

ECOLOGY CONSERVATION (E-CON)

Astronomy

Pre-Reqs: 6

Difficulty: ***

Time: Open in afternoon

Scouts must arrange a time with our E-Con staff. Astronomy requires night time observations during the week.

Bird Study

Pre-Reqs: 7

Difficulty: ***

Time: Open in afternoon

Scouts must arrange a time with our E-Con staff.

Environmental Science

Pre-Reqs:

Difficulty: ***

Time: 9:00-9:50 am OR 10:00-10:50 am

Environmental Science is Eagle required and is suggested for more experienced scouts.

Fish and Wildlife Management

Pre-Reqs:

Difficulty: **

Time: 9:00-9:50 am

Scouts earning Fish and Wildlife Management will also earn the Weather merit badge at the same time.

Fishing

Pre-Reqs:

Difficulty: **

Time: 9:00-9:50 am

Fishing pole required for Fishing merit badge.

Forestry

Pre-Reqs: 5

Difficulty: **

Time: 10:00-10:50 am

Geology

Pre-Reqs:

Difficulty: **

Time: 11:00-11:50 am

Insect Study

Pre-Reqs: 4a, 4b, 7

Difficulty: ***

Time: Open in afternoon

Scouts must arrange a time with our E-Con staff.

Mammal Study

Pre-Reqs:

Difficulty: *

Time: 10:00-10:50 am

Nature

Pre-Reqs: Do one of the following: 4a, 4d
4e, 4f

Difficulty: ***

Time: 10:00-10:50am

Reptile and Amphibian Study

Pre-Reqs: 8a OR 8b

Difficulty: **

Time: 11:00-11:50 am

Soil and Water Conservation

Pre-Reqs:

Difficulty: **

Time: 11:00-11:50 am

Tracking - NEW

Pre-Reqs: Begin Req. 4, Bring Digital Camera

Difficulty: ***

Time: 3:00-3:50 pm

Scouts will need to bring a digital camera to record the animals they track. This merit badge requires a lot of patience and skill.

This merit badge is ONLY offered in 2010 in celebration of the 100th Anniversary of Scouting.

Weather

Pre-Reqs:

Difficulty: **

Time: 9:00-9:50 am

Scouts earning Weather with also earn the Fish & Wildlife Management merit badge.

HANDICRAFT

Art

Pre-Reqs: 4 and a short write up about what they saw in general as well as, three works that interested the scout the most and why, signed by the adult who took them to the museum, art exhibit, etc..

Difficulty: *

Time: 10:00-10:50 am OR 3:00-3:50 pm

Scouts must purchase approx. \$10 of materials. A 8.5 inch by 11 inch, or larger, sketchbook is suggested, but not required. All other materials will be provided in the Handi-craft lodge.

Description: Scouts will learn how to illustrate a story using pictures, design a logo, draw with pen and ink, and oil pastels, as well as paint with water colors and acrylics. Finished projects include a comic strip, two drawings, a painting, and a t-shirt with their custom logo on it.

Basketry

Pre-Reqs:

Difficulty: *

Time: 9:00-9:50 am OR 2:00-2:50pm

Scouts must purchase approx. \$15 worth of materials from the Trading Post. These fees will include a round basket kit, a square basket kit, and a camp stool kit. The basket kits from the scout store are different from the ones at the Trading Post and are a lot more difficult.

Description: Students will learn the different types of baskets and weaves as well as their uses. Finished projects will include two baskets and a camp stool.

Carpentry - NEW

Pre-Reqs:

Difficulty: ***

Time: 11:00-11:50 am

Scouts must purchase approx. \$15 worth of materials from the Trading Post.

Description: Scouts will learn about the carpentry trade. They will master the use of carpenter's tools. Scouts will complete a full project involving a piece of furniture.

This merit badge is ONLY offered in 2010 in celebration of the 100th Anniversary of Scouting.

Fingerprinting

Pre-Reqs:

Difficulty: *

Time: 9:00-9:50 am Tuesday OR

Wednesday

Fingerprinting will only take 1 day to complete.

Description: Scouts will learn the history of fingerprinting, uses for fingerprints, as well as types of fingerprints. Scouts will take their own fingerprints as well as identify them.

Leatherwork

Pre-Reqs: 4

Difficulty: *

Time: 10:00-10:50 am OR 3:00-3:50 pm

Scouts must purchase approx. \$10 worth of materials from the Trading Post. Fees will include a leather round, vinyl lace, and a knife holder kit or

a wallet kit. All other materials will be provided in the Handi-craft lodge.

Description: Scouts will learn the types of leather, the uses of leather, as well as the basics of the tanning process. Projects include a leather round keychain, a gimp box stretch (or snake) and either a stamped and dyed knife holder or wallet.

Painting

Pre-Reqs:

Difficulty: **

Time: 3:00-3:50 pm

Scouts will meet with the Ranger Crew at Handicraft for this merit badge.

Description: Scouts will learn the different methods of painting different types of surfaces. They will participate in multiple painting projects around camp. This is not an "art merit badge", it focuses on the painting of buildings, walls, etc.

Photography

Pre-Reqs:

Difficulty: *

Time: 9:00-9:50 am Monday, Thursday AND Friday

Scouts must bring their own digital cameras. All three days of class are required, unless otherwise stated.

Description: Scouts have an informational class on the use of cameras, how they work, techniques and the rules of composition on Monday. Pictures will be taken on the scout's own time and scouts will review their work with the counselor in the Ad-Pad on Thursday, and Friday.

Pottery

Pre-Reqs: 7

Difficulty: **

Time: 11:00-11:50 am OR 4:00-4:50 pm

Scouts must purchase approx. \$15 worth of materials from the Trading Post. Scouts will be given a ticket to give to your counselor, this ticket is mandatory for this badge, since it pays for all the clay scouts will use. All other materials will be provided in the Handi-craft lodge.

Description: Scouts learn about the tools, techniques and histories of ceramics. Projects include three clay pots, a human or animal figure, and a bowl on the potter's wheel.

Sculpture - NEW

Pre-Reqs: 2c

Difficulty: **

Time: 10:00-10:50 am

Scouts must purchase approx. \$15 worth of materials from the Trading Post.

Description: Scouts will learn about the art of sculpting. This merit badge involves learning the tricks of the trade along with making a plaster mold of a fruit or vegetable.

Space Exploration

Pre-Reqs: the research for 2

Difficulty: **

Time: 3:00-3:50 pm

Scouts must purchase approx. \$15 worth of materials from the Trading Post. Fees cover the model rocket kit and necessary engines. Scouts will spend most in class time working on their rockets, and drawing work may be given as "home" work. All other materials will be provided in the Handi-craft lodge.

Description: Scouts learn about the history and brainstorm/draw the future possibilities of the space program. Projects include a "collector's card" about the scout's favorite space pioneer and designing an inhabited base on Mars. The week's climax is Friday when the scouts launch and retrieve a model rocket they build themselves.

Textiles - NEW

Pre-Reqs: none

Difficulty: **

Time: 2:00-2:50 pm

Scouts must purchase approx. \$15 worth of materials from the Trading Post. Fees cover a loom kit, fabric loops, and a plain tee-shirt. All other materials will be provided in the Handi-craft lodge.

Description: Learn about the different types of fabrics, their origins. A spinster will be doing a special demonstration on her spinning wheel and loom to show how fiber is turned into yarn and yarn into fabric. Projects include a woven pot holder on a scout made loom, and a tie dye shirt colored with dyes the scout will make from natural sources.

Woodcarving

Pre-Reqs: 2a, Totin Chip

Difficulty: *

Time: 11:00-11:50 am OR 4:00-4:50 pm

Scouts must purchase approx. \$5 worth of materials from the Trading Post. Fees cover a neckerchief slide kit. All other materials will be provided in the Handi-craft lodge.

Description: Scouts first practice by carving their names into a log, then they create a finished neckerchief slide to take home. No scout will be allowed to do any carving without already having earned their Totin Chip outside of Handi-craft.

HEALTH LODGE

Emergency Preparedness

Pre-Reqs: 1, First Aid Merit Badge, 2c, 8c

Difficulty: ***

Time: 10:00-10:50 am OR 3:00-3:50 pm

Emergency Preparedness is Eagle required and is suggested for more experienced scouts.

First Aid

Pre-Reqs: 1, Up to First Class First Aid Requirements, 2d

Difficulty: **

Time: 11:00-11:50 am OR 4:00-4:50 pm

First Aid is Eagle required and is suggested for more experienced scouts.

Safety – NEW

Pre-Reqs: 1a, 1b, 2a, 2b, 3b, 4

Difficulty: **

Time: 2:00-2:50 pm

INDIAN VILLAGE - NEW

Indian Lore

Pre-Reqs:

Difficulty: *

Time: 9:00-9:50 am OR 2:00-2:50 pm

SCOUTCRAFT

Backpacking

Pre-Reqs: 10, 11a, 11b, 11c

Difficulty: **

Time: 11:00-11:50 am

Scouts must arrange a time with our Scoutcraft staff.

Camping

Pre-Reqs: 7a, 7b, 8d, 9a, 9b, 9c

Difficulty: **

Time: 9:00-9:50 am OR 10:00-10:50 am

Camping is Eagle required and is suggested for more experienced scouts.

Cooking

Pre-Reqs:

Difficulty: ***

Time: 11:00-11:50 am

Scouts will cook their own lunch and the class will go until 12:50 pm on most days. Scouts must attend the outpost on Monday evening.

Fire Safety

Pre-Reqs: 6a, 6b, 11

Difficulty: *

Time: 9:00-9:50 am

Hiking

Pre-Reqs: 5, 6, 7

Difficulty: ***

Time: 9:00-9:50 am

Hiking is Eagle required and is suggested for more experienced scouts.

Orienteering

Pre-Reqs: 7a, 7b

Difficulty: **

Time: 11:00-11:50 am OR Outpost on Thursday (Starting at 2:00 pm)

Pioneering

Pre-Reqs:

Difficulty: **

Time: 10:00-10:50 am OR Outpost on Wednesday (Starting at 2:00 pm)

Pathfinding - NEW

Pre-Reqs: 1, 2, 3, 4, 5, 6, 7

Difficulty: ***

Time: Open in afternoon on Monday, Wednesday, and Thursday

Scouts will need to be prepared to present ALL of the requirements when they come to camp. The requirements deal with research and knowledge of the area around their home. All of the work related to this badge must be done prior to camp. Scouts trying to earn this badge at camp will work individually with a counselor to prove they can satisfy the requirements.

This merit badge is ONLY offered in 2010 in celebration of the 100th Anniversary of Scouting.

Signaling - NEW

Pre-Reqs: Bring a hand-made device to send Morse Code

Difficulty: ***

Time: 2:00-2:50 pm

Scouts will need to bring a device they can use to send Morse Code (BE CREATIVE – this is part of the badge!) This merit badge requires a lot of patience and skill.

This merit badge is ONLY offered in 2010 in celebration of the 100th Anniversary of Scouting.

Wilderness Survival

Pre-Reqs:

Difficulty: **

Time: 10:00-10:50 am

Scouts are required to attend the Wilderness Survival Outpost on Thursday evening.

SHOOTING SPORTS

Archery

Pre-Reqs:

Difficulty: ***

Time: 9:00-10:45 am OR 2:00-3:45 pm

Scouts must purchase an arrow kit from the Trading Post. Approx. Cost : \$8

Rifle Shooting

Pre-Reqs:

Difficulty: ***

Time: 9:00 – 10:45 am OR 2:00-3:45 pm

Scouts will need approx. \$15 for rifle tickets.

Shotgun Shooting

Pre-Reqs:

Difficulty: ***

Time: 9:00-10:45 am

Scouts will need approx. \$25 for shotgun tickets.

WATERFRONT

Canoeing

Pre-Reqs: 3, Must be a Swimmer

Difficulty: **

Time: 10:00-10:50 am OR 2:00-2:50 pm

Lifesaving

Pre-Reqs: 1a, Up to First Class Swimming Requirements, Must be a Swimmer

Difficulty: ***

Time: 9:00-9:50 am OR 11:00-11:50 am

Lifesaving is Eagle required and is suggested for more experienced scouts.

Rowing

Pre-Reqs: 3, Must be a Swimmer

Difficulty: **

Time: 11:00-11:50 am OR 2:00-2:50 pm

Small-Boat Sailing

Pre-Reqs: 2, Must be a Swimmer

Difficulty: ***

Time: 9:00-10:45 am OR 2:00-3:45 pm

Swimming

Pre-Reqs: 3, Up to First Class Swimming Requirements, Must be a Swimmer

Difficulty: ***

Time: 9:00-9:50 am OR 10:00-10:50 am

Swimming is Eagle required and is suggested for more experienced scouts.

All prices are subject to change. Times for additional programs are also subject to change due to weather or extenuating circumstances.

