



Merit Badge Opportunities

Listed in alphabetical order below are the merit badges that will be offered at camp. Next to each badge are the requirements that must be completed or started BEFORE the Scout arrives in camp. If they are completed to the satisfaction of the counselor, the badge may be earned at camp, otherwise the Scout may receive a partial. With all merit badges, Scouts should become familiar with the requirements before coming to camp. Merit Badge Pamphlets should be obtained and studied prior to the Scout's arrival to insure familiarity with the merit badges they choose to work towards. Some merit badge requirements require "advanced preparation" by the scouts. The specifics of this depend on the requirement, but generally scouts should be familiar with the information that the requirement covers.



Nuclear Science and Law Merit Badges have been added for the 2019 Camping Season. (See Details Below)

Merit Badge	Pre Requisites	Cost	Level (year)	Max. Class Capacity	Location
American Heritage	3C and 4 Must be completed before camp.	none	2		Civics
Animal Science	6 must be completed before camp.	none	2		Ecology
Archeology	Requirement 11 and advanced preparation for requirements 4 and 5 is necessary.	none	2		NAV
Archery	Advanced preparation for requirement 1C.	\$10	3		Archery
Art	6 must be completed before camp.	none	1		Handicraft
Astronomy	5B must be completed before camp. Weather might affect completion of badge. Night meetings required.	none	2		Ecology
Athletics	3 and 5 must be completed before camp.	none	2		Sports
Backpacking	6B, 8, 9, 10 and 11 must be completed before camp.	none	3		Scoutcraft
Basketry	No advanced preparation necessary.	\$10	1		Handicraft
Bird Study	Requirement 8, and advanced preparation for requirement 5 is necessary. Early morning meetings are required.	none	2		Ecology

Merit Badge Opportunities (Continued)

Merit Badge	Pre Requisites	Cost	Level (year)	Max. Class Capacity	Location
Camping	2, 4B, 5E, 7B, 8D & 9 must completed before camp.	none	2	20	Scoutcraft
Canoeing	Be able to complete retirement 2 at camp. Experience with canoes is helpful.	none	2		Aquatics (lake)
Chemistry	Advanced preparation for requirements 3&7 are necessary.	none	2		STEM
Citiz. in the Nation	Requirements 2, 3 and 8 must be completed prior to camp. Requirement 6 cannot be Gettysburg Address.	none	3	25	Civics
Citiz. in the World	Advanced preparation for requirement 3. Requirement 7 must be completed prior to camp.	none	3	25	Civics
Climbing	Advanced knowledge of requirements 1 and 7 are helpful.	none	4		COPE
Cooking	NOT ALL OF THE REQUIREMENTS OF COOKING CAN BE COMPLETED IN CAMP. Requirements 1, 2, 3 & 7 will be completed in camp. Only some parts of requirement 5 will be completed at camp. Requirements 4 & 6 must be completed prior to camp.	none	3	20	Scoutcraft
Digital Technology	Requirement 1 must be completed prior to camp. Advanced preparation for requirements 8 & 9	none	3		STEM
Electricity	Requirements 2 & 9 must be completed prior to camp.	none	3		STEM
Electronics	No advanced preparation necessary.	\$10	3		STEM
Emer. Preparedness	You must have First Aid Merit Badge. Requirement 7, and advanced preparation for requirements 6, 8 & 9 is necessary.	none	3	20	Health Lodge
Engineering	Advanced preparation is necessary for requirements 1 & 6. Requirements 4 must be completed before camp.	none	4	20	STEM
Environ. Science	Requirement 3E must be completed prior to camp. This is NOT a badge for younger scouts. Advanced preparation on requirement 6 is necessary.	none	3	20	Ecology
Exploration	No advanced preparation necessary.	none	3		Scoutcraft
Fingerprinting	No advanced preparation necessary.	none	1		Handicraft
Fire Safety	6A, 11 and 12 must be completed before camp.	none	1		Scoutcraft
First Aid	5a must be completed before camp.	none	1	20	Health Lodge
Fish & Wildlife Mngt.	Advanced preparation for requirement 8	none	2		Ecology
Fishing	Bring fishing gear to camp.	none	3		Aquatics (lake)
Fly Fishing	Bring fishing gear to camp.	none	3	18	NAV
Forestry	Requirement 5, and requirement 8 prior to camp.	none	1		Ecology
Game Design	No advanced preparation necessary.	none	2	20	Sports
Geocaching	Requirement 7 & 8 must be completed prior to camp.	none	2		Scoutcraft
Geology	4B must be completed before camp.	none	1		Ecology
Hiking	Requirements 4, 5 & 6 must be completed before camp.	none	3		Scoutcraft
Indian Lore	No advanced preparation necessary.	none	1		NAV
Insect Study	Requirements 9, 10 & 13 must be completed before camp.	none	2		Ecology
Kayaking	Be able to complete requirement 2 at camp. Experience with kayaks is helpful.	none	2	25	Aquatics (lake)
Law	4 and 7 must be completed before camp.	none	1		Civics
Leatherwork	Kit Needed to complete requirement 3.	\$10-15	1		Handicraft

Merit Badge Opportunities (Continued)

Merit Badge	Pre Requisites	Cost	Level (year)	Max. Class Capacity	Location
Lifesaving	Scout must be a Swimmer classification. Requirement 1 must be completed before other requirements. Bring long pants and a Long sleeved button down shirt for requirement 9.	none	3	20	Aquatics (Pool)
Mammal Study	No advanced preparation necessary.	none	1		Ecology
Metalwork	No advanced preparation necessary.	\$10	3	15	Shop
Moviemaking	No advanced preparation necessary.	none	3		STEM
Nature	4 (options A: birds or D: Insects and spiders or E fish or F Mollusks and Crustaceans.)	none	1		Ecology
Nuclear Science	No advanced preparation necessary.	none	3		STEM
Oceanography	Advanced preparation for requirement 7 is necessary.	none			Ecology
Orienteering	Requirement 8 is a major undertaking and scouts should be prepared to devote significant time to complete the requirement.	none	2		Scoutcraft
Personal Fitness	1B, 6, 7 & 8 must be completed before camp. Bring physical and dental examination forms and progress log for 12 week fitness program.	none	3	20	Sports
Photography	1B must be completed before camp. Scouts must bring digital camera.	none	2		STEM
Pioneering	Recommended that scouts taking the badge are at least First Class rank. Review basic knots, lashings and splicing before camp.	none	2		Scoutcraft
Plumbing	No advanced preparation necessary.	\$5	3	20	Shop
Pottery	No advanced preparation necessary.	none	3	20	Handicraft
Public Speaking	No advanced preparation necessary.		2	25	Civics
Pulp & Paper	No advanced preparation necessary.	none	1		Handicraft
Radio	7 must be completed before camp.	none	3		STEM
Reptile & Amph. Study	8 must be completed before camp. General knowledge of reptiles and amphibians is necessary.	none	2		Ecology
Rifle Shooting	Requirement 1f needs to be completed prior to camp and proof shown to the counselor. This is one of the most difficult badges offered at camp. Prior to camp, scouts should aggressively research all of the requirements. Scouts need to be prepared to discuss requirement 1 on Monday morning. The knowledge gained from the merit badge book and research about local and state enforcement agencies, will gain more shooting time and thus more of an opportunity to achieve the badge. Only option A is available at camp.	none	3		Shooting Sports
Robotics	Advanced preparation for requirement 7 is necessary.	none	4	20	STEM
Rowing	Be able to complete requirement 2 at camp. Experience with rowboats is helpful. Certain alternatives in requirement 4 should be completed before camp	none	3		Aquatics (lake)
Sculpture	2C must be completed prior to camp.	none	3	20	Handicraft
Search and Rescue	Advanced preparation for requirement 4 is necessary.	none	2		Scoutcraft
Shotgun Shooting	Requirement 1f needs to be completed prior to camp and proof shown to counselor. This is one of the most difficult badges offered at camp. Prior to camp, scouts should aggressively research all of the requirements. Scouts need to be prepared to discuss requirement 1 on Monday morning. The knowledge gained from the merit badge book and research about local				

Merit Badge Opportunities (Continued)

Merit Badge	Pre Requisites	Cost	Level (year)	Max. Class Capacity	Location
	and state enforcement agencies, will gain more shooting time and thus more of an opportunity to achieve the badge. Only option A is available at camp.	\$30 for clay birds	3		Shooting Sports
Small-boat Sailing	Be able to complete requirement 2 at camp. Experience with sailboats and sailing in general is necessary. Weather conditions can effect the completion of badge.	none	3	18	Aquatics (lake)
Soil & Water Con.	No advanced preparation necessary.	none	2		Ecology
Space Exploration	Materials needed for requirement 3 must be purchased	\$15	2		STEM
Sports	4 and 5A must be completed prior to camp	none	2		Sports
Swimming	MUST be a swimmer classification to complete the badge.	none	1	40	Aquatics (Pool)
Weather	9 must be completed prior to camp	none	2		Ecology
Welding	No advanced preparation necessary. Scouts must wear jeans for all class sessions.	\$10	4	15	Shop
Wilderness Survival	Advance preparation for requirements 2 and 5 is necessary. Review basic survival skills, camping skills and edible plants.	none	2		Scoutcraft
Wood Carving	Experience in carving is necessary. Scout must have Totin' Chip.	\$10	1	20	Handicraft



Scout

LOCATION CODES: AR-Archery Range, C-Civics, E-Ecology, H-Handicraft, HL-Health Lodge, L-Lake, ST-STEM Center, N-Native American Village, P-Pool, RR-Rifle Range, SC-Scoutcraft, SH-Shop, SR-Shooting Range, S-Sports

Resica Falls 2019 Merit Badge Schedule

9:00 – 9:45	10:00 – 10:45	11:00 – 11:45	2:00 – 2:45	3:00 – 3:45
SINGLE SESSION Merit Badge Classes				
<input type="checkbox"/> American Heritage (C)	<input type="checkbox"/> Archeology (N)	<input type="checkbox"/> Animal Science (E)	<input type="checkbox"/> Athletics (S)	<input type="checkbox"/> Art (H)
<input type="checkbox"/> Archaeology (N)	<input type="checkbox"/> Art (H)	<input type="checkbox"/> Backpacking (SC)	<input type="checkbox"/> Basketball (H)	<input type="checkbox"/> Camping (SC)
<input type="checkbox"/> Astronomy (E)	<input type="checkbox"/> Athletics (S)	<input type="checkbox"/> Camping (SC)	<input type="checkbox"/> Camping (SC)	<input type="checkbox"/> Chemistry (ST)
<input type="checkbox"/> Camping (SC)	<input type="checkbox"/> Basketball (H)	<input type="checkbox"/> Chemistry (ST)	<input type="checkbox"/> Citizenship in the Nation (C)	<input type="checkbox"/> Citizenship in the Nation (C)
<input type="checkbox"/> Chemistry (ST)	<input type="checkbox"/> Bird Study (E)	<input type="checkbox"/> Citizenship in the Nation (C)	<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Citizenship in the World (C)
<input type="checkbox"/> Citizenship in the Nation (C)	<input type="checkbox"/> Camping (SC)	<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Electronics (ST)	<input type="checkbox"/> Electronics (ST)
<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> Emergency Prep. (HL)	<input type="checkbox"/> Engineering (ST)
<input type="checkbox"/> Engineering (ST)	<input type="checkbox"/> Digital Technology (ST)	<input type="checkbox"/> Fingerprinting (H)	<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> Exploration (SC)
<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> Electricity (ST)	<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Fire Safety (H)	<input type="checkbox"/> First Aid (HL)
<input type="checkbox"/> Fingerprinting (H)	<input type="checkbox"/> Electronics (ST)	<input type="checkbox"/> Fish & Wildlife Mgt. (E)	<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Fly Fishing (N)
<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Emergency Prep. (HL)	<input type="checkbox"/> Fly Fishing (N)	<input type="checkbox"/> Fly Fishing (N)	<input type="checkbox"/> Game Design (S)
<input type="checkbox"/> Game Design (S)	<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> Indian Lore (N)	<input type="checkbox"/> Forestry (E)	<input type="checkbox"/> Geocaching (SC)
<input type="checkbox"/> Geocaching (SC)	<input type="checkbox"/> Exploration (SC)	<input type="checkbox"/> Leatherwork (H)	<input type="checkbox"/> Game Design (S)	<input type="checkbox"/> Geology (E)
<input type="checkbox"/> Hiking (SC)	<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Oceanography (E)	<input type="checkbox"/> Law (C)	<input type="checkbox"/> Insect Study (E)
<input type="checkbox"/> Mammal Study (E)	<input type="checkbox"/> Forestry (E)	<input type="checkbox"/> Personal Fitness (S)	<input type="checkbox"/> Metalwork (SH)	<input type="checkbox"/> Mammal Study (E)
<input type="checkbox"/> Nuclear Science (ST)	<input type="checkbox"/> Game Design (S)	<input type="checkbox"/> Public Speaking (C)	<input type="checkbox"/> Nature (E)	<input type="checkbox"/> Personal Fitness (S)
<input type="checkbox"/> Personal Fitness (S)	<input type="checkbox"/> Indian Lore (N)	<input type="checkbox"/> Radio (ST)	<input type="checkbox"/> Photography (ST)	<input type="checkbox"/> Pioneering (SC)
<input type="checkbox"/> Photography (ST)	<input type="checkbox"/> Law (C)	<input type="checkbox"/> Search & Rescue (SC)	<input type="checkbox"/> Plumbing (SH)	<input type="checkbox"/> Radio (ST)
<input type="checkbox"/> Plumbing (SH)	<input type="checkbox"/> Leatherwork (H)	<input type="checkbox"/> Sports (S)	<input type="checkbox"/> Pulp & Paper (E)	<input type="checkbox"/> Sculpture (H)
<input type="checkbox"/> Sculpture (H)	<input type="checkbox"/> Metalwork (SH)	<input type="checkbox"/> Swimming (P)	<input type="checkbox"/> Space Exploration (ST)	<input type="checkbox"/> Sports (S)
<input type="checkbox"/> Search & Rescue (HL)	<input type="checkbox"/> Nuclear Science (ST)	<input type="checkbox"/> Welding (SH)	<input type="checkbox"/> Weather (E)	<input type="checkbox"/> Welding (SH)
<input type="checkbox"/> Soil & Water Cons. (E)	<input type="checkbox"/> Orienteering (SC)	<input type="checkbox"/> Wilderness Survival (SC)	<input type="checkbox"/> Wilderness Survival (SC)	<input type="checkbox"/> Wood Carving (H)
<input type="checkbox"/> Sports (S)	<input type="checkbox"/> Pioneering (SC)	<input type="checkbox"/> Wood Carving (H)	<input type="checkbox"/> Wood Carving (H)	<input type="checkbox"/> Wood Carving (H)
<input type="checkbox"/> Swimming (P)	<input type="checkbox"/> Rep. & Amph. Study (E)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Welding (SH)	<input type="checkbox"/> Space Exploration (ST)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Wood Carving (H)	<input type="checkbox"/> Swimming (P)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DOUBLE SESSION Merit Badge Classes				
9:00 – 10:15	10:30 – 11:45	2:00 – 3:15	3:30 – 4:45	
<input type="checkbox"/> Archery (AR)	<input type="checkbox"/> Archery (AR)	<input type="checkbox"/> Canoeing (L)		
<input type="checkbox"/> Canoeing (L)	<input type="checkbox"/> Canoeing (L)	<input type="checkbox"/> Climbing (COPE)		
<input type="checkbox"/> Cooking (SC)	<input type="checkbox"/> Cooking (SC)	<input type="checkbox"/> Cooking (SC)		
<input type="checkbox"/> Fishing (L)	<input type="checkbox"/> Kayaking (L)	<input type="checkbox"/> Kayaking (L)		
<input type="checkbox"/> Kayaking (L)	<input type="checkbox"/> Lifesaving (P)	<input type="checkbox"/> Moviemaking (ST)		
<input type="checkbox"/> Lifesaving (P)	<input type="checkbox"/> Moviemaking (ST)	<input type="checkbox"/> Pottery (H)		
<input type="checkbox"/> Rifle Shooting (RR)	<input type="checkbox"/> Pottery (H)	<input type="checkbox"/> Small-Boat Sailing (L)		
<input type="checkbox"/> Shotgun Shooting (SR)	<input type="checkbox"/> Rifle Shooting (RR)	<input type="checkbox"/> Robotics (ST)		
<input type="checkbox"/> Robotics (ST)	<input type="checkbox"/> Rowing (L)			
	<input type="checkbox"/> Shotgun Shooting (SR)			
	<input type="checkbox"/> Small-Boat Sailing (L)			
<input type="checkbox"/> ATV Course	<input type="checkbox"/> ATV Course	<input type="checkbox"/> ATV Course	<input type="checkbox"/> ATV Course	