

# Merit Badge Classes

Merit Badge	Requirements	Hours	Capacity	Pre-order Prices
<b>Aquatics</b>				
Canoeing	Must be classified as a swimmer and have adequate physical strength	1.5	20	
Captain Jack	Must be classified as a "swimmer" and have adequate physical strength, Canoeing and Kayaking MB will be covered	2	10	\$10
Instructional Swim	Offered in place of swimming for those not a swimmer.	1	10	
Kayaking/SUP	Must be classified as a "swimmer" and have adequate physical strength	1.5	10	
Lifesaving	Must have completed the 2nd Class requirements 5a-d and 1st Class requirements 6a,6b,6e	2	20	
Mile Swim	Must be classified as a "swimmer" and have an adult leader to act as a spotter	1	10	
Rowing	Must be classified as a "swimmer" and have adequate physical strength	1.5	20	
Swimming	Must be classified as a "swimmer" and bring a long-sleeved shirt and long pants			
<b>Shooting Sports</b>				
Archery		1.5	16	10
Rifle Shooting	Must be 13 years or older with adequate physical strength	1.5	16	10
Shotgun Shooting	Must be 13 years or older with adequate physical strength	1.5	10	20
<b>Handicraft</b>				
Art/Sculpture	Art Req. 6 will not be completed at camp. Sculpture Req. 2 may not be completed entirely	1.5	20	15
Auto Maintenance	Requirement 4 will not be completed at camp	1	16	10
Basketry		1	20	15
Chess		1	20	
Indian Lore		1	20	15
Leatherwork		1	20	15
Metalwork	Long cotton pants (blue jeans) & long sleeved shirt required	1.5	12	15
Photography	Must bring earned Cyber Chip Award to class, Req. 7 will be done in groups	1	14	
Theater	Requirement 1 will not be completed at camp	1.5	10	10
Welding		1.5	6	20
Wood Carving		1	20	15
<b>Ecology</b>				
Chemistry	Req. 7 may not be completed at camp	1	16	10
Environmental Science	Req. 4 will not be completed at camp	2	16	
Forestry	Req. 5 may not be completed at camp	1	16	
Let it Grow! Nova		1.5	16	
Nuclear Science		1	16	
Oceanography		1	16	
Reptile & Amphibian Study	Req. 8 will not be completed at camp	1	16	
Soil & Water Conservation		1	16	
Space Exploration		1	16	15
Spash! Nova	Requirement 9 of Weather merit badge may not be completed at camp	1.5	16	10
Start Your Engines! Nova	Requirement 4 of Automotive Maintenance will not be completed at camp	1.5	16	10
<b>Outdoor Skills</b>				
"Indy Experience"	Exploration (req 8 may not be completed at camp) & Archaeology (req 8&9 will not be completed at camp)	1.5	20	
Cooking	Req. 4c, 4d, 4e, 6d-f may not be completed at camp	1	10	20
Emergency Prep.	Pre Req: Must have earned First Aid MB. Req. 2c and 8b will not be completed at camp	1	20	
Fingerprinting		1	20	
First Aid		1	12	
Fishing	Bring a copy of state fishing regulations and personal fishing equipment. Req 9 and 10 may not be completed at camp	1	18	
Geocaching	Req. 7, 8, and 9 may not be completed at camp.	1	20	
Paul Bunyon	Totin' Chip required; Requirement 4 may not be completed at camp	1.5	20	
Pioneering		1.5	20	
Wilderness Survival	Req. 5 may not be completed at camp	1	20	
<b>Trail to Eagle</b>				
American Heritage	Req. 5 will need to be completed before coming to camp	1	20	
Business Apprentice	American Business, Personal Management (2c, 2d, 8c, 8d will not be completed at camp), & Entrepreneurship	2	15	
Citizenship Combo	All three Citizenships - see each of their respective requirements not completed at camp	3	20	
Citizenship in the Comm	Req. 3, 5, and 7 should be completed before coming to camp	1	15	
Citizenship in the Nation	Req. 2, 3 and 8 may not be completed at camp	1	15	
Citizenship in the World	Req. 7 may not be completed at camp	1	15	
Communication	Req. 5 and 7 may not be completed at camp	1	10	
Public Speaking		1.5	10	
<b>Fitness</b>				
Cycling	Requirement 7 Bc and Bd may not be completed at camp. Suggested age is 13 and have previous riding experience.	1.5	8	
Hiking	15 & 20 mile hike will not be completed at camp; Will begin requirement 6; Day pack required. It is suggested that Scouts be in good physical shape.	3	24	
Personal Fitness	Requirements 1b and 8 will not be completed at camp.	1	16	
Sportsman	Sports (req. 4 and 5 will not be complete) and Athletics (req. 3, 5, 6 will be not be completed at camp)	2	16	
<b>COPE/Climbing</b>				
Climbing	It is suggested that Scouts be over the age of 13 and in good physical shape.	1.5	18	
Project C.O.P.E.	Scouts must be 13 years or older	3	18	50
<b>ATV</b>				
ATV	See ATV section for requirements.	3	6	75

Merit badge books are required for all classes.