

Camp Friedlander





2012 Merit Badge and Program Pre-Requisite List










Below is a list of all of the merit badges and programs available at Camp Friedlander for the summer of 2012. For many of our programs, requirements must be completed prior to arrival of camp for a Scout to be eligible for completion of the badge. *Scouts will be expected to have completed these requirements before attending the class.*

Some of the camp programs require a Scout to be a certain age. *For some programs, there is not an age requirement, but we strongly encourage Scouts to be of the recommended age in order to take full advantage of the spirit of the program.* No Scout will be turned away from a program that does not have an age requirement; however, Scoutmasters and parents should use good judgment in approving the ability of a Scout to participate in the programs of his choosing.


Several programs have an additional fee associated with it. These fees will be automatically added to the troop's balance when registering online for programs. Other programs may require purchase of additional materials to complete the badge – all of these materials will be available for purchase in the camp Trading Post at reasonable prices.

For more information about each merit badge requirement, please consult the respective merit badge pamphlet for 2012.

PROGRAM	PROGRAM AREA	PICTURE	PRE-REQUISITES and RECOMMENDATIONS
ACE	ACE	 The ACE Merit Badge features a central fleur-de-lis with the letters 'A', 'C', and 'E' integrated into its design. Surrounding the fleur-de-lis are four small icons: a hiker with a backpack, a person on a bicycle, a person rowing a boat, and a person swimming.	14 years old; backpack for overnight and swimwear for aquatic activities (extra pair of shoes would be useful in case one gets wet) \$20 Fee
American Cultures	Native American Village	 The American Cultures Merit Badge is circular with a yellow border. It depicts four stylized faces of diverse ethnicities (Native American, African American, Hispanic, and Asian) arranged around a central American flag.	N/A
Archaeology	Native American Village	 The Archaeology Merit Badge is circular with a yellow border. It features a central illustration of a mummy wrapped in brown bandages.	N/A
Archery	Archery Range	 The Archery Merit Badge is circular with a yellow border. It has a red background and depicts a bow and arrow.	Arrow kit for requirement #2d can be purchased in the Trading Post for approx. \$2.50.










Art (Workshop)	Handicraft		Requirement #4; <i>Recommended for younger Scouts.</i>
Automotive Maintenance	Maintenance		N/A
Basketry (Workshop)	Native American Village		Basket kits can be purchased in the Trading Post for approx. \$20-\$30.
Bird Study	NEST		Requirement #5. (Cannot guarantee they'll spot 20 species in one week).
Camping	Outdoor Skills		Requirements #4, 7, 8d, 9a,9b.
Canoeing	Aquatics		Requirement # 3 Must be classified as a Swimmer.
Chemistry	NEST		N/A
Cinematography	Handicraft		The camp will have a video camera for use.
Citizenship in the Nation	Eagle Ridge		Requirement #2, 2a,2b,2c Bring Copies of USA Today. List of Congress & Senator men and women.

Citizenship in the World	Eagle Ridge		N/A
Climbing	Tower		<i>Not recommended for younger Scouts. Must submit Element of Danger Statement form upon arrival at camp. Also need Long Pants to climb. \$30 Fee</i>
Communication	Eagle Ridge		Requirement # 5
Cooking	Outdoor Skills		Requirement # 6 & #7d cannot be completed at camp.
COPE	COPE		Scouts must be 13 years old; Must submit Element of Danger Statement signed by parents. Additional Program Fee: \$25.
Disabilities Awareness	Health Lodge		Requirement #2, 4a,4b or 4c
Engineering	NEST		N/A
Electricity	Handyman		N/A
Emergency Preparedness	Outdoor Skills		Requirement #1, 2c, 8b, 8c; Scouts in this badge must be mature; <i>not recommended for Scouts who have not completed the 8th grade.</i>

Environmental Science	NEST		Requirement #4 (can be done at camp, but will be time-consuming); <i>Not recommended for younger Scouts.</i>
Fingerprinting (Workshop)	Handicraft		Recommended for younger Scouts.
First Aid	Outdoor Skills		<i>Requirements #1 and 2d.</i>
Fishing	NEST		Extra time may be needed to complete Requirement #9.
Geocaching	NEST		Requirement #8
Home Repair	Handyman		N/A
Indian Lore (Workshop)	Native American Village		Materials for projects in Requirement #2 may be purchased in the Trading Post – cost varies depending on projects chosen.
Insect Study	NEST		Requirement #7 Raise an insect through the complete metamorphosis from its larval stage to its adult stage.
Journalism (Workshop)	Handicraft		Requirement #2

Learn to Swim	Aquatics		Intended to help Scouts become Swimmers and earn First Class swimming requirements; <i>not recommended for Scouts who are already swimmers.</i>
Leatherwork (Workshop)	Native American Village		Projects for Requirement #2 may be purchased in the Trading Post for approx. \$5-\$15; <i>Recommended for younger Scouts.</i>
Lifesaving	Aquatics		Requirement #1a; Must be classified as a Swimmer; Must be able to swim 400 yards without stopping; Not recommended for young Scouts.
Metalwork	Handicraft		Requirement #4; <i>Recommended for older Scouts.</i>
Motorboating	Aquatics		#2A Must be classified as a Swimmer.
Nuclear Science	NEST		N/A
Orienteering	Outdoor Skills		Prior knowledge to orienteering is useful.
PADI SCUBA	Aquatics		Age Requirement: must be at least 14 years old; Must be classified as a swimmer. Additional Fee. \$45 Fee
PADI Snorkeling	Aquatics		<i>Not recommended for younger Scouts. Must be classified as a swimmer. \$35 Fee.</i>

Personal Management	Eagle Ridge		Requirement #1 & #8 (bring materials to camp for 8d)
Photography (Workshop)	Handicraft		Bringing a digital camera is recommended, however, the camp will have several cameras for use.
Pioneering	Outdoor Skills		Requirement #2a; Prior knowledge and skill with knots is useful.
Plumbing	Maintenance		\$10.00 Fee
Pottery (Workshop)	Handicraft		Requirement #7; <i>Recommended for younger Scouts.</i>
Public Health	Health Lodge		Requirement #7
Pulp and Paper (Workshop)	Handicraft		Requirement #6, 7.
Rifle Shooting	Rifle Range		\$10.00 fee includes all rounds needed to complete the merit badge. Recreation rounds can be purchased at a cost of 10 rounds for 50 cents.
Robotics	NEST		Requirement #6a

Rowing	Aquatics		Requirement #3 Must be classified as a Swimmer.
Sculpture (Workshop)	Handicraft		Recommended for younger Scouts.
Shotgun Shooting	Shotgun Range		\$20.00 fee includes all rounds needed to complete the merit badge. Recreation rounds can be purchased at a cost of 5 rounds for \$1.50
Small Boat Sailing	Aquatics		Requirement #2 <i>Must be classified as a Swimmer.</i>
Space Exploration	NEST		Rocket kit may be purchased in the Trading Post for approx. \$10. <i>Recommended for younger Scouts.</i>
Swimming	Aquatics		Requirement #8 Must be classified as a Swimmer; need long pants, button-down long sleeve shirt, shoes, socks, and belt to swim in.
Textiles	Handicraft		N/A
Weather	NEST		N/A
Wilderness Survival	Outdoor Skills		Requirement #5; Overnight during the week.

Wood Carving (Workshop)	Handicraft		Requirement #2a Must have Totin' Chip ; Materials for projects can be purchased in the Trading Post for approx. \$5-\$10.
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A note from the Program Director:

As facilitators for scout advancement and high quality scouting programs it is our duty to give each individual the tools, knowledge, and direction for helping to achieve our goals in the program. In order to do this we as a camp staff will make every attempt to keep the units up to date on the necessities to make your week at Camp Friedlander enjoyable, and we will try to guide you of pre-camp measures that should be taken to help with that agenda. With that being said here are a few suggestions (mostly minor things that tend to go forgotten) to make sure we are well on our way to achieving our goals:

- Each scout should bring notepad and writing utensils, although we are steering instruction in a more "hands-on" directions note-taking proves very useful

- If scouts are taking any badges offer out of the "NEST" area a notebook is HIGHLY recommended as they will be keeping "field notebooks" when they do fieldwork.

- Scouts participating in any boating activities are encouraged to bring along a separate pair of shoes SPECIFICALLY for getting wet

- If financially reasonable scouts should obtain merit badge pamphlets for each badge they plan to participate in and brief through it before arrival to camp

- It is great, for scouts and Scouters alike, to keep in mind that most badges are designed to create quality learning experiences in their particular field and may be more time consuming than expected. Scouts should come to camp planning to get dirty, gain valuable skill sets and most importantly HAVE FUN!!!

I am really looking forward to offering the best summer camp experience to all who come and visit us this summer, and expect everyone to be on board with showing the world, through our experiences at camp this summer, what the Boy Scouts of America are all about.

Nicholas D. Estill