

Troop 81 - Boxwell Summer Camp Merit Badge Signup sheet

Scouts Name: _____

Scout Age: _____ In June 2016

Scout Grade: _____ In June 2016

Merit Badge/Activity			
	1st Choice	2nd Choice	3rd Choice
Morning - 8am			
Morning - 9am			
Morning - 10 am			
Morning - 11 am			
Lunch			
Afternoon - 1pm			
Afternoon - 2pm			
Afternoon - 3pm			
Afternoon - 4pm			

Notes
(normally blank for 8am)

only a few items offered at 4pm

Reviewed by ASM _____

For Scouts who have yet to earn First Aid Merit badge, you will want to take it this summer. Many other merit badges have a requirement that First Aid Merit badge be complete as part of the requirements, so completing it is key to further merit badge completion.

If you have not taken Swimming merit badge, it is a good one to select for summer camp. (Cycling or Hiking can substitute for Swimming as Eagle required)

When you plan your merit badge classes, we encourage you to focus on the Eagle Required merit badges, as the elective ones can be earned during your scouting career.

Camp Boxwell 2016 Merit Badge Schedule

Scout's Name: _____

Eagle Req.	Merit Badge and other Programs	Years @ camp	Cost	8am	9am	10am	11am	1pm	2pm	3pm	4pm	Notes	
	Advanced COPE (8 am - 10:50am)**	3rd year	\$ 40.00	8									
	American Heritage and American Culture	2nd year					20						
	Archery (2 Hr)	3rd year	\$ 17.00		16				16				
	Astronomy	1st year					15			15			
	Athletics and Sports	2nd year								20			
	Automotive Maintenance	14 & older	\$ 5.00				6						
	Basic COPE (8 am - 10:50am, 1:15pm - 4 pm)	13 & older	\$ 35.00	16					16				
	Basketry	1st year	\$ 17.00		20	20	20				20		
	BSA Lifeguard - All Day**	15 & older		10									
	BSA Lifeguard Counselor - All Day**	21 & older		5									
< E >	Camping	2nd year			30		30			30			
	Canoeing (2 Hr)	3rd year				24			24				
	Climbing (2 Hr)	3rd year								11			
< E >	Cooking (2 Hr)	2nd year	\$ 21.00				20			20			
< E >	Cycling (2 Hr)	3rd year					18			18			
	Disability Awareness	1st year									20		
< E >	Emergency Preparedness	2nd year				25	25		25				
< E >	Environmental Science	comp. 7th grade			20				20				
< E >	First Aid	1st year			25	25	25				25		
	Fish & Wildlife Management	1st year				20	20						
	Fishing	1st year			15	15					15		
	Forestry	2nd year			25				25				
	Game Design	1st year			20		20				20		
	Geocaching (Mon & Thurs. only 4 - 6 pm)	1st year									6		
	Geology and Nature	2nd year			25						25		
	Green Bar First Class ** (9 - 11 or 2-4)	1st year			24				24				
	Green Bar 2nd Class ** (9 - 11 or 2-4)	1st year			24				24				
	Green Bar Tenderfoot ** (9 - 11 or 2-4)	1st year			24				24				
	Indian Lore	1st year			25				25				
	Insect Study	1st year				25				25			
	Instructional Swim ** (11am - WF, 4pm - Pool)	all					25				25		
	Jet Ski / TWRA Boat License **	14 and older	\$ 30.00		7					7			
	Kayaking (2 Hr)	2nd year				10							
	Leatherwork	1st year	\$ 11.00			20			20				
	Leatherwork / Woodcarving	1st year	\$ 17.00		15		15				15		
< E >	Lifesaving (2 Hr)	3rd year			16				16				
	Mammal Study	2nd year					25		25				
	Mile Swim **	2nd year					26						

** non-merit badge classes

"numbers" indicates capacity of each class

Camp Boxwell 2016 Merit Badge Schedule

Scout's Name: _____

Eagle Req.	Merit Badge and other Programs	Years @ camp	Cost	8am	9am	10am	11am	1pm	2pm	3pm	4pm	Notes
	Motorboating	14 and older	\$ 24.00		8	8	8		8	8		
	Music	1st year				25				25		
	Orienteering	3rd year			12							
< E >	Personal Fitness	14 and older				20			20			
	Pioneering (2 Hr)	14 and older				15			15			
	Reptile and Amphibian Study	2nd year			25							
	Rifle Shooting	3rd year	\$ 18.00		9	9	9		9	9		
	Rimfire Rifle Qualification **	3rd year	\$ 15.00		8	8	8		8	8		
	Rowing (2 Hr)	14 and older			8				8			
	Salesmanship	2nd year			10							
	Scouting Heritage	1st year					20					
	SCUBA BSA Experience ** - Thursday only	all	\$ 40.00				8					
	Sculpture and Inventing	2nd year				10			10			
	Shotgun Shooting (2 Hr)	3rd year	\$ 21.00		10				10			
	Small Boat Sailing (2 Hr)	14 and older			6				6			
	Snorkeling ** (Wed & Thurs)	all									20	
	Soil and Water Conservation	1st year					15		15			
	Space Exploration	1st year	\$ 12.00		20		20		20	20		
< E >	Swimming	1st year			18	18			18	18		
	Water Sports (1 Hr) - know how to water ski	14 and older	\$ 24.00				6					
	Water Sports (2 Hr)	14 and older	\$ 24.00		6				6			
	Weather	1st year					20		20			
	Wilderness Survival	3rd year			20					20		
	Woodcarving	1st year	\$ 6.00			16			16			
	Chemistry	knowledge of program	\$ 10.00		10				10			
	Digital Technology	knowledge of program	\$ 10.00		10				10			
	Electricity	knowledge of program	\$ 10.00				10					
	Electronics	knowledge of program	\$ 10.00				10					
	Engineering	knowledge of program	\$ 10.00				10					
	Nuclear Science	knowledge of program	\$ 10.00				10					
	Programming	knowledge of program	\$ 10.00		10				10			
	Robotics	knowledge of program	\$ 10.00		10				10			

** non-merit badge classes

"numbers" indicates capacity of each class

Boxwell 2016 Merit Badge / Program Notes

Merit Badge and other Programs	Previous Work Required and Material needed
Advanced COPE (8 am - 10:50am)**	Completed COPE in previous summer, blindfold, water bottle, closed toed shoes, clothing should be well fitting and not too large on Scout, must be comfortable, GLOVES
American Heritage and American Culture	Notebook and pen
Archery (2 Hr)	Lots of practice, difficult, skill needed
Astronomy	Notebook and pen - Star Party at Crab to earn requirements
Athletics and Sports	
Automotive Maintenance	
Basic COPE (8 am - 10:50am, 1:15pm - 4 pm)	First Class, Physically fit; blindfold, water bottle, closed toed shoes, clothing should be well-fitting and not too large on Scout, must be comfortable, GLOVES
Basketry	Basket Kits (2)
BSA Lifeguard - All Day**	First Aid and CPR certified, significant aquatic experience and strong aquatic skills
BSA Lifeguard Counselor - All Day**	Previously or currently certified Lifeguard with BSA, Red Cross, or YMCA. Must have extensive experience and strong aquatic skills. First Aid
Camping	Backpack, small tent, ground cloth, sleeping bag and compass
Canoeing (2 Hr)	Complete BSA Swimmer Test
Climbing (2 Hr)	
Cooking (2 Hr)	
Cycling (2 Hr)	bicycle and helmets are provided
Disability Awareness	
Emergency Preparedness	First Aid Merit Badge, pencil and paper
Environmental Science	Notebook and Pen
First Aid	Tenderfoot, Second Class and First Class Requirement
Fish & Wildlife Management	Notebook and Pen
Fishing	Fishing Licenses not required. Pole and tackle provided
Forestry	Notebook and Pen
Game Design	
Geocaching (Mon & Thurs. only 4 - 6 pm)	First Aid requirement 1b, define terms in 3. Transportation not available after class
Geology and Nature	Notebook and Pen
Green Bar First Class ** (9 - 11 or 2-4)	NO OPEN TOED SHOES. Swim suit, towel, goggles if needed, Scout handbook, COMPASS, water bottles
Green Bar 2nd Class ** (9 - 11 or 2-4)	NO OPEN TOED SHOES. Swim suit, towel, goggles if needed, Scout handbook, COMPASS, water bottles
Green Bar Tenderfoot ** (9 - 11 or 2-4)	NO OPEN TOED SHOES. Swim suit, towel, goggles if needed, Scout handbook, COMPASS, water bottles
Indian Lore	
Insect Study	
Instructional Swim ** (11am - WF, 4pm - Pool)	
Jet Ski / TWRA Boat License **	Study for TWRA Boating License
Kayaking (2 Hr)	

Boxwell 2016 Merit Badge / Program Notes

Leatherwork	
Leatherwork / Woodcarving	Kit, Folding pocketknife or carving knife, Sheath knives NOT allowed, Totin' Chip
Lifesaving (2 Hr)	Long sleeves, button up shirt, long pants, belt, socks and shoes (which can get wet). Bring Proof of CPR to camp
Mammal Study	Notebook and Pen
Mile Swim **	Complete BSA Swimmer Test
Motorboating	Complete BSA Swimmer Test (14 year old minimum)
Music	Bring own musical instrument if available
Orienteering	
Personal Fitness	
Pioneering (2 Hr)	Know knots, bring knife and gloves
Reptile and Amphibian Study	Notebook and Pen
Rifle Shooting	
Rimfire Rifle Qualification **	MUST HAVE RIFLE MERIT BADGE! Money to purchase patches at camp
Rowing (2 Hr)	Physical exercise - upper body
Salesmanship	
Scouting Heritage	Notebook and Pen
SCUBA BSA Experience ** - Thursday only	
Sculpture and Inventing	
Shotgun Shooting (2 Hr)	Hunter Safety Card (if available), lots of practice, difficult, skill needed
Small Boat Sailing (2 Hr)	Water Shoes, Complete BSA Swim Test
Snorkeling ** (Wed & Thurs)	
Soil and Water Conservation	Notebook and Pen
Space Exploration	
Swimming	Complete BSA Swim Test, Long sleeves, button up shirt, long pants, belt, socks and shoes (which can get wet).
Water Sports (1 Hr) - know how to water ski	Complete BSA Swim Test. Must already know how to water ski before
Water Sports (2 Hr)	Complete BSA Swim Test. Must already have attempted to water ski before
Weather	Notebook and Pen
Wilderness Survival	
Woodcarving	Kit, Folding pocketknife or carving knife, Sheath knives NOT allowed, Totin' Chip
Chemistry	
Digital Technology	
Electricity	
Electronics	
Engineering	
Nuclear Science	
Programming	
Robotics	