

Merit Badge / Activity	Difficulty	Requirements that will be offered at camp*	Requirements that may be completed or signed off while at camp but <u>will not be covered during class time</u> **	FEES/NOTES	Class Capacity
^ updated requirements in 2019	A HARD B MEDIUM C EASY *see key on bottom of page for details	* Camp has the ability and resources to fulfill these requirements if weather, all students arrive for class on time, and other factors align.	** the Chippewa Valley Advancement Committee has reviewed these requirements. Some requirements require a length of time to complete or must be done with their own troop or at home.	Scouts must provide proof of completing requirements. To be signed off on requirements that are not offered at camp. Acceptable forms of proof: • A blue card with requirements initialed by a merit badge counselor • Proof of completion of requirements such as photos, documentation. Scouts should be prepared to explain how they completed each requirement to camp staff.	
Animal Science	B	1, 2, 3, 4, 5, 6 DAIRY abcdef, 7			-
Archery^	B	All requirements fulfilled at camp			12
Astronomy	A	1-a,b,c, 2, 3-a,b,c,d, 4-a,b,c,d, 6-a,b,c,d, 7-a,b,c, 8c 9	5-a,b,c,d,	Class will meet at least one night in addition to scheduled class. 5b must be completed over 5 mos., 5c will be completed at camp if a planet is visible	15
Athletics	B	1,2abcd, 4, 6a	3 could be started at camp but not finished, 5 could be started at camp but not finished, 6b	Must be 12 or older.	
Camping	B	1-a,b,c, 2, 3, 4a 5-a,b,c,d,e 6-a,b,c,d,e, 7a, 8a,b, 9c,	4b, 5e 7b, 8c,d, 9-a,b,(c-will be signed off if scout participates in conservation project at camp approved by counselor) 10(should be done after all other requirements are fulfilled)	7b if scout brings a pack and patrol gear to camp, and packs following guidelines in the requirement, it may be signed off at camp. 8c will be completed at camp if scout can bring WRITTEN menus to counselor as outlined in requirement 8c. 9ab-bring list of camping nights. 4aCan use duty roster used at camp. 5e could use trip to camp to present scout to scoutmaster.	-
Canoeing	B	1,2,3,4,5,6,7,8,9,10,11,12, 13		Scout must complete BSA Swimmers Test to take this MB. We may not meet all requirements if the weather is inclement. Some requirements are based on the student's abilities, we will offer time for practice, but some students may not be able to complete some of the physical canoe maneuvers.	10
Cit in the Nation	B	1, 3, 4-a,b,c,d,e, 5, 6, 7, 8	2-a,b,c,d,(need only two visits or tours)	2a will be signed off at camp if Scout is able to attend field trip to Haugen Museum.	-
Cit in the World	B	1, 2, 3-a,b, 4-a,b,c, 5-a,b,c, 6-a,b,c,	7-a,b,c,d,e (need two of the 5)	Scout must complete TWO of the 7abcd options. Scout must bring their findings printed out and discuss them with counselor in order to be completed at camp.	-

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Climbing	A	All requirements fulfilled at camp		Close toed shoes required. Climbing merit badge requires a lot of classroom learning in addition to completing 3 climbs on our wall and 3 rappels. Weather conditions may affect our ability to use climbing wall. Arrangements can be made with Climbing Director to climb outside of class time, if needed.	15
Communication^	B	1c or d, 2a or b, 3, 4, 6, 9	5, 7a could be written and mailed at camp, 8		20
Cooking	B	1a-e, 2a-e, 3a-c, 7	4, 5, 6	Bring a mess kit.- lots of demo and eating. For all of the requirements of 4,5,6 to be signed off at camp Scout must have used a menu as outlined in the requirements, served it to people as outlined in requirements, and had the meals evaluated as outlined in requirements. Scout must also have a discussion with Scoutcraft Director about making those menus, serving those meals, and about leave-no-trace practices used during those meals in order to be completed at camp.	20
COPE (Project COPE)	A			\$15 FEE Must be 13 or older	12
Crime Prevention	C	1, 3, 5, 6c, 8a-f, 9a-d	2, 4a-b, 7b	Req. 2 Scout must turn in a journal as outlined in requirement to Handicraft Director. Req 4 Scout must come to camp ready to have a discussion with counselor about their findings of surveying home and neighborhood as outlined in requirements. 7b will be completed if scout can attend field trip during camp, if able to attend field trip scout must have a conversation with counselor about their observations while visiting a jail or organizing a Neighborhood Watch program.	24

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Emergency Prep	B	2a-b, 3, 4, 5, 6a, 8a,	1(first aid MB) 2c, 6bc, 7 8b 9	Can be completed the same time as First Aid at Camp otherwise Scoutmaster or designee must verify that Scout has completed First Aid MB in order for req. 1 to be completed. 2c scout must have family meeting as outlined in requirements, and meet with counselor to give a report on family meeting.6bc can be met at camp if scout comes to camp with notes and has conversation with counselor about local agencies and officials as listed in the requirements. 7 will be signed off at camp if scout participates in a emergency drill or prepares an emergency action plan for their troop, must have a conversation with counselor about their experience. 8b will be signed off if scout creates an emergency pack for their family, provides a list of what is in the pack, and has conversation with counselor about their emergency service pack as outlined in the requirements. 9 will be signed off at camp if scout brings a copy of their family checklist/escape plan/accident prevention plan to camp and has a conversation with counselor about it	24
Environmental Science	B	1, 2, 3a3,3b3,3c3,3d2,3e2,3f3,3g1or2, 4, 5, 6	4 will take scout time out of class	req 3 requires several 100 word reports.. Suggested age limit of 13+	-
Fingerprinting	B	1, 2, 3a-c, 4a-b, 5			25
First Aid^	B	1, 2, 3, 4, 6, 7, 8, 9, 10, 11, 12, 13	5, 14.	Req. 5 will be signed off if a First Aid Kit made by scout is brought to camp. 14 will be signed off if a scout teaches another scout at camp a first aid skill.	25
First Class	C	1b, 2a-d, 3a-d, 4a, 5a-d, 6b-e, 7a-f, 9c,	1a, 2e, 4b,6a, 8a-b, 9abd, 10, 11, 12, 13	We will cover some requirements at camp, it is up to the Scoutmaster to verify if scout comprehends skills that were covered and physically sign off the Scout Book. We will provide a report of what requirements were covered in class during the week. What is actually covered in FYC classes will depend on weather, class size, and other factors. 4b GPS units are available for checkout from Scoutcraft area. 6a Scout can complete swimmer test at camp.	-

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Fish & Wildlife Man	B	1, 2, 3, 4, 8	5, 6, 7	5- We will talk about ways to cover requirement 5 once back at home. 6 scout must either observe nature or make a list of endangered species, scout must submit notes and have a conversation with counselor about their findings. 7 option 'c' must catch a fish, must look at stomach contents of 3 fish in order to be signed off at camp	-
Fishing	C	1a-d, 2, 3, 4, 5, 6a-b, 7, 8,	9, 10	Must catch a fish to earn requirement 9 and 10	20
Fly Fishing^	B	1a-c, 2, 3a-e, 4, 5, 6, 7a-b, 8, 9, 10	10, 11	\$10 fee covers fly tying materials. Need to catch a fish to earn 10 and 11. Fly rods can be loaned out to scouts during open time.	8
Forestry^	B	1abc, 2a, 3a,b, 4a-e, 5c, 6, 7a-c, 8		2a will be covered if a scout collects samples from 10 species of trees and presents them to counselor. Must prepare a field guide	-
Game Design	B	1,2,3,4,5,6,7,8b		Can be completed at camp. Must design a game at camp in order to complete	-
Geocaching^	B	1a-c, 2a-c, 3, 4, 5a-d, 6,	7, 8, 9	7 will be signed off at camp if a scout visits www.geocaching.org and finds a cache on website in their home area. Scout must share information that was posted on the website with counselor as outlined in req. 7. 8 will be signed off if scout has documented evidence of competing option a,b, or c and discusses experience with counselor. 9 can be started at camp but can't be signed off at camp unless scout actually hosted a geocaching event.	14
Indianhead Outpost	A			\$30. Must be 14 or older, no exceptions. Scouts enrolled will be sent information. Scouts should be prepared for a canoe trek off camp. Most of week will be spent away from troop.	
Insect Study	C	1ab, 2, 3, 4, 7, 8, 11,12, 13	5, 6, 9, 10	5 & 6 must create a scrapbook of 20 insects, show to counselor, & discuss as outlined in requirements. 9 has to raise an insect from larval stage, we will discuss ways a scout can complete at home. 9 will only be signed off if a scout can provide documentation, photos, etc. about raising an insect.	-
Instructional Swim	C			New for 2019: Instructional Swim students will be split up by ability level. Each scout will work towards completing all items on their ability level checklist. Scouts can graduate on to next level. Ultimate goal is to complete BSA Swimmer Test.	

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Kayaking	C	1abc,2(swim test), 3ab,4abcd, 5ab, 6a-e, 7a-f, 8a-e		Scout must complete BSA Swimmers Test to take this MB. We may not meet all requirements if the weather is inclement. Some requirements are based on the student's abilities, we will offer time for practice, but some students may not be able to complete some of the physical kayak maneuvers.	12
Leatherwork	C	1ab, 2, 3, 4, 5a OR c		\$12 Fee	10
Lifesaving^	B			Must complete BSA Swimmer test in order to take this class. Must bring long-sleeved, button shirt to class.	10
Metalworking - Blacksmithing Option	A	1, 2a-d, 3, 4, 5d		Thirteen or older.\$15 fee	6
Movie Making	B	1, 2abcd, 3b, 4			10
Nature	B	1, 2, 3, 4acegh		4 a-h will only be signed off if a scout observes different types of nature during camp.	-
Orienteering	B	1, 2, 3a-b, 4a-f, 5, 6a-c,	7a-b, 8,a-b, 9, 10	Bring your own compass. We have a few orienteer courses set up on camp, in order for 7 to be signed off a scout may have to complete a compass course outside of class time. 8 a scout could set up a compass course at camp during free time, scout should be able to provide notes, and a rough map of the course to the counselor and be able to discuss with counselor in order to be signed off at camp. 9 must serve as an official at orienteering event, could serve as official at req 8 course. 10 must be done with scout's patrol, troop, etc. in order to be signed off at camp scout must provide documentation of which techniques were taught and have a discussion with counselor about the experience.	20
Phillips Experience	A			A fun activity based program. The goal is to visit every program area on camp. Separate morning and afternoon sessions.	20
Photography	C	1a-b, 2a-g, 3, 4a-d, 5a-f, 6a-c, 7a-c, 8		Scouts will be signed off if all required photographs are taken and collected by counselor by the end of the week.	10
Pioneering	B	1a-b, 2a-c, 3, 4, 5, 6, 7, 8, 9, 10			20
Pistol	A			Fourteen or older. Not a merit badge. \$15 fee. Scouts will receive a book to take home.	8
Pulp and Paper		1,2,3,4,5,6,7e,8		\$5 Fee	20
Radio	B	1a-d, 2a-d, 3a-c, 4, 5a-e, 6, 7 8, 9a			10
Rifle Shooting^	C	1,2Aa-m		Scouts will have to shoot qualifying shots in requirements I&m. Scouts can shoot free of charge during free time as long as they are working on requirements	16

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Second Class	C	1b, 2a-d, 2f-g, 3a-d, 4, 5a-d, 6a-e, 8a-b, 9a-b.	1ac, 2e, 7a-c, 8c-e, 10, 11, 12	We will cover some requirements at camp, it is up to the Scoutmaster to verify if scout comprehends skills that were covered and physically sign off the Scout Book. We will provide a report of what requirements were actually covered in class during the week. What is actually covered in FYC classes will depend on weather, class size, and other factors. 5b scout must complete beginner test at camp- its the Scoutmaster responsibility to record if scout completed beginner test.	
Rowing^	B	1abc,2,3,4a,5a,6,7,8,9		Scout must complete BSA Swimmers Test to take this MB. We may not meet all requirements if the weather is inclement. Some requirements are based on the student's abilities, we will offer time for practice, but some students may not be able to complete some of the physical rowing maneuvers.	6
Shoot! NOVA Award	B			\$15 Fee We will be completing the requirements for SPACE EXPLORATION MERIT BADGE and working towards the requirements of the Shoot! NOVA award.	16
Shotgun	A	1a-l,2Aa-k		\$20 Fee Shotguns are a large and more physically demanding than rifle. It is strongly encouraged, but not required that scouts take Rifle Merit Badge first. Scouts must shoot a qualifying score to pass requirement 2Ak.	10
Small Boat Sailing	A	1a-c, 2, 3, 4a-f, 5, 6a-i, 7a-c, 8, 9		Scout must complete BSA Swimmers Test to take this MB. We may not meet all requirements if the weather is inclement. Some requirements are based on the student's abilities, we will offer time for practice, but some students may not be able to complete some of the physical maneuvers.	16
Soil & Water Conservation^	B	1a-c, 2a-d, 3a-c,4a-e, 5a-e,6a-d, 7-a1, 7a6, 7e			-
Space Exploration	B	1a-d, 2, 3 a-i, 4 a-d, 5 a-c, 6a-b, 7a,e, 8		\$15 Fee	16
Stand Up Paddle boarding	B	1. 2. 3. 4. 5. 6a-b, 7a-b, 8 a-k, 9a-c		Not a merit badge, but an activity patch. Scouts must be BSA Swimmers in order to take this class. Completing all requirements is dependent on good weather.	9
Swimming	C	1 a-b, 2, 3, 4 a-b, 5 a-d, 6a-c, 7, 8			30

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Tenderfoot	C	1a-c, 2c, 3a-d, 4a-c, 5a-c, 7a-b, 8	2ab,4d, 6a-c, 9,10, 11	We will cover some requirements at camp, it is up to the Scoutmaster to verify if scout comprehends skills that were covered and physically sign off the Scout Book. We will provide a report of what requirements were actually covered in class during the week. What is actually covered in FYC classes will depend on weather, class size, and other factors. 1b will be covered if scout stays at FYC campout on Tuesday night.	
Weather	B	1, 2, 3,4, 5, 6, 7, 8, 10, 11	9a-b,		-
Wilderness Survival	B	1a-b, 2, 3, 4a-e, 5.6. 7a-c, 8, 9, 10, 11, 12			25
Woodcarving	B	1a-b, 2a-b, 3a-b, 4 a-d, 5,6,7		\$12 fee	10

Symbol Key

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Levels of Difficulty

Listed in parentheses after each merit badge/activity is a letter that indicates its difficulty. This is designed so that Scoutmasters, Scouts, and parents can make the best advancement selection for each Scout.

- A - Difficult merit badge/activity, appropriate for older Scouts with 3 or more years in Scouting.
- B - Appropriate for advancing Scouts with 2 or more years in Scouting.
- C - Easy merit badge/activity, appropriate for beginning Scouts.