

# Waterfront

**Canoeing**-For several centuries, the canoe was the primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches, communication, teamwork, and physical fitness. Scout must be classified as "Swimmer" in their swim check  
**Prerequisites: Swimmer**



**Rowing**- Rowing, the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercise. This is a great merit badge for older Scouts who are looking for a challenge. Scout must be classified as "Swimmer" in their swim check  
**Prerequisites: Swimmer**

**Motor boating**- With the fun of operating a motor boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely. Scout must be classified as "Swimmer" in their swim check.  
**Prerequisites: Swimmer and 13 years old**



**Water sports** - A fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do. Scout must be classified as "Swimmer" in their swim check.  
**Prerequisites: Swimmer and 13 years old**

**Small Boat Sailing**- Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety. Scout must be classified as "Swimmer" on their swim check.  
**Prerequisites: Swimmer and 13 years old**



**Kayaking**- This merit badge can be earned concurrently with the Kayaking BSA Award but earning one does not automatically qualify the Scout as earning the other. Scout must be classified as "Swimmer" on their swim check.  
**Prerequisites: Swimmer**

**BSA Standup Paddle Board**- The BSA Stand Up Paddleboarding award introduces Scouts to the basics of stand-up paddleboarding (SUP) on calm water, including skills, equipment, self rescue, and safety precautions. This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation.  
**Prerequisites: Swimmer**



# Pool



**Swimming**- Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills. This is an Eagle required merit badge. Scout must be classified as "Swimmer" on their swim check.  
**Prerequisites: Swimmer**



**BSA Snorkeling**-Requirements for this award introduce Scouts and adult leaders to the special skills, equipment, and safety precautions associated with snorkeling. Scouts are encouraged to develop aquatic skills that promote fit-ness and recreation, and provide a foundation for those who may participate in more advanced underwater activities. Scouts who wish to participate in the Snorkeling BSA program need to be proficient swimmers who are not afraid to have their faces in the water and breathe through a snorkel **Prerequisites: Swimmer and Scouts are required to bring their own mask, fins, and snorkel to camp.**

**Lifesaving**- No Boy Scout will ignore a plea for help. However the desire to help is of little use unless one knows how to give the proper aid. The main purpose of this merit badge is to prepare Scouts to be prepared to help in an emergency. This is a challenging merit badge that requires physical strength and stamina. Scouts must bring long pants, long-sleeved shirt, and shoes (these will get wet!). Highly recommended that CPR instruction be completed prior to camp. Second and First Class Swimming Requirements needed. **Prerequisites: Swimmer and 1st Class**



**BSA Mile Swim**- Scouts who are interested in testing their endurance may work on this special award while at camp. Sign up is limited to the first 20 Scouts. To qualify, Scouts must participate in four "Polar Bear" training swims. Polar Bear Swims are held Monday through Wednesday at 7:00AM. On Thursday morning at 6:30 AM, Scouts will finish the requirements by swimming one mile in our pool. All participants will receive the Mile Swim pocket card and award that can be worn on their swim trunks. **Prerequisites: Swimmer**

**BSA Scuba**-This is an ACTIVITY done on Tuesday nights in collaboration with Rum Runners Dive Shop (Winterville, NC) allowing campers to be exposed to various aquatic related programs. Participants do not work on requirements for the SCUBA BSA Award. **Prerequisites: Swimmer**



## Climbing



**Climbing**- is intended for Scouts with an interest in climbing. The merit badge will utilize the climbing tower at Camp Boddie to fulfill the requirements. Climbing requires rope skills and will feature rappelling. Scouts need to be able to show skills in CPR and first aid to be able to complete this merit badge. This merit badge is recommended for older scouts and is not for conquering your fear of heights. **Prerequisites: 13 years old**

## Shooting Sports



**Archery**- is a fun way for Scouts to exercise their mind as well as body, developing a steady hand, a good eye, and a disciplined mind. Scouts will make their own bowstring and arrow. This merit badge focuses on the use of bow and arrow as a target sport. Scouts must meet the shooting requirement in order to earn the merit badge. Previous experience is highly recommended. **Prerequisites: 13 years old Not recommend for younger, smaller scouts.**



**Rifle Shooting-** Safety is the focus of this merit badge. Scouts learn the different styles of rifle shooting and must qualify in order to earn the merit badge. The most difficult aspect of Rifle Merit Badge is being able to shoot well enough to qualify, so younger scouts who have never shot before may have trouble with this requirement.

**Prerequisites: 12 years old**



**Shotgun-** The shotgun program uses 20-gauge shotguns to shoot clay pigeons. Safety is stressed throughout the session. **Prerequisites: 14 years old**

### Davy Crocket Award

This recognition is available for Scouts that complete all three shooting sports merit badges during their week stay at camp. Merit Badges earned prior to camp do not qualify persons for this award. Leaders should schedule Scouts for classes accordingly. Scout must be at least 14 years old to complete all requirements for this award.

## Outdoor Skills



**Camping-** Scouts will learn about Leave No Trace outdoor ethics, proper clothing and equipment, good camping management and camp safety. Scouts will participate in an overnight camping trip and should bring appropriate camping equipment as listed in the Scout Handbook. This eagle required merit badge is good for second year scouts.

**Prerequisites: Partial merit badge unless you bring documentation of requirements 4b,5e,7a,8d,9a,9b and 9c to camp.**

**Orienteering-** Scouts will have the opportunity to develop their map and compass skills to a competition level. Scouts will spend much of their time hiking around camp completing courses they designed. Bring an orienteering compass. It is recommended that scouts be at least First Class. **Prerequisites: NONE**



**Pioneering-** This session is designed to further educate Scouts in the areas of knots, ropes, lashing, and other non-traditional construction methods. Scouts will construct pioneering projects using the skills learned.

**Prerequisites: NONE**

**Wildness Survival-** Scouts will learn to survive with a minimum of equipment, food, and water. Scouts will be challenged to spend the night in a shelter they have improvised. Scouts will participate in an overnight camping trip, and so should bring appropriate camping equipment, as listed in the Scout Handbook. **Prerequisites: Partial merit badge unless you bring documentation of requirements 6 and 8 to camp.**



**Geocaching-** The work geocache is a combination of “geo”, which means “earth”, and “cache”, which means “a hiding place”. Geocaching describes a hiding place on planet Earth—a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space. **Prerequisites: Partial merit badge unless you bring documentation of requirements 7 and 9 to camp.**

**Totin’ Chip-** This certification grants a Scout the right to carry and use woods tools. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility. **Prerequisites: NONE**

**Firem'n Chit**-This certification grants a Scout the right to carry matches and build campfires. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility.

**Prerequisites: NONE**

## Handicraft



**Basketry**- Scouts in this merit badge learn the basic of weaving and how to make a stool and baskets. Scouts will make one round, one square kit, & camp stool. Stool kits will be available in the program area for camper use to fulfill requirements. The stool kits are not for take-home use. Additional stool kits are in the trading post.

**Prerequisites: NONE**

**Indian Lore**- Scouts get an opportunity to explore Native American culture in its natural surroundings. Topics include Native American crafts, clothing, living shelters, and games. **Prerequisites: NONE**



**Leatherwork**- An excellent merit badge for first year scouts. Scouts will learn about different types and sources of leather as well as how to care for leather goods such as shoes and belts. The session culminates with the Scout learning to make different projects and how to tan a hide. **Prerequisites: NONE**

**Metalwork**- Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

**Prerequisites: 14 years old**



**Pottery**- provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish. **Prerequisites: NONE**

**Woodcarving**- An excellent merit badge for second year campers, the Scouts will learn about different types of wood and tools used in carving. Other skills learned will include sharpening knives, detailed carving, and using a wood chisel. **Prerequisites: Totin Chip**



**Photography**- Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. **Prerequisites: NONE**

**Theater**-While earning the Theater merit badge, Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side. Much more goes on in theater than ever meets the audience's eye. **Prerequisites: NONE**



# Trail to Eagle

**First aid-** caring for injured or ill persons until they can receive professional medical care is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. **Prerequisites: 1st Class and Partial merit badge unless you bring documentation of requirement 2d to camp.**



**Emergency Preparedness-**This merit badge encourage scouts to learn procedures for dealing with emergencies such as fires, search and rescue, floods and other disasters, as well as attempting to develop the scouts' own problem-solving skills. **Prerequisites: 1st Class and Requirement 1,2c,6c,8b,8c**  
**Partial merit badge unless you bring documentation of requirements 1,2c,6c,8band 8c to camp.**

**Citizenship in the Nation-**Citizenship in the United States of America holds its responsibilities and duties as well as its privileges. This session focuses on both sides of the coin, looking at how we must support our country and what it does to support us. **Prerequisites: 1st Class and Partial merit badge unless you bring documentation of requirement 2 to camp.**



**Citizenship in the World-** Since we all live on the planet Earth, we are all citizens of the world. This session looks at how the different ways that individuals, organizations, and governments interact with each other. **Prerequisites: 1st Class**

**Communication-** Human beings do not live in solitude, but in communities. This is primarily because of communication. In this session Scouts will write and present speeches to the session. **Prerequisites: 1st Class and Partial merit badge unless you bring documentation of requirements 5 and 7 to camp.**



**Athletics-** Being involved in an athletic endeavor is not only a way to have fun, but it also is one of the best ways for a person to maintain a healthy and strong body, living up to the promise each Scout makes "to keep myself physically strong **Prerequisites: Partial merit badge unless you bring documentation of requirements 3b and 3d to camp.**

**Personal fitness-** is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence. **Prerequisites: Partial merit badge unless you bring documentation of requirements 8 to camp.**



# Ecology



**Archaeology-** Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time. **Prerequisites: NONE**

**Chemistry-** explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen—but can be proven to exist. **Prerequisites: NONE**



**Electricity-** is a powerful and fascinating force of nature. As early as 600 BCE, observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years. **Prerequisites: NONE**

**Energy-** Saving, producing, and using energy wisely will be critical to America's future. If we are to leave future generations with a world in which they can live as well or better than we have, Scouts and other potential leaders of tomorrow must begin the hard work of understanding energy and the vital role it will play in the future. **Prerequisites: Partial merit badge unless you bring documentation of requirements 4a and 4b to camp.**



**Environment Science-**This session focuses on how the living and non-living factors in an environment interact. Special emphasis is placed on how humans affect these interactions. **Prerequisites: 1st Class**

**Fish and Wildlife Management-** The distinctive styles of fish and wildlife management are the focus of this course. Examples of local management styles are given and the advantages and disadvantages of each are discussed. **Prerequisites: NONE**



**Insect Study-** In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that under-go startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them. **Prerequisites: Partial merit badge unless you bring documentation of requirements 5b, 9, 10a, and 10b to camp.**

**Fishing-** All the basic knowledge needed for fishing is covered in this session. Different types of equipment, alternative fishing styles, local fishing regulations, and fishing safety are discussed. **Prerequisites: Partial merit badge unless you bring documentation of requirement 9 to camp.**



**Forestry-** Leads to a basic understanding of forest management styles including the various stages of succession, the pros and cons of forest fires, and the use of several types of wood. **Prerequisites: NONE**

**Geology-** is the study of rock and minerals that make up the Earth. Topics will include the theory of continental drift, different types of rocks and minerals and their uses, and the rock cycle. **Prerequisites: NONE**



**Nature-** is a broad study of five different areas of ecology around Camp Boddie. Topics include: soil and rock, mammals, reptiles and amphibians, fish, and plants. **Prerequisites: NONE**

**Oceanography** -Oceans cover more than 70 percent of planet Earth. They influence the weather, the soil, the air, and the geography of every area in the world. Oceanography is the study of the ocean including the ecosystems in it, ocean currents, waves, and plate tectonics. **Prerequisites: NONE**



**Reptile and Amphibian Study**- Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency **Prerequisites: Partial merit badge unless you bring documentation of requirements 8 to camp.**



**Robotics**- Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career. **Prerequisites: NONE**



**Soil and Water Conservation**- This session spends much time on nature hikes, studying how soil and water are used and controlled around Camp Boddie. Discussions include different methods of conservation and why conservation is important. A service project is a part of the session **Prerequisites: NONE**



**Space Exploration**- Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there. **Prerequisites: NONE**



**Weather**- This session will focus on understanding the world in which we live. Specific elements include how to remain safe in potentially dangerous weather conditions. **Prerequisites: NONE**



## First Year Camper

The First Year Camper (FYC) program is for young Scouts who may be attending summer camp for the very first time or need help in working on Tenderfoot, Second Class or First Class Advancement. Get your new Scouts started in the right direction while enjoying their first camp experience! **Limited to 30 Scouts per half day session**

Patrols of 8-10 Scouts focusing on the same rank: Tenderfoot, Second Class, First Class

There are five basic goals for the *FYC Scouts* program:

1. To provide a well-organized program based upon the patrol method and lead by qualified instructors.
2. To teach participants basic skills necessary to succeed in Scouting and to enjoy outdoor programs.
3. To instill in the boy a respect for Scouting's methods and ideals.
4. To maintain a ratio that is comparable to an average patrol: eight-ten boys for every

patrol guide/instructor.

5. To provide an exciting and memorable summer camp experience that motivates boys to be active in their troops and continue in Scouting.

While in the First Year Camper program, Scouts will cover a vast majority of the basic rank advancement requirements (**except for troop participation requirements, Scoutmaster Conferences & Boards of Review**).

Scouts should complete the following requirements:

Scout requirements: 1a, 3b, 4a

Tenderfoot requirements: 1a, 1b, 2a, 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5c, 7a

Second Class requirements: 2c, 3g, 3a, 3d, 4, 5a, 5b, 5c, 5d, 6a, 6b

First Class requirements: 3b, 3c, 4a, 5a, 6a, 6b, 6e, 7a, 7b

Fireman Chit

Totin Chip

# What's New at Camp Boddie!



**Signs, Signals, and Codes-** This merit badge session will cover Morse code, American Sign Language, Braille, signaling, trail markings, and other nonverbal communications. Different courses and communication drills will be used to help Scouts further learn all these skills. This 2-hour course pilot program will be offered in our Outdoor Skills area.

**Prerequisites: NONE**

**DID YOU KNOW?** American Sign Language is the 3<sup>rd</sup> most used language in the United States



**Scouting Heritage-** 100 years of Scouting. This merit badge will help Scouts get a feel what it was like to be a Scout during Scouting's first years with activities such as old-time games, learning about the beginnings of from Lord Baden Powell to Brownsea Island, and learning about the beginnings of your very own troop! This 1-hour session will have up to 3 classes available to take in our Trail to Eagle area. **Prerequisites: Req. 5 & 6 unless documentation brought to camp signed by Scoutmaster or another qualified unit leader**