

Merit Badge List

Aquatics

Please note that our average water temperature is in the mid 60's all summer at camp.

BSA Lifeguard

Required Age: 15 (This is also open to leaders)

This is a rigorous program that certifies a Scout to be a Lifeguard. Scouts are required to spend several hours a day (between 10:00am and 5:00 P.M.) in the Aquatics area. Physical strength, stamina, and the mental discipline to handle a great deal of written work is required. This program is recommended only for older Scouts and strong swimmers. American Red Cross First Aid and CPR / AED for the Professional Rescuer, or equivalent training courses from recognized agencies are required to complete the course. You must bring proof of current certifications in these areas to camp with you or the BSA Lifeguard card cannot be issued.

Canoeing

All Ages

This is an excellent merit badge to introduce boating to Scouts. While good physical strength and stamina adds to the experience, almost anyone can enjoy their time in a canoe once they understand the techniques. Scouts should bring a bathing suit and a towel to participate in this session.

Instructional Swim

All Ages

Thousands of young men have learned to swim in Lake Allen. If your Troop has Scouts that wish to learn how to swim, or simply want to improve their technique, our staff will be available for training during the 3:30-5:30 open program session.

Kayaking MB & Roll Clinic

Required Age: 14 (Open to Leaders)

Prerequisite: Swimming Merit Badge, Canoeing Merit Badge, pass the BSA Swimmers test
Students will learn proper care and maintenance of equipment, flat-water and white-water paddling skills, and more advanced techniques such as the Eskimo Roll. To participate in the class, Scouts are required to be at least 14 years of age, have canoeing and swimming merit badges, and be physically fit. Personal wet suits, shorties and river shoes may be used.



Photo courtesy of Rob Yoho troop 5, Plant City FL.

Lifesaving

Recommended Age: 12

Prerequisite: Swimming Merit Badge

This is a challenging merit badge that requires physical strength, stamina and decision making ability. Scouts must bring long pants, a long-sleeved button-down shirt, and shoes that can be gotten wet.

Mile Swim

Recommended Age: 13, Adults Welcome

For the ultimate test of physical fitness and swimming ability in the BSA, the session will work up to the mile every day by building endurance through supervised training sessions. Scouts and Scouters that earn the Mile Swim at Camp Daniel Boone can wear their award with pride.

Rowing

All Ages

Rowing has long been recognized as one of the best activities for developing strength and muscle tone in the upper body. This session will teach the proper techniques and safety procedures for this sport. Scouts should bring a swimming suit and a towel for this class.

Swimming

All Ages

One of the first Eagle-required merit badges that Scouts should attempt, swimming is taught in the heat of the afternoon at Lake Allen. Participants should bring shoes, socks, swim trunks, long pants, belt, and a long-sleeved shirt that can get wet, and they should bring a pair of swimming trunks and a towel to every class.

Polar Bear Swim

All Ages – This is a Fun Activity, no award will be presented.

Enjoy an early morning swim in the exhilarating waters of Lake Allen. Polar Bear Swim will be offered one morning a week at 6:30 AM. A Polar Bear Plunge Patch is available in the trading post for purchase.

Ecology

Bird Study

All Ages

Scouts will learn about the different species of Birds and the different songs and sounds of local bird species. Scouts will develop a journal for effective bird study. Requirements 5 & 6 will take more time than camp will allow.

Electricity

All Ages

Scouts will learn how we generate, transmit, and use electricity. Requirements 2,8, and 9A must be completed at home.

Environmental Science

Recommended Age: 14

Scouts will learn about ecosystems and how animals and plants play an equal role in maintaining the delicate balance of nature. We will conduct experiments to demonstrate how the removal of vegetation affects water runoff as well as others. Scouts should make sure to bring paper and pencil.

Fish and Wildlife Management

All Ages

Scouts will learn about conservation techniques for natural resources such as responsible use of land and protection of wildlife. The course will also cover hunting and fishing laws, and ways that individuals can make a difference in the world through conservation.

Forestry

All Ages - \$5 paid at Cradle of Forestry for guided tour

Scouts learn forest management techniques and visit the Cradle of Forestry – the first Forestry school in the world. They also learn to identify trees and other plants as well as learn the forests role in the overall ecosystem.

Geology

All Ages

Scouts will explore the study of the earth. Learn about volcanoes, fossils, rocks and minerals here on planet Earth.

Insect Study

All ages

Scouts will learn about the different species of insects in our area, they will be able to identify and name the parts of an insect. Students will make a journal of observations. Requirement 7 must be completed prior to camp.

Mammal Study

All Ages

Scouts will practice techniques to study mammals in the wild. They will learn how to identify footprints left by mammals, how populations influence others, and how the animal kingdom is classified. They will also participate in a project to build a habitat for mammals.

Pulp and Paper

Required Age: 14

This class will cover the history of papermaking, how paper is made, and how paper products are used in our society. The highlight of the week is a trip to the Blue Ridge Paper mill in Canton, NC. Long pants and closed-toed shoes are required for this trip. Scouts under 14 cannot complete the merit badge. The age limit is based on Paper mill rules.

Reptile and Amphibian Study

All Ages

This session will cover the habits of and differences between reptiles and amphibians. In addition to learning the role these animals play in our ecosystem, Scouts will learn how to identify different types of reptiles and amphibians. Requirement 8 must be completed outside of camp.

Soil and Water Conservation

All Ages

Scouts will learn how to preserve natural resources and how to lessen their impact on the ecosystem by learning how to prevent erosion. They will participate in an erosion control project during the week to allow them to observe erosion control in action.

Oceanography

All Ages

Scouts will explore the science and career opportunities of ocean-based research. Learn about ocean currents and the ecosystems that make up over 70% of the earth's surface.

Handicraft

Art

All Ages

Scouts will learn to tell a story using pictures as well as draw an object using a variety of mediums. Requirement #4 may not be completed.

Basketry

All Ages - \$ (cost varies depending on size and type of basket kit. Generally \$35 - \$45 for merit badge) Scouts will learn about the glorious world of basketry, including different types of weaves and baskets. They will purchase, create, and take home two baskets, in addition to weaving a chair.

Indian Lore

All Ages - \$ (Cost varies depending on craft kits purchased. Average cost is \$20 - \$35) Through this exciting, hands-on merit badge, Scouts will discover numerous aspects of the Native American culture. Playing games, speaking the language, singing songs, listening to legends, or creating and building items similar to those utilized by our ancestors are just a few ways that participants will learn about Western North Carolina's oldest residents. Some will focus on Cherokee culture, and some groups will focus on Shawnee culture.

Leatherwork

All Ages - \$ (Cost varies. Average cost is \$15 - \$25)

The class will learn where leather comes from, how it is used, how to tan, cure, and finish it, and how to take care of it. Scouts will also get an opportunity to create their own leather souvenir.

Woodcarving

All Ages - \$ (Cost Varies. Average cost is \$5 - \$15)

This craft will serve you for a lifetime. Learn the best wood to carve, the tools to use, and how to carve correctly, then plan and carve two projects to take home.

Leadership

Cinematography

All Ages

Learn about the elements of a good movie. Create a story line and learn to use filming equipment. Film your story. Learn about career opportunities in the cinematography world.

Citizenship in the Nation

Recommended Age: 12

Learn about the rights and responsibilities of being a citizen in the United States. Dig deeper into the founding documents such as the bill of rights and the constitution. Learn about some famous speeches and historical sites. Participants should bring the contact

information for their US Senators and Congressman with them to camp. (Req. 8) Either 2a, 2b or 2c must be completed at home.

Citizenship in the World

Recommended Age: 13

Scouts learn about the meaning of global citizenship and the relationship between nations and world organizations. This course requires a high level of maturity and participation.

Communications

Recommended Age: 13

During this session, Scouts will participate in several written and oral activities designed to strengthen their communication skills. Scouts that prepare some material before camp will find it easier to complete this badge. Requirements 5, 7, and 8 must be completed at home.

Emergency Preparedness

Recommended Age: 13

Prerequisite: First Aid Merit Badge

Scouts will learn to take care of themselves, their families, and complete strangers in case of emergencies. This is an advanced merit badge, resulting in increased confidence in the event of catastrophic events. For Requirement 8a, 8b, 8c, proof of creating and participating in a troop mobilization and a creating a personal emergency service pack **MUST** be done at home. Requirements 2c, 6b & 6c must be done prior to camp.

Law

All Ages

Scouts will learn the basics of what it is to be a lawyer. They will learn about famous trials, talk to a lawyer, learn about basic laws, and conduct a mock trial in class. Requirement 4, go to a law enforcement officer in your neighborhood and ask about his or her responsibilities and duties, will not be able to be completed at camp. This should be done prior to camp and brought to the counselor at camp for approval.

Music/Bugling

All Ages

Scouts will learn about the wonderful world of Perfect 5ths and Diminished Triads. Scouts will learn the history of music and listen to many musical examples. Scouts must complete either 3a, 3b, 3c from the music merit badge. Requirement 6 from the bugling merit badge must also be completed prior coming to camp. It is highly recommended that the Scout bring his own trumpet, bugle, or cornet.

Photography

All Ages

Scouts must bring their own digital camera. Any cheap digital camera will do. If a Scout brings a disposable camera, the Scout will need 4 to 5 of them because the class will take 150 to 200 pictures. If a disposable camera is used, then the Scout will have to get his pictures developed in order to show the counselor his pictures before he leaves camp in order to get credit for the merit badge. Scouts will learn how different elements affect picture quality, the basic parts of a camera, produce a story using pictures, and create a slide show focusing on a single topic of the Scouts choice.

Public Speaking

All Ages

Scouts will learn how to be a better presenter. This merit badge is intended for the Scouts that are not comfortable in speaking in front of audiences to join. Scouts will learn how to give a speech, make a presentation, talk impromptu in front of a class, and learn how to run a meeting.

Trail to Eagle

All Ages

This is a non credit program in which participants discuss the Eagle Scout Project requirements and how to fill out the workbook. Major changes to the Eagle Workbook beginning in January 2013 will be covered. They will also discuss the Eagle Scout Application and what it means to be an Eagle Scout. This 2 day session will be offered during free time on Monday and Tuesday.

Scoutcraft

Archeology

All Ages

An opportunity for scouts to learn about the study of human cultures through the recovery, documentation and analysis of material remains and environmental data, including architecture, artifacts, biofacts, human remains, and landscapes.

First Aid

All Ages

Scout will be instructed in basic first-aid. The group will cover identification of injuries, and then treatments such as splinting, bandaging, and basic CPR. Requirement 1, and 2b, should be completed prior to camp and brought for approval.

Camping/Backpacking

All Ages

This badge is intended to teach all Scouts about camping and backpacking/camping skills. Participants will be expected to plan a campout and show that they are packed and ready to go on a camping trip. Camping requirement 9 cannot be completed at camp, although a Scouts week at CDB does count towards the 20 days and nights of camping. They will also learn how to prepare and plan for an extended trek in the wilderness. Discuss gear selection and route planning and actually go backpacking. Req. 11 must be completed at home. This

is a combined merit badge – they will earn credit towards both Camping and Backpacking merit badges.

Cooking – this is a 2 hour class

Recommended age: 12

This badge will teach a Scout to plan, prepare, and cook meals while camping.

Fishing

All Ages

Scouts learn about fishing equipment and techniques. Scout will have the opportunity to catch, clean and cook a fresh trout. Requirement # 9 may not be completed at camp.

Geocaching

All Ages

Scouts will learn about GPS Units, geocaching in the US. They will learn how to hide and document a geocache as well as find geocaches around CDB.

Orienteering

All Ages

Learn to use a map and compass to find your way. Plan your own orienteering course, and compete with other scouts in a course at camp. Teach members of your troop about orienteering.

Pioneering

Recommended Age: 12

Learn how to use rope and spars to build useful items such as bridges or tables. Learn advanced knots and how to make rope. Before camp, scouts should practice the knots for requirement 3.

Railroading

All Ages

Scouts will learn to identify types of trains and cars. They will learn about Amtrak and how a railroad company operates. They will learn about rail safety and railroad signals. Finally they will design a model railroad set.

Search and Rescue –

Recommended age: 14

Scouts will learn the basics of search and rescues, Incident command systems, and search techniques. The class will also participate in a mock scenario during free time.

Requirement 4 must be completed prior to camp.

Salesmanship

Recommended Age: 12

Explore the world of sales. Learn what it takes to be an effective salesman. What are the responsibilities of a salesman? Get practical experiences using the sales techniques learned. Req. 5 requires a kit available in the trading post.

Wilderness Survival

Recommended Age: 12

Learn how to survive in several different survival situations. Learn how to prioritize, keep warm, signal for help, get found and find safe drinking water. Scout should bring his survival kit (req. 5) with him to camp. We strongly recommend scouts earn camping merit badge before attempting this badge.

Shooting Sports

Archery

All Ages – Cost approximately \$10 for an arrow kit from the trading post

Learn to make a bowstring and an arrow. Practice shooting and improve your accuracy.

Scouts must shoot a score high enough to qualify for the merit badge. **NO personal Bow's or personal ammunition are to be brought to camp.**

Rifle Shooting

All Ages – **Cost \$20 Session is 90 minutes long.**

Learn basic rifle safety and shooting skills. Participants must shoot well enough to qualify for merit badge completion. (Req. 2 Option A k&l) Requirement 2 Option A is the only option available at CDB. First year campers with no previous shooting experience are discouraged from attempting this badge. **NO personal rifles or personal ammunition are to be brought to camp.**

Shotgun Shooting

Recommended Age: 13 – **Cost \$20**

Shotgun shooting is a both physically and mentally challenging merit badge. It teaches Scouts not only how to shoot, but how to shoot safely. They will learn about different types of shotguns, ammunition, and targets. **NO personal shotguns or personal ammunition is to be brought to camp.** The recommended age is due to the recoil of the shotgun and potential bruising and trouble handling the gun for younger scouts. Participation for scouts under 13 will be at the approval of the Shotgun Range Director.

STEM (Science, Technology, Engineering, and Math)

Architecture

All Ages-

Scouts will learn about the thought and planning involved in designing structures and learn how to accurately scale drawings of structures.

Chemistry

All Ages –

Scouts will learn about chemical reactions, build a Cartesian diver, and learn about uses of chemicals in commercial and industrial uses.

Digital Technology

All Age

Scouts will learn becoming familiar with digitized storage, the difference between lossy and lossless data, compression and digital devices and their uses learning about computers, mobile devices, gaming consoles, and computer networks and purposes. Investigating malware and protection of digital devices and information.

Game Design

All Ages-

Scouts will learn about the basic concepts behind the creation of game play. Scouts will test theories by creating and participating in games.

Inventing

All Ages

Scouts will use their imagination to make an invention of their own. They will also learn about famous inventors and the patent process. Requirement 7 to build a working prototype model will need to be completed after camp.

Space Exploration

All Ages – (Cost \$10 - \$15 depending on model rocket style purchased)

Scouts learn about the how and why of mankind's journey into outer space. They have an opportunity to build, launch, and recover a model rocket. The class also encourages creative thinking towards outer space and involves designing an unmanned space mission and a manned base on another planet.



Horsemanship Merit Badge

All Ages

Horsemanship merit badge is offered as an evening session at nearby Stockton Farms. Stockton Farms is a fully equipped working horse farm located about 10 minutes from camp. The horses are gentle and specially trained to ride children. Class times are from 7 to 9 P.M. on Monday and Wednesday. Participants must attend both sessions to complete the badge.

The program is comprehensive and scouts will learn about horse care and history as well as how to ride. No previous riding experience is necessary. Cost of the 4 hour course is \$40 per participant and is paid to Stockton Farms upon arrival at the farm. Troops provide their own transportation to Stockton Farms.

Animal Science Merit Badge

All Ages.

This is another evening session at Stockton Farms. We are pleased to offer this merit badge as many scouts have limited opportunities to earn this exciting and educational badge. Class times are from 7 to 9 P.M. on Tuesday and Thursday. Participants must attend both sessions to complete the badge.

The program is comprehensive and scouts will be able to completely earn the badge at camp. The program will complete the Beef Cattle Option for requirement 6. Cost for this 4 hour course is \$40 and is paid to Stockton Farms upon arrival at the farm. Troops must provide their own transportation to Stockton Farms.

Climbing Merit Badge

Recommended Age: 13

Located at the Harrison High Adventure Building, our rock wall (made entirely out of natural stone) is the perfect place for Scouts to be introduced to the sport of climbing. Participants in the Merit Badge session should have sufficient upper body strength for climbing and for belaying other Scouts. Due to size of the facility, each hour-long session is limited to ten participants. The wall looms 40 feet above the base platform and nearly 70 feet above the valley floor below. It is a great experience where scouts can build self confidence while earning the climbing merit badge.



Photo courtesy of Robert Garrett