

2009 CAMP 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 his familiarity with the merit badges he chooses to work towards.

2009 Resica Falls Merit Badge Additions These four merit badges are added for the 2009 Camping Season

Communications	Requirement 4, 5 and 8 must be completed prior to camp. Advance preparation on requirement 1 and 7 is necessary.
Journalism	Requirement 2 and 4 must be completed prior to camp.
Painting	Review requirements.
Photography	Review requirements.

MERIT BADGE.....ADVANCE WORK REQUIRED

Archery	Requirement 1c – Knowledge of local and state laws. Previous experience with a bow and arrow is helpful. (Materials needed to make a bowstring and arrow must be purchased).
Astronomy	Requirements 5, 6, 7 and parts of 9 must be completed before camp. Weather conditions can affect completion of this badge. Night meetings required.
Athletics	Requirements 3 and 5 must be completed prior to camp.
Backpacking	Requirements 6B, 8, 9, 10 and 11 must be completed prior to camp.
Basketry	No advance preparation necessary. Materials needed to make a basket must be purchased).
Bird Study	Requirement 7 must be completed prior to camp. Advance preparation is necessary for requirements 2, 5, 6, and 8.
Bugling	Bring your instrument to camp. Practice the bugle calls in advance. Requirement 6 must be completed before camp.
Camping	Requirements 4B, 5E, 8 & 9 must be completed prior to camp. Advance preparation for the other requirements is necessary.
Canoeing	Be able to complete requirement 3 at camp. Experience with canoes is necessary.
Climbing	Advance knowledge of requirements 1 and 7 is helpful.
Cooking	This badge is NOT for the novice cook. Requirement 7 must be completed before camp. Advance work required for requirements 3, 5 and 8. Food will be provided by the camp. All other necessary cooking equipment (trail stove) should be brought to camp.
Cycling	Requirements 6B, 6F, 7, 8 and 9 must be completed prior to camp.
Emergency Preparedness	You must have First Aid Merit Badge. Requirement 2B, 2C and 7 must be completed prior to camp. Advance preparation on requirements 6, 8 & 9 are necessary.
Environmental Science	Requirement 3 must be completed prior to camp. This is NOT a badge for younger Scouts. Advance preparation on requirement 6 is necessary.
First Aid	Review First Aid skills for Tenderfoot thru First Class. Requirement 2D must be completed prior to camp.
Fish and Wildlife Management	Requirement 8 and certain alternatives in requirements 5, 6 & 7 must be completed prior to camp. Advance preparation on other requirements is necessary.
Fishing	Advanced knowledge for requirement 7. Bring fishing gear to camp.
Fly Fishing	Advanced knowledge for requirement 8. Bring fishing gear to camp.
Forestry	Requirement 5 and certain alternatives in 7 must be completed prior to camp. Advance

	preparation on requirement 1 is necessary.
Geology	Certain alternatives in requirement 4 and in A, B, C or D must be completed prior to camp. Advance preparation on requirement 3 is necessary.
Hiking	Requirements 5, 6 and 7 must be completed prior to camp.
Indian Lore	Requirements 1 and 2 must be started. Advance preparation on other requirements is necessary.
Insect Study	Requirements 4, 7 and 8 must be completed prior to camp.
Leatherwork	Certain alternatives in requirements 4 and 5 need advance preparation. (Materials needed to make a leather project for requirement 3 must be purchased.)
Lifesaving	Requirement 1 needs to be completed before all other requirements. Bring clothing for requirement 7E. Knowledge of first aid & CPR required.
Mammal Study	General knowledge of mammals is necessary. Certain alternatives for requirements 3 and 4 must be completed prior to camp.
Nature	Certain requirements in 4 must be completed prior to camp.
Orienteering	Requirement 7 must be completed before camp. Requirement 8 is a major undertaking and Scouts should be prepared to devote the necessary time it will take to complete.
Personal Fitness	Requirements 1, 6, 7 and 8 must be completed prior to camp. Bring examination forms and progress log for your 12-week fitness program. Advance preparation on requirement 9 is necessary.
Pioneering	Review basic knots, lashings, and splicing prior to camp.
Reptile and Amphibian Study	Requirement 8 and certain alternatives in requirement 9 must be completed prior to camp. General knowledge of reptiles and amphibians is necessary.
Rifle Shooting	This is one of the most difficult merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1 on Monday morning. A copy of the Scout's local and state laws is needed for requirement 1f. By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more "shooting time," and thus more of an opportunity to earn the badge. Only Option A is available at camp.
Rowing	Be able to complete requirement 3 at camp. Experience with rowboats is necessary. Certain alternatives in requirement 5 must be completed before camp.
Shotgun Shooting	This is one of the most difficult merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1 on Monday morning. A copy of the Scout's local and state laws is needed for requirement 1F. By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more "shooting time," and thus more of an opportunity to earn the badge. Only Option A is available at camp. (A nominal fee will be charged for clay pigeons).
Small Boat Sailing	Be able to complete requirement 2 at camp. Experience with sailboats and sailing in general is necessary. Weather conditions can effect completion of this badge.
Soil and Water Conservation	Requirement 7 must be completed prior to camp.
Space Exploration	Certain alternatives in requirement 5 must be completed prior to camp. Advance preparation for requirement 2 is necessary. Materials needed for requirement 3 must be purchased
Sports	Requirements 4 and 5 must be completed prior to camp.
Swimming	Good swimming ability is a must. Requirement 3 must be completed before continuing on. Advanced work for requirement 10c. Bring clothing for requirement 4. Knowledge of first aid and CPR required. Purchase of a mask and snorkel required.
Weather	Certain alternatives in requirements 8 and 9 must be completed prior to camp.
Wilderness Survival	Advance preparation for requirement 5 is necessary. Review basic survival skills, camping skill and edible wild plants.
Wood Carving	Experience in carving is necessary. Advanced knowledge of requirements 3b, and earn Totin' Chip. (Some materials needed to complete the badge must be purchased).
Whitewater	For Boat and Paddle participants only. Complete requirement 3 prior to camp. Advance preparation is required for requirement 4. Knowledge of first aid and CPR is important.