

## 2009 Camp Napowan Merit Badges Offered and Requirements:

Scouts should use the following information to select merit badges they want to work on and for completing requirements before camp. (Requirements are based on the current edition of the Merit Badge Requirement Book- **subject to change pending release of the 2009 Boy Scout Requirements Book**).

### Aquatics

Water activities are extremely popular at Summer Camp. From basic swim strokes to lifeguard skills, our aquatics staff will give you the instruction you need. ALL waterfront merit badges have a (CPR) requirement. **CPR is not taught during the merit badge sessions and the Scout must plan on attending the separate CPR instruction class that is offered.**



#### Canoeing

**Mandatory Prerequisite:** Pass the swimmers test.

Canoeing Merit Badge will aid the novice in perfecting the basic strokes and developing knowledge of canoeing safety. Recommended for second year campers.



#### Rowing

**Mandatory Prerequisite:** Pass the swimmers test

In rowing, you learn the basic strokes and boat safety. This is valuable if your family does a lot of boating. A physically challenging badge. Allow time for practice. Recommended for second year campers.



#### Small Boat Sailing

**Mandatory Prerequisite:** Pass the swimmers test

Excellent Merit Badge for learning the basics of sailing. Completion of the other aquatic badges would be beneficial to the completion of this Merit Badge. Recommended for second or third year campers.



#### Motor boating

**Mandatory Prerequisite:** Pass the swimmers test

Motor boating Merit Badge will aid the novice in perfecting the basic skills and developing knowledge of motor boating safety. Recommended for second and third year campers.



#### Water Sports

**Mandatory Prerequisite:** Must already have knowledge of requirements and pass the swimmer test. Recommended for second or third year campers.



#### Lifesaving - Eagle Required

**Mandatory Prerequisite:** Pass the swimmers test.

Requires long sleeve shirt, long pants, shoes, and a belt. All of which must be able to get wet. This course is directed at the more advanced rescue skills, concentrating on swimming rescues. Recommended for second or third year campers.



#### Swimming - Eagle Required

**Mandatory Prerequisite:** Pass the swimmers test. **Recommended Prerequisite:** #10

Requires a long sleeve shirt, long pants, shoes, and a belt. All of which must be able to get wet. This badge is offered in order to learn advanced swimming and survival skills and to improve your endurance and perfect your swimming strokes. Recommended for first or second year campers.

## *Special Aquatics Programs for Scouts and Leaders*

### **BSA Lifeguard**

**Mandatory Prerequisite:** Must be 14 years old or completed eighth grade at the time of start, CPR certified, and be able to swim 400 yards, pass the swimmer test.

BSA Lifeguard certification has been established as a means to provide units with qualified individuals within their own membership to give knowledgeable supervision for activities on or in the water. The first standard in the Safe Swim defense and Safety Afloat guidelines establishes the needs for qualified supervision. An adult currently certified as a BSA lifeguard, or an adult leader assisted by a Scout holding this certification, meets this requirement.

Adults who already hold BSA Lifeguard certification may qualify as BSA Lifeguard counselors. The camp aquatics director has more information.

This program is recommended for third year campers and above with strong aquatic knowledge, skills, and interest. This program is open to qualified adults.

To be certified as a BSA Lifeguard, you must be certified in CPR. Participants in this program will spend much of their time at the waterfront.

### **Kayaking, BSA**

**Mandatory Prerequisite:** Pass the Swimmer test.

Recommended for 3<sup>rd</sup> year Scouts.



### **Snorkeling, BSA**

**Mandatory Prerequisite:** Pass the Swimmer test.

Recommended for all Scouts.



### **Mile Swim**

**Mandatory Prerequisite:** Pass the swimmers test

This will require a daily commitment of about one hour for proper training and endurance building.

## Sherwood

Scouting skills – it's what Scouting is all about. The Sherwood staff teaches life skills, in addition to those skills needed to be a great Scout. Sherwood is a well-equipped Scout craft area with a knowledgeable staff



### Camping - Eagle Required

**Mandatory Prerequisites:** Requirements 9 must be done prior to camp and certified by your Scoutmaster.

The Scout experiments in fire building, backpacking, tent pitching and general camp craft. Must have a backpack. Recommended for second year campers.

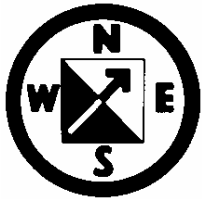


### Cooking

**Mandatory Prerequisites:** 7d and 8    **Recommended Prerequisites:** 4 and 6

Demonstrates knowledge and ability of food selection, procurement, and preparation.

Recommended for second or third year campers.



### Orienteering

**Prerequisites:** Requirements 7, 8, 9, 10

A fun activity! Requires hiking and running. Scouts need to bring sturdy shoes and their own compass. Will not be able to complete requirement 7. Orienteering has become a fast-growing sport in the United States, and the techniques the Scout learns can serve as a good introduction.

Recommended for second or third year campers.



### Pioneering

**Prerequisites:** Requirement 5.

Knowledge of knots and lashings helpful. Building a major project, such as a two-posted tower, a monkey bridge, or an Adirondack shelter occupies most of the Scouts time. Once the basic knots, splices, lashing, and rope making have been mastered, the Scout may apply his ingenuity towards his own original design. Recommended for second or third year campers.



### Wilderness Survival

**Prerequisites:** Requirement 5, **bring kit to camp.** The Scout will grasp the basics of edible wild plants, natural material shelters, sleeping in a natural shelter he has built. No cost. Recommended for second or third year campers.

## Ecology / Conservation

With acres of outdoor classroom and plenty of merit badge opportunities, the Ecology/Conservation area is always one of the most popular spots in camp.



### Astronomy

**Mandatory Prerequisite:** 6. Conduct your weekly observations for a month, bring sketches to camp.

This badge is fun to complete. Learn more about our Solar System and space. Includes a star hike and learning about the planets and moons. Recommended for second or third year scouts due to sketches required.



### Bird Study

**Mandatory Prerequisite:** 8- Build a bird feeder and describe what types of birds are attracted.

Bird study is one of the most fun pastimes and helps with learning the ecology of the local area.

Bird study is a more advanced badge to complete, requiring more time than others. Includes a bird hike, learning bird songs and being able to identify different types of birds.



### Environmental Science

Eagle Required

**Mandatory Prerequisite:** None.

This Eagle Required merit badge is great for any camper to learn. You will learn about our planet and the ecology of your environment. Also includes lessons in how to be more environmentally friendly. Class participation is required and the group activities have been designed for all ages.



### Fish & Wildlife

#### Management

This badge is great for Scouts who are interested in more in-depth learning about the organisms that make up their eco-system. It teaches Scouts how to count the animals in their area and make a useful impact in their existence.



### Fishing

**Mandatory Prerequisite:** None. Recommended to catch two fish before camp.

Great for scouts who are fisherman, or want to learn the techniques involved in fishing. Scouts will learn how to tie the fishing knots, and how to correctly fish. Must catch and clean two fish. Camp will provide fishing lines and artificial bait. **It is highly recommended you bring your own fishing gear.**



### Fly Fishing

**Mandatory Prerequisite:** None. Recommended to catch two fish before camp.

Scouts will learn how to tie the fly fishing knots and how to correctly use a fly fishin rod. It is recommended for older scouts or for scouts who have fly fished before due to advanced skills needed. Camp will provide fly fishing rods for use. **It is highly recommended you bring your own fishing gear.**



### Forestry

**Mandatory Prerequisite:** None.

A fun badge for all scouts. A in depth study on trees and the management of forests. Scouts will learn how to identify local trees and meet with the Ranger about Camp Napowan's private tree farm.



### Geology

**Mandatory Prerequisite:** None.

This badge studies rock and rock formations. Scouts will learn about different types of rocks found in their local area and how these rocks affect their daily lives. Scouts will collect ten rocks and identify using Geology books as a guide.



### Mammal Study

**Mandatory Prerequisite:** None.

Great for first year scouts. Learn about different types of mammals and how to protect them. Scouts will write several short reports on different types of mammals seen around the campsite.



### Nature

**Mandatory Prerequisite:** None.

An in depth study of nature. Encompasses many of the badges taught at Nature. Recommended for older scouts due to projects and essays required. If you enjoy nature, this badge is great for you to learn.



### Oceanography

**Mandatory Prerequisite:** None.

A study of our Planets oceans and waters. Recommended for older scouts due to essays required. Scouts will also make a clay model of underwater volcanoes.



### Reptile & Amphibian Study

**Mandatory Prerequisite:** 8-Observe and maintain a reptile for at least a month.

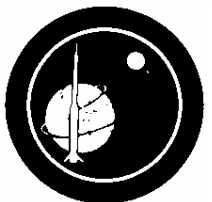
Scouts must be able to identify certain reptiles and amphibians. Scouts will learn the differences of reptiles and amphibians and learn about how they affect life. Great for all scouts.



### Soil & Water Conservation

**Mandatory Prerequisite:** None.

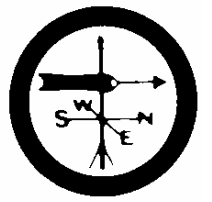
An in depth study of life and how the soil and water are the building blocks of our society. Requires to go out into the forest and collect samples. Recommended for scouts who are able to do weeklong studies of the forest and lakes.



### Space Exploration

**Mandatory Prerequisite:** None. Must bring money to build a model rocket.

A fun badge for all ages. Scouts will learn about mans race to space and the discoveries that were found. Scouts will also build, launch and recover their very own model rocket. Must bring money for rocket and engine.



### Weather

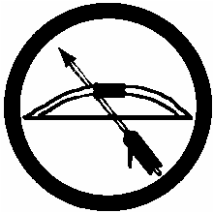
**Mandatory Prerequisite:** None.

Scouts will make a weather gauge and observe it for a week. Great for scouts who are interested in the Weather and the effects it has on their lives.

## Shooting Sports

Shooting Sports is one place where every Scout can find a challenge. Here, a Scout is taught self-discipline and skill. Prior to approving a Scout to work on any Shooting Sports Merit Badges, it is the responsibility of the Scoutmaster to make sure the Scout is aware of what will be required physically and mentally. Previous experience is not required, but can be helpful.

**PLEASE NOTE:** *DO NOT BRING PERSONAL FIREARMS, AMMUNITION, OR ARCHERY TACKLE TO CAMP. ONLY THE CAMP'S EQUIPMENT MAY BE USED BY SCOUTS AND SCOUTERS. ALL AMMUNITION WILL BE PURCHASED AND FIRED ON CAMP RANGES.*



### Archery

**Mandatory Prerequisites:** Written Out Requirements #1, #2 except for "d", #3 except for "c" and #4 \*

Requirement #5: Shooting Option B – Compound Bow

Cost: Shooting: \$0

Other: \$2.50 to purchase arrow and bowstring making materials

This Merit Badge teaches the Scout the proper and safe use of archery tackle. He will learn how to care for the equipment and make a bowstring and an arrow. All activities can be completed at Camp. Expect the Scout to spend 2 to 4 hours additional time outside the M/B class for practice and qualification. Recommended for second and third year Scouts.



### Rifle Shooting

**Mandatory prerequisites:** Written Out Requirement #1 \*

Requirement #2: Shooting Option A -- Modern cartridge: .22 Long rifle rimfire caliber.

Cost: Shooting: \$1.00 for 10 rounds (shots). Expected cost to complete: \$3.00 to \$5.00.

Other: \$0

This Merit Badge will instruct the Scout in the safe handling (use), shooting technique and care of sporting rifles. All shooting will be done at Camp with single shot .22LR caliber target grade bolt action rifles. Plan between 1 to 3 hours shooting outside the M/B class for practice and qualifying. Generally considered the easiest of the three shooting sports merit badges, it should be easily accomplished within one week. Recommended for first and second year scouts.



### Shotgun Shooting

**Mandatory Prerequisites:** Written Out Requirement #1 \*

Requirement #2: Shooting Option A -- Modern shotshell: 12 Gauge, 2 3/4" target load.

Cost: Shooting: \$2.50 for 5 rounds (shots). Expected cost to complete: \$18.00 to \$25.00.

Other: \$0

This is the most challenging of the shooting sports merit badges, requiring the Scout to develop the technique necessary (physical dexterity & hand eye coordination) to hit a quick moving aerial target (clay bird). To complete this M/B in one week, the Scout must be prepared to spend an additional 3 to 5 hours shooting outside M/B class. All shooting will be done at Camp with 12 gauge gas operated semi-automatic target grade shotguns.

**It is STRONGLY recommended that first and second year Scouts NOT attempt this merit badge due to physical size and strength required to safely handle an adult shotgun.**

\* Merit Badge worksheets are available on-line at [www.meritbadge.org](http://www.meritbadge.org).

## Handicraft

Some badges may require the purchase of materials available from the trading post at a cost of approximately \$5 - \$10 each



### Basketry

**Mandatory Prerequisites:** None

Basketry is an easy merit badge that is done mostly on your own and teaches you how to make two baskets and a stool. The planning process of your project is easy and this badge is recommended for all scouts.



### Graphic Arts

**Mandatory Prerequisites:** Requirement 7

Graphic arts incorporates both past and modern methods of mass communications in a printed media form. This badge is recommended for second and third year campers.



### Indian Lore

**Mandatory Prerequisites:** Requirement 1.

Indian Lore teaches scouts about the traditions and cultures of the ancient native Americans. If you have requirement 2 completed please bring it to camp. This badge is recommended for second and third year campers.



### Leatherwork

**Mandatory Prerequisites:** none

Leatherwork teaches you about the different leathers and how to make several leather products such as a knife pouch or a belt. This badge is recommended for all scouts.



### Metalwork

**Mandatory Prerequisites:** Requirement 4

Metalwork teaches scouts how to work with everyday objects and the results can be rewarding. This badge is recommended for all campers.



### Woodcarving

**Mandatory Prerequisites:** Totin' Chit

Woodcarving teaches scouts how to whittle objects in detail using many different carving tools. This badge is recommended for second or third year campers.

## VERONA / FINE ARTS



### Art

**Mandatory Prerequisites:** 4

This badge makes the Scout aware of different ways of presenting ideas using art as a medium. Art supplies and paper supplied. No cost. Recommended for all Scouts.



### Music

**Mandatory Prerequisites:** 3b, 3c    **Recommended Prerequisite:** 3a

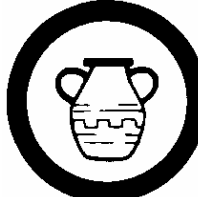
A great way to introduce one to or further one's knowledge of the musical field. Bring instrument and sheet music to camp. Recommended for all campers.



### Painting

**Mandatory Prerequisites:** None.

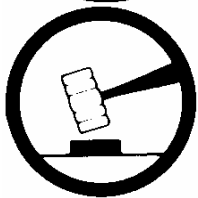
Become the painting safety, health, and environmental expert around your house. Learn about how to mix, style, and blend paints for the most effective use of color. Recommended for all campers.



### Pottery

**Mandatory Prerequisites:** 7

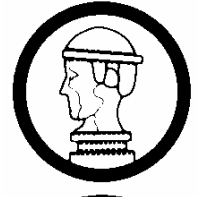
This badge can be developed into a fun and lucrative hobby. Recommended for all campers.



### Public Speaking

**Mandatory Prerequisites:** None

This badge can lead to successful completion of other badges and clearly demonstrate a camper's leadership abilities besides providing a platform for demonstration of histrionic talents. Recommended for second or third year campers.



### Sculpture

**Mandatory Prerequisites:** Totin' Chit

This Merit Badge is fun and interesting to earn. Bring out your hidden talents! Recommended for all Scouts.



### Theater

**Mandatory Prerequisites:** 1

A great badge for the dramatically inclined camper to strut his stuff. A must for all true thespians. Can be completed at camp except as noted. Recommended for second or third year campers.

## Other Merit Badges

Depending on the availability of a counselor, Scout interest, and other variables, the following badges may be offered at camp. Information as to availability will be announced weekly at camp.



### Climbing

**Mandatory Prerequisites:** Scouts MUST attend CPR event held on camp.

Scouts must have correct footwear and clothing. No age limit but the Scout must be able to belay another climber.

Recommended for second and third year campers.



**Emergency Preparedness** - Eagle Required

**Mandatory Prerequisites:** Must have earned First Aid Merit Badge (#1), 6b, 6c, 7, 8 and 9a.

This badge requires extensive preparation and requirements SHOULD be gone over before meeting with a camp counselor.

Recommended for second or third year campers.

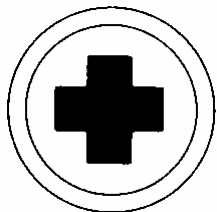


### Horsemanship

**Mandatory Prerequisites:** Scout must have a 24" inseam.

Takes 4 evening sessions to complete (Monday-Thursday).

FUN! You may / WILL get dirty and smelly. This program is intensive and requires skill, patience and attentiveness. You will get a lot of time in the saddle as you ride the trails around camp. All requirements may be completed at camp. Recommended for second year campers.



**First Aid** - Eagle Required

**Mandatory Prerequisites:** # 1. (Having the requirements signed off but not having a current knowledge of the requirements for Tenderfoot, Second Class & First Class is not acceptable).

Recommended for Second Year Campers



### Entrepreneurship

**Mandatory Prerequisites:** Requirement 2.

Recommended for the advanced camper.



### Salesmanship

**Mandatory Prerequisites:** Requirements 5 and 6.

Recommended for the advanced camper.



**Communications—NEW in 2009!!** - Eagle required

**Mandatory Prerequisites:** 5 and 7

It is recommended scouts review the requirements for this badge before coming to camp. It will be a great way to sharpen those communicating skills all good scouts need. Recommended for the second to fourth year camper.