

Camp Friedlander

2013 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 2013. 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 ability 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 2013.

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). Additional Program Fee: \$20.
American Cultures	Native American Village	N/A
Archaeology	Native American Village	N/A
Archery	Archery Range	Arrow kit for requirement #2d can be purchased in the Trading Post for approximately \$2.50.
Art (Power Hour)	Handicraft	<i>Recommended for younger Scouts.</i> Requirement #4.
Automotive Maintenance	Handyman	N/A
Basketry (Workshop)	Native American Village	Basket kits can be purchased in the Trading Post for approximately \$20-\$30.
Camping	Outdoor Skills	Requirements #4, 7, 8d, 9a, 9b.
Canoeing	Aquatics	Requirement #3. Must be classified as a BSA Swimmer.
Chemistry	NEST	N/A
Chess	Handicraft	N/A
Cinematography	Handicraft	The camp will have a video camera for use.
Citizenship in the Nation	Eagle Ridge	Requirements #2a,2b,2c.

Citizenship in the World	Eagle Ridge	N/A
Climbing	Climbing Tower	<i>Not recommended for younger Scouts. Must submit a Consent/Hold Harmless form upon arrival at camp. Additional Program Fee: \$10.</i>
Communication	Eagle Ridge	N/A
Cooking	Outdoor Skills	Requirement #7d cannot be completed at 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. Additional Program Fee: \$20.
Disabilities Awareness	Health Lodge	Requirements #2, 4a,b or c.
Electricity	Handyman	N/A
Emergency Preparedness	Outdoor Skills	<i>Not recommended for Scouts who have not completed the 8th grade.</i> Requirement #1, 2c, 8b, 8c. Scouts in this badge must be mature.
Engineering	NEST	N/A
Environmental Science	NEST	<i>Not recommended for younger Scouts.</i> Requirement #4 (can be done at camp, but will be time-consuming).
Fingerprinting (Power Hour)	Handicraft	<i>Recommended for younger Scouts.</i>
First Aid	Outdoor Skills	Requirements #1 and 2d.
Fishing	NEST	Extra time may be needed to complete Requirement #9.
Geocaching	NEST	Requirement #8.
Home Repair	Handyman	N/A
Indian Lore	Native American Village	<i>Materials for projects in Requirement #2 may be purchased in the Trading Post – cost varies depending on projects chosen.</i>
Journalism	Handicraft	Either Requirement #2(a)(1) or all of #2(b).
Kayaking	Aquatics	Must be classified as a BSA Swimmer.
Learn to Swim	Aquatics	Intended to help Scouts become Swimmers and earn First Class swimming requirements; <i>not recommended for Scouts who are already swimmers.</i>
Leatherwork (Workshop)	Native American Village	<i>Recommended for younger Scouts.</i> Projects for Requirement #2 may be purchased in the Trading Post for approximately \$5-\$15.
Lifesaving	Aquatics	<i>Not recommended for young Scouts. Must be classified as a BSA Swimmer. Must be able to swim 400 yards without stopping.</i> Requirement #1a.
Mammal Reptile Study	NEST	
Metalwork	Handicraft	<i>Recommended for older Scouts.</i> Requirement #4.
Motor boating	Aquatics	Must be classified as a BSA Swimmer. Requirement #2a.

Nuclear Science	NEST	N/A
PADI SCUBA	Aquatics	There is no minimum age for SCUBA. Must be classified as a BSA Swimmer. Additional Program Fee: \$45.
PADI Snorkeling	Aquatics	<i>Not recommended for younger Scouts.</i> Must be classified as a BSA swimmer. Additional Program Fee: \$35.
Personal Management	Eagle Ridge	
Photography	Handicraft	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	Additional Program Fee: \$10.
Pottery	Handicraft	<i>Recommended for younger Scouts.</i> Requirement #7.
Public Health	Health Lodge	Requirement #7.
Rifle Shooting	Rifle Range	Additional Program Fee: \$10, 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	Additional Program Fee: \$10.
Rowing	Aquatics	Requirement #3. Must be classified as a BSA Swimmer.
Sculpture (Power Hour)	Handicraft	<i>Recommended for younger Scouts.</i>
Search and Rescue	Outdoor Skills	
Shoot! (STEM Award)	NEST	
Shotgun Shooting	Shotgun Range	Additional Program Fee: \$20, 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	Requirement #2. Must be classified as a BSA Swimmer.
Space Exploration	NEST	<i>Recommended for younger Scouts.</i> Rocket kit may be purchased in the Trading Post for approximately \$10.
Start Your Engines (STEM Award)	NEST	
Swimming	Aquatics	Requirement #8. Must be classified as a BSA Swimmer. Need long pants, button-down long sleeve shirt, shoes, socks, and belt to swim in.
Textile (Power Hour)	Handicraft	N/A
Wilderness Survival	Outdoor Skills	Requirement #5. Overnight during the week.
Wood Carving	Handicraft	Requirement #2a. Must have Totin' Chip. Materials for projects can be purchased in the Trading Post for approximately \$5-\$10.

A note from the Program Director:

As facilitators for Scout advancement and high quality Scouting programs it is our duty to give each individual the tools, knowledge, and direction for helping to achieve our goals in the program. In order to do this we, as a camp staff, will make every attempt to keep the units up to date on the necessities to make your week at Camp Friedlander enjoyable, and we will try to advise you of pre-camp measures that should be taken to help with that agenda. With that being said here are a few suggestions (mostly minor things that tend to go forgotten) to make sure we are well on our way to achieving our goals:

-Each Scout should bring a notepad and writing utensils, although we are steering instruction in a more "hands-on" directions note-taking proves very useful.

-If Scouts are taking any badges offered out of the "NEST" area, a notebook is HIGHLY recommended as they will be keeping "field notebooks" when they do fieldwork.

-Scouts participating in any boating activities are encouraged to bring along a separate pair of shoes SPECIFICALLY for getting wet.

-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!!!

I am really looking forward to offering the best summer camp experience to all who come and visit us this summer, and expect everyone to be on board with showing the world, through our experiences at camp this summer, what the Boy Scouts of America are all about.

Charles Bredenfoerder