

Aquatics

Canoeing- For several centuries, the canoe was the primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness. Scout must be classified as "Swimmer" in their swim check.

Prerequisites: Swimmer

Kayaking- This merit badge can be earned concurrently with the Kayaking BSA Award but earning one does not automatically qualify the Scout as earning the other. Scout must be classified as "Swimmer" on their swim check. **Prerequisites:**

Swimmer

Learn To Swim- For any Scout who wishes to learn to swim. **Prerequisites:**

NONE

Lifesaving- No Boy Scout will ignore a plea for help. However the desire to help is of little use unless one knows how to give the proper aid. The main purpose of this merit badge is to prepare Scouts to be prepared to help in an emergency. This is a challenging merit badge that requires physical strength and stamina. Scouts must bring long pants, long-sleeved shirt, and shoes (these will get wet!). Highly recommended that CPR instruction be completed prior to camp. Second and First Class Swimming Requirements needed. **Prerequisites: Swimmer and 1st Class**

Mile Swim- Scouts who are interested in testing their endurance may work on this special award while at camp. To qualify, Scouts must participate in four "Polar Bear" training swims. Scouts will finish the requirements by swimming one mile in our pool.

Prerequisites: Swimmer

Swimming- Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills. This is an Eagle required merit badge. Scout must be classified as "Swimmer" on their swim check. **Prerequisites: Swimmer**

The Tower

Climbing- is intended for Scouts with an interest in climbing. The merit badge will

utilize the climbing tower at Camp Berry to fulfill the requirements. Climbing requires rope skills and will feature rappelling. Scouts need to be able to show skills in CPR and first aid to be able to complete this merit badge. This merit badge is recommended for older scouts and is not for conquering your fear of heights.

Prerequisites: Long pants and Boots

Shooting Sports

Archery- is a fun way for Scouts to exercise their mind as well as body, developing a steady hand, a good eye, and a disciplined mind. Scouts will make their own bowstring and arrow. This merit badge focuses on the use of bow and arrow as a target sport. Scouts must meet the shooting requirement in order to earn the merit badge. ***Prerequisites: NONE***

Action Archery- Want to hone your archery skills? Practice techniques while walking this unique course throughout Camp. ***Prerequisites: Archery merit badge; 14 years or older***

Rifle Shooting- Safety is the focus of this merit badge. Scouts learn the different styles of rifle shooting and must qualify in order to earn the merit badge. The most difficult aspect of Rifle Merit Badge is being able to shoot well enough to qualify, so younger scouts who have never shot before may have trouble with this requirement. ***Prerequisites: NONE***

Shotgun- The shotgun program uses 20-gauge shotguns to shoot clay pigeons. Safety is stressed throughout the session. ***Prerequisites: NONE***

Outdoor Skills

Camping- Scouts will learn about Leave No Trace outdoor ethics, proper clothing and equipment, good camping management and camp safety. Scouts will participate in an overnight camping trip and should bring appropriate camping equipment as listed in the Scout Handbook. This eagle required merit badge is good for second year scouts. Prerequisites: Requirements 7a, 7b, 8c, 8d, 9a, 9b and 9c

Cooking- This hefty, Eagle-required merit badge will introduce scouts to the basics of cooking that can be used both at home and in the outdoors. They will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation. Scouts will be required to spend additional time in order to fulfill the requirements.

Prerequisites: Requirement 5

Pioneering- This session is designed to further educate Scouts in the areas of knots, ropes, lashing, and other non-traditional construction methods. Scouts will construct pioneering projects using the skills learned. **Prerequisites: NONE**

Wildness Survival- Scouts will learn to survive with a minimum of equipment, food, and water. Scouts will be required to spend the night in a shelter they have improvised. Scouts will participate in an overnight camping trip, and so should bring appropriate camping equipment, as listed in the Scout Handbook. **Prerequisites: Requirement 5**

Hiking- Scouts will learn how to properly and safely hike through the woods. There will be six different hikes throughout the week, one 5-mile, three 10-mile, one 15-mile, and 1 20-mile Proper footwear, a water bottle and a hiking backpack may be needed. **Prerequisites: None**

Handicraft

Art and Fingerprinting- This will be a single session where two merit badges will be earned. The first one is Art. Scouts will learn different art styles and how to use different art mediums. Fingerprinting will show scouts how fingerprints are taken for civil and criminal reasons. Also the different style of fingerprints and why all fingerprints aren't the same. **Prerequisites: NONE**

Basketry- Scouts will learn different styles of baskets and how to weave them. **Prerequisites: NONE**

Leatherwork- An excellent merit badge for first year scouts. Scouts will learn about

different types and sources of leather as well as how to care for leather goods such as shoes and belts. The session culminates with the Scout learning to make different projects and how to tan a hide. **Prerequisites: Totin' Chip**

Archaeology- Archaeologists use the clues that people left behind, they try to understand how and why human culture has changed through time. **Prerequisites: NONE**

Indian Lore- Scouts will learn about the history of native american culture and even craft some gadgets from the past. **Prerequisites: NONE**

Woodcarving- An excellent merit badge for creative campers, the Scouts will learn about different types of wood and tools used in carving. Other skills learned will include sharpening knives, detailed carving, and using a wood chisel. **Prerequisites: Totin' Chip**

Welding- Welding is the process of joining with a weld - joining or combining similar pieces of metal by heating them, then hammering them together while they are soft. Welding plays a major roles in our modern world and mastery of the skill can lead to exciting career opportunities. Prerequisites: Age 14 or older and Jeans

Eagle Trail

Citizenship in the Nation- Citizenship in the United States of America holds its responsibilities and duties as well as its privileges. This session focuses on both sides of the coin, looking at how we must support our country and what it does to support us. **Prerequisites: Requirement 2**

Citizenship in the World- Since we all live on the planet Earth, we are all citizens of the world. This session looks at how the different ways that individuals, organizations, and governments interact with each other. **Prerequisites: NONE**

Communication- Human beings do not live in solitude, but in communities. This is primarily because of communication. In this session Scouts will write and present speeches to the session. **Prerequisites: Requirements 5 and 7**

Emergency Preparedness- This merit badge encourage scouts to learn procedures for dealing with emergencies such as fires, search and rescue, floods and other disasters, as well as attempting to develop the scouts' own problem-solving skills.

Prerequisites: Requirements 1, 2c, 6c, and 8b

First aid- caring for injured or ill persons until they can receive professional medical care is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill.

First aid can help prevent infection and serious loss of blood. **Prerequisites:**

Requirement 2d

Disability awareness- a skill refers to being mindful of the disabilities of people and managing to communicate and work with them effectively. **Prerequisites: 2, 4**

ATV

ATV- While this is not a merit badge, the ATV program is a Rider Safety Course, designed to teach riders proper safety, handling, and maintenance of the vehicle. After completing the classroom portion of this class, riders will get ample practical riding time, as well as opportunities to test your new skills on trail rides. This class is a must for older scouts and adult leaders alike! **Prerequisites: Age 14 or older**

Ecology

Astronomy- Spectacular shows can be seen in the night sky. Nebulae, dying or exploding stars, meteor showers, the Moon or our whole galaxy, to name a few. In learning about Astronomy, you will study how activities in space affect your own planet. **Prerequisites: NONE**

Environmental Science- This session focuses on how the living and nonliving factors in an environment interact. Special emphasis is placed on how humans affect these interactions. This Eagle required merit badge will require serious commitment.

Prerequisites: NONE

Fish and Wildlife management- Scouts will learn how to keep our environment clean for the fish and wildlife living in it. They will upkeep multiple birds nests, bird feeders,

or birds nests around the nature center. They will also observe multiple wildlife species in the area. ***Prerequisites: NONE***

Forestry- Scouts will learn About the different characteristics of leaves, branches, and trees. They will also collect and identify wood samples, and Discuss the contributions of forests to our economy, our clean air, and many more.

Prerequisites: NONE

Nature- Scouts will learn about the world around us. They will identify and study animals, plants, and other species within their own ecosystems. ***Prerequisites: NONE***

Reptile and Amphibian Study- Scouts have always been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency. ***Prerequisites: Requirement 8***

Fishing- All the basic knowledge needed for fishing is covered in this session. Different types of equipment, alternative fishing styles, local fishing regulations, and fishing safety are discussed. Prerequisites: NONE

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Chess- Defend your King against all enemies, foreign and domestic! Learn all the strategies you will need to defeat your fellow Scout in one of the oldest strategy games in the world. Each game unfolds differently, challenging players in unexpected ways. To play chess, you will need deep concentration and mental alertness. And remember...always look three moves ahead! ***Prerequisites: NONE***

Game Design- Scouts will first learn different game styles and how they work. Then scouts will create their own games either a board game, a physical game, or possibly a digital game. ***Prerequisites: Cyber chit***

Graphic design- Scouts will learn and discuss the mediums of graphic design on a computer and will design their own project. ***Prerequisites: Cyber chit***

Movie Making- Movie Making is a way to tell stories visually through the art and science of motion picture photography. You will learn the fundamentals of producing motion pictures, focusing on the video and digital formats rather than film. Lastly, you

will build a foundation for a career in movie making. **Prerequisites: NONE**

Photography- Scouts will learn how to properly handle a camera and the different lens and angles of a camera. They will take pictures all around camp and they will even be taking pictures for the end of the week slideshow. It is encouraged that scouts bring their own camera. **Prerequisites: CAMERA OR CELLPHONE**

Robotics- Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career. **Prerequisites: NONE**

Space Exploration- Scouts will learn about Astronauts, space, and other cool outer space information. They will also be launching a rocket of their own from the parade field. **Prerequisites: None**

Baden Powel (BP)

The Baden Powell program is designed for scouts in their first year of camp or scouts looking to retain knowledge in the first four ranks of scouting. In the Baden Powell program scouts will work on advancement in the classes of scout, Tenderfoot, Second Class, and First Class. There will usually be 30-40 scouts in the program and those scouts will be broken down into three patrols. Patrols can break down to 8-10 scouts and these patrols focus on these five large topics:

1. To provide a well-organized program based upon the patrol method and lead by qualified instructors.
2. To teach participants basic skills necessary to succeed in Scouting and to enjoy outdoor programs.
3. To instill in the boy a respect for Scouting's methods and ideals.
4. To maintain a ratio that is comparable to an average patrol: eight-ten boys for every patrol guide/instructor.
5. To provide an exciting and memorable summer camp experience that motivates boys to be active in their troops and continue in Scouting.

Totin' Chip- This certification grants a Scout the right to carry and use woods tools. The Scout must show his Scout leader, or someone designated by his leader, that he

understands his responsibility. ***Prerequisites: NONE***

Firem'n Chit-This certification grants a Scout the right to carry matches and build campfires. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility. ***Prerequisites: NONE***