

Merit Badge Program

Merit Badge signups are completed online. After April 1, 2009, you can visit www.campdanielboone.org to select your scout's program choices. Units must have made their March payment to have access to the merit badge registration program. There will be an opportunity on Sunday upon arrival to make corrections to schedules as needed.

To have a successful merit badge program, your Scouts should begin their work prior to arrival at camp. Some badges are easily earned in camp while others take longer. Advanced planning will provide a more effective merit badge program in your unit. Please note that we cannot make any substitutions for merit badge requirements.

Our base camp program offers a variety of merit badges designed for all age levels within the scouting program. First-year campers should consider the Goin' Great area to achieve many of the Tenderfoot through First Class rank requirements. Handicraft and Scoutcraft badges are also age-appropriate for first year campers. Second and third year campers are a little older and should be ready to try their hand at Aquatics and Shooting Sports merit badges, as well as Handicraft and Scoutcraft. Third and fourth year campers are mentally and physically ready for the more challenging areas such as Ecology and High Adventure, as well as badges in the Leadership area. Scouts should generally attempt three, perhaps four merit badges while at summer camp. The camp experience is so much more than just earning merit badges. Free time for hiking and fishing, or just enjoying the fellowship of other scouts is a very important part of the camp experience. Don't let your scouts miss this part.

Merit badges are usually taught in group sessions. It is advised that the Scoutmaster check with his Scouts that are working on merit badges and review the requirements to ensure that the individual Scout has satisfactorily completed the work before leaving camp. If a Scout has satisfied certain requirements prior to coming to camp, he should give his counselor a signed form from the Scoutmaster stating which requirements have been completed.

Scoutmasters will receive signed rosters of completed requirements for each merit badge. Blue cards are not used. If your unit uses the blue cards, you will need to keep the rosters and put CDB on the blue card as the location where they received the badge. The Scoutmaster has the final approval on all merit badges. He will sign off on the blue cards.

Scouts are expected to have a merit badge book for the merit badges they are taking. They can use a book from the troop library, or purchase one at the camp store. Each scout will receive a merit badge workbook when they attend their first merit badge session. These workbooks will be used all week and turned into the unit leader by the scout at the end of the week. The purpose of the workbook is to give unit leaders a check and balance to ensure that learning is taking place, as well as to give a scout recourse should a dispute arise over completion of merit badge requirements. We have also found that scouts who receive partials are more likely to complete the merit badge if they have a clear picture of what requirements are left. The workbook does not replace the merit badge pamphlet but should be used in conjunction with them.

Each individual must meet every requirement themselves. We strive to ensure each scout has a positive learning experience while at camp.

IMPORTANT – Study merit badge requirements carefully to determine what requirements you may not be able to complete at camp and try to complete it before you come to camp. These requirements are included in this guide on the pages that follow.

Be sure each Scout receives written proof of all advancement completed before leaving camp. It is much easier to track paperwork while we are all still at camp.

Merit Badge Program Areas

Aquatics

BSA Lifeguard

Required Age: 14 or have completed the 8th grade.

This is a rigorous program that certifies a Scout to be a Lifeguard. Scouts are required to spend several hours a day (between 10:00am and 5:00 P.M.) in the Aquatics area. Physical strength, stamina, and the mental discipline to handle a great deal of written work is required. Bring long pants and long-sleeved button-down shirt, and shoes that can get wet for clothes inflation. This program is recommended only for older Scouts and strong swimmers. CPR Certification must be completed outside of camp for certification.

Canoeing

All Ages

This is an excellent merit badge to introduce boating to Scouts. While good physical strength and stamina adds to the experience, almost anyone can enjoy their time in a canoe once they understand the techniques. Scouts should bring a bathing suit and a towel to participate in this session.

Instructional Swim

All Ages

Thousands of young men have learned to swim in Lake Allen. If your Troop has Scouts that wish to learn how to swim, or simply want to improve their technique, our staff will be available for training during the 3:30-5:30 open program session.

Kayaking & Roll Clinic

Required Age: 14

Prerequisite: Swimming Merit Badge, Canoeing Merit Badge

This course is an introduction to the sport of kayaking. Taught by experienced and trained staff, students will learn proper care and maintenance of equipment, flat-water and white-water paddling skills, and more advanced techniques such as the Eskimo Roll. A trip on a local whitewater river (\$15 cost) will end the course. The river trip may be cancelled due to weather and river conditions. This trip is limited to qualified students only, according to the discretion of the instructor. To participate in the class, Scouts are required to be at least 14 years of age, have canoeing and swimming merit badges, and be physically fit. Attendance at all classes is mandatory to be eligible for the river trip. Kayaking class is taught every day at 9:00, 10:00, and 11:00. The roll clinic is scheduled at 1:30 and 2:30 daily. Scouts must enroll in both the class session and the roll clinic in order to complete the course. Fees for the trip are paid upon successful completion of the course. This is NOT a merit badge. Participants will earn the Kayaking BSA Award.

Lifesaving

Recommended Age: 12

Prerequisite: Swimming Merit Badge

This is a challenging merit badge that requires physical strength, stamina and decision making ability. Scouts must bring long pants, a long-sleeved button-down shirt, and shoes that can be gotten wet.

Mile Swim

Recommended Age: 13

For the ultimate test of physical fitness and swimming ability in the BSA, the session will work up to the mile every day by building endurance through supervised training sessions. Scouts and Scouters that earn the Mile Swim at Camp Daniel Boone can wear their award with pride.

Rowing

All Ages

Rowing has long been recognized as one of the best activities for developing strength and muscle tone in the upper body. This session will teach the proper techniques and safety procedures for this sport. Scouts should bring a swimming suit and a towel for this class.

Swimming

All Ages

One of the first Eagle-required merit badges that Scouts should attempt, swimming is taught in the heat of the afternoon at Lake Allen. Participants should bring shoes, socks, swim trunks, long pants, belt, and a long-sleeved shirt that can get wet, and they should bring a pair of swimming trunks and a towel to every class.

Ecology

Electricity

All Ages - \$

Scouts will learn how we generate, transmit, and use electricity. Requirement 8 must be completed outside of camp. Requirements 2 and 9A must be completed at home.

Environmental Science

Recommended Age: 14

Scouts will learn about ecosystems and how animals and plants play an equal role in maintaining the delicate balance of nature. We will conduct experiments to demonstrate the greenhouse effect, how the removal of vegetation affects water runoff as well as others. Scouts should make sure to bring a writing utensil, paper, and a plastic bottle to camp.

Fish and Wildlife Management

All Ages

Scouts will learn about conservation techniques for natural resources such as responsible use of land and protection of wildlife. The course will also cover hunting and fishing laws, and ways that individuals can make a difference in the world through conservation.

Forestry

All Ages - \$

Scouts learn forest management techniques and visit the Cradle of Forestry – the first Forestry school in the world. They also learn to identify trees and other plants as well as learn the forests role in the overall ecosystem.

Geology

All Ages

Scouts will explore the study of the earth. Learn about volcanoes, fossils, rocks and minerals here on planet Earth.

Mammal Study

All Ages

Scouts will practice techniques to study mammals in the wild. They will learn how to identify footprints left by mammals, how populations influence others, and how the animal kingdom is classified. They will also participate in a project to build a habitat for mammals.

Pulp and Paper

Required Age: 12 - \$5

This class will cover the history of papermaking, how paper is made, and how paper products are used in our society. The highlight of the week is a trip to the Blue Ridge Paper mill in Canton, NC. Long pants and closed-toed shoes are required for this trip. The age limit is based on Paper mill rules. Scouts under 12 cannot complete the merit badge.

Reptile and Amphibian Study

All Ages

This session will cover the habits of and differences between reptiles and amphibians. In addition to learning the role these animals play in our ecosystem, Scouts will learn how to identify different types of reptiles and amphibians. Requirement 8 must be completed outside of camp.

Soil and Water Conservation

All Ages

Scouts will learn how to preserve natural resources and how to lessen their impact on the ecosystem by learning how to prevent erosion. They will participate in an erosion control project during the week to allow them to observe erosion control in action.

Space Exploration

All Ages – Cost \$8 - \$15 depending on model rocket style purchased.

Scouts learn about the how and why of mankind's journey into outer space. They have an opportunity to build, launch, and recover a model rocket. The class also encourages creative thinking towards outer space and involves designing an unmanned space mission and a manned base on another planet.

Oceanography

All Ages

Scouts will explore the science and career opportunities of ocean-based research. Learn about ocean currents and the ecosystems that make up over 70% of the earth's surface. Requirement 8 may not be able to be completed at camp.

Weather

All Ages

Scouts will learn about meteorology in general and what to do during dangerous weather conditions. The class will also go over the water cycle, weather patterns, and cloud formations.

Handicraft

Basketry

All Ages - \$ (cost varies depending on size and type of basket kit. Generally between \$8 - \$15 for merit badge.)

Scouts will learn about the glorious world of basketry, including different types of weaves and baskets. They will purchase, create, and take home two baskets, in addition to weaving a chair.

Indian Lore

All Ages - \$ Cost varies depending on craft kits purchased. Average cost is \$7 - \$12)

Through this exciting, hands-on merit badge, Scouts will discover numerous aspects of the of Native American culture. Playing games, speaking the language, singing songs, listening to legends, or creating and building items similar to those utilized by our ancestors are just a few ways that participants will learn about Western North Carolina's oldest residents. Some will focus on Cherokee culture, and some groups will focus on Shawnee culture.

Leatherwork

All Ages - \$ Cost varies. Average cost is \$8 - \$15.

The class will learn where leather comes from, how it is used, how to tan, cure, and finish it, and how to take care of it. Scouts will also get an opportunity to create their own leather souvenir.

Woodcarving

All Ages - \$ Cost Varies. Average cost is \$9

This craft will serve you for a lifetime. Learn the best wood to carve, the tools to use, and how to carve correctly, then plan and carve two projects to take home.

Leadership

Athletics

All Ages

In addition to several physical challenges, this merit badge incorporates planning for athletic events and training for sports. Requirement 3 (participate in an organized sport for a season) and 5 (3 months of exercises with improvement) must be completed at home.

Citizenship in the Nation

Recommended Age: 13

Learn about the rights and responsibilities of being a citizen in the United States. Dig deeper into the founding documents such as the bill of rights and the constitution. Learn about some famous speeches and historical sights. Participants should bring the contact information for their US Senators and Congressman with them to camp. (Req. 8) Either 2a, 2b or 2c must be completed at home.

Citizenship in the World

Recommended Age: 13

Scouts learn about the meaning of global citizenship and the relationship between nations and world organizations. This course requires a high level of maturity and participation.

Communications

Recommended Age: 13

During this session, Scouts will participate in several written and oral activities designed to strengthen their communication skills. Scouts that prepare some material before camp will find it easier to complete this badge. Requirements 5 and 8 must be completed at home.

Crime Prevention

All Ages

Scouts will learn how crime affects their community, school, and local businesses, while also learning what they as individuals can do to help. The group will take a field trip to a local police station to satisfy Requirement 7. Requirements 2 and 5 MUST be done at home.

Emergency Preparedness

Recommended Age: 13

Prerequisite: First Aid Merit Badge

Scouts will learn to take care of themselves, their families, and complete strangers in case of emergencies. This is an advanced merit badge, resulting in increased confidence in the event of catastrophic events. For Requirement 8c, proof of participation in creating a troop mobilization kit and a family kit MUST be done at home. Participants should also be familiar with the situations presented in requirements 2a & 2b. Requirements 6b & 6c prior to camp are also helpful.

First Aid

All Ages

Scout will be instructed in basic first-aid. The group will cover identification of injuries, and then treatments such as splinting, bandaging, and basic CPR. Requirement 2b, putting together a home first-aid kit, should be completed prior to camp and brought for approval.

Genealogy

All Ages

Scouts will learn why genealogy is important, how and where to find supporting documents, how to create a family and begin development of a family tree. Requirement 4c, they should bring a photocopy of their document to camp. Requirement 6, they need to bring to camp a listing of at least 2 generations of family history to build their family tree.

Trail to Eagle

Required Age: 13

A non credit session in which participants discuss the Eagle Scout Project requirements and how to fill out the workbook. They will also discuss the Eagle Scout Application and what it means to be an Eagle Scout. Participants will receive a copy of the Eagle Project workbook as well as an Eagle Scout Application.

Scoutcraft

Archeology

All Ages

An opportunity for scouts to learn about the study of human cultures through the recovery, documentation and analysis of material remains and environmental data, including architecture, artifacts, biofacts, human remains, and landscapes.

Backpacking

Recommended Age: 12

Learn how to prepare and plan for an extended trek in the wilderness. Discuss gear selection and route planning and actually go backpacking. Req. 11 must be completed at home.

Camping

All Ages

This badge is intended to teach all Scouts about camping and camping skills. Participants will be expected to plan a campout and show that they are packed and ready to go on a camping trip.

Requirement 9 cannot be completed at camp, although a Scouts week at CDB does count towards the 20 days and nights of camping.

Cinematography

All Ages

Learn about the elements of a good movie. Create a story line and learn to use filming equipment. Film your story. Learn about career opportunities in the cinematography world.

Fishing

All Ages

Scouts learn about fishing equipment and techniques. Scout will have the opportunity to catch, clean and cook a fresh trout. Requirement # 9 can not be completed at camp as Lake Allen has only one type of fish.

Orienteering

All Ages

Learn to use a map and compass to find your way. Plan your own orienteering course, and compete with other scouts in a course at camp. Teach members of your troop about orienteering.

Pioneering

Recommended Age: 12

Learn how to use rope and spars to build useful items such as bridges or tables. Learn advanced knots and how to make rope. Before camp, scouts should practice the knots for requirement 3.

Wilderness Survival

Recommended Age: 12

Learn how to survive in several different survival situations. Learn how to prioritize, keep warm, signal for help, get found and find safe drinking water. Scout should bring his survival kit (req. 5) with him to camp. We strongly recommend scouts earn camping merit badge before attempting this badge.

Shooting Sports

Archery

All Ages – Cost \$5

Learn to make a bowstring and an arrow. Practice shooting and improve your accuracy. Scouts must shoot a score high enough to qualify for the merit badge.

Rifle Shooting

All Ages – Cost \$10 Session is 90 minutes long.

Learn basic rifle safety and shooting skills. Participants must shoot well enough to qualify for merit badge completion. (Req. 2 Option A k&l) Requirement 2 Option A is the only option available at CDB. First year campers with no previous shooting experience are discouraged from attempting this badge. NO personal rifles or personal ammunition are to be brought to camp.

Shotgun Shooting

Recommended Age: 13 – Cost \$15

Shotgun shooting is a both physically and mentally challenging merit badge. It teaches Scouts not only how to shoot, but how to shoot safely. They will learn about different types of shotguns, ammunition, and targets. Scouts who complete the merit badge will have grasped the state of mind and the skills necessary for shooting, and have a good time doing so. NO personal shotguns or personal ammunition is to be brought to camp. Recommended age is due to the recoil of the shot gun and potential bruising and trouble handling the gun for young scouts. Participation for scouts under 13 will be at the approval of the Shotgun Range Director.

Horsemanship Merit Badge

All Ages

Horsemanship merit badge is offered as an evening session at nearby Stockton Farms. Stockton Farms is a fully equipped working horse farm located about 10 minutes from camp. The horses are gentle and specially trained to ride children. Class times are from 7 to 9 P.M. on Monday and Wednesday. Participants must attend both sessions to complete the badge.

The program is comprehensive and scouts will learn about horse care and history as well as how to ride. No previous riding experience is necessary. Cost of the 4 hour course is \$40 per participant and is paid to Stockton Farms upon arrival at the farm. Troops must provide their own transportation to Stockton Farms.

Animal Science Merit Badge

All Ages.

This is another evening session at Stockton Farms. We are pleased to offer this merit badge as many scouts have limited opportunities to earn this exciting and educational badge. Class times are from 7 to 9 P.M. on Tuesday and Thursday. Participants must attend both sessions to complete the badge.

The program is comprehensive and scouts will be able to completely earn the badge at camp. The program will complete the Beef Cattle Option for requirement 6. Cost for this 4 hour course is \$40 and is paid to Stockton Farms upon arrival at the farm. Troops must provide their own transportation to Stockton Farms.

Climbing Merit Badge

Recommended Age: 13

Located at the Harrison High Adventure Building, our rock wall (made entirely out of natural stone) is the perfect place for Scouts to be introduced to the sport of climbing. Participants in the Merit Badge session should have sufficient upper body strength for climbing and for belaying other Scouts. Due to size of the facility, each hour-long session is limited to ten participants. The wall looms 40 feet above the base platform and nearly 70 feet above the valley floor below. It is a great experience where scouts can build self confidence while earning the climbing merit badge.

2009 Camp Daniel Boone Merit Badge Schedule

Time	Aquatics	Ecology	Leadership	Handicraft	Scoutcraft	Shooting Sports	Other
9:00	Canoeing Rowing	Env Science Space Exploration Fish & Wildlife Forestry	Cit. in the Nation Cit in the World First Aid Emergency Prep	Basketry Leatherworking Woodcarving	Camping Fishing Pioneering Wilderness Surv.	Archery Rifle Shotgun	Climbing Cinematography
10:00	Canoeing Kayaking	Env Science Reptile/Amph Electricity Weather	Cit. in the Nation Cit in the World First Aid Communications	Basketry Indian Lore Woodcarving	Backpacking Fishing Pioneering Wilderness Surv.	Archery Shotgun	Climbing Cinematography
10:30						Rifle	
11:00	Canoeing Kayaking Rowing	Env Science Space Exploration Oceanography Mammal Study	Genealogy Cit in the World Communications Trail to Eagle	Basketry Indian Lore Leatherworking	Archeology Camping Pioneering Orienteering	Archery Shotgun	Climbing Cinematography
1:30	Canoeing Lifesaving Swimming	Env Science Space Exploration Fish & Wildlife Geology	Genealogy Cit. in the Nation Crime Prevention First Aid	Indian Lore Leatherworking Woodcarving	Camping Orienteering Wilderness Surv.	Archery Rifle Shotgun	Climbing Cinematography
2:30	Kayak Roll Clinic Lifesaving Swimming	Env Science Pulp & Paper Space Exploration Soil & Water Conservation	Athletics Communications First Aid Emergency Prep	Basketry Leatherworking Woodcarving	Archeology Camping Fishing	Archery Shotgun	Climbing Cinematography
	7 to 9 PM	Horsemanship	M & W @ Stockton Farm	7 to 9 PM	Animal Science	T & TH @ Stockton Farm	