

## 2025 Specific Merit Badge Considerations

### Merit Badge selection opens April 12, 2025 at 8am

**Camping:** A three day class. Merit badge will NOT be completed at camp unless pre-reqs are completed and proof is shown to the counselor. On Wednesday morning, Scouts enrolled in this class will work through the book work of the badge, and in the afternoon, they will work together on a 3-hour conservation project at the Ecology Lodge. On Thursday they will take a backpacking trip alongside Cooking merit badge participants from 8am to 4pm (req 8d & 9b2). On Friday, they will go to the climbing tower in the morning for a 30ft. Rappel (req 9b6), and in the afternoon, they will take a 4 hour canoe trip (from 1:00-5:00pm) (req 9b4).

**Citizenship in the Nation/World:** This is a ONE day class, offered twice each week. BOTH merit badges (Cit in the Nation & Cit in the World) will be covered in each class. Prerequisites required to complete the blue card while at camp.

**Cooking:** A three-day class with participation required only at meal times the other two days of the week. Scouts must participate all 5 days and complete pre-reqs to earn this badge at camp. On Monday, Scouts will work through book work, and create a budget and meal plan. On Tuesday, Scouts in Group A will gather at the cooking site between the Dining Hall and STEAM at 7am to begin cooking breakfast for their classmates. ALL cooking mb participants will eat breakfast (and all meals throughout the week) with the class, not in the dining hall. After breakfast, Scouts in Groups B & C will be dismissed to attend their other merit badge classes, but should gather back at the cooking site for lunch and dinner to eat with their classmates for every meal. Group A will stay at the cooking site to cook lunch, dinner, and a snack for their classmates throughout the day on Tuesday. On Wednesday, Group B will be in charge of cooking all the meals, and on Friday, Group C will cook the meals. On Thursday, ALL Cooking mb participants should gather at 7am and be prepared for a backpacking hike around camp, where they will prepare their planned meals on the trail. ALL cooking merit badge participants will be in class Monday and Thursday no matter what. When you're registering in the system online, the class you choose will determine if your third day is Tuesday, Wednesday, or Friday, and you'll be able to schedule two other merit badges on the days you don't select for Cooking.

**First Year Camper/Turtle Quest:** A two-day class plus a campfire event Tuesday evening. Scouts in this class will complete many (but not all) requirements for Scout, Tenderfoot, and Second Class Ranks. Camp leadership will not be signing Scout Handbooks, conducting Scoutmaster conferences or Boards of Review for any participants in this program, but unit leaders are welcome to hold those themselves while at camp. We will provide a list of the requirements covered in your checkout packet at the end of the week (available early by request to the counselor). We highly encourage at least one adult from units with Turtle Quest participants to attend the special Turtle Quest Campfire Tuesday night to see all they've done!

**Fishing:** We are offering fishing merit badge twice per week this summer (as well as fly-fishing once), but if you bring your own gear, youth are welcome to fish off our pier during open program time - NOT during merit badge time. Of course, adults are welcome to fish (with their own gear) any time during your stay.

**Hiking:** We will take a 10-mile hike on Monday morning. During the hike, we will cover the book work. We will take another 10 mile hike in the afternoon and cover the book work AGAIN. Scouts who need a 20 mile hike (or two 10 mile hikes) may sign up for the morning AND afternoon hikes, but they will discuss the book work twice that day. Scouts who need many 10 mile hikes, may utilize our Merit Badge in a Day Program on Mondays, to hike with us every week!

**Reptile & Amphibian Study:** Scouts in this class will gather at the Ecology Lodge to learn about reptiles and amphibians in the morning. Then after lunch they will hike to Pit Lake to catch and observe turtles! Please bring swim shoes or crocs that you can wear INTO the water. Plan to get wet and muddy!

**Search & Rescue:** Scouts in this class will meet on Wednesday morning to work through the book work. They will not meet for the badge on Wednesday afternoon (so they can participate in Open Program that day!). Then on Friday afternoon, these Scouts will join with the Emergency Preparedness class for a mock disaster! This has been a big hit over the past 2 years and continues to grow! You don't want to miss this!

**Spirit of Adventure Quest:** A five-day program geared toward Scouts 14+ years of age and at least First Class Rank. This program is ONLY available during week 4 (July 6-12) in 2025 as a trial, and we can only accept the first 12 scouts to register for the program, so don't wait! Scouts in this program will enjoy adventures that no one else at camp gets to experience, including Pistol Shooting, Outback Wilderness Survival, an 18 mile Canoe Trip and more!

**Welding/Metalworking:** A three or four day class held in the evening. Scouts who complete their projects in the first three days do not need to attend the fourth day unless they want to. The counselor will advise Scouts whether or not they need to return. Class runs from 7pm to between 10-10:30pm Monday through Thursday. Scouts will be bussed to the camp compound for class.

**Wilderness Survival:** A one-day class plus an overnight event. Scouts may bring a backpack, water, and a tarp for the overnight event. The group will hike to a remote part of camp to build their survival structure and spend the night. (Please note: if female youth intend to participate in the overnight event, we will need a female adult - over 21 years old and YPT trained to volunteer to help with the event as well. If no adult female is available to volunteer, then the female youth will be asked to build their survival structure and sleep in it in their own campsite.)

**Little Turtle Cup:** An SPL-led, camp-wide, week-long unit event. At Monday's SPL meeting, game/competition score sheets will be distributed to all SPL's. As members of the team/patrol/unit complete each task, they should obtain the signature of the appropriate staffer on their scorecard. Tasks are worth varying amounts of points depending on how difficult it is. Score sheets should be turned in on Thursday evening after Campwide Games. The team/patrol/unit with the highest AVERAGE score will be announced at Closing Campfire. (Example: If a team has 4 players, and they earn 200 points, their average score is 50. This makes the scoring fair for smaller teams.)

**Dutch Oven Cookoff:** An event for leaders. Judging will take place at the Leader Lunch on Wednesday. To participate, bring your own recipe, ingredients, tools, and supplies to cook your delicious creation. (Most often leaders choose to make a dessert, but this is not a requirement.) Transport your dish to the dining hall at 1pm for judging at the Leader Lunch.