



Listed in alphabetical order below are the merit badges that will be offered at camp. Next to each badge are the requirements that must be completed or started BEFORE the Scout arrives in camp. If they are completed to the satisfaction of the counselor, the badge may be earned at camp, otherwise the Scout may receive a partial. With all merit badges, Scouts should become familiar with the requirements before coming to camp. Merit Badge Pamphlets should be obtained and studied prior to the Scout's arrival to insure his familiarity with the merit badges he chooses to work towards. Some merit badge requirements require "advanced preparation" by the scouts. The specifics of this depend on the requirement, but generally scouts should be familiar with the information that the requirement covers.



Plumbing and Exploration Merit Badges have been added for the 2018 Camping Season. (See details below)

MERIT BADGE.....ADVANCE WORK REQUIRED

- American Heritage.....Requirements 3C and 4 must be completed prior to camp. Please be aware that Scouts may be watching the films "The Patriot" and History Channel Short Films.
- Animal Science.....Requirement 6 must be completed prior to camp.
- Archaeology.....Advanced preparation for requirements 4 & 5 is necessary.
- ArcheryAdvanced preparation is necessary for 1C. Previous experience with a bow and arrow is helpful. Approximate cost of \$10 for materials needed for class.
- Art.....Requirement 6 must be completed prior to camp.
- AstronomyRequirement 5b must be completed before camp. Weather conditions can affect completion of this badge. Night meetings required.
- Athletics.....Requirements 3 and 5 must be completed prior to camp.
- BackpackingRequirements 6B, 8, 9, 10 and 11 must be completed prior to camp.
- BasketryNo advance prep necessary. (Materials needed to make a basket must be purchased (Approx. cost of \$10.).
- Bird Study.....Advanced preparation is necessary for requirement 5. Early morning meetings are required to complete the badge.
- Camping.....Requirements 4B, 5E, 7B, 8D & 9 must be completed prior to camp.
- Canoeing.....Be able to complete requirement 2 at camp. Experience with canoes is necessary.

Merit Badge Opportunities (Continued)

Chemistry	Advance preparation for requirements 3 & 7 is necessary.
Citizenship in the Nation	Requirements 2, 3 and 8 must be completed prior to camp. If you plan to work on Requirement 6 ahead of time, it cannot be the Gettysburg Address.
Citizenship in the World	Requirement 7 must be completed prior to camp.
Climbing	Advance knowledge of requirements 1 and 7 is helpful.
Cooking.....	Not all of the requirements of Cooking can be completed in camp. Requirements 1, 2, 3 & 7 will be completed in camp. Only some parts of Requirement 5 will be completed in camp, and Requirements 4 & 6 must be completed prior to camp. Limit of 20 scouts per session.
Digital Technology.....	Requirement 1 must be completed prior to camp.
Electricity	Requirements 2 & 9 must be completed prior to camp.
Electronics.....	No advanced preparation is necessary. (Approx. cost of \$10.)
Emergency Preparedness	You must have First Aid Merit Badge. Requirement 7 must be completed prior to camp. Advance preparation for requirements 6, 8 & 9 is necessary.
Engineering	Advanced preparation is necessary for requirements 1 & 6. Requirement 4 must be completed before camp. Limit of 20 scouts per session.
Environmental Science	Requirement 3E must be completed prior to camp. This is NOT a badge for younger Scouts. Advance preparation on requirement 6 is necessary.
Fingerprinting	No advance preparation is necessary.
Exploration.....	No advanced preparation is necessary.
Fire Safety.....	Requirements 6A, 11, & 12 must be completed prior to camp.
First Aid	Review First Aid skills for Tenderfoot thru First Class. Requirement 2D must be completed prior to camp.
Fish & Wildlife Management	No Advance work is required.
Fishing.....	Bring fishing gear to camp.
Fly Fishing	Bring fishing gear to camp.
Forestry	No advance work is required.
Game Design:.....	No advanced preparation is necessary.
Geocaching	Requirement 7 must be completed prior to camp.
Geology.....	Requirement 4b must be completed prior to camp
Hiking	Requirements 4, 5, & 6 must be completed prior to camp.
Indian Lore.....	No advance preparation required.
Insect Study.....	Requirements 9 & 10 must be completed prior to camp.
Kayaking.....	Be able to complete requirement 2 at camp. Experience with kayaks is helpful. Limit of 25 scouts per session.
Leatherwork	Materials needed to make a leather project for requirement 3 must be purchased. Approx. cost of \$10-\$15.)
Lifesaving.....	Scout must be classified a "swimmer" by their buddy tag. Requirement 1 needs to be completed before all other requirements. Bring clothing for requirement 9. Limit of 20 scouts per session.
Mammal Study.....	No advanced preparation is required.
Metalwork	No Advance preparation is necessary. Approx. cost of \$10. Limit of 15 scouts per session.
Movie Making.....	No Advance preparation is necessary.
Nature.....	One of the following options for requirement 4 must be completed prior to camp: Option A Birds, Option D Insects and Spiders, Option E Fish, or Option F Mollusks and Crustaceans.
Oceanography	Advance preparation for requirement 7 is necessary.
Orienteering	Requirement 8 is a major undertaking and Scouts should be prepared to devote the necessary time it will take to complete.

Merit Badge Opportunities (Continued)

Personal Fitness	Requirements 1B, 6, 7 and 8 must be completed prior to camp. Bring physical and dental examination forms and progress log for your 12-week fitness program.
Photography	Requirements 1B must be completed prior to camp. Scouts must bring a digital camera.
Pioneering	Recommended that scouts taking this badge are at least First Class. Review basic knots, lashings, and splicing prior to camp.
Plumbing	No advanced preparation is necessary. Limit of 20 scouts per session. (Approx. cost of \$5.)
Pottery	No advanced preparation is necessary. Limit of 20 scouts per session.
Public Speaking	No Advance preparation is necessary.
Pulp & Paper	No Advance preparation is necessary.
Radio	Requirement 7 must be completed prior to camp.
Reptile & Amphibian Study.....	Requirement 8 must be completed prior to camp. General knowledge of reptiles and amphibians is necessary.
Rifle Shooting	This is one of the most difficult merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1 on Monday morning. A copy of the Scout's local and state laws is needed for requirement 1f. By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more "shooting time," and thus more of an opportunity to earn the badge. Only Option A is available at camp.
Robotics	No advance preparation is necessary. Limit of 20 scouts per session.
Rowing	Be able to complete requirement 2 at camp. Experience with rowboats is helpful. Certain alternatives in Requirement 4 should be completed before camp.
Sculpture	Requirement 2c must be completed prior to camp. Limit of 20 scouts per session.
Search & Rescue	No advanced preparation is required.
Shotgun Shooting.....	This is one of the most difficult merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1 on Monday morning. A copy of the Scout's local and state laws is needed for requirement 1F. By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more "shooting time," and thus more of an opportunity to earn the badge. Only Option A is available at camp. (A nominal fee will be charged for clay pigeons. Approx. cost is \$30).
Skating	Only the Roller Skating or the In-Line Skating options will be completed at camp. Scouts will need to bring their own skates to camp in order to complete the merit badge.
Small Boat Sailing	Be able to complete requirement 2 at camp. Experience with sailboats and sailing in general is necessary. Weather conditions can effect completion of this badge. Limit of 12 scouts per session.
Soil & Water Conservation	No advanced preparation is required.
Space Exploration	(Materials needed for requirement 3 must be purchased. Approx. cost is \$15)
Sports	Requirements 4 and 5A must be completed prior to camp.
Swimming	Must be classified a "swimmer" by their buddy tag. Limit of 40 scouts per session.
Textile.....	No Advance preparation is necessary.
Weather	Requirement 9 must be completed prior to camp.
Welding	No Advance preparation is necessary. Approx. cost is \$10. Limit of 15 scouts per session. Scouts must wear jeans to all welding class sessions.
Wilderness Survival	Advance preparation for requirement 5 is necessary. Review basic survival skills, camping skill and edible wild plants.
Wood Carving	Experience in carving is necessary, and a Scout must have earned Totin' Chip. (Some materials needed to complete the badge must be purchased. Approx. cost is \$10). Limit of 20 scouts per session.

Merit Badges by Area

Native American Village

Archaeology
Fly-Fishing
Indian Lore

Health Lodge

Fire Safety
First Aid
Emergency Preparedness

Pool

Swimming +*
Lifesaving +*

Lake

Canoeing
Fishing
Kayaking
Rowing
Small-boat Sailing

Sports

Athletics
Game Design
Personal Fitness
Skating
Sports

Scoutcraft

Backpacking
Camping
Cooking *
Exploration **
Geocaching
Hiking
Orienteering
Pioneering
Search & Rescue
Wilderness Survival

STEM Center

Chemistry
Digital Technology
Electricity
Electronics \$
Engineering *
Moviemaking
Photography
Radio
Robotics *
Space Exploration \$

Shooting Sports

Archery +\$
Rifle Shooting +
Shotgun Shooting +\$

COPE /Climbing

Climbing

Shop

Metalwork *\$
Plumbing *,**\$
Welding *\$

Civics Center

American Heritage
Citizenship in the Nation
Citizenship in the World
Public Speaking

Handicraft

Art
Basketry \$
Fingerprinting
Leatherwork \$
Pottery *
Pulp & Paper
Sculpture *
Textile
Wood Carving *\$

Ecology

Animal Science
Astronomy
Bird Study
Environmental Science
Fish & Wildlife
Management
Forestry
Geology
Insect Study
Mammal Study
Nature
Oceanography
Reptile & Amphibian
Study
Soil & Water
Conservation
Weather

*	Limited Class Size
**	New Merit Badges for 2018
+	Not Available in Afternoons
\$	Cost Associated with Merit Badge

Merit Badges by Camper Year

These are just recommended merit badges for scouts to take during their time in summer camp.

First Year Scouts

Fire Safety, First Aid, Swimming, Art, Basketry, Fingerprinting, Leatherwork, Pulp & Paper, Textiles, Wood Carving, Forestry, Geology, Mammal Study, Nature, Indian Lore

Second Year Scouts

All of the Badges for First Year Scouts, plus: Animal Science, Chemistry, Archaeology, Canoeing, Kayaking, Athletics, Skating, Space Exploration, Sports, Game Design, Geocaching, Orienteering, Search and Rescue, Wilderness Survival, Camping, Electronics, Photography, American Heritage, Public Speaking, Astronomy, Bird Study, Fish and Wildlife Management, Insect Study, Reptile and Amphibian Study, Soil and Water Conservation, Weather, Pioneering

Third Year Scouts

All of the Badges for Second Year Scouts, plus: Fly-Fishing, Emergency Preparedness, Exploration, Plumbing, Lifesaving, Fishing, Rowing, Small-boat Sailing, Personal Fitness, Backpacking, Camping, Cooking, Hiking, Digital Technology, Electricity, Moviemaking, Radio, Archery, Rifle Shooting, Shotgun Shooting, Metalwork, Citizenship in the Nation, Citizenship in the World, Pottery, Sculpture, Environmental Science, Oceanography

Fourth Year Scouts and Above

All of the Badges for Third Year Scouts, plus: Robotics, Engineering, Welding, Climbing

Resica Falls 2018 Merit Badge Schedule

LOCATION CODES: AR-Archery Range, C-Civics, E-Ecology, H-Handicraft, HL-Health Lodge, L-Lake, ST-STEM Center, N-Native American Village, P-Pool, RR-Rifle Range, SC-Scoutcraft, SH-Shop, SR-Shoogun Range, S-Sports

9:00 - 9:45

10:00 - 10:45

11:00 - 11:45

2:00 - 2:45

3:00 - 3:45

SINGLE SESSION Merit Badge Classes

<input type="checkbox"/> Archaeology (N)	<input type="checkbox"/> American Heritage (C)	<input type="checkbox"/> Archaeology (N)	<input type="checkbox"/> Animal Science (E)	<input type="checkbox"/> Art (H)
<input type="checkbox"/> Astronomy (E)	<input type="checkbox"/> Animal Science (E)	<input type="checkbox"/> Backpacking (SC)	<input type="checkbox"/> Archaeology (N)	<input type="checkbox"/> Athletics (S)
<input type="checkbox"/> Athletics (S)	<input type="checkbox"/> Art (H)	<input type="checkbox"/> Chemistry (ST)	<input type="checkbox"/> Camping (SC)	<input type="checkbox"/> Basketry (H)
<input type="checkbox"/> Basketry (H)	<input type="checkbox"/> Basketry (H)	<input type="checkbox"/> Citizenship in the Nation (C)	<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Basketry (H)
<input type="checkbox"/> Bird Study (E)	<input type="checkbox"/> Camping (SC)	<input type="checkbox"/> Digital Technology (ST)	<input type="checkbox"/> Emergency Prep. (HL)	<input type="checkbox"/> Camping (SC)
<input type="checkbox"/> Camping (SC)	<input type="checkbox"/> Chemistry (ST)	<input type="checkbox"/> Electronics (ST)	<input type="checkbox"/> Engineering (ST)	<input type="checkbox"/> Citizenship in the Nation (C)
<input type="checkbox"/> Chemistry (ST)	<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Emergency Prep. (HL)	<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> Citizenship in the World (C)
<input type="checkbox"/> Citizenship in the Nation (C)	<input type="checkbox"/> Electronics (ST)	<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> Exploration (SC)	<input type="checkbox"/> Digital Technology (ST)
<input type="checkbox"/> Citizenship in the World (C)	<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> Fish & Wildlife Mgt. (E)	<input type="checkbox"/> Fingerprinting (H)	<input type="checkbox"/> Electricity (ST)
<input type="checkbox"/> Electricity (ST)	<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> Forestry (E)	<input type="checkbox"/> Game Design (S)	<input type="checkbox"/> Environmental Science (E)
<input type="checkbox"/> Emergency Prep. (HL)	<input type="checkbox"/> Fire Safety (HL)	<input type="checkbox"/> Game Design (S)	<input type="checkbox"/> Geocaching (SC)	<input type="checkbox"/> Environmental Science (E)
<input type="checkbox"/> Environmental Science (E)	<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Hiking (SC)	<input type="checkbox"/> Geocaching (SC)	<input type="checkbox"/> Exploration (SC)
<input type="checkbox"/> Exploration (SC)	<input type="checkbox"/> Game Design (S)	<input type="checkbox"/> Indian Lore (N)	<input type="checkbox"/> Leatherwork (H)	<input type="checkbox"/> Fingerprinting (H)
<input type="checkbox"/> Fingerprinting (H)	<input type="checkbox"/> Indian Lore (N)	<input type="checkbox"/> Indian Lore (N)	<input type="checkbox"/> Mammal Study (E)	<input type="checkbox"/> First Aid (HL)
<input type="checkbox"/> First Aid (HL)	<input type="checkbox"/> Leatherwork (H)	<input type="checkbox"/> Nature (E)	<input type="checkbox"/> Photography (ST)	<input type="checkbox"/> Fly Fishing (N)
<input type="checkbox"/> Fly Fishing (N)	<input type="checkbox"/> Mammal Study (E)	<input type="checkbox"/> Oceanography (E)	<input type="checkbox"/> Plumbing (ST)	<input type="checkbox"/> Game Design (S)
<input type="checkbox"/> Geocaching (SC)	<input type="checkbox"/> Metalwork (SH)	<input type="checkbox"/> Public Speaking (C)	<input type="checkbox"/> Plumbing (SH)	<input type="checkbox"/> Geocaching (SC)
<input type="checkbox"/> Personal Fitness (S)	<input type="checkbox"/> Orienteering (SC)	<input type="checkbox"/> Pulp & Paper (H)	<input type="checkbox"/> Radio (ST)	<input type="checkbox"/> Leatherwork (H)
<input type="checkbox"/> Photography (ST)	<input type="checkbox"/> Personal Fitness (S)	<input type="checkbox"/> Search & Rescue (SC)	<input type="checkbox"/> Search & Rescue (SC)	<input type="checkbox"/> Mammal Study (E)
<input type="checkbox"/> Pioneering (SC)	<input type="checkbox"/> Pioneering (SC)	<input type="checkbox"/> Skating (S)	<input type="checkbox"/> Skating (S)	<input type="checkbox"/> Photography (ST)
<input type="checkbox"/> Plumbing (SH)	<input type="checkbox"/> Rep. & Amph. Study (E)	<input type="checkbox"/> Soil & Water Cons. (E)	<input type="checkbox"/> Soil & Water Cons. (E)	<input type="checkbox"/> Game Design (S)
<input type="checkbox"/> Radio (ST)	<input type="checkbox"/> Space Exploration (ST)	<input type="checkbox"/> Swimming (P)	<input type="checkbox"/> Space Exploration (ST)	<input type="checkbox"/> Geology (E)
<input type="checkbox"/> Sculpture (H)	<input type="checkbox"/> Sports (S)	<input type="checkbox"/> Textile (H)	<input type="checkbox"/> Sports (S)	<input type="checkbox"/> Indian Lore (N)
<input type="checkbox"/> Swimming (P)	<input type="checkbox"/> Swimming (P)	<input type="checkbox"/> Welding (SH)	<input type="checkbox"/> Welding (SH)	<input type="checkbox"/> Insect Study (E)
<input type="checkbox"/> Weather (E)	<input type="checkbox"/> Swimming (P)	<input type="checkbox"/> Wilderness Survival (SC)	<input type="checkbox"/> Wood Carving (H)	<input type="checkbox"/> Metalwork (SH)
<input type="checkbox"/> Welding (SH)		<input type="checkbox"/> Wood Carving (H)		<input type="checkbox"/> Nature (E)
<input type="checkbox"/> Wood Carving (H)				<input type="checkbox"/> Nature (E)

DOUBLE SESSION Merit Badge Classes

<input type="checkbox"/> Archery (AR)	<input type="checkbox"/> Archery (AR)	<input type="checkbox"/> Canoeing (L)	<input type="checkbox"/> Canoeing (L)	<input type="checkbox"/> Art (H)
<input type="checkbox"/> Canoeing (L)	<input type="checkbox"/> Canoeing (L)	<input type="checkbox"/> Canoeing (L)	<input type="checkbox"/> Canoeing (L)	<input type="checkbox"/> Athletics (S)
<input type="checkbox"/> Cooking (SC)	<input type="checkbox"/> Cooking (SC)	<input type="checkbox"/> Cooking (SC)	<input type="checkbox"/> Cooking (SC)	<input type="checkbox"/> Basketry (H)
<input type="checkbox"/> Fishing (L)	<input type="checkbox"/> Kayaking (L)	<input type="checkbox"/> Kayaking (L)	<input type="checkbox"/> Kayaking (L)	<input type="checkbox"/> Camping (SC)
<input type="checkbox"/> Kayaking (L)	<input type="checkbox"/> Lifesaving (L)	<input type="checkbox"/> Lifesaving (L)	<input type="checkbox"/> Lifesaving (L)	<input type="checkbox"/> Citizenship in the Nation (C)
<input type="checkbox"/> Lifesaving (P)	<input type="checkbox"/> Moviemaking (ST)	<input type="checkbox"/> Moviemaking (ST)	<input type="checkbox"/> Moviemaking (ST)	<input type="checkbox"/> Emergency Prep. (HL)
<input type="checkbox"/> Rifle Shooting (RR)	<input type="checkbox"/> Pottery (H)	<input type="checkbox"/> Pottery (H)	<input type="checkbox"/> Pottery (H)	<input type="checkbox"/> Engineering (ST)
<input type="checkbox"/> Shotgun Shooting (SR)	<input type="checkbox"/> Rifle Shooting (RR)	<input type="checkbox"/> Rifle Shooting (RR)	<input type="checkbox"/> Rifle Shooting (RR)	<input type="checkbox"/> Environmental Science (E)
	<input type="checkbox"/> Rowing (L)	<input type="checkbox"/> Rowing (L)	<input type="checkbox"/> Rowing (L)	<input type="checkbox"/> Exploration (SC)
	<input type="checkbox"/> Shotgun Shooting (SR)	<input type="checkbox"/> Shotgun Shooting (SR)	<input type="checkbox"/> Shotgun Shooting (SR)	<input type="checkbox"/> Fingerprinting (H)
	<input type="checkbox"/> Small-Boat Sailing (L)	<input type="checkbox"/> Small-Boat Sailing (L)	<input type="checkbox"/> Small-Boat Sailing (L)	<input type="checkbox"/> Game Design (S)
<input type="checkbox"/> ATV Course	<input type="checkbox"/> ATV Course	<input type="checkbox"/> ATV Course	<input type="checkbox"/> ATV Course	<input type="checkbox"/> Geocaching (SC)

Approximate Travel Times

Nat. Amer. Village to STEM Center.....	17 min.
Dining Hall to STEM Center.....	7 min.
Dining Hall to Nat. Amer. Village.....	10 min.
Dining Hall to Lake.....	20 min.
STEM to Lake.....	15 min.

(White to Red/Green to Green Trails)



Camp Big Springs

(Map not to scale)

