



# Merit Badge Program

Our base camp program offers a variety of merit badges designed for all age levels within the Scouting program. First-year campers should consider the Goin' Great area to achieve many of the Tenderfoot through First Class rank requirements.

Merit badges are taught in group of half day or full day blocks. Scouts are suggested to bring a merit badge book for the merit badges they are taking for referencing. They can use a book from the troop library or purchase one at their local Scout store. Scoutmasters are encouraged to challenge Scouts to make sure they can talk about what they are learning in MB classes.

Each individual must complete every requirement themselves. We strive to ensure each Scout has a positive learning experience while at camp. Several merit badges have a recommended age. This is a recommendation from Camp Daniel Boone. We have found certain merit badges are generally suited for older Scouts, but in no way will we refuse to allow Scouts younger than the recommendation to attempt these merit badges unless BSA standards say otherwise.

**IMPORTANT** – Study merit badge requirements carefully to determine what requirements you may not be able to complete at camp and try to complete it before you come to camp. Bring written proof if you completed requirements ahead of time to receive credit. These requirements are included in this guide on the pages that follow. If a Scout has satisfied certain requirements prior to coming to camp, they should give their counselor a signed form from the Scoutmaster stating which requirements have been completed.

Scoutmasters will receive signed rosters of completed requirements for each merit badge. Blue cards are not used. The Scoutmaster has the final approval on all merit badges.



# Aquatics Merit Badges

## CANOEING

All Ages - 2 FULL DAYS CLASS

This is an excellent merit badge to introduce boating to Scouts. While good physical strength and stamina adds to the experience, almost anyone can enjoy their time in a canoe once they understand the techniques. Scouts should bring a bathing suit and a towel to participate in this session.

## KAYAKING

Required Age: 14 (Open to Leaders) - 2 FULL DAYS CLASS

Prerequisites: Swimming Merit Badge, Canoeing Merit Badge, pass the BSA Swimmers test.

Students will learn proper care and maintenance of equipment, flat-water and white-water paddling skills, and more advanced techniques such as the Eskimo Roll. To participate in the class, Scouts are required to be at least 14 years of age, have canoeing and swimming merit badges, and be physically fit. Personal wet suits, shorties and river shoes may be used.

## ROWING

All Ages - 6 HOUR CLASS (mornings of two days)

Rowing has long been recognized as one of the best activities for developing strength and muscle tone in the upper body. This session will teach the proper techniques and safety procedures for this sport. Scouts should bring a swimming suit and a towel for this class.

## SWIMMING

All Ages – 6 HOUR CLASS (afternoons of two days) – (Please be advised that water temperatures are likely to be very cold)

One of the first Eagle-required merit badges that Scouts should attempt, swimming is taught in the heat of the afternoon at Lake Allen. Participants should bring shoes, socks, swimwear, long pants, belt, and a long-sleeved shirt that can get wet, and they should bring a pair of swim trunks or swimsuit and a towel to every class. This class will be held in the afternoons across two days, with no more than 1.5 hours in the cold water each day.

## Additional Aquatic Activities

### MILE SWIM

Recommended Age: 13, Adults Welcome

For the ultimate test of physical fitness and swimming ability in the BSA, the session will work up to the mile every day by building endurance through supervised training sessions. Successful swimmers are recognized at Friday night's campfire.

### INSTRUCTIONAL SWIM

All Ages

Thousands of young men have learned to swim in Lake Allen. If your Troop has Scouts that wish to learn how to swim, or simply want to improve their technique, our staff will be available for training.

### POLAR BEAR SWIM

All Ages – This is a fun activity; no award will be presented!

Enjoy an early morning swim in the exhilarating waters of Lake Allen. Polar Bear Swim will be offered one morning a week at 6:30 AM. A Polar Bear Plunge Patch is given to all who survive, oops, we mean, participate.



# Ecology Merit Badges

## ENVIRONMENTAL SCIENCE

Recommended Age: 14 – FULL DAY

Scouts will learn about ecosystems and how animals and plants play an equal role in maintaining the delicate balance of nature. We will conduct experiments to demonstrate how the removal of vegetation affects water run-off as well as others. Scouts should make sure to bring paper and pencil.

## FISHING

All Ages

Scouts learn about fishing equipment and techniques. Scout will have the opportunity to catch, clean and cook a fresh trout. **Requirement # 9 may not be completed at camp.**

## FISH & WILDLIFE MANAGEMENT

All Ages

Scouts will learn about conservation techniques for natural resources such as responsible use of land and protection of wildlife. The course will also cover hunting and fishing laws, and ways that individuals can make a difference in the world through conservation.

## FORESTRY

All Ages

Scouts learn forest management techniques They also learn to identify trees and other plants as well as learn the forests role in the overall ecosystem. \*Due to COVID19, there will be no guided tour at the Cradle of Forestry.

## GEOLOGY

All Ages

Scouts will explore the study of the earth. Learn about volcanoes, fossils, rocks and minerals here on planet Earth.

## INSECT STUDY

All ages

Prerequisite: Req. 7

Scouts will learn about the different species of insects in our area, they will be able to identify and name the parts of an insect. Students will make a journal of observations.

## MAMMAL STUDY

All Ages

Scouts will practice techniques to study mammals in the wild. They will learn how to identify footprints left by mammals, how populations influence others, and how the animal kingdom is classified. They will also participate in a project to build a habitat for mammals.



# Handicraft Merit Badges

## ART

All Ages

While taking the Art Merit Badge, Scouts will learn to create art using a variety of mediums. Great for new scouts looking to express their creativity! **Requirement #6 of the Art Merit Badge cannot be completed at camp.**

## BASKETRY

All Ages – Cost: \$20.00

Scouts will learn about the glorious world of basketry, including different types of weaves and baskets. They will purchase, create, and take home two baskets, in addition to weaving a chair.

## INDIAN LORE

All Ages – Cost: \$20.00

Through this exciting, hands-on merit badge, Scouts will discover numerous aspects of the Native American culture. Playing games, speaking the language, singing songs, listening to legends, or creating and building items similar to those utilized by our ancestors are just a few ways that participants will learn about Western North Carolina's oldest residents. Some will focus on Cherokee culture, and some groups will focus on Shawnee culture.

## LEATHERWORK

All Ages – Cost: \$20.00

The class will learn where leather comes from, how it is used, how to tan, cure, and finish it, and how to take care of it. Scouts will also get an opportunity to create their own leather souvenir.

## WOODCARVING

All Ages – Cost: \$25.00

A timeless merit badge, this skill will serve you for a lifetime. Learn the best wood to carve, the tools to use, and how to carve correctly, then plan and carve two projects to take home. The kit includes a carving knife.



# Leadership Merit Badges

## CITIZENSHIP IN THE NATION

Recommended Age: 12

Prerequisites: Requirement (choose one): 2a, 2b or 2c

Learn about the rights and responsibilities of being a citizen in the United States. Dig deeper into the founding documents such as the bill of rights and the constitution. Learn about some famous speeches and historical sites. Participants should bring the contact information for their US Senators and Congressman with them to camp.

## CITIZENSHIP IN THE WORLD

Recommended Age: 13

Scouts learn about the meaning of global citizenship and the relationship between nations and world organizations. This course requires a high level of maturity and participation. Scouts will also get to visit with a Scout from another country.

## COMMUNICATIONS

Recommended Age: 13

Prerequisites: Requirements 5, 7 & 8

During this session, Scouts will participate in several written and oral activities designed to strengthen their communication skills. Scouts that prepare some material before camp will find it easier to complete this badge.

## LAW

All Ages

Prerequisite: Requirement 4

Scouts will learn the basics of what it is to be a lawyer. They will learn about famous trials, talk to a lawyer, learn about basic laws, and conduct a mock trial in class. Requirement 4, go to a law enforcement officer in your neighborhood and ask about his or her responsibilities and duties, will not be able to be completed at camp. This should be done prior to camp. Please bring evidence of prerequisite completion with you to camp for approval.

## PUBLIC SPEAKING

All Ages

Scouts will learn how to be a better presenter. This merit badge is intended for the Scouts that are not comfortable in speaking in front of audiences to join. Scouts will learn how to give a speech, make a presentation, talk impromptu in front of a class, and learn how to run a meeting.

## SALESMANSHIP

Recommended Age: 13 – Cost: \$10.00 (Scouts will earn this back and then some!)

Explore the world of sales. Learn what it takes to be an effective salesman. What are the responsibilities of a salesman? Scouts will obtain experience selling items at camp.

## Additional

### TRAIL TO EAGLE

All Ages

*This is a non-credit program in which participants discuss the Eagle Scout Project requirements and how to fill out the workbook. Changes to the Eagle Workbook beginning in January 2019 will be covered. They will also discuss the Eagle Scout Application and what it means to be an Eagle Scout. Tuesday, 7:30 pm. in Leadership.*



# Scoutcraft Merit Badges

## CAMPING

All Ages - FULL DAY CLASS

Prerequisites: Requirements 3, 4b, 5e, 7b, 8d, 9a, 9b

This badge is intended to introduce all Scouts to camping skills. Participants will be expected to plan a campout and show that they are packed and ready to go on a camping trip. Camping requirements 3, 4b, 5e, 7b, 8d and 9a are not completed at camp, although a Scouts week at CDB does count towards the 20 days and nights for 9a. Requirement 9b can be completed at camp IF Scouts attend extra free time activity involving a 1000ft elevation change hike and rappelling from a 30ft climbing wall. **\*Please note that this Merit Badge cannot be completed at Camp!**

## COOKING

Recommended age: 13 - FULL DAY CLASS - Cost: \$15.00

Prerequisites: Wash your hands

This badge will teach a Scout to plan, prepare, and cook meals in camping, home, and backpacking environments.

## EMERGENCY PREPAREDNESS

Recommended Age: 13 - FULL DAY CLASS

Prerequisites: First Aid Merit Badge, and requirements 2c, 8b

Scouts will learn to take care of themselves, their families, and complete strangers in case of emergencies. This is an advanced merit badge, resulting in increased confidence in the event of catastrophic events. For requirement 8b please bring a completed personal emergency service pack, as well as one meant for your family. Time permitting, this may be started in class. Requirement 2c should be completed prior to attending summer camp.

## FIRST AID

All Ages - FULL DAY CLASS

Scout will be instructed in basic first-aid. The group will cover identification of injuries, and then treatments such as splinting, bandaging, and basic CPR. Requirement 5 should be completed prior to camp and brought for approval. Time may be spent outside of class completing this using troop supplies if necessary.

## GEOCACHING

All Ages

Scouts will learn about GPS Units, geocaching in the US. They will learn how to hide and document a geocache as well as find geocaches around CDB.

## ORIENTEERING

All Ages - FULL DAY CLASS

Learn to use a map and compass to find your way. Plan your own orienteering course and complete it with other Scouts. Teach members of your troop about orienteering and complete courses around camp. Scouts should bring a compass.

## PIONEERING

Recommended Age: 13 - FULL DAY CLASS

Prerequisites: basic knowledge of required knots, lashings, and splicing.

Learn how to use rope and spars to build useful items such as bridges or tables. Learn advanced knots and how to make rope. Scouts should familiarize themselves with the required knots. Splicing is also a challenge for some Scouts and it cannot be guaranteed that the badge will be totally completed. However, if Scouts are willing to spend additional free time with the counselor, it is likely they will finish.

## SEARCH AND RESCUE

Recommended age: 13

Scouts will learn the basics of searches and rescues, Incident command systems, and search techniques. The class will also participate in a mock scenario during class.

## WILDERNESS SURVIVAL

Recommended Age: 12

Prerequisites: Requirement 5

Learn how to survive in several different survival situations. Learn how to prioritize, keep warm, signal for help, get found and find safe drinking water. Scout should bring their survival kit (req. 5) with them to camp. **We strongly recommend that Scouts earn the Camping Merit Badge before attempting this badge.** There is an overnight requirement. This may be completed at camp, however it is not for the faint of heart and obviously requires time spent outside of Class.



# Shooting Sports

## ARCHERY

All Ages – FULL DAY CLASS - Cost: \$10.00

Learn to make a bowstring and an arrow. Practice shooting and improve your accuracy. Scouts must shoot a score high enough to qualify for the merit badge. **NO personal bows or personal ammunition are to be brought to Camp.**

## RIFLE SHOOTING

All Ages – FULL DAY CLASS - Cost: \$20.00

Learn basic rifle safety and shooting skills. Participants must shoot well enough to qualify for merit badge completion. Requirement 2, Option A is the only option available at CDB. First year campers with no previous shooting experience are discouraged from attempting this badge. **NO personal rifles or personal ammunition are to be brought to camp.**

## SHOTGUN SHOOTING

Recommended Age: 13 – FULL DAY CLASS - Cost: \$30.00

Shotgun shooting is a both physically and mentally challenging merit badge. It teaches Scouts not only how to shoot, but how to shoot safely. They will learn about different types of shotguns, ammunition, and targets. **NO personal shotguns or personal ammunition are to be brought to camp.** The recommended age is due to the recoil of the shotgun with potential bruising and trouble handling the gun for younger Scouts.



# S.T.E.M. Merit Badges

## ARCHEOLOGY

All Ages

An opportunity for Scouts to learn about the study of human cultures through the recovery, documentation and analysis of material remains and environmental data, including architecture, artifacts, biofacts, human remains, and landscapes.

## ARCHITECTURE

All Ages

Scouts will learn about the thought and planning involved in designing and how to accurately scale drawings of structures.

## CHEMISTRY

All Ages

Scouts will learn about chemical reactions, build a Cartesian diver, and learn about uses of chemicals in commercial and industrial.

## DIGITAL TECHNOLOGY

All Ages

Scouts will become familiar with digitized storage, the difference between lossy and lossless data, compression and digital devices and their uses. They will learn about computers, mobile devices, gaming consoles, and computer networks and purposes. Scouts will also investigate malware and protection of digital devices and information.

## INVENTING

All Ages

Scouts will learn about how notable inventors in history developed their ideas into physical inventions, about the impact of inventing on our daily lives, and other aspects of the inventing process. Then, Scouts will learn about possible careers in inventing and will apply these ideas and skills in a practical manner. NUCLEAR SCIENCE

## NUCLEAR SCIENCE

All Ages

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.

Requirement 4 will not be completed at camp.

## PHOTOGRAPHY

All Ages

Scouts must bring their own digital camera. Any cheap digital camera will do. Cell phones are allowed, but discouraged because they lack the settings available on a real camera. Disposable cameras are highly discouraged (If a Scout brings a disposable camera, the Scout will need 4 to 5 of them because the class will take 150 to 200 pictures). Scouts will learn how different elements affect picture quality, the basic parts of a camera, produce a story using pictures, and create a slide show focusing on a single topic of the Scout's choice.

## ROBOTICS

All ages

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career.

## SPACE EXPLORATION

All Ages – Cost: \$20.00

Scouts learn about the how and why of mankind's journey into outer space. They have an opportunity to build, launch, and recover a model rocket. The class also encourages creative thinking towards outer space and involves designing an unmanned space mission and a manned base on another planet.

## RAILROADING

All Ages

find out how trains are used to move freight and passengers. They learn about the history of railroading and consider the safety aspects of trains.



## Climbing

### CLIMBING MERIT BADGE

**Recommended Age: 13 - FULL DAY CLASS (Due to size of the facility, each day session is limited to 12 participants).**

Our Rock Wall (made entirely of natural stone) is the perfect place for Scouts to be introduced to the sport of climbing. Participants in the Merit Badge session should have sufficient upper body strength for climbing and for belaying other Scouts.

The wall looms 40 feet above the base platform and nearly 70 feet above the valley floor below. It is a great experience where Scouts can build self-confidence while earning the climbing merit badge.



## Stockton Farms

***Earn the Horsemanship and Animal Science Merit Badges on a real, working farm!***

**Located just 15 minutes away from Camp Daniel Boone, Stockton Farms provides unique opportunities to earn the Horsemanship and Animal Science Merit Badges!**

**PROGRAM COST: \$60 to take one class, \$100 to take both**

**All payments are made directly to Stockton Farms!**

### HORSEMANSHIP MERIT BADGE

**All Ages**

If any of your Scouts do not have their merit badge in Horsemanship or Animal Science this is a great opportunity to earn these badges. These badges can be earned during their free time. The Horsemanship Merit Badge is offered on Monday and Wednesday evening between the hours of 7pm and 9pm at Stockton Farms which is located less than 10 minutes from camp. This is a hands-on program. All of the horses are specially trained for the Scouts. These are show horses that we use in the program. No experience is required but Scouts must attend both sessions to complete the program. **Scouts taking this MB cannot participate in the OA call out at CDB due to scheduling conflicts.** **WEAR MASKS!** Please plan to provide transportation (to and from the farm) for your Scouts. Troops can carpool if desired. If you have any questions, please call Ricky Stockton: (828) 734-2515.

### ANIMAL SCIENCE MERIT BADGE

**All Ages**

The Animal Science Merit Badge is offered on Tuesday and Thursday evening between the hours of 7pm and 9pm. This badge can be earned during their free time. Stockton Farms is located less than 10 minutes from camp. This is a HANDS-ON WORKING FARM. The Scouts will be handling poultry, shearing sheep, and working with cattle. Where does food come from and what are you eating? **Scouts taking this MB cannot participate in the OA call out at CDB due to scheduling conflicts.** **WEAR MASKS!** Please plan to provide transportation (to and from the farm) for your Scouts. Troops can carpool if desired. If you have any questions, please call Ricky Stockton: (828) 734-2515.