

H. ROE BARTLE SCOUT RESERVATION
TROOP 4 SUMMER CAMP MERIT BADGE REGISTRATION
Session 3 – Camp Piercing Arrow, Campsite Fort Long
June 28 to July 7, 2007

Complete the attached Merit Badge Registration Form and bring it on Monday, April 23 for official registration. Changes will be allowed on Monday, April 30. You will receive your final copy in May.

- Read through the information about Merit Badges carefully, so you will be able to make an informed decision regarding what Merit Badges to take. Various merit badges have fees which are payable at camp.
- The scout is expected to meet requirements as stated – no more and no less. He is to do exactly what is stated. If it says, “show or demonstrate,” that is what he must do. Just telling about it isn’t enough. The same thing holds true for such words as “make,” “list,” “in the field,” and “collect, identify, and label.”
- Note that some merit badges have prerequisites that need to be completed *before* arriving at camp. For requirements completed before camp, scouts need to bring *evidence of completion of projects with them to camp*. For example, the camping merit badge requires proof of 20 days and 20 nights of camping. A log of the camping experience would be better than a note signed by the Scoutmaster indicating those were completed. Photos, logs, journals, drawings, etc. are better than signed notes.
- **Look over the list of restrictions for registration. Not all merit badges are available to all scouts. There are rank and age requirements for various merit badges. There will be no exceptions!**
- “Open” merit badge classes do not meet regularly as other merit badges. You must attend the first day, at a specific time, and then complete the requirements at your own pace. There is no formal presentation of material by camp staff. Troop 4 offers Basketry, Leatherwork, and Woodcarving, at the campsite, as Open merit badges.
- The **First Year Camper Program** is designed for first year campers working on ranks Tenderfoot through First Class. Troop 4 will conduct this program in our camp site for the full session of camp. Not all requirements will be completed at camp and the program is not designed to make a scout First Class in one session.

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Restrictions for Merit Badge Registration

1. **Troop 4 does not sign up for Lake Front Merit Badges!!!** These are offered at our Aqua-Bummin Camp-out in September.
2. **First Year Campers will take:**
 - Basketry (Conducted at Troop camp site anytime during the day)
 - Leatherwork (Conducted at Troop camp site anytime during the day)
 - Woodcarving (Conducted at Troop camp site anytime during the day)
 - Swimming (taken as a group at 2:00 everyday)

Listed below are the merit badges with:

Age restrictions

Camper year restrictions, or

Requiring pre-camp work in order to complete at camp include. You will receive any necessary forms with your final schedule.

1. **Archeology** – Must be 14 years or older. Complete requirements 4 and 11 prior to camp. This merit badge is difficult to complete unless scout has previously visited an archeological site.
2. **Archery** – Limited to 2nd year campers and above.
3. **Art** – Complete requirement 4 before coming to camp.
4. **BSA Lifeguard/Lifeguard Counselor** – Must be 14 years or older
5. **Bird Study** – Bring your field observation notebook to camp. Requirement 7: participate in a bird outing of a local club or obtain information about a recent Christmas bird count. Requirement 5 and 6 require work before coming to camp.
6. **Camping** – Bring your “camping log” listing your 20 days and 20 nights. Complete requirements 5E, 7B, 8C, 9A, 9B, and 9C. Limited to 2nd year campers and above.
7. **Climbing** – Must be 13 years old or older and have a Class 3 Physical.
8. **Communications** - Requirements 3, 5 and 8 need to be done before camp. Bring documentation.
9. **Environmental Science** – It would be easier to complete requirements 3E, 4, and 5 before camping. Bring evidence of their completion.
10. **Fish and Wildlife** – Requirements 5 and 7 need to be done before camp. Bring evidence of completion of wildlife improvement projects.
11. **Insect Study** – Bring evidence of requirements 7 (log, picture, etc.). Limited to 2nd year campers and above.

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12. **Journalism** – Limited to 14 year old campers or older.
13. **Lifesaving** - You must have completed the Swimming Merit Badge, and have completed 1st and 2nd class swimming requirements.
14. **Nature** – Bring evidence (pictures, records, log book) of completed projects.
15. **Orienteering** - Limited to 2nd year campers and above.
16. **Pioneering** – Must be first class scout.
17. **Reptile and Amphibian Study** – Requirement 8 cannot be completed in camp. Bring evidence (picture or other records) of project completed.
18. **Rifle Shooting** - Limited to 2nd year campers and above.
19. **Shotgun Shooting** – Limited to 14 year old campers or older.
20. **Space Exploration** – Needs previous work in order to complete at camp. Limited to 2nd year campers and above.
21. **Surveying** – Limited to 14 year old campers or older.
22. **Weather** – Bring “weather instruments” you have made to camp. Requirement 8A weather log should be completed prior to camp and brought to class as evidence of completion.
23. **Wilderness Survival** – Limited to second year campers and above. Bring survival kit to camp.