

# Camp Friedlander


## 2010 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 2010. 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 eligibility 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 2010.


PROGRAM	PROGRAM AREA	PICTURE	PRE-REQUISITES and RECOMMENDATIONS
<b>American Cultures</b>	Native American Village		N/A
<b>Archaeology</b>	Native American Village		Requirement #9.
<b>Archery</b>	Archery Range		Arrow kit for requirement #2d can be purchased in the Trading Post for approx. \$2.50.
<b>Art (Workshop)</b>	Handicraft		Requirement #4; <i>Recommended for younger Scouts.</i>

<b>Astronomy</b>	Eco/Con		Requirement #6.
<b>Automotive Maintenance</b>	Maintenance		N/A
<b>Basketry (Workshop)</b>	Native American Village		Basket kits can be purchased in the Trading Post for approx. \$20-\$30.
<b>Bird Study</b>	Eco/Con		Requirement #7.
<b>Camping</b>	Outdoor Skills		Requirements #4, 7, 8d, 9.
<b>Canoeing</b>	Aquatics		<b>Must be classified as a Swimmer.</b>
<b>Cinematography</b>	Handicraft		The camp will have a video camera for use.
<b>Climbing</b>	Tower		<i>Not recommended for younger Scouts. Must submit Element of Danger Statement form upon arrival at camp.</i>
<b>Cooking</b>	Outdoor Skills		Requirement #4 cannot be completed at camp.

<b>COPE</b>	COPE		<b>Age Requirement: Scouts must be 13 years old; Must submit Element of Danger Statement form upon arrival at camp.</b> Additional Program Fee: \$25.
<b>Disabilities Awareness</b>	Health Lodge		Requirement #2, 4a,b or c
<b>Emergency Preparedness</b>	Outdoor Skills		Requirement #1, 2c, 6c, 8b, 8c; Scouts in this badge must be mature; <i>not recommended for Scouts who have not completed the 8<sup>th</sup> grade.</i>
<b>Environmental Science</b>	Eco/Con		Requirement #4 (can be done at camp, but will be time-consuming); <i>Not recommended for younger Scouts.</i>
<b>Fingerprinting (Workshop)</b>	Handicraft		<i>Recommended for younger Scouts.</i>
<b>First Aid</b>	Outdoor Skills		Requirements #1 and 2d.
<b>Fish &amp; Wildlife Management</b>	Eco/Con		Extra time may be needed to complete Requirements #6, 7.
<b>Fishing</b>	Eco/Con		Extra time may be needed to complete Requirement #9.
<b>Fly Fishing</b>	Eco/Con		Extra time may be needed to complete Requirement #10.

<b>Forestry</b>	Eco/Con		N/A
<b>Geology</b>	Eco/Con		N/A
<b>Indian Lore (Workshop)</b>	Native American Village		Materials for projects in Requirement 2 may be purchased in the Trading Post – cost varies depending on projects chosen.
<b>Journalism (Workshop)</b>	Handicraft		Either Requirement #2(a)(1) or all of #2(b)
<b>Learn to Swim</b>	Aquatics		Intended to help Scouts become Swimmers and earn First Class swimming requirements; <i>not recommended for Scouts who are already swimmers.</i>
<b>Leatherwork (Workshop)</b>	Native American Village		Projects for Requirement 2 may be purchased in the Trading Post for approx. \$5-\$15; <i>Recommended for younger Scouts.</i>
<b>Lifesaving</b>	Aquatics		Requirement #1a; <b>Must be classified as a Swimmer; Must be able to swim 400 yards without stopping; Not recommended for young Scouts.</b>
<b>Mammal Study</b>	Eco/Con		<i>Recommended for younger Scouts.</i>
<b>Metalwork</b>	Handicraft		Requirement #4; <i>Recommended for older Scouts.</i>

<b>Motorboating</b>	Aquatics		<b>Must be classified as a Swimmer.</b>
<b>Nature</b>	Eco/Con		N/A
<b>Orienteering</b>	Outdoor Skills		Prior knowledge to orienteering is useful.
<b>PADI SCUBA</b>	Aquatics		<b>Age Requirement: must be at least 14 years old; Must be classified as a swimmer.</b>
<b>PADI Snorkeling</b>	Aquatics		<i>Not recommended for younger Scouts. Must be classified as a swimmer.</i>
<b>Photography (Workshop)</b>	Handicraft		Bringing a digital camera is recommended, however, the camp will have several cameras for use.
<b>Pioneering</b>	Outdoor Skills		Requirement #2a, 6; Prior knowledge and skill with knots is useful.
<b>Plumbing</b>	Maintenance		\$10.00 Fee
<b>Pottery (Workshop)</b>	Handicraft		Requirement #7; <i>Recommended for younger Scouts.</i>

<b>Public Health</b>	Health Lodge		Requirement #7
<b>Pulp and Paper</b> (Workshop)	Handicraft		Requirement #6, 7.
<b>Reptile and Amphibian Study</b>	Eco/Con		Requirement #8.
<b>Rifle Shooting</b>	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.
<b>Rowing</b>	Aquatics		<b>Must be classified as a Swimmer.</b>
<b>Sculpture</b> (Workshop)	Handicraft		<i>Recommended for younger Scouts.</i>
<b>Shotgun Shooting</b>	Shotgun Range		\$10.00 fee includes all rounds needed to complete the merit badge. Recreation rounds can be purchased at a cost of 5 rounds for \$1.50
<b>Small Boat Sailing</b>	Aquatics		<b>Must be classified as a Swimmer.</b>
<b>Soil &amp; Water Conservation</b>	Eco/Con		N/A

<b>Space Exploration</b>	Eco/Con		Rocket kit may be purchased in the Trading Post for approx. \$10. <i>Recommended for younger Scouts.</i>
<b>Swimming</b>	Aquatics		<b>Must be classified as a Swimmer;</b> need long pants, button-down long sleeve shirt, shoes, socks, and belt to swim in.
<b>Voyager</b>			<b>Must be at least 14 years old;</b> several nights away from camp; need a backpack for treks; Additional Program Fee: \$25.
<b>Weather</b>	Eco/Con		N/A
<b>Wilderness Survival</b>	Outdoor Skills		Requirement #5; Overnight during the week.
<b>Wood Carving (Workshop)</b>	Handicraft		<b>Must have Totin' Chip;</b> Materials for projects can be purchased in the Trading Post for approx. \$5-\$10.