

# MERIT BADGE PROGRAM

Sioux Camp offers 32 different merit badges in its merit badge program. The complete listing of the merit badges offered at camp is outlined below. Five of the required merit badges for Eagle Scout are offered including: Camping, Environmental Science, First Aid, Lifesaving, and Swimming. The addition of badges during the summer will be kept to a minimum but may be added to the camp curriculum based on counselor strengths and abilities. Please note that any information regarding added badges will be addressed at the Saturday Night Scoutmaster Roundtable. The numbers in parentheses refer to the difficulty level.

- (1) = Easy
- (2) = Moderate
- (3) = Advanced

## Merit Badge Locations:

Merit badge sessions are held in the related program areas of Sioux Camp as listed below. This information is important to know when selecting merit badges so that Scouts can plan where they need to be throughout the week. The Block Schedule allows for ample time between merit badges to return to the troop campsite to gather materials for another merit badge, visit the trading post, or visit one of the open program areas.

### Scoutcraft Area

- Camping (2)
- #Climbing (3)
- Orienteering (2)
- Pioneering (3)
- Wilderness Survival (2)

### Handicraft Area

- Basketry (1)
- Leatherwork (1)
- Woodcarving (2)

### Parade Field

- First Aid (2)

### Aquatics Area

- Canoeing (2)
- Lifesaving (3)
- Rowing (2)
- Small-Boat Sailing (3)
- Swimming (2)

### Field Sports Area

- Archery (3)
- Fishing (2)
- Fly Fishing (3)
- #Rifle Shooting (3)
- #Shotgun Shooting (3)

### Ecology Area

- Astronomy (3)
- Bird Study (2)
- Environmental Science (3)
- Fish & Wildlife Management (2)
- Forestry (2)
- Geology (2)
- Mammal Study (1)
- Nature (2)
- Reptile & Amphibian Study (2)
- Soil & Water Conservation (2)
- Weather (1)

### Horse Corral

- #Horsemanship (3)
- Animal Science (2)

#Class size is limited, admittance based on age then rank

## **Merit Badge Class Restrictions:**

Class sizes for rifle shooting, shotgun shooting, climbing, and horsemanship are restricted due to safety restrictions and physical capacity. This is to ensure that Scouts taking the merit badge receive the time and instruction needed to complete the badge at camp.

# Sioux Camp Merit Badge Guide

Merit Badge	Difficulty Level	Additional Fees or Qualifications	Requirements to complete <u>before</u> camp.	MB Book Needed	Location & Time
1. Animal Science	Intermediate (2)	None	None	2006	Horse Corral Block C
2. Archery	Advanced (3)	None *Minimum cost \$1.00	None	2004	Field Sports Block B
3. Astronomy	Advanced (3)	None	6 and 7b	2004	Ecology Block C
4. Basketry	Beginner (1)	None *Minimum cost \$20	None	2003	Handicraft Block C
5. Bird Study	Intermediate (2)	None	5 and 6	2005	Ecology Block B
6. Camping	Intermediate (2)	None	9a	2005	Scoutcraft Block B
7. Canoeing	Advanced (3)	Swimmer Classification	None	2004	Aquatics Blocks A or B
8. Climbing	Advanced (3)	None	None	2006	Scoutcraft Blocks A or B
9. Environmental Science	Advanced (3)	None	None	2006	Ecology Blocks A or B
10. First Aid	Intermediate (2)	None	None	2007	Program Building Blocks C or D
11. Fish & Wildlife Management	Intermediate (2)	None	7c	2004	Ecology Block C
12. Fishing	Intermediate (2)	None	None	2009	Field Sports Block A
13. Fly Fishing	Advanced (3)	None	None	2009	Archery Range Block A
14. Forestry	Intermediate (2)	None	None	2005	Ecology Block A
15. Geology	Intermediate (2)	None	None	2005	Ecology Block B
16.*Horsemanship	Advanced (3)	Fee: \$10.00 Review the merit badge before coming to camp	None	2004	Horse Corral Block B & D (5 days)

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Merit Badge	Difficulty Level	Additional Fees or Qualifications	Requirements to complete <u>before</u> camp.	MB Book Needed	Location & Time
17. Leatherwork	Beginner (1)	None *Minimum cost \$2.00	None	2005	Handicraft Block C
18. Lifesaving	Advanced (3)	1a and 1b	None	2008	Aquatics Block B & D (5 days)
19. Mammal Study	Beginner (1)	None	None	2003	Ecology Block D
20. Nature	Intermediate (2)	None	None	2003	Ecology Block D
21. Orienteering	Intermediate (2)	None	None	2003	Scoutcraft Block D
22. Pioneering	Advanced (3)	None	None	2006	Scoutcraft Block B
23. Reptile & Amphibian Study	Intermediate (2)	None	Care for an animal	2005	Ecology Block C
24. Rifle Shooting	Advanced (3)	None *Minimum cost \$2.00	None	2006	Field Sports Blocks A or B
25. Rowing	Intermediate (2)	Swimmer classification	None	2006	Aquatics Block D
26. Shotgun Shooting	Advanced (3)	None *Minimum cost \$20.00	None	2005	Field Sports Block A
27. Small-Boat Sailing	Advanced (3)	Swimmer classification	Complete - CPR done outside of class	2004	Aquatics Block C & D (5 days)
28. Soil & Water Conservation	Intermediate (2)	None	Complete - work done outside of class	2004	Ecology Block D
29. Swimming	Intermediate (2)	Swimmer classification	None	2008	Aquatics Blocks A or B
30. Weather	Advanced (3)	None	None	2006	Ecology Block A
31. Wilderness Survival	Intermediate (2)	None	None	2007	Scoutcraft Block D
32. Woodcarving	Intermediate (2)	None *minimum cost \$1.00	None	2006	Handicraft Block C or D

# MERIT BADGE BLOCK SCHEDULE

Block A (Su, T, Th 2pm-4pm)	Block B (M, W, F 9am-11am)	Block C (M, W 2pm-4pm)	Block D (T, Th 9am-11am)
Canoeing	Archery	Animal Science	First Aid
Climbing	Bird Study	Astronomy	*Horsemanship (9-11:30)
Environmental Science	Camping	Basketry	Leatherwork
Fishing	Canoeing	First Aid	*Lifesaving
Fly Fishing	Climbing	Fish & Wildlife Management	Mammal Study
Forestry	Environmental Science	Leatherwork	Nature
Rifle Shooting	Geology	Reptile & Amphibian Study	Orienteering
Shotgun Shooting	*Horsemanship (9-11:30)	*Small Boat Sailing	Rowing
*Small-Boat Sailing	*Lifesaving	Woodcarving	*Small Boat Sailing
Swimming	Pioneering		Soil & Water Conservation
Weather	Rifle Shooting		Wilderness Survival
	*Small Boat Sailing		Wood Carving
	Swimming	*Class meets all week (5 days) during scheduled time.	

**Note to Scoutmaster:** This page is designed as a tool to help your Scouts plan for their week at camp. Copy this page and use it at a troop meeting as a planning aid with the Scouts.

Merit Badge Plan for: (Scout's name) \_\_\_\_\_

1. List the merit badge(s) that you want to work on at camp.

A \_\_\_\_\_ B \_\_\_\_\_ C \_\_\_\_\_ D \_\_\_\_\_

2. Find and circle the merit badge(s) on the schedule above.

3. All of your merit badges should be in a different block column, otherwise you will have a conflict and you might have to pick a different merit badge.

4. If a merit badge is listed as a dual-block session, you must attend both blocks. Example, the Lifesaving Merit Badge is scheduled for both Block A and Block B. Scouts are expected to attend the class the entire week.