

2012 Merit Badge Registration Form

Scouts Name _____ Age _____ Troop _____ Week Attending _____

Campsite _____ Scoutmaster Approval _____

Merit Badge	Pre Reqs	9:00	10:00	11:00	2:00	3:00	4:00	7:00	APPT.
The merit badges in this section are available for Scouts of all ages									
Archery		X	X	X					
Art/Fingerprinting (3)	Y	X			WP				
Astronomy			X		X				
Athletics/Sports (1)	Y	X							
Basketry		X							
Camping	Y	X	X		X				
Canoeing (1)			X		X				
Cooking	Y			X	X				
Fire Safety (3)	Y		X		WP				
Fish & Wildlife/ Soil & Water	Y	X							
Fishing	Y			X	X				
Indian Lore	Y				X				
Learn-to-Swim (3, 5)			X	X	WP				
Leatherwork (3)			X	X	WP				
Lifesaving (1)		X							
Mammal Study			X						
Metalwork	Y	X		X					
Nature (3)				X	WP				
Orienteering	Y	X		X					
Pioneering		X	X						
Reptile & Amphibian Study	Y	X		X					
Rifle Shooting (6)		X	X	X					
Rowing		X	X						
Sculpture (3)	Y			X	WP				
Swimming (3)		X		X	WP				
Weather	Y		X		X				
Woodcarving		X	X						
Scouts 13 or older may select from this section as well as the section above									
Chess					X				
Climbing (1)			X						
Cycling	Y			X					
Engineering	Y		X			X			
Environmental Science (1)		X			X				
Personal Fitness	Y	X							
Photography (7)			X	X					
Sm. Boat Sailing (1)			X		X				
Wilderness Survival	Y			X	X				
Scouts 14 or older may select from this section as well as either section above									
Automotive Maintenance						X			
Chemistry	Y	X		X					
COPE (5)		X							
First Aid	Y								X
Geocaching	Y		X						
Motorboating (4)	Y	X		X					
Shotgun Shooting (1)					X				
Scouts must be 15 or older to take BSA Lifeguard.									
BSA Lifeguard (2, 5)		X							

1. These merit badges are longer than one hour. Do not schedule another class during these times.
2. Lifeguard Training will require the Scout to spend all day at the waterfront. Scouts must be at least 15 years old and a Blue Swimmer. There is an additional \$75 fee for this training. Participants may need to complete testing on Saturday morning. Successful completion of the course earns ARC Lifeguarding w/ First Aid, CPR/FPR w/ AED in addition to BSA Lifeguard.
3. **WP** – Wilderness Patrol Scouts will have priority sign up for these 2:00 p.m. classes.
4. Participants must hold a CT Safe Boaters Certificate or, if resident of another state, the appropriate equivalent.
5. Not a merit badge.
6. Recommended for Scouts 13 years and older. Experience has shown younger Scouts are unlikely to complete all requirements.
7. Some time in the afternoon and/or evening will be needed to complete badge requirements.

2012 ADVANCEMENT PREREQUISITES/POSTREQUISITES

Updated: 1/27/12

Advancement Opportunities	Requirements (1)	Comments
Art	4	
Athletics	3, 5, 6b	
Automotive Maintenance	----	Scouts should be 14 years or older
Camping	8d, 9a-b	Boys must be prepared for Req. 7b and 5e: bring pack and equipment appropriate for overnight
Canoeing	---	Must qualify as a blue swimmer
Chemistry	7a-d	Do one of these prior to arrival at camp Scouts should be 14 years or older
Chess	---	Scouts should be 13 years or older
Climbing	---	Scouts should be 13 years or older
Cooking	4a, 7d	There is a \$3 cost for supplies for this class
Cycling	8, 9	Scouts should be 13 years or older
Engineering	4	Scouts should be 13 years or older
Environmental Science	---	Scouts should be 13 years or older
Fire Safety	6a, 11, 12	Recommended for first year Scouts
First Aid	2d	Scouts are required to have a family first aid kit to show the counselor. Scouts should be 14 years or older
Fish & Wildlife Management	5, 8	
Fishing	9	We cannot guarantee the fish are willing to be caught. Limited equipment is available for use from the camp.
Geocaching	9	
Indian Lore	1, 2	Must participate in Native Games
Lifesaving	----	Must bring long pants, long sleeved button down shirt, shoes and socks that can get wet for clothes inflation. Must be a blue swimmer.
Metalwork	4	Cost for materials
Motorboating	----	<i>CT Safe Boating Certificate required.</i> Must be 14 years old and qualify as a Blue Swimmer.
Orienteering	7	
Personal Fitness	8	Scouts should be 13 years or older
Photography	---	Scouts may bring their own digital camera
Reptile & Amphibian Study	8	
Rowing	---	Must be Blue Swimmer
Sculpture	3	
Shotgun Shooting	----	Shooters must purchase ammunition, available at the range, for \$6.00 per box of 25 shells. Scouts should be 14 years or older
Small Boat Sailing	---	Must be Blue Swimmer Scouts should be 13 years or older
Sports	4, 5c	
Swimming	----	Must bring long pants, long sleeved button down shirt, shoes and socks that can get wet for clothes inflation. Must be a Blue Swimmer.
Weather	8, 10	
Wilderness Survival	5	Should be prepared to build and sleep in shelter one night at camp. Scouts should be 13 years or older
Woodcarving	---	Totin' Chip required.

Important Information:

1. Prerequisites should be completed before coming to camp but may be completed afterwards.
2. In order to receive credit for a prerequisite requirement, Scouts must have a blue card with the item signed off by a counselor, or present the required work (or evidence of having completed the work) to the camp counselor.
3. Requirements not completed before or during camp will result in a partial being issued for that merit badge.
4. **Prerequisite requirements will NOT be reviewed in class.**