

Camp Friedlander

2016 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 2016. 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 requirements listed as pre-requirements really make more sense to be completed after camp. Please review these with your Scouts to make the best decisions for each. Remember that leaving camp with a partially completed merit badge is not a bad thing. The important thing is that they gained knowledge and had fun!

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.

Some 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 2016. **Items highlighted in yellow were added or changed for 2016.**

PROGRAM	PROGRAM AREA	RECOMMENDATIONS and PRE-REQUISITES
ACE	ACE	Scouts must be 14 years old. Backpack and tent for overnight; swimwear for aquatic activities (extra pair of shoes would be useful in case one gets wet). May want to bring some extra spending money. Must submit a Consent/Hold Harmless form upon arrival at camp.
Animation/Art	Handicraft	N/A
Archaeology	Cultural Village	N/A
Archery	Archery Range	Arrow kit for requirement #2d can be purchased in the Trading Post for approximately \$3.00.
Astronomy	NEST	Requirement #5b.
Automotive Maintenance	Handyman	N/A
Camping	Outdoor Skills	Requirements #4, 5e , 7, 8c , 8d, 9a, 9b.
Canoeing	Aquatics	Must be classified as a BSA Swimmer.
Chemistry	NEST	N/A
Chess	Handicraft	N/A
Citizenship in the Nation/Am Heritage	Cultural Village	Cit. in Nation: Requirement #2a, 2b, or 2c (Be prepared to write about it). American Heritage: N/A
Citizenship in the World	Cultural Village	N/A
Climbing	Climbing Tower	<i>Not recommended for younger Scouts.</i> Must submit a Consent/Hold Harmless form upon arrival at camp.

Communication/ Public Speaking	Life Skills	Communication: Requirements #5 & 8. Public Speaking: N/A
Cooking	Life Skills	Requirements #5cde, 6cdef, 7cde (Should be completed after camp.)
COPE	COPE	Scouts must be 13 years old. Must submit a Consent/Hold Harmless form upon arrival at camp. Long pants required for high course.
Disabilities Awareness	Health Lodge	Requirements #2, 4a,b or c.
Emergency Preparedness	Outdoor Skills	<i>Recommended for Scouts who've completed the 8th grade.</i> Requirements #1, 2c, 8b. Scouts in this badge must be mature.
Engineering	NEST	N/A
Environmental Science	NEST	<i>Not recommended for younger Scouts.</i> Requirements #3e & 3c3
Fingerprinting	Handicraft	<i>Recommended for younger Scouts.</i>
First Aid	Outdoor Skills	Requirements #1 & 2d.
Fishing	NEST	Extra time may be needed to complete Requirement #9.
Fly Fishing	NEST	Extra time may be needed to complete Requirement #10.
Game Design	Handicraft	Review requirement #5 and have some ideas in mind.
Geocaching	NEST	N/A
Home Repairs	Handyman	N/A
Indian Lore/ American Cultures	Cultural Village	Indian Lore: Materials for projects in Requirement #2 may be purchased in the Trading Post – cost varies depending on projects chosen. American Cultures: N/A
Instructional Swim	Aquatics	Intended to help Scouts become swimmers and earn First Class swimming requirements; not recommended for Scouts who are already swimmers.
Kayaking/Rowing	Aquatics	Must be classified as a BSA Swimmer.
Law	Cultural Village	Requirement #4 part 2 (Go to a law enforcement officer in your neighborhood and ask about his or her responsibilities and duties. Report your findings) & #7.
Lifesaving	Aquatics	<i>Not recommended for young Scouts.</i> Must be classified as a BSA Swimmer. Must be able to swim 400 yards without stopping. Requirement #1a.
Medicine	Health Lodge	N/A
Metalwork	Handyman	<i>Recommended for older Scouts.</i> Requirement #4.
Motorboating	Aquatics	Must be classified as a BSA Swimmer.
Moviemaking	Handicraft	Requirement #2a. The camp will have a video camera for use.
Music	Handicraft	N/A
Natural World Studies	NEST	Mammal Study: N/A Reptile and Amphibian Study: Requirement #8 Soil and Water Conservation: N/A
Oceanography	NEST	N/A
Ohio Hunter Education	Eagle's Nest	Open to Ohio residents only. Must complete the home study portion prior to Thursday session.
Orienteering	Outdoor Skills	N/A
Personal Fitness/Sports	Life Skills	Personal Fitness: Requirements #1ab, 6, 7, 8 Sports: Requirements #4, 5a

Photography	Handicraft	Requirement #1b, earn the Cyber Chip. http://www.scouting.org/training/youthprotection/cyberchip.aspx 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	Handyman	<i>Recommended for older Scouts.</i>
Pottery/Sculpture	Handicraft	<i>Recommended for younger Scouts.</i>
Rifle Shooting	Rifle Range	Includes all rounds needed to complete the merit badge. Recreational rounds can be purchased at a cost of 10 rounds for 50 cents.
Robotics	NEST	N/A
Salesmanship/ Entrepreneurship	Life Skills	Salesmanship: Requirement #5. Entrepreneurship: N/A
Scouting Heritage	Cultural Village	Bring materials for requirement #6.
Scuba BSA	Aquatics	<i>Not recommended for younger Scouts.</i> There is no minimum age for SCUBA. Must be classified as a BSA Swimmer. Must bring completed Scuba Release Form to first class. Also bring Scuba Medical Statement if needed.
Search and Rescue	Outdoor Skills	N/A
Shotgun Shooting	Shotgun Range	<i>Not recommended for smaller Scouts.</i> Includes all rounds needed to complete the merit badge. Recreational rounds can be purchased at a cost of 5 rounds for \$1.50 .
Small-Boat Sailing	Aquatics	Must be classified as a BSA Swimmer.
Snorkeling BSA	Aquatics	Must be classified as a BSA swimmer. Must bring Snorkeling Release Form to class.
Space Exploration	NEST	<i>Recommended for younger Scouts.</i> Rocket kit may be purchased in the Trading Post for approximately \$10.
Swimming	Aquatics	Must be classified as a BSA Swimmer.
Theater	Handicraft	N/A
Traffic Safety	Life Skills	<i>Recommended for Scouts 15 and older.</i>
Trail Crew	Outdoor Skills	Scouts must be 14 years old. Scouts should have work gloves and long pants.
Trailblazer	Trailblazer	Submit the completed Trailblazer Requirements Form at the 10-day-out meeting, or earlier.
Weather	NEST	N/A
Wilderness Survival	Outdoor Skills	Requirement #5. Bring a water bottle, rain gear, a flashlight and a pocketknife for the overnight during the week.
Wood Carving	Handicraft	Requirement #2a. Must have Totin' Chip. Materials for projects should be purchased in the Trading Post, and cost approximately \$5-\$10.

A note from the Program Director:

At Camp Friedlander, our high quality Camp Staff is extremely dedicated to giving each individual the tools, knowledge and direction they need to accomplish their goals within our programs and Scouting as a whole. To make this possible, we as a Camp Staff, will make every attempt to keep all of our units up to date on the necessities to make your week at camp enjoyable and successful by advising you, prior to your arrival, on any preparatory measures your unit should take. Thus, we have a few suggestions for you and your Scouts as you prepare for your week at camp:

- Each Scout should bring a notepad and writing utensils, although we are steering instruction in a more "hands-on" direction, note taking proves very useful, particularly on the first day of any merit badge class.
- Scouts participating in any boating activities are encouraged to bring along a separate pair of shoes SPECIFICALLY for getting wet.
- Attention should be paid, during the scheduling process, to the distances between program sessions. The loop around the lake is approximately 1.2 miles, and the standard class transition times are allotted at ten minutes.
- If financially reasonable, Scouts should obtain merit badge pamphlets for each badge they plan to participate in and review them before arrival at 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!!!

The staff and I eagerly await your arrival and the opportunity to create, with you, the best summer camping experience possible. We expect everyone who comes through our gates this summer, from across the country and around the world, to be ready to create the best summer Camp Friedlander and the Boy Scouts of America have ever had.

Yours In Scouting,



Daniel Tracy
Program Director,
Camp Friedlander