

Napowan MB outline

Area	Merit Badge	Prerequisites	Recommended for	Notes
<p>Aquatics Water activities are extremely popular at Napowan Adventure Base. From basic swim strokes to lifeguard skills, our aquatics staff will give you the instruction you need. Several waterfront merit badges have a (CPR) requirement. CPR is not taught during the merit badge sessions and the Scout must plan on attending the separate CPR instruction class that is offered.</p>				
	Canoeing	2(CPR) 3 pass the swimmer test	1st year campers	Canoeing Merit Badge will aid the novice in perfecting the basic strokes and developing a knowledge of canoeing safety.
	Rowing	2(CPR) 3 pass the swimmer test	1st year campers	In rowing, you learn the basic strokes and boat safety. This is valuable if your family does a lot of boating. A physically challenging badge. Allow time for practice.
	Small Boat Sailing	2(CPR) 3 pass the swimmer test	2nd or 3rd year campers	Excellent Merit Badge for learning the basics of sailing. Completion of the other aquatic badges would be beneficial to the completion of this Merit Badge.
	Motorboating	2(CPR) 3 pass the swimmer test	2nd or 3rd year campers	Motorboating Merit Badge will aid the novice in perfecting the basic skills and developing knowledge of motorboating safety.
	Lifesaving - Eagle Required	1 13 (CPR) pass the swimmer test	2nd or 3rd year campers	Requires long sleeve shirt, long pants, shoes, and a belt. All of which must be able to get wet. This course is directed at the more advanced rescue skills, concentrating on swimming rescues.
	Swimming - Eagle Required	2(CPR) 3 pass the swimmer test	1st year campers	Requires a long sleeve shirt, long pants, shoes, and a belt. All of which must be able to get wet. This badge is offered in order to learn advanced swimming and survival skills and to improve your endurance and perfect your swimming strokes.

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Special Aquatics Programs for Scouts and Leaders - Not Merit Badges				
	BSA Lifeguard	Must be 14 years old or completed eighth grade at the time of start CPR certified and be able to swim 400 yards pass the swimmer test	3rd campers and above with strong aquatic knowledge, skills and interest. This program is open to qualified adults.	BSA Lifeguard certification has been established as a means to provide units with qualified individuals within their own membership to give knowledgeable supervision for activities on or in the water. The first standard in the Safe Swim defense and Safety Afloat guidelines establishes the needs for qualified supervision. Participants in this program will spend substantially all their time at the waterfront.
	Kayaking, BSA	pass the Swimmer test	3rd year campers	
	Snorkeling, BSA	pass the Swimmer test	all campers	

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Scoutcraft Scouting skills – it's what Scouting is all about. The Scoutcraft Staff teaches life skills, in addition to those skills needed to be a great Scout.				
	Camping - Eagle Required	9 certified by your Scoutmaster	2nd year campers	The Scout experiments in fire building, backpacking, tent pitching and general camp craft. Must have a backpack.
	Cooking	4, 6, 7, 8b	2nd or 3rd year campers	Demonstrates knowledge and ability of food selection, procurement, and preparation.
	Orienteering	7, 8, 9, 10	2nd or 3rd year campers	A fun activity! Requires hiking and running. Scouts need to bring sturdy shoes and their own compass. Orienteering has become a fast-growing sport in the United States, and the techniques the Scout learns can serve as a good introduction.
	Pioneering	5	2nd or 3rd year campers	Knowledge of knots and lashings helpful. Building a major project, such as a two-posted tower, a monkey bridge, or an Adirondack shelter occupies most of the Scouts time. Once the basic knots, splices, lashing, and rope making have been mastered, the Scout may apply his ingenuity towards his own original design.
	Wilderness Survival	5 - bring kit to camp	1st year campers	The Scout will grasp the basics of edible wild plants, natural material shelters, sleeping in a natural shelter he has built. No cost.

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<p>Nature With acres of outdoor classroom and plenty of merit badge opportunities, the Nature (Ecology/Conservation) area is always one of the most popular spots in camp.</p>				
	Astronomy	6 – Conduct viewing prior to camp and bring sketches to camp Signed Partial required for 9a, 9d and 9e	2nd or 3rd year campers	This badge is easy to complete if the observations have been completed before camp. The rest of the Merit Badge deals with drawings and identifications.
	Bird Study	5, 6, 7	2nd or 3rd year campers	Bird Study is easy to do at camp, although requirement 6 requires more time than the others. Observation and writing about birds makes up the remainder of the requirements.
	Environmental Science - Eagle Required	none	all campers	All requirements can be completed at camp. This badge requires you to spend time in the field observing a study area, and report on what you saw in your area. A 100-word report on endangered species is also required. The Boy Scout Field book is helpful.
	Fishing	Advance preparation for 7 is recommended.	all campers	All requirements can be completed at camp. Bring artificial bait and we suggest you bring your own fishing gear. Single hooks only, no multi-hooks permitted at camp. With the badge, the Scout must learn the different kinds of fish, how to catch and prepare them for eating, and use of different types of fishing gear.
	Fish & Wildlife Management	5, 6	2nd or 3rd year campers	Several hours of fieldwork are required. The Merit Badge can be earned in one week.
	Fly Fishing	none	for all campers - Adults too	All requirements can be completed at camp. We suggest you bring your own fishing gear. Single hooks only, no multi-hooks permitted at camp. Advance preparation for 8 is recommended. With the badge, the Scout must learn the different kinds of fish, how to catch and prepare them for eating, and use of different types of fishing gear.

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	Forestry	5	2nd or 3rd year campers	Read the merit badge book. It is recommended you have begun work on requirements 1, 2 A great badge for camp! A study of trees and management of forests. A project and identifying the local trees are included.
	Geology	2, 3, 5, 9b Bring collections to camp.	2nd or 3rd year campers	This badge studies rock and rock formations
	Mammal Study	read the merit badge pamphlet prior to camp	all campers	Most of this Merit Badge is writing and 15 hours of observation, but these can be completed at camp.
	Nature	4 Note: requirement 5 has been deleted	2nd or 3rd year campers	Allow extra time to do this merit badge
	Oceanography	7a, 7b, 7f, 8b Signed Partial required for 8a and 8c	2nd or 3rd year campers	Learn about the oceans and why they are so important to all of us
	Reptile & Amphibian Study	8	all campers	Requirements state that you must keep a reptile or amphibian for at least one month. The rest of the work is identification and knowledge of reptiles and amphibians.
	Soil & Water Conservation	7a, 7b, 7c Signed Partial required for 7f	2nd or 3rd year campers	Most of the work for this badge is done in the wild, and all requirements may be completed at camp. Available for real Scouts who want to make a difference and are not afraid to work.
	Space Exploration	5b Bring your scrapbook to camp	2nd or 3rd year campers	Learn about space. Build, launch, and recover your own rocket as well as design your own Earth-orbiting space station.
	Weather	3, 6, 8	2nd or 3rd year campers	There is writing and weather instrument construction involved. This badge will serve you for a lifetime, don't miss it.

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<p>Shooting Sports Shooting Sports is one place where every Scout can find a challenge. Here, a Scout is taught self-discipline and skill. PLEASE NOTE: DO NOT BRING PERSONAL FIREARMS, AMMUNITION, OR BOWS AND ARROWS TO CAMP. ONLY THE CAMP'S EQUIPMENT MAY BE USED BY SCOUTS AND SCOUTERS. THANK YOU FOR YOUR COOPERATION.</p>				
	Archery	1 (written out)	2nd or 3rd year campers	This Merit Badge teaches the Scout the proper and safe use of a bow and arrow. He learns how to care for the bow and make bowstrings and arrows. All activities can be completed at camp. Allow extra time for practice and qualifying.
	Rifle Shooting	1 (written out)	2nd year campers	Options available: Modern cartridge type .22 Cal. Rifle. This Merit Badge offers instruction in the basic safety, handling, and care of firearms, and hunting safety using .22 rifles. Camp targets must be used. Allow extra time for practice and qualifying. Very Challenging and difficult to accomplish in one week.
	Shotgun Shooting	1 (written out)	3rd year campers who have the Rifle Shooting MB.	Very challenging and difficult to accomplish in one week and is advised for older Scouts only. Only option A is available using 12 Ga. Shotguns. All ammunition must be purchased at camp. Camp targets must be used. Requires the ability to hit a fast moving clay bird. NOTE: Prior to approving the Scout to work on this Merit Badge, it is the responsibility of the Scoutmaster to assure that the Scout has a familiarity with rifles, shotguns, or bows. This familiarity is best done by taking instructional sports and practicing during open shoot, not during the merit badge sessions. It is STRONGLY recommend that first year Scouts not take these merit badges.

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Flintlock				
Some badges may require the purchase of materials available from the trading post at a cost of approximately \$5 - \$10 each.				
	Basketry	none	all campers	Basketry Merit Badge teaches you how to make 2 baskets and stool. This is done mostly on your own. Planning of your project is very easy and this badge is relatively easy to earn.
	Graphic Arts	7	2nd or 3rd year campers	This badge incorporates the past with the present methods of mass communications in printed media form.
	Indian Lore	1	2nd or 3rd year campers	If you have completed the items for requirement 2, bring them to camp.
	Leatherwork	none	all campers	This badge takes a lot of dedication to get started and keep going. It takes some skill but once completed it is a merit badge that can be worn with pride. Also there are many fields of Leatherwork that one can become interested in.
	Metalwork	4	all campers	A fun badge for learning the basic principles of how to work with everyday items. Results can be rewarding.
	Pottery	7	all campers	This badge can be developed into a fun and lucrative hobby.
	Woodcarving	Totin' Chit	2nd or 3rd year campers	This is a very interesting Merit Badge to earn. It can be a fun and interesting experience. No knowledge is needed before starting. Whittling knives are available in the Trading Post. Some expense required. If you have started this badge, bring your carving project to camp.

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VERONA				
This area shows off the finer things in life, such as Art, Music, Painting, and Sculpture. Come and join us in our renaissance conquest in the Verona Area.				
	Art	Read the merit badge pamphlet	all campers	This badge makes the Scout aware of different ways of presenting ideas using art as a medium. Art supplies and paper supplied. No cost.
	Music	3a, 3b, 3c	all campers	Music is offered in a workshop format during evening program on Thursday night. Bring instrument and sheet music to camp.
	Painting	none	all campers	Become the painting safety, health, and environmental expert around your house. Learn about how to mix, style, and blend paints for the most effective use of color.
	Public Speaking	none	2nd or 3rd year campers	This badge can lead to successful completion of other badges and clearly demonstrate a camper's leadership abilities besides providing a platform for demonstration of histrionic talents.
	Sculpture	none	all campers	This Merit Badge is fun and interesting to earn. Bring out your hidden talents!
	Theater	1	2nd or 3rd year campers	A great badge for the dramatically inclined camper to strut his stuff. A must for all true thespians. Can be completed at camp except as noted.

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<p>Other Merit Badges Depending on the availability of a counselor, Scout interest, and other variables, the following badges may be offered at camp. Information as to availability will be announced weekly at camp.</p>				
	Climbing	2(CPR)	2nd or 3rd year campers	Scouts must have correct footwear and clothing. No age limit but the Scout must be able to belay another climber.
	Entrepreneurship	It is suggested that 2 be reviewed at	2nd or 3rd year campers	The Newest Napowan Merit Badge being offered in the Trading Post during the AM Period.
	Horsemanship		2nd year campers	Scout must have a 24" inseam. Takes 4 evening sessions to complete. FUN! You may / WILL get dirty and smelly. This program is intensive and requires skill, patience and attentiveness. You will get a lot of time in the saddle as you ride the trails around camp. All requirements may be completed at camp.
	First Aid - Eagle Required	BRING FIRST AID KIT TO CAMP	2nd year campers	Having the requirements signed off but not having a current knowledge of the requirements for Tenderfoot, Second Class & First Class is not acceptable
	Emergency Preparedness - Eagle Required	First Aid Merit Badge 7, 8a, 8c Signed Partial required for 8b and 9a	2nd or 3rd year campers	