

# Merit Badge Program

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## SUGGESTED MERIT BADGES AND PROGRAMS FOR SCOUTS

(\* New Merit Badges Offerings \*)



Archery  
Art  
Basketry  
First Aid  
Fishing  
Indian Lore

### First Year Scouts

Leatherwork  
Mammal Study  
Nature  
Pathfinders I (Tenderfoot)  
Pathfinders II (1<sup>st</sup> & 2<sup>nd</sup> Class)

Photography  
Pottery  
Space Exploration  
Swimming  
Woodcarving



Astronomy  
Camping  
Canoeing  
Computer  
Cooking  
Fish & Wildlife  
Forestry  
Geology

### Second Year Scouts

Golf  
Mile Swim  
Motor Boating  
Orienteering  
Pioneering  
Plant Science  
Plant Science  
Reptiles & Amphibians

Rifle  
Rowing  
Sailing  
Snorkeling  
Soil & Water Conservation  
Weather  
Wilderness Survival



BSA Lifeguard  
C.O.P.E.  
Citizenship in the Nation\*  
Citizenship in the World  
Climbing

### Third Year Scouts

Emergency Preparedness  
Environmental Science  
Fly Fishing  
Life Saving

Sculpture  
Shotgun  
Water Sports  
WOWOATAM



Note: 1<sup>st</sup> year scouts get a lot of value by participating in the Pathfinders program, which teaches scout skills. We encourage 1<sup>st</sup> year scouts to participate in the Pathfinder program.

The Scouts MUST have the Merit Badge Books. Last year the camp director told the troops, scouts would not be allowed to participate in a Merit Badge program, if they do not have the books. You could not count on the camp trading post having the books.

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## AQUATICS

This is one of the most popular areas in camp and features many activities in addition to its merit badge program. These include:

Boating	Safe Swim Defense / Safety Afloat	Snorkeling
Instructional Swim	BSA Lifeguard	Mile Swim

BADGE	PREREQUISITES / PRE-CAMP PREPARATION	COMMENTS
BSA Lifeguard	<ul style="list-style-type: none"> <li>- Swimmer<sup>(1)</sup></li> <li>- Scout must be 14</li> <li>- CPR certificate required</li> <li>- Acquire a BSA Lifeguard Application from Service Center for complete list of requirements</li> </ul>	<ul style="list-style-type: none"> <li>- Open to leaders</li> <li>- Total week time commitment required.</li> </ul>
Canoeing MB	<ul style="list-style-type: none"> <li>- Swimmer<sup>(1)</sup></li> </ul>	<ul style="list-style-type: none"> <li>- See First Aid Note</li> <li>- Bring required clothing.</li> </ul>
Lifesaving MB	<ul style="list-style-type: none"> <li>- Swimmer<sup>(1)</sup></li> <li>- Bring full set of street clothes for Req. 7e</li> </ul>	
Mile Swim, BSA	<ul style="list-style-type: none"> <li>- Swimmer<sup>(1)</sup></li> </ul>	<ul style="list-style-type: none"> <li>- Swimmers must have rower and observer for 1 Mile course; practice for the mile swim is only done during evening open program.</li> </ul>
Motor Boating MB	<ul style="list-style-type: none"> <li>- Swimmer<sup>(1)</sup></li> <li>- Req. 4a : Must have state certificate</li> </ul>	<ul style="list-style-type: none"> <li>- See First Aid Note</li> <li>- Michigan Safe Boat Certificate is required for completion, but Scouts still needs to demonstrate boat-handling skills, time to be scheduled with counselor at camp if different than MB schedule.</li> </ul>
Water Sports	<ul style="list-style-type: none"> <li>- Swimmer<sup>(1)</sup></li> </ul>	
Rowing MB	<ul style="list-style-type: none"> <li>- Swimmer<sup>(1)</sup></li> </ul>	<ul style="list-style-type: none"> <li>- See First Aid Note</li> </ul>
Small Boat Sailing	<ul style="list-style-type: none"> <li>- Swimmer<sup>(1)</sup></li> </ul>	<ul style="list-style-type: none"> <li>- See First Aid Note</li> <li>- It is better to have req. 4e written before coming to camp.</li> </ul>
Snorkeling BSA	<ul style="list-style-type: none"> <li>- Swimmer<sup>(1)</sup></li> </ul>	
Swimming MB	<ul style="list-style-type: none"> <li>- Swimmer<sup>(1)</sup></li> <li>- Bring full set of street cloths for Req. 4</li> </ul>	<ul style="list-style-type: none"> <li>- See First Aid Note</li> </ul>

(1) Swim Test Classification of "swimmer" must be obtained prior to beginning merit badge class.

**First Aid Note:** All aquatic Merit Badges, except Lifesaving, have some common requirements (Req. 1 and 2a, 3a) that deal with First Aid and CPR in related activities. A wise Scout will review his knowledge before starting this MB. Be prepared for a pop quiz.

All activities in or on Lost Lake are restricted to only those times when the waterfront is staffed! The staff is under the direction of a BSA certified aquatics director and is staffed with fully qualified lifeguards.

# Merit Badge Program

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## ECOLOGY / CONSERVATION

This is the program area that gives real emphasis to the importance of conserving our natural resources and learning the relationship between living and non-living elements on our Planet Earth. Beyond the merit badge offerings, there are special events and nature trails to walk with your buddy or patrol.

BADGE	PREREQUISITES / PRE-CAMP PREPARATION	COMMENTS
Astronomy MB	Requirements 5b, 6, 7b, Read book.	This requirement can be done online at NASA and be made in to a chart, these requirement must be done at home to get the merit at camp Astronomy and Weather are offered together during the same time slot.
Environmental Science MB	Requirements 1, 3e 1-3 option, 3f 1-3 option, 4 Suggested: Requirements 6	Very Time consuming, not recommended for 1st or 2nd year camper. <i>Should be on recommendation of Scoutmaster.</i>
Nature	Requirements 4g2, Read book.	Nature and Plant Science are offered together during the same time slot.
Fish and Wildlife Management MB	Requirement 5 and 8, Suggested 6; Read book.	
Forestry MB	Requirements 1 and 7; Read book.	Bring material for collections and projects
Reptiles & Amphibians	Requirement 8, Read book.	Mammals and Reptiles & Amphibians are offered together during the same time slot.
Mammal Study MB	Read book.	Mammals and Reptiles & Amphibians are offered together during the same time slot.
Plant Science MB	Requirement 4 Only Field Botany Option can be done at camp. Read book.	Nature and Plant Science are offered together during the same time slot.
Soil and Water Conservation MB	Requirement 7; Read book.	Geology and Soil & Water Conservation are offered together during the same time slot.
Weather	Requirement 8, Read book.	Astronomy and Weather are offered together during the same time slot.
Geology	Requirement 5, Read book	Geology and Soil & Water Conservation are offered together during the same time slot.

# Merit Badge Program

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## HANDICRAFT

The pride, sense of accomplishment and satisfaction of making something at camp is very real. Handicraft at camp is always popular.



These merit badges require additional fees to cover the cost of the materials used in completing the course. The kits listed below are the kits that LLSR recommends for ease of completion and to limit costs. Additional kits will be available at a variety of costs.

BADGE	KITS AVAILABLE	COMMENTS
Basketry MB	Two basket kits + 1 seat kit (all are required)	Cost estimate: \$20.00
Indian Lore MB	Dream Catcher, Item of Clothing	Cost estimate: \$20.00
Sculpture MB		Cost estimate: \$14.00; Major time commitment
Art MB		Cost estimate: \$12.00
Leatherwork MB	Belt	Cost estimate: \$12.00
Pottery MB		Cost estimate: \$8.00; Major time commitment
Woodcarving		Cost estimate: \$5.00 Totin' Chip is required and must be presented to instructor.

# Merit Badge Program

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## MISCELLANEOUS

This area includes all merit badge work and other areas that are important in the Scout's development but not easily grouped into an existing program area at camp.

BADGE	PREREQUISITES / PRE-CAMP PREPARATION	COMMENTS
Citizenship in the Nation	Requirement 2,3,6	Recommended for 3 <sup>rd</sup> year campers.
Citizenship in the World	Requirement 3a, 4b, 7	Recommended for 3 <sup>rd</sup> year campers.
Climbing	Read book.	Physical strength and mental maturity required. Suggest 13 years old minimum.
Computer	Requirement 6F	
Emergency Prepared-ness	Requirements 2b, 2c, 6b, 6c, 8c, 9a. Read book. First Aid merit badge required.	8c can be fulfilled by bringing a photograph of the kit you've prepared to the counselor
First Aid	*First Aid Requirements for the ranks of Tenderfoot, 2 <sup>nd</sup> Class and 1 <sup>st</sup> Class; Read book. Bring materials for Req. 2d. Bring a First Aid Kit!!!	
Fishing	Suggest you bring your own equipment; some equipment available at camp. Read book.	Must catch 2 fish releasing one and describe how you cleaned & cooked another
Fly-Fishing	Bring own equipment if possible, a limited amount is available. Read book.	Cost Estimate: \$5.00 Must catch 2 fish releasing one and describe how you cleaned & cooked another
Golf	Requirement 8. <b>Bring your score-card to camp.</b> Read book. Bring golf balls 3 – 6 (do not need to be new balls) Bring your own clubs.	Cost Estimate: \$10.00 for course fees. (Camp will cover additional costs.) Approx. 32 Scouts per week can participate in this program. Adult leaders from Troop will be asked to provide transportation to golf course.
Photography	A limited number of digital cameras will be available for use at camp this year or a Scout may bring his own camera.	Cost Estimate: \$7.00 This includes the use of a digital camera and printing of only the required number of pictures. If a Scout brings his own camera he is responsible for the actual cost of developing his film.
Space Exploration	Read book.	Cost Estimate: \$15.00

- Must have completed before camp and brought to counselor.

# Merit Badge Program

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## OUTDOOR SKILLS

The Outdoor Skills program area is the place at Lost Lake where Scouting's advanced skills are king. Here the Scout will find instruction in cooking, camping, orienteering, pioneering, and low-impact camping. Like most of our program areas, Scouters having special skills or interests, are encouraged, invited and welcome to assist in the instruction. Other program offerings at this area that your patrol or Troop can arrange include:

Monkey Bridge	Lashings	Knot Tying	Orienteering
Utensils Cooking	Fire Building	Splicing	Rope Making
Reflector Ovens	Paul Bunyan	Dutch Oven Cooking	

BADGE	PREREQUISITES / PRE-CAMP PREPARATION	COMMENTS
Camping	Requirement 9; Read book	Requirement 7 difficult at camp, written parts should be done at home. Only a partial is available without prior preparation.
Cooking	Requirement 4a, 6a, 7, 8	Unless the Troop is cooking its own meals in camp the MB cannot be completed with out prior preparation.
Orienteering	Read book	Requirement 7 is a major time commitment, Req. 8 & 9 requires planning, not for 1st year camper
Pioneering	Read book	Not recommended for 1st year camper. Considerable time commitment.
Wilderness Survival	Read book; Suggested: bring Req. 5 to camp	Not recommended for 1st year camper. Requires one night away from camp, which will be spent at the Wilderness Survival area.

# Merit Badge Program

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## SHOOTING SPORTS

Lost Lake is proud of its shooting sports area. In addition to the merit badges, shooting sports has many popular events at camp. These include:

Skeet Shooting

Action Archery

Black Powder Shooting  
(For selected youth & adults)



It is important that both Scouts and Scouters keep in mind that shooting may only take place when the adult-trained supervisor is present. Be certain to read and follow all posted rules. No firearm, ammunition, bows or arrows may be brought to camp without prior written permission of the Camp Director. Shotgun ammunition must be purchased at camp.

BADGE	PREREQUISITES / PRE-CAMP PREPARATION	COMMENTS
Archery	Lots of Practice	Cost Estimate: \$3.00 Suggested for 1 <sup>st</sup> Year Campers
Rifle	Lots of Practice Bring a list for requirement 1i	Earplugs: \$0.50 per set Suggest before Shotgun. <b>Should be age 12 or second year camper.</b> Read over requirements 1a,1b,1c,1e,1g,1h,2a,2c,2e,2f,2h,2j.
Shotgun	Lots of Practice	Cost Estimate: \$30.00 + Earplugs: \$0.50 per set <b>Not for 1st year camper</b> It is also suggested that Scouts take Rifle MB before Shotgun MB

Note, there are only 15 spots per block.