

MERIT BADGE INFORMATION

Supporting Scouting's advancement philosophy, opportunities offered at camp are geared toward rank advancement. Advancement is not the principal objective of the camp program. There needs to be time for fun and to bring a positive, successful, outdoor camping experience to all Scouts and leaders. If a Scout comes to camp and does nothing but work toward advancement, the program is incomplete.

A Scout attending summer camp must make many important decisions. Of these, selecting merit badge classes may be one of the most important. Ambitious Scouts may make the mistake of trying to cram too many classes into a single week, while their less motivated counterparts may avoid challenging themselves. As Leaders, you may be called upon to advise Scouts in both of these situations. On the following pages, you will find a table that summarizes some information you will find helpful when framing your advice.

MERIT BADGES (OR SPECIAL PROGRAM)

Camp Tuckahoe will offer 50+ merit badges and several special recognition awards this summer. Leaders register all Scouts for merit badge classes in the Tentaroo system. During the week, leaders can track advancement progress through Tentaroo. Leaders can also download final advancement reports and print blue cards any time after camp.

PROGRAM AREAS

We offer merit badges throughout each department. Individual merit badge classes may meet in alternate areas, but advanced notice of any change will be provided in class or at camp assemblies. The distance between program areas should be one of the critical considerations in preparing your Scout's schedule. The travel time between classes is limited, so encourage your Scouts to plan accordingly.

DIFFICULTY

The counselors at Camp Tuckahoe believe that any Scout should be able to earn any badge we offer, though some will prove more challenging than others. To help you guide your Scouts to set realistic goals, we have carefully evaluated all of our merit badges based on three criteria:

1. Does the badge require a Scout to acquire complicated skills or uncommon knowledge?
2. How much time would the average Scout need to study or practice outside of class?
3. Are there time-consuming requirements to be completed outside of camp?

Based on our analysis, we have assigned each merit badge a difficulty rating from 1 (easier) to 3 (harder). We must stress that we offer these ratings purely for planning purposes. No Scout should ever be discouraged from attempting to earn a "difficult" badge if it interests them, nor should any Scout regard a "partial completion" as equivalent to a "failure."

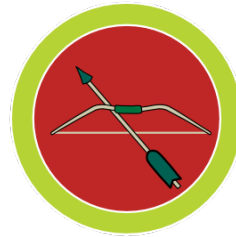
PREREQUISITES

The listed requirements should be completed prior to arriving at camp, although failure to do so will not prevent a Scout from taking the class. In some cases, the Scout will be quizzed to ensure that they have acquired the requisite skill. In other cases, direct evidence of the finished work should be brought to camp. Appropriate evidence will vary depending on the requirement in question, but completed projects, papers, photographs, and journals are some examples. In a few cases, the counselor may accept a note from a parent or Scoutmaster as evidence.



ANIMATION

Times Offered:	10-10:50 AM
Location:	Handicraft
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



ARCHERY

Times Offered:	9-10:20 AM, 10:30-11:50 AM, and 2-3:20 PM
Location:	Shooting Sports
Prerequisites:	None
Materials Needed:	Archery Kit (materials to make an arrow and bow string)
Difficulty:	2



BACKPACKING

Times Offered:	10-10:50 AM
Location:	Scoutcraft
Prerequisites:	#10 and #11
Materials Needed:	None
Difficulty:	2



BASKETRY

Times Offered:	2-2:50 PM
Location:	Handicraft
Prerequisites:	None
Materials Needed:	Basket Kits and Stool Kit
Difficulty:	1



CAMPING

Times Offered:	9-9:50 AM and 2-2:50 PM
Location:	Scoutcraft
Prerequisites:	#4, #5e, #7b, #8c, #8d, and #9
Materials Needed:	None
Difficulty:	2



CANOEING

Times Offered:	2-2:50 PM
Location:	Waterfront
Prerequisites:	#2
Materials Needed:	None
Difficulty:	2



CHEMISTRY

Times Offered:	3-3:50 PM
Location:	S.T.E.M.
Prerequisites:	#7
Materials Needed:	None
Difficulty:	2



CITIZENSHIP IN THE NATION

Times Offered:	9-9:50 AM
Location:	Eagle's Nest
Prerequisites:	#2, #3, and #8
Materials Needed:	None
Difficulty:	2



CITIZENSHIP IN THE WORLD

Times Offered:	10-10:50 AM
Location:	Eagle's Nest
Prerequisites:	#4b and #7
Materials Needed:	None
Difficulty:	2



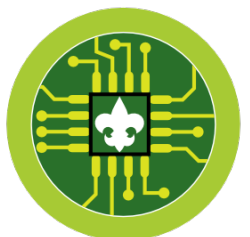
CLIMBING

Times Offered:	9-10:20 AM and 10:30-11:50 AM
Location:	Climbing Tower
Prerequisites:	None
Materials Needed:	None
Difficulty:	3



COMMUNICATION

Times Offered:	10-10:50 AM
Location:	Eagle's Nest
Prerequisites:	#4, #5, #7, and #8
Materials Needed:	None
Difficulty:	3



DIGITAL TECHNOLOGY

Times Offered:	3-3:50 PM
Location:	S.T.E.M.
Prerequisites:	#1
Materials Needed:	None
Difficulty:	2



ELECTRONICS

Times Offered:	9-9:50 AM
Location:	S.T.E.M.
Prerequisites:	None
Materials Needed:	Electronics Kit
Difficulty:	3



EMERGENCY PREPAREDNESS

Times Offered:	9-9:50 AM and 2-2:50 PM
Location:	Eagle's Nest
Prerequisites:	#1, #2c, #6c, #8b, and #9b
Materials Needed:	None
Difficulty:	2



ENGINEERING

Times Offered:	2-2:50 PM
Location:	S.T.E.M.
Prerequisites:	#1
Materials Needed:	None
Difficulty:	3



ENVIRONMENTAL SCIENCE

Times Offered:	9-9:50 AM and 2-2:50 PM
Location:	Nature
Prerequisites:	#3b and #3f
Materials Needed:	None
Difficulty:	3



FIRST AID

Times Offered:	11-11:50 AM and 3-3:50 PM
Location:	Eagle's Nest
Prerequisites:	#1 and #5a
Materials Needed:	None
Difficulty:	3



FISH & WILDLIFE MANAGEMENT

Times Offered:	2-2:50 PM
Location:	Nature
Prerequisites:	#5
Materials Needed:	None
Difficulty:	2



FISHING

Times Offered:	3-3:20 PM
Location:	Nature
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



FLY FISHING

Times Offered:	3:30-3:50 PM
Location:	Nature
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



FORESTRY

Times Offered:	10-10:20 AM
Location:	Nature
Prerequisites:	#5
Materials Needed:	None
Difficulty:	2



GAME DESIGN

Times Offered:	3-3:50 PM
Location:	Handicraft
Prerequisites:	None
Materials Needed:	None
Difficulty:	2



GEOLOGY

Times Offered:	3-3:20 PM
Location:	Nature
Prerequisites:	None
Materials Needed:	None
Difficulty:	1



INSECT STUDY

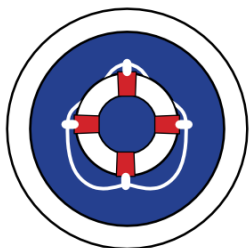
Times Offered:	10:30-10:50 AM
Location:	Nature
Prerequisites:	#9 and #10
Materials Needed:	None
Difficulty:	1

**KAYAKING**

Times Offered:	9-9:50 AM, 10-10:50 AM, 11-11:50 AM, and 2-2:50 PM
Location:	Waterfront
Prerequisites:	#2
Materials Needed:	None
Difficulty:	1

**LEATHERWORK**

Times Offered:	11:30-11:50 AM and 3-3:20 PM
Location:	Handicraft
Prerequisites:	None
Materials Needed:	Leather Kit
Difficulty:	1

**LIFESAVING**

Times Offered:	9-10:20 AM
Location:	Aquatics (Pool)
Prerequisites:	#2a
Materials Needed:	None
Difficulty:	3

**MAMMAL STUDY**

Times Offered:	11-11:20 AM
Location:	Nature
Prerequisites:	#3b
Materials Needed:	None
Difficulty:	1

**METALWORK**

Times Offered:	9-9:50 AM and 2-2:50 PM
Location:	Handicraft
Prerequisites:	None
Materials Needed:	Metalwork Kit (bowl, center punch, and slide)
Difficulty:	2

**NATURE**

Times Offered:	3:30-3:50 PM
Location:	Nature
Prerequisites:	#4d or #4e or #4f
Materials Needed:	None
Difficulty:	2



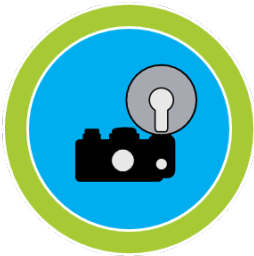
NUCLEAR SCIENCE

Times Offered:	10-10:50 AM
Location:	S.T.E.M.
Prerequisites:	#4c and #4d
Materials Needed:	None
Difficulty:	3



PERSONAL FITNESS

Times Offered:	11-11:20 AM and 11:30-11:50 AM
Location:	Eagle's Nest
Prerequisites:	#1, #6, #7, and #8
Materials Needed:	None
Difficulty:	2



PHOTOGRAPHY

Times Offered:	11-11:20 AM
Location:	Handicraft
Prerequisites:	#1a
Materials Needed:	Camera (if you have one, can be your phone)
Difficulty:	1



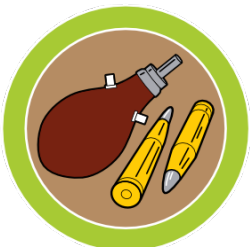
PIONEERING

Times Offered:	11-11:50 AM
Location:	Scoutcraft
Prerequisites:	#2a
Materials Needed:	None
Difficulty:	2



REPTILE & AMPHIBIAN STUDY

Times Offered:	11:30-11:50 AM
Location:	Nature
Prerequisites:	#8
Materials Needed:	None
Difficulty:	1



RIFLE SHOOTING

Times Offered:	9-10:20 AM and 10:30-11:50 AM
Location:	Shooting Sports
Prerequisites:	None
Materials Needed:	Rifle Ticket (covers the cost of the rounds)
Difficulty:	2

**ROBOTICS**

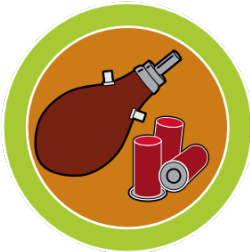
Times Offered:	2-2:50 PM
Location:	S.T.E.M.
Prerequisites:	None
Materials Needed:	None
Difficulty:	2

**ROWING**

Times Offered:	10-10:50 AM
Location:	Waterfront
Prerequisites:	#2
Materials Needed:	None
Difficulty:	2

**SEARCH AND RESCUE**

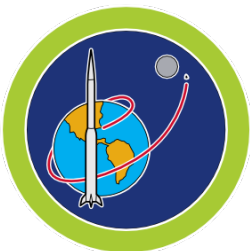
Times Offered:	9-9:50 AM
Location:	Scoutcraft
Prerequisites:	#6a
Materials Needed:	None
Difficulty:	3

**SHOTGUN SHOOTING**


Times Offered:	2-3:20 PM
Location:	Shooting Sports
Prerequisites:	None
Materials Needed:	Shotgun Ticket (covers the cost of the rounds and clays)
Difficulty:	3


**SOIL & WATER CONSERVATION**


Times Offered:	11:30-11:50 AM
Location:	Nature
Prerequisites:	#7
Materials Needed:	None
Difficulty:	2


**SPACE EXPLORATION**

Times Offered:	11-11:50 AM
Location:	S.T.E.M.
Prerequisites:	#5b
Materials Needed:	Rocket Kit
Difficulty:	2

	SWIMMING	
	Times Offered:	9-9:50 AM, 10-10:50 AM, and 2-2:50 PM
	Location:	Aquatics (Pool)
	Prerequisites:	#2
	Materials Needed:	None
	Difficulty:	2

	WEATHER	
	Times Offered:	11-11:20 AM
	Location:	Nature
	Prerequisites:	#9
	Materials Needed:	None
	Difficulty:	1

	WILDERNESS SURVIVAL	
	Times Offered:	10-10:50 AM and 3-3:50 PM
	Location:	Scoutcraft
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	2


	WOOD CARVING	
	Times Offered:	3:30-3:50 PM
	Location:	Handicraft
	Prerequisites:	#2a
	Materials Needed:	Slide Kit
	Difficulty:	2


ADDITIONAL CHARGES


A few merit badges impose additional costs to cover class materials. Charging these specific fees allows us to keep our overall camping fees lower than they otherwise would be. Scouts also learn to be thrifter and more responsible for items they individually purchase. We strive to keep these costs as low as possible.

MERIT BADGE COSTS		
Archery	\$6	Arrow and bowstring kit
Basketry	\$22	Kits for two baskets and a stool
Electronics	\$15	Electronic kit for class project
Leatherwork	\$11	Knife sheath kit and gimp
Rifle Shooting	\$20	Covers the cost of rounds
Shotgun Shooting	\$25	Covers the cost of rounds and clays
Space Exploration	\$12	Model rocket kit
Wood Carving	\$6	Wood slide kit

SPECIAL PROGRAMS

	BSA LEAVE NO TRACE 101	
	Times Offered:	11-11:50 AM
	Location:	Scoutcraft
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	2

	BSA LIFEGUARD	
	Times Offered:	2-4:50 PM
	Location:	Aquatics (Pool)
	Prerequisites:	None
	Materials Needed:	None
	Difficulty:	3

	BSA STAND UP PADDLEBOARDING	
	Times Offered:	9-9:50 AM and 11-11:50 AM
	Location:	Waterfront
	Prerequisites:	#2
	Materials Needed:	None
	Difficulty:	2

	SNORKELING BSA	
	Times Offered:	10:30-10:50 AM and 3-3:20 PM
	Location:	Aquatics (Pool)
	Prerequisites:	#1
	Materials Needed:	None
	Difficulty:	1