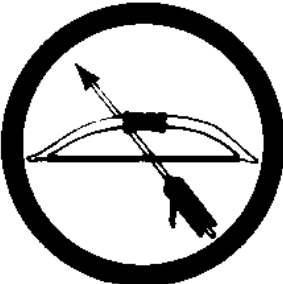







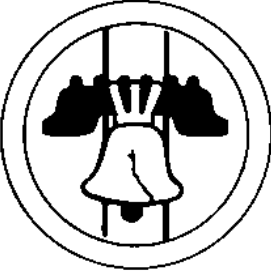









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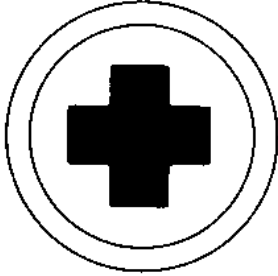



<p>ARCHERY</p> 	<p>Times Offered: 9:00am, 10:00am, 11:00am, 1:30pm</p> <p>Location: Archery Range</p> <p>Prerequisites: For second year campers and above. Scouts should be able to pull a 35 pound bow and have good hand/eye coordination. Complete requirements 1A, 1B, 2A, 2B, 2C, 5A & C (option B) prior to camp.</p> <p>Additional Costs: None</p> <p>Helpful Hints: No personal archery equipment allowed. Everything needed will be supplied at the range. Limit of 16 campers per class. (The Archery Merit Badge Pamphlet underwent minor changes during 2007. The newest version of the merit badge book must be used at camp.)</p>
<p>ASTRONOMY</p> 	<p>Times Offered: 2:30pm - 5:00pm (Part of the Open Program)</p> <p>Location: Nature</p> <p>Prerequisites: Complete requirements 1, 5A, 5B, 7, and 10 prior to camp.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Scouts must attend evening star parties. There is work that must be done prior to camp in order to complete this badge including a four week study of planets in the night sky.</p>
<p>BACKPACKING</p> 	<p>Times Offered: 9:00am</p> <p>Location: Scoutcraft</p> <p>Prerequisites: Complete requirements 2A, 2B, 9A, 9D, 9E, 10, and 11 prior to camp. Must have letter from Scoutmaster stating completion of these requirements. Must bring a backpack and gear including tent, sleeping bag, rain gear, and backpacking stove to show proper packing techniques.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Scouts who do not routinely backpack and have not completed the required backpacking treks should not attempt this badge.</p>
<p>BASKETRY</p> 	<p>Times Offered: 9:00am</p> <p>Location: Handicraft</p> <p>Prerequisites: None</p> <p>Additional Costs: Must purchase kits for 3 projects. (Round Basket, Square Basket, and Campstool Seat) Approximately \$15 - \$20 total.</p> <p>Helpful Hints: Kits may be purchased at the Trading Post.</p>

<p>BIRD STUDY</p> 	<p>Times Offered: 1:30pm</p> <p>Location: Nature</p> <p>Prerequisites: Complete requirements 2 and 5.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Scouts should bring binoculars. If Scouts have a bird field guide they should bring it to camp.</p>
<p>CAMPING</p> 	<p>Times Offered: 10:00am</p> <p>Location: Scoutcraft</p> <p>Prerequisites: Complete requirements 2, 3, 4B, 5E, 7, 8C, 8D, and 9 prior to camp. Scouts must have a letter from their Scoutmaster stating completion of requirements 4B, 5E, 7B, 8C, 8D, and 9.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Recommended for 2nd year campers or older.</p>
<p>CANOEING</p> 	<p>Times Offered: 10:00am, 1:30pm</p> <p>Location: Lakefront</p> <p>Prerequisites: Must pass the swimmer test before starting other requirements.</p> <p>Additional Costs: None</p> <p>Helpful Hints: This is a physically demanding badge: better for stronger, larger Scouts. CPR training prior to camp is helpful. Bring your certification if you have it. Limit of 16 campers per class.</p>
<p>CITIZENSHIP IN THE COMMUNITY</p> 	<p>Times Offered: 9:00am - 9:30am (half hour session)</p> <p>Location: Administration Building</p> <p>Prerequisites: Complete requirements 2, 3, 4A, 4B, 5, 7, and 8 prior to camp. This badge requires extensive work to be done before camp. Scouts should bring materials showing their completion of these requirements to camp to share with the counselor.</p> <p>Additional Costs: None</p> <p>Helpful Hints: None</p>





<p>CITIZENSHIP IN THE NATION</p> 	<p>Times Offered: 9:30am - 10:00am (half hour session)</p> <p>Location: Administration Building</p> <p>Prerequisites: Complete requirements 2, 3, 5, 6, and 8 prior to camp. This badge requires extensive work to be done before camp. Scouts should bring materials showing their completion of these requirements to camp to share with the counselor.</p> <p>Additional Costs: None</p> <p>Helpful Hints: None</p>
<p>CITIZENSHIP IN THE WORLD</p> 	<p>Times Offered: 10:00am - 10:30am (half hour session)</p> <p>Location: Administration Building</p> <p>Prerequisites: Complete requirements 3, 4, 6, and 7 prior to camp. This badge requires extensive work to be done before camp. Scouts should bring materials showing their completion of these requirements to camp to share with the counselor.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Recommended for 2nd year campers or older.</p>
<p>CLIMBING</p> 	<p>Times Offered: 9:00am, 10:00am, 11:00am</p> <p>Location: Climbing Tower</p> <p>Prerequisites: 13 years old or older. Scouts must know the knots listed in requirement 7. Scouts should come prepared to discuss requirements 1 and 2.</p> <p>Additional Costs: None</p> <p>Helpful Hints: This is a physically demanding badge: better for stronger, larger Scouts. Participants must have proper footwear and leather gloves (if possible). Limit of 10 campers per class.</p>
<p>COMMUNICATIONS</p> 	<p>Times Offered: 2:30pm - 3:00pm (half hour session)</p> <p>Location: Administration Building</p> <p>Prerequisites: Complete requirements 4, 5, 6, 7, and 8 prior to camp. This badge requires extensive work to be done before camp. Scouts should bring materials showing their completion of these requirements to camp to share with the counselor. Be prepared to discuss requirement 9.</p> <p>Additional Costs: None</p> <p>Helpful Hints: None</p>


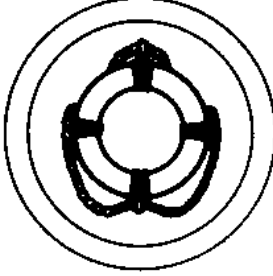


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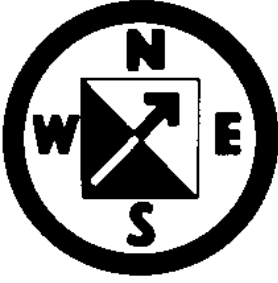
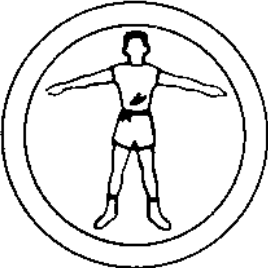


<p>EMERGENCY PREPAREDNESS</p> 	<p>Times Offered: 10:30am - 11:00am (half hour session)</p> <p>Location: Administration Building</p> <p>Prerequisites: Scouts must have earned the First Aid merit badge (requirement 1). Complete requirements 2B, 2C, 6B, 6C, 7, 8, and 9 prior to camp. Scouts should bring materials showing their completion of these requirements to camp to share with the counselor.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Recommended for 2nd year campers or older. (The Emergency Preparedness Merit Badge Pamphlet underwent major changes for 2009. The newest version of the merit badge book must be used at camp.)</p>
<p>ENVIRONMENTAL SCIENCE</p> 	<p>Times Offered: 9:00am & 10:00am</p> <p>Location: Nature</p> <p>Prerequisites: Complete requirements 1, 2, 4, and 6 prior to camp. Scouts should bring materials showing their completion of these requirements to camp to share with the counselor.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Recommended for 2nd year campers or older.</p>
<p>FAMILY LIFE</p> 	<p>Times Offered: 11:00am - 11:30am (half hour session)</p> <p>Location: Administration Building</p> <p>Prerequisites: Complete requirements 1, 2, 3, 4, 5, and 6B prior to camp. This badge requires extensive work to be done before camp. Scouts should bring materials showing their completion of these requirements to camp to share with the counselor.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Recommended for 2nd year campers or older.</p>
<p>FINGERPRINTING</p> 	<p>Times Offered: 9:00am - 11:50am & 1:30pm - 5:00pm (Part of the Open Program)</p> <p>Location: Handicraft</p> <p>Prerequisites: Complete requirements 1 and 2 prior to camp.</p> <p>Additional Costs: None</p> <p>Helpful Hints: None</p>

<p>FIRST AID</p> 	<p>Times Offered: 10:00am (Pathfinder Session), 11:00am</p> <p>Location: Activity Building</p> <p>Prerequisites: Scouts must prepare and show their counselor a first aid kit for their home (requirement 2B). Be prepared to discuss requirement 5.</p> <p>Additional Costs: None</p> <p>Helpful Hints: None</p>
<p>FISH AND WILDLIFE MANAGEMENT</p> 	<p>Times Offered: 11:00am</p> <p>Location: Nature</p> <p>Prerequisites: Complete requirements 5, 6, and 8 prior to camp. Scouts should bring materials showing their completion of these requirements to camp to share with the counselor.</p> <p>Additional Costs: None</p> <p>Helpful Hints: None</p>
<p>FISHING</p> 	<p>Times Offered: 9:00am & 10:00am</p> <p>Location: Nature</p> <p>Prerequisites: Complete requirement 1 prior to camp. Be prepared to tie the knots listed in requirement 4. Requirement 9 can be completed before camp. A letter from the Scoutmaster will be required to show completion of this requirement outside of camp.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Scouts are encouraged to bring their own gear (poles and tackle). Live bait (worms, crickets) will be provided.</p>
<p>FORESTRY</p> 	<p>Times Offered: 11:00am</p> <p>Location: Nature</p> <p>Prerequisites: Complete requirements 1, 5, and 7 prior to camp. Scouts should bring materials showing their completion of these requirements to camp to share with the counselor.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Scouts must bring their collections to camp (requirement 1).</p>





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<p>GEOLOGY</p> 	<p>Times Offered: 2:30pm - 5:00pm (Part of the Open Program)</p> <p>Location: Nature</p> <p>Prerequisites: Complete requirements 1, 2, and 4 prior to camp. Scouts should bring materials showing their completion of these requirements to camp to share with the counselor.</p> <p>Additional Costs: None</p> <p>Helpful Hints: None</p>
<p>HIKING</p> 	<p>Times Offered: 11:00am</p> <p>Location: Scoutcraft</p> <p>Prerequisites: Complete requirement 4, 5, 6, and 7 prior to camp. Scouts must have a letter from their Scoutmaster stating completion of these requirements.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Scouts who have not completed the required hikes should not attempt this badge.</p>
<p>HORSEMANSHIP</p> 	<p>Times Offered: 9:00am - 11:00am (two hour session)</p> <p>Location: Off Site, roughly 1 mile north of camp (transportation provided)</p> <p>Prerequisites: None</p> <p>Additional Costs: \$250 (payable at the trading post)</p> <p>Helpful Hints: Scouts should bring jeans and appropriate footwear (boots). Limit of 10 campers per week.</p>
<p>INDIAN LORE</p> 	<p>Times Offered: 1:30pm</p> <p>Location: Scoutcraft</p> <p>Prerequisites: Complete requirements 1 and 4 prior to camp. Scouts should bring materials showing their completion of these requirements to camp to share with the counselor.</p> <p>Additional Costs: Kit to be purchased at the Trading Post (\$5 - \$15).</p> <p>Helpful Hints: (The Indian Lore Merit Badge Pamphlet underwent minor changes during 2008. The newest version of the merit badge book must be used at camp.)</p>


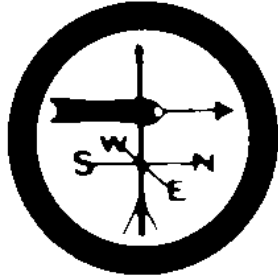


<p>LEATHERWORK</p> 	<p>Times Offered: 10:00am</p> <p>Location: Handicraft</p> <p>Prerequisites: Complete requirement 4 prior to camp. Bring this article of leather to camp to show your counselor.</p> <p>Additional Costs: Kit(s) to be purchased at the Trading Post (\$3 - \$10).</p> <p>Helpful Hints: Scouts can complete requirement 3 before camp if they wish.</p>
<p>LIFESAVING</p> 	<p>Times Offered: 10:00am</p> <p>Location: Pool</p> <p>Prerequisites: Swimming merit badge and 1st and 2nd class swim requirements must be done before the rest of the requirements.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Recommended for 3rd year campers or older. Participants should be strong swimmers. Helpful to take CPR certification prior to camp.</p>
<p>MEDICINE</p> 	<p>Times Offered: 9:00am</p> <p>Location: Activity Building</p> <p>Prerequisites: Complete requirements 5, 7, 9, & 10 prior to camp. Bring materials showing your completion of these requirements to camp to share with your counselor.</p> <p>Additional Costs: None</p> <p>Helpful Hints: None</p>
<p>NATURE</p> 	<p>Times Offered: 1:30pm</p> <p>Location: Nature</p> <p>Prerequisites: Complete requirement 4 prior to camp. Scouts should bring materials showing their completion of this requirement to camp to share with the counselor.</p> <p>Additional Costs: None</p> <p>Helpful Hints: None</p>

<p>ORIENTEERING</p> 	<p>Times Offered: 1:30pm</p> <p>Location: Scoutcraft</p> <p>Prerequisites: Complete requirements 7, 9, and 10 prior to camp. Scouts should bring materials showing their completion of these requirements to camp to share with the counselor.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Scouts can complete requirement 8 prior to camp if they wish to do so. Scouts can also bring their own compass.</p>
<p>PERSONAL FITNESS</p> 	<p>Times Offered: 11:30am - 12:00pm (half hour session)</p> <p>Location: Administration Building</p> <p>Prerequisites: Complete requirements 1, 6, 7, and 8 prior to camp. This badge requires extensive work to be done before camp. Scouts should bring materials showing their completion of these requirements to camp to share with the counselor.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Recommended for 3rd year campers or older. Scouts who have not completed the pre-camp work should not attempt this badge.</p>
<p>PERSONAL MANAGEMENT</p> 	<p>Times Offered: 1:30pm - 2:00pm (half hour session)</p> <p>Location: Administration Building</p> <p>Prerequisites: Complete requirements 1, 2, 5, 8, 9, and 10 prior to camp. This badge requires extensive work to be done before camp. Scouts should bring materials showing their completion of these requirements to camp to share with the counselor.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Recommended for 3rd year campers or older.</p>
<p>PIONEERING</p> 	<p>Times Offered: 11:00am</p> <p>Location: Scoutcraft</p> <p>Prerequisites: Complete requirement 2A (Tenderfoot and First Class rope requirements) prior to camp. Scouts should bring materials showing their completion of this requirement to camp to share with the counselor.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Scouts may want to bring leather gloves.</p>

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<p>PUBLIC HEALTH</p> 	<p>Times Offered: 1:30pm</p> <p>Location: Activity Building</p> <p>Prerequisites: Complete requirements 5, 7, & 8 prior to camp.</p> <p>Additional Costs: None</p> <p>Helpful Hints: None</p>
<p>RIFLE SHOOTING</p> 	<p>Times Offered: 10:00am, 1:30pm</p> <p>Location: Shooting Sports</p> <p>Prerequisites: Complete requirements 1 and 2B (option A) prior to camp.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Recommended for 2nd year campers or older. Limit of 24 campers per class.</p>
<p>ROWING</p> 	<p>Times Offered: 9:00am, 11:00am</p> <p>Location: Lakefront</p> <p>Prerequisites: Must pass the swimmer test before starting other requirements.</p> <p>Additional Costs: None</p> <p>Helpful Hints: This is a physically demanding badge: better for stronger, larger Scouts. CPR training prior to camp is helpful. Bring your certification if you have it. Limit of 12 campers per class.</p>
<p>SHOTGUN SHOOTING</p> 	<p>Times Offered: 9:00am, 11:00am</p> <p>Location: Shooting Sports</p> <p>Prerequisites: 13 years old or older. Complete requirements 1 and 2B (option A) prior to camp.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Recommended for 3rd year campers or older. Limit of 16 campers per class.</p>

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<p>SWIMMING</p> 	<p>Times Offered: 9:00am, 11:00am (Pathfinders)</p> <p>Location: Pool</p> <p>Prerequisites: Complete requirement 10C prior to camp. Scouts must bring shoes, socks, belt, long pants, and a long sleeved shirt for requirement 4.</p> <p>Additional Costs: None</p> <p>Helpful Hints: Scouts who are non swimmers will be placed into an instructional swim class during their scheduled time. (The Swimming Merit Badge Pamphlet underwent minor changes during 2008. The newest version of the merit badge book must be used at camp.)</p>
<p>WEATHER</p> 	<p>Times Offered: 2:30pm - 5:00pm</p> <p>Location: Nature</p> <p>Prerequisites: Complete requirements 2, 6, and 10 prior to camp. Scouts should bring materials showing their completion of this requirement to camp to share with the counselor.</p> <p>Additional Costs: None</p> <p>Helpful Hints: None</p>
<p>WILDERNESS SURVIVAL</p> 	<p>Times Offered: 9:00am</p> <p>Location: Scoutcraft</p> <p>Prerequisites: Scouts must bring a personal survival kit and be able to explain how each item is useful (requirement 5).</p> <p>Additional Costs: None</p> <p>Helpful Hints: Scouts must bring equipment for an overnight survival campout. Scouts will have to find and improvise a natural shelter. The overnight campout will occur on Thursday night (weather permitting). (The Wilderness Survival Merit Badge Pamphlet underwent minor changes during 2007. The newest version of the merit badge book must be used at camp.)</p>
<p>WOODCARVING</p> 	<p>Times Offered: 11:00am</p> <p>Location: Handicraft</p> <p>Prerequisites: None</p> <p>Additional Costs: None</p> <p>Helpful Hints: Helpful to have earned the Totin' Chip prior to camp.</p>