



Camp Daniel Boone

MERIT BADGE OFFERINGS

Our **2023 Merit Badge offerings** are listed below. The Merit Badge schedule will be released at a later date.

	Merit Badge	Duration Full or half day?	Eagle Required?	Pre- Reqs?	Suggested Age limit?	Program Fee?
Aquatics	BSA Lifeguard	FULL	---	Yes	15	---
	Canoeing	FULL	---	Yes	All Ages	---
	Kayaking	FULL	---	Yes	14	---
	Rowing	HALF	---	Yes	All Ages	---
	Swimming	HALF	Yes	Yes	All Ages	---
Ecology	Envr. Science	FULL	Yes	---	14	---
	Fishing	FULL	---	Yes	All Ages	---
	Fish/Wildlife Mgmt	HALF	---	---	All Ages	---
	Forestry	HALF	---	---	All Ages	\$5*
	Geology	HALF	---	---	All Ages	---
	Insect Study	HALF	---	Yes	All Ages	---
	Mammal Study	HALF	---	---	All Ages	---
Handicraft	Art	HALF	---	Yes	All Ages	\$10
	Basketry	HALF	---	---	All Ages	\$20
	Indian Lore	HALF	---	---	All Ages	\$20
	Leatherwork	FULL	---	---	All Ages	\$20
	Woodcarving	FULL	---	Yes	All Ages	\$25
Leadership	Cit/Nation	HALF	Yes	Yes	15	---
	Cit/World	HALF	Yes	---	15	---
	Communications	HALF	Yes	Yes	15	---
	Music/Theater	FULL	---	---	All Ages	---
	Public Health	HALF	---	---	All Ages	---
	Public Speaking	HALF	---	---	All Ages	---
	Reading	HALF	---	---	All Ages	---

Scoutcraft	Camping	FLEX*	Yes	Yes	All Ages	---
	Cooking	FULL	Yes	Yes	14	\$15
	Emergency Prep.	FLEX*	Yes	Yes	All Ages	---
	First Aid	FULL	Yes	Yes	All Ages	---
	Orienteering	FLEX*	---	Yes	All Ages	---
	Pioneering	FLEX*	---	---	All Ages	---
	Scouting Heritage	HALF	---	Yes	All Ages	
	Search/Rescue	FLEX*	---	Yes	All Ages	---
	Wilderness Survival*	FLEX*	---	Yes	13	---
Shooting	Archery	FULL	---	No	All Ages	\$10
	Rifle	FULL	---	No	All Ages	\$20
	Shotgun	FULL	---	No	13	\$30
S.T.E.M.	Archaeology	FULL	---	---	All Ages	---
	Architecture	HALF	---	---	All Ages	---
	Chemistry	HALF	---	---	All Ages	---
	Digital Technology	HALF	---	Yes	All Ages	---
	Electronics/Electricity	FULL	---	---	All Ages	---
	Nuclear Science	HALF	---	---	All Ages	---
	Photography	HALF	---	Yes	All Ages	---
	Railroading	HALF	---	---	All Ages	---
	Robotics	FULL	---	---	All Ages	---
	Signs, Signals, Codes	FULL	---	---	All Ages	---
Space Exploration	FULL	---	---	All Ages	\$20	
ROCK	Climbing	FULL (2 DAYS)	---	No	13	---
	C.O.P.E.	FULL	---	---	13	---
GG	Goin' Great	FULL (2 DAYS)	---	No	All Ages	---
S.F.	Horsemanship	EVENING	---	No	All Ages	*\$100
	Animal Science	EVENING	---	No	All Ages	*\$100

*Horsemanship and Animal Science Merit Badges are taught off-site at Stockton Farms. You can take both Merit Badge classes for a package cost of \$175, or \$100 for either individual class, paid directly to Stockton Farms.

* Wilderness Survival has an overnight requirement- please see MB Registration FAQs (page 4) for more information.

* All Forestry classes will attend a field trip to the Cradle of Forestry on Thursday afternoon (2-4pm). Scouts taking this class should leave their Thursday afternoon schedules open so they can attend the fieldtrip. Cost is \$5, paid at the door.

*Flex classes are offered depending on number of participants, it may last 4-6 hours.



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MERIT BADGE PREREQUISITES

The following requirements cannot be completed at summer camp and should be completed by Scouts, if possible, prior to arriving at Camp Daniel Boone. If a Scout completes any prerequisites before their trip to summer camp, they will need to bring a proof of completion in the form of a note from their Scoutmaster stating the requirements completed, with a signature. If a Scout is unable to complete the prerequisites listed for a class, they will simply receive partial credit for the Merit Badge until they check off the prerequisites, which can be completed after summer camp, if necessary.

	PREREQUISITES	THINGS TO BRING
CLIMBING	None!	N/A
C.O.P.E.	None!	N/A
ECOLOGY		
Environmental Science	None!	Notebook, writing utensil
Fishing	Requirements 9, 10 (can be completed at Camp, if the fish are biting and you are prepared to cook!)	Optional: Fishing rod, bait, tackle
Fish/Wildlife Mgmt.	None!	Notebook, writing utensil
Forestry	None!	\$5 For field trip
Geology	None!	N/A
Insect Study	Requirement 9	Notebook, writing utensil
Mammal Study	None!	N/A
GOIN' GREAT		
SESSION A	None!	N/A
SESSION B	None!	N/A
HANDICRAFT		
Art	Requirement 6	N/A
Basketry	None!	N/A
Indian Lore	None!	N/A
Leatherwork	None!	N/A
Woodcarving	Totin' Chip	Please bring proof of Totin' Chip to class!
LEADERSHIP		
Citizenship in the Nation	Requirement 7	Notebook, writing utensil
Citizenship in the World	None!	Notebook, writing utensil
Communications	Requirement 5, 7, 8	Notebook, writing utensil
Music/Theater	Music Requirement 3b, Theater Requirement 3 (3c and 3d will be completed at Camp)	Notebook, writing utensil
Public Health	Requirement 7	Notebook, writing utensil

Public Speaking	None!	Notebook, writing utensil
Reading	None!	Notebook, writing utensil
SCOUTCRAFT		
Camping	Requirements 3, 4b, 7b, 8c, 8d, 9a, 9b	N/A
Cooking	Requirement 4	N/A
Emergency Preparedness	Requirements 1, 2c, 8b	If requirement 8b is completed before Camp, please bring your Emergency Service Pack to class, if able
First Aid	Requirements 1, 5	If requirement 5 is completed before Camp, please bring your First Aid Kit to class, if able.
Orienteering	Requirements 7, 8, 9, 10	Optional: Compass
Pioneering	Basic knowledge of required knots, lashing, and splicing.	N/A
Scouting Heritage	Requirements 5, 6	Notebook, writing utensil
Search/Rescue	None!	Notebook, writing utensil
Wilderness Survival	Requirement 5	Survival Kit (Req. 5)
SHOOTING SPORTS		
Archery	None!	N/A
Rifle	None!	N/A
Shotgun	None!	N/A
S.T.E.M.		
Archaeology	None!	Notebook, writing utensil
Architecture	None!	Notebook, writing utensil
Chemistry	None!	Notebook, writing utensil
Digital Technology	Requirement 1 (Cyber Chip)	Notebook, writing utensil
Electricity & Electronics	None!	Notebook, writing utensil
Nuclear Science	Requirement 4	Notebook, writing utensil
Photography	Requirement 1a (Cyber Chip)	Required: Digital Camera (a cellphone will work)
Railroading	None!	Notebook, writing utensil
Robotics	None!	Notebook, writing utensil
Signs, Signals & Codes	None!	Notebook, writing utensil
Space Exploration	None!	Notebook, writing utensil
STOCKTON FARMS		
Animal Science	None!	Long pants/jeans, \$\$ for class
Horsemanship	None!	Long pants/jeans, \$\$ for class
AQUATICS		
BSA Lifeguard	Must pass BSA Swim Test (at CDB)	Swimsuit, towel
Canoeing	Must pass BSA Swim Test (at CDB)	Swimsuit, towel
Kayaking	Must pass BSA Swim Test (at CDB)	Swimsuit, towel
Rowing	Must pass BSA Swim Test (at CDB)	Swimsuit, towel + shoes, socks, long pants, belt, and long sleeve shirt THAT CAN GET WET!
Swimming	Must pass BSA Swim Test (at CDB)	Swimsuit, towel