksmithing Option	A			Thirteen or older. Must have sturdy shoes for safety and cotton pants.	8	\$ 15
Music	B				25	
Movie Making	B				10	
Nature	B				25	
Orienteering	B			Bring your own compass. We have a few orienteer courses set up on camp, in order for all to be signed off a scout may have to complete a compass course outside of class time. A scout could set up a compass course at camp during free time, scout should be able to provide notes, and a rough map of the course to the counselor and be able to discuss with counselor in order to be signed off at camp. must serve as an official at orienteering event, could serve as official at previously mentioned course. must be done with scout's patrol, troop, etc. in order to be signed off at camp scout must provide documentation of which techniques were taught and have a discussion with counselor about the experience.	25	
Psychology	A			Test lab merit badge. A paper advancement summary will be available. Will not be reflected on advancement report	15	
Physics	A			Test lab merit badge. A paper advancement summary will be available. Will not be reflected on advancement report	15	
Pioneering	B				20	
Reptiles & Amphibians	B				20	
Photography	C				16	
Pistol	B			Must be 14 OR 13 and completed 8th grade. Activity not a merit badge. Requires a permission form if shooting pistol.	8	
Plant Science	B				24	
Pottery					10	
Pulp and Paper					16	
Rifle Shooting	C			Scouts will have to shoot qualifying shots Scouts can shoot free of charge during free time as long as they are working on requirements	24	\$ 5
Robotics	A				8	
ROWING	A			Must be a swimmer.	20	
Search and Rescue	B				24	
Second Class	C				50	

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Shotgun	A			\$25 Fee Shotguns are a large and more physically demanding than rifle. It is strongly encouraged, but not required that scouts take Rifle Merit Badge first. Scouts must shoot a qualifying score to pass requirement 2Ak.	10	\$ 25
Snorkeling	A	All requirements fulfilled at camp		Activity Patch. Must be a swimmer.	10	
Soil and Water Conservation						
Space Exploration	B				16	\$ 15
Stand Up Paddle boarding	B			Not a merit badge, but an activity patch. Scouts must be BSA Swimmers in order to take this class. Completing all requirements is dependent on good weather.	8	
Swimming	C				30	
Tenderfoot	C				50	
Wilderness Survival	B				20	
Woodcarving	B			\$20 fee	16	\$ 20

#### Symbol Key

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#### Levels of Difficulty

Listed in parentheses after each merit badge/activity is a letter that indicates its difficulty. This is designed so that Scoutmasters, Scouts, and parents can make the best advancement selection for each Scout.

A - Difficult merit badge/activity, appropriate for older Scouts with 3 or more years in Scouting.

B - Appropriate for advancing Scouts with 2 or more years in Scouting.

C - Easy merit badge/activity, appropriate for beginning Scouts.