



BOY SCOUT MERIT BADGE PROGRAM



MERIT BADGE SIGN-UPS

As mentioned above, **Scoutmasters must submit blue cards** and a merit badge registration form for their troop at the **pre-camp meeting on Tuesday night prior to camp**. This allows the camp staff time to plan accordingly. The camp administration will do their best to accommodate all schedule requests. The program director reserves the right to adjust the merit badge schedule to best accommodate the majority of scouts.

CHANGING CLASSES

Scouts are able to change classes **on Monday** by seeing the instructor directly. However, due to space limitations, it may not always be possible to do so.

BY APPOINTMENT MERIT BADGES

Many badges, are available by scheduling an appointment with the counselor. For a list of available merit badges, please visit the appropriate area. Free time (except Siesta) may be used for 'By Appointment' merit badges at times agreed upon by the camper and counselor.

MERIT BADGES OFFERED

Below is a list of the merit badges offered at Camp Strang during the 2009 season. Please pay specific attention to the list of items the scouts should bring, requirements that must be completed before arriving at camp, and any prerequisites for taking the class. All requirements listed are from the 2009 BSA Requirements Book. Feel free to contact the appropriate area director prior to attending camp if there are any questions regarding any merit badge.

Please adhere to the age limits noted on the merit badge schedule.

Archery is not recommended for first year campers because of the amount of physical strength and practice that it requires. Requirement #5 is possible to achieve at camp, but may prove difficult. Scouts must attend both Sessions 1 & 2.

Art is offered by appointment and is recommended for all scouts.

Astronomy is a merit badge for all scouts. Some work and observations may need to be completed outside of class hours and in the evenings. Requirements 5b and 6 cannot be completed during camp. Requirements 4, 5a, 7b, and 9b can only be completed with favorable weather conditions throughout the week.

Athletics is offered in the field sports area. It is recommended for all scouts.

Bird Study is recommended for all scouts. Requirement 5 and 6 may be hard to complete in one week at camp, but is possible. Requirement 7 cannot be completed at camp.

Camping is not recommended for first year campers. Scouts will go on an off property overnighter and should come prepared with the appropriate gear to do so. (Pack, Sleeping Bag, Tent

if possible.) Requirements 9a and 9b cannot be completed at camp. (9b1 can be completed at camp but does not fulfill the requirement completely for 9b)

Canoeing requires physical strength and practice. Scouts must have passed the swim test as a swimmer. This class is two sessions long.

Citizenship in the Community is offered during the Adventure to Eagle program. Requirement 2, 7, and 8 must be worked on prior to attending camp.

Citizenship in the Nation is offered during the Adventure to Eagle program. Requirements 2 and 8 must be completed prior to attending camp.

Citizenship in the World is offered during the Adventure to Eagle program. Requirement 7 must be completed prior to attending camp.

Cooking is recommended for older scouts because of the large time commitment. Scouts must attend both the period 1 and 3 sessions as well as other times as designated by the instructor. Requirement 8 must be completed prior to camp.

Communications is offered during the Adventure to Eagle program. Requirement 3 should be worked on prior to attending camp.

Computers is recommended for all campers who want to gain experience in use of hardware and software components of personal computers.

Emergency Preparedness is offered during the older boy program. Requirements 1, 7, 8, and 9 should be completed prior to attending camp.

Environmental Science is an eagle required badge that is recommended for older scouts. Some work and observations will have to be completed outside of class time. Written assignments that can be completed prior to camp include, 1, 2, 3c2, 3e, 5, and 6. Refer to the merit badge pamphlet for instructions. Scouts must attend both scheduled sessions.

Family Life is offered during the Adventure to Eagle program. Requirements 3, 4, 5, and 6 must be worked on prior to camp. Completing this badge requires a 3 month commitment.

First Aid is another eagle required merit badge that is available to all scouts who have completed the first class rank. Requirement 2b must be completed at home and brought to camp.

Fish & Wildlife Management is recommended for all scouts. Requirement 5, 6b, 6c, 7a, 7b, 7d, and 8 cannot be completed at camp. Requirement 6a and 7c can be completed with luck.

Forestry is recommended for older campers. Requirement 5 and 7 may not be able to be completed during camp. Requirement 1, 2b, and 2c could be completed prior to camp.

Home Repairs is offered in the Handicrafts lodge for all scouts.

Indian Lore is a merit badge for all scouts. Purchase of materials from the trading post may be necessary and an off property trip may also be taken.

Leatherwork is recommended for all scouts. Purchase of required materials will be necessary and are available at the trading post.

Lifesaving is offered for scouts who have already completed swimming merit badge (not taking it concurrently.) It is a physically demanding eagle required badge.

Mammal Study is recommended for all campers but requires cooperation from the local wild-life. Requirements 3c, 4a, 4b, 4c, 4e, and 4f can be completed prior to camp.

Metalwork is a badge recommended for all campers. Reasonable effort will be made to complete the requirement involving a blacksmith demonstration.

Nature is not recommended for first year campers due to its difficulty. Requirement 4 is possible to achieve but parts may be difficult and could be completed prior to camp.

Orienteering is for scouts who have completed the first class orienteering requirements. Scouts should bring a good compass with them. Scouts must proficiently complete several orienteering courses.

Personal Fitness is offered at the Archery range. Requirements 6, 7, and 8 must be worked on prior to attending camp. This badge requires a 3 month commitment.

Personal Management is offered during the Adventure to Eagle program. Requirements 2, 8, and 9 must be worked on prior to attending camp. This badge requires a 3 month commitment.

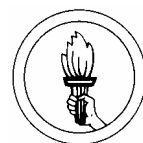
Pioneering is recommended for all campers who have completed the knots and lashing requirements of the first class rank.

Rifle Shooting is a popular merit badge but not recommended for first year campers. Practice is required and the qualifying requirement proves to be difficult. Scouts may NOT bring their own firearms from home.

Rowing requires the scout to have passed the swim test with a swimmer qualification. Strength and physical coordination is necessary. Scouts should bring shoes that can get wet.

Sculpture is recommended for all campers who have interest in sculpting clay objects.

Shotgun Shooting is for scouts 13 years of age and older, however, a scouts physical stature should be taken into consideration prior to registering for this badge. Scouts are required to shoot 25 times in a row to qualify.



Small Boat Sailing is recommended for older scouts and may be physically demanding. Scouts must pass the swim test with a swimmer qualification and must attend both sessions.

Soil & Water Conservation is for all scouts and may involve an off property trip. Requirements 1 – 3 and 5 – 6 are written assignments that can be completed prior to camp.

Swimming is recommended for scouts who have passed the swim test with the swimmer qualification. Scouts must have the proper clothing and shoes that can get wet for flotation requirement. This includes a properly fitted, button down, long sleeve shirt and zippered pants. Sweat-shirts, sweatpants, and crew collared shirts will not be acceptable. Scouts must attend both scheduled sessions.

Weather is recommended for all scouts. Requirement 8 should be completed prior to camp.

Wilderness Survival is recommended for older scouts with prior camping experience. Scouts will be required to build a shelter and sleep one night in it.

Woodcarving is recommended for all scout campers. Purchase of some materials at the trading post is required. Scouts must have earned Totin' Chip card prior to registering for this badge.

NEW THIS SUMMER! **BSA Venturing Advancement Program**

Opportunities for Venturing Advancement is being piloted for the first time this summer. Registered Venturers can complete requirements towards the Outdoor and Sports Bronze awards throughout the day as an alternative to the traditional merit badge program. Once the Outdoor Bronze is attained, the coveted Ranger Award is half-way complete.



The Venturing Bronze Award is a colorful, campaign-style ribbon that may be worn on the Sea Scout or Venturing uniform. If all five are earned, all five may be worn on the uniform. The ribbons have an icon representing the area in which it was earned superimposed on the ribbon.

<http://www.scouting.org/venturing/awards/bronze.aspx>

