

Camp Conestoga Merit Badge Outline

The following is a list of all the merit badges offered at Camp Conestoga. This list has been created to help the Scoutmaster, and their Scout properly choose the merit badges that are right for them. The Scoutmaster should use their discretion when allowing their Scouts to choose their merit badges; not all Merit Badges are suitable for all Scouts. All Scouts should be made aware of all prerequisites and comments before choosing their Merit Badge.

Difficulty Key

1 = **“Easy”** - These merit badges are better suited for first- or second-year scouts with some or little experience. Ages 11 - 12. Scouts will be able to earn their badge at camp with some simplicity.

2 = **“Moderate”** - These merit badges are geared more for First Class Scouts that have attended camp before. Ages 13-14. With proper preparation and enthusiasm, these badges are earned with ease.

3 = **“Difficult”** - These merit badges require Scouts to complete more difficult and complicated tasks and are often time consuming. Ages 14-16. Scouts must commit extra time to gain the full experience of the badge. The difficult merit badges are only appropriate for older Scouts with a few years of camping experience.

4 = **“Challenging”** - These merit badges are for the strongest and most experienced Scouts. Ages 16+. Some Scouts may not be able to complete the requirements during one week of camp without full dedication. The counselor may suggest a Scout is not ready to participate in this badge, with Scoutmaster approval.

Additional merit badges not found on the following list may be offered at Camp without prior announcement.

Camp Conestoga Merit Badges			
Badge Name	Difficulty Level	Prerequisites	Comments
American Heritage	1		

Archery	2		Earning the necessary target score is time consuming
Art	1	6	
Astronomy	2	8	Weather dependent – if nights are cloudy, Scouts may receive a partial.
Automotive Maintenance	2		
Basketry	1		The cost of the kit for this badge is between \$18.99 to \$24.99
Bird Study & Insect Study	1	Insect Study – 3b	Both badges are offered on the same summit. For Req. 3b of Insect Study, this process may take up to couple weeks to several months to observe/raise an insect.
Camping	2	4b 5e 7b 8c 8d 9	
Canoeing	2	RWB Swimmer	The class time is two summits per day. You must bring clothes and shoes that can get wet.
Chemistry	1		Bring an empty Soda or Water bottle
Climbing	4		The class time is 3 hours per day.
Digital Technology	2		
Emergency Preparedness	2	First Aid Merit Badge	Earn First Aid merit badge before completing this badge. Please bring a picture or list of contents of your home's First Aid kit and ready to discuss with the counselor.
Energy	2	4	
Engineering	3	4, 6	Interview with an engineer
Environmental Science	3		Completing observations is time consuming. The class time is two summits per day.
Farm Mechanics	2	5	
First-Aid	2	2b	Class time is 2 hours per day. For Req. 2b: Please bring a picture or list of contents of your home's First Aid kit and be ready to discuss it with the counselor.
Fish and Wildlife Management	2		With completion of Fishing and Fly-fishing scouts can earn the Angler Award.
Fishing	2		Must provide fishing tackle. Must have PA fishing license if of age.
Fly Fishing	2		Must provide fishing tackle. Must have PA fishing license if of age.
Forestry	2		
Game Design	2		
Geology	2		
Home Repairs	2		
Inventing	3		

Kayaking and Paddleboard	2	RWB Swimmer	Class time is two summits a day.
Law	3	7	Scouts will need to have the Thursday Evening Program open for a mock trial
Leatherwork	1		The cost of the kit for this badge is between \$13.99 to \$15.99
Lifesaving	3	2a	Blue Jeans, Long sleeve shirt, shoes, and belt that can get wet are required. RWB Swimmer and must have Swimming merit badge.
Metal Working	3	4	The cost associated with this badge is \$10.00. Must be 14+ to take a badge and class size of Four is limited by age then rank. (This is a 3-Summit Class)
Model Design & Building	3		A \$5.00 ticket pays for materials obtained at handicraft. Recommend for older scouts.
Nature & Mammal Study	2		Select and carry out a project to benefit animals. Both badges are offered at the same summit.
Nova Awards	3	1, 2	Scouts must be at least 15 years old and second class to participate.
Nuclear Science	3		
Oceanography	2		
Orienteering & Geocaching	2 / 2		You must have your own compass
Paul Bunyan Award	3	Totin Chip	
Personal Fitness	2	4, 5, 6, 7	
Photography	2		Have a phone with camera ability/camera
Pioneering	3		
Pottery	1		The cost of the kit for this badge is: \$10.00
Plumbing	2		
Public Speaking	2		
Railroading	2		
Reptile and Amphibian Study	2	8	
Rifle	2	1g & 3	Earning the necessary target score for this badge is time consuming. The class time is two summits per day. Scouts must bring a copy of their states hunting laws or Proof they passed a Hunter's Safety Course.
Robotics	3		
Rowing	2	RWB Swimmer	Class time is 2 Summits per day.

Sculpture	2	2c	The cost of the kit for this badge is: \$10.00
Search and Rescue	3		
Shotgun	3	3	Target scoring is time consuming. Scouts must score to complete badge. The cost associated with this badge is five shots for \$1.00. The final cost could be between \$10 and \$20. Must be 14 or + to take badge.
Signs, Signals, & Codes	3		Scouts will be going on a one-mile hike and willing to learn the basics of multiple forms of communication.
Small Boat Sailing	4	RWB Swimmer	The class time is 2 hours per day. Class size is limited by age then rank
Space Exploration	2		Do NOT bring model rockets to camp. Cost associated with this badge is \$12.99 to \$15.99
Swimming	2	RWB Swimmer	Class time is one summit per day. Swimming attire is required.
Theatre	2		
Weather	2		
Welding	4		The cost associated with this badge is \$10.00. It must be 14+ to take badge and class size of Eight is limited by age then rank. (This is a 3 Summits Class). Required to wear long pants
Wilderness Survival	2		Class time is 1 Summit per day. Scouts will build shelters which they must stay in overnight while at camp; weather dependent.
**All requirements are based on the <i>Scouts BSA Requirements Books as of January 31,</i>			
<i>YOU MUST PROVIDE PROOF OF PREREQUISITES TO THE INSTRUCTORS ON MONDAY!</i>			

<i>Camp Conestoga Merit Badge and Program Costs</i>			
<i>Activity / Merit Badge</i>	<i>Supplies to Purchase</i>	<i>Cost</i>	<i>Comments</i>
Basketry	Merit Badge kit with all necessary materials to complete merit badge	\$18.99-\$24.99	
Electronics	Materials to complete badge	\$10.00-\$12.00	
Leatherwork	Merit Badge kit with all necessary materials to complete merit badge	\$13.99-\$15.99	
Model Design & Building	Materials Needed	\$5.00	Glue & Misc. Materials
Metalwork	Metal Supplies	\$10.00	
Pottery	Clay and Glaze	\$10.00	
Sculpture	Clay and materials to complete badge	\$10.00	
Shotgun or Open Shotgun	Ammo and Clay Pigeons	\$1.00/5 shots	
Space Exploration	Rocket Kits	\$12.99-\$15.99	
Welding	Metal and Supplies	\$10.00	
YOUTH Henry Rifle Competition	Scouts enter to win a Henry Rifle	\$5.00	You can enter as many times as you like at \$5 per entry!
ADULT Henry Rifle Competition	Adults enter to win a Henry Rifle	\$5.00	You can enter as many times as you like at \$5 per entry!
Cowboy Action Competition	MUST attend one of the 2 Safety Briefings!	No Cost, but other requirements!	ALL MUST have a signed waiver, Youth need Parent/Guardian Signature!
Wednesday Night Zip	Participant Fee and Must meet age/weight requirements.	\$5.00 Pay at the COPE Climbing Tower	ALL MUST have a signed waiver, Youth need Parent/Guardian Signature
Stained Glass	Glass and solder	\$10.00	Must be 14 years old or older, open to adults also!
Paul Bunyan Award		\$10.00	Must have Totin' Chip
<i>*All Prices are subject to change based on cost of goods and availability of the supplies for year from the suppliers! / ALL Tickets are bought at the Trading Post! 1/11/</i>			