

# THE MERIT BADGE PROGRAM

A quality camp experience for Scouts and their troop, while at Camp Russell, is as important to **US** as it is to **YOU**. We've developed a system to help leaders and Scouts make better decisions concerning the selection of Merit Badge sessions. It has been developed to better fit individual needs and avoids the stress and chaos of an open Merit Badge sign-up at camp. The following points will help you in the planning process.

All merit badges at Camp Russell, BSA will be taught based on the requirements found in the current requirement book. Check to make sure your merit badge pamphlets contain the same requirements. Each Scout seeking to earn a merit badge must pre-register for the session. We will set up a schedule of sessions that enables the Scout to not only earn advancement, but also participate in the camp's many special programs.

It is the responsibility of each Scout, with the help of his Scoutmaster, to determine in advance the merit badges he wishes to complete at camp. Prior preparation is required for many merit badges. In order to prevent partials, please make sure your Scouts have both completed these requirements and have a signed note from the Scoutmaster stating that the prerequisites have been completed.

## MERIT BADGES DEGREES OF DIFFICULTY SCALE

- **Advanced** – Merit Badges in this category are the most difficult to earn at summer camp due to the course content and number of prerequisites that must be completed before a Scout arrives at camp. For these reasons, advanced badges are recommended for more mature youth, First Class Rank and above.
- **Moderate** – Merit Badges in this category can easily be earned at camp by an experienced Scout. There are few prerequisites to complete at home.
- **Basic** – Merit Badges in this category have few, if any, prerequisites. These badges are excellent for the younger Scouts or older Scouts who need to balance their camp program.

## MERIT BADGE SESSION SIZE LIMITATIONS

The camp staff will do everything to ensure that all Scouts are able to take their selected merit badges. However, there are limitations due to equipment, safety concerns, and time. All merit badge requests will be filled on a first-come-first-served basis. If merit badge sessions become over booked, selections will be based on the listed recommendations. Please advise your Scouts to have a "second choice" in case they are not able to get into the merit badge session of their choice.

## PARTIALLY COMPLETED MERIT BADGES

Merit badges not completed in full will result in a partial for the Scout. The merit badge applications (blue cards) will be returned to the Scoutmaster Friday evening, with the requirements completed

# MERIT BADGE SCHEDULE

Session 1: 9:00–10:00 AM

Session 3: 2:00–3:00 PM

Session 2: 10:00–11:00 AM

Session 4: 3:00–4:00 PM

## AQUATIC MERIT BADGES (Some merit badges require two-hour blocks)

### MERIT BADGE

Canoeing

Code: CAN



### DEGREE OF DIFFICULTY

Moderate

Sessions: 1+2 or 3+4

2 Hour Session

Waterfront Area

### RECOMENDATIONS

Physical strength and stamina required. This is a good merit badge to introduce boating. A Scout must be able to lift and launch a canoe by themselves as well as be able to climb into a canoe from deep water.

**Completion of the Swimmer's test is mandatory.**

This is a good Merit Badge for a 2<sup>nd</sup> year camper.

MB sessions limited to 10 participants.

Lifesaving

Code: LIS



Advanced

Sessions: 1+2 or 3+4

2 Hour Session

Waterfront Area

This challenging program requires proficiency in the four basic swimming strokes. A Scout must be able to surface dive ten feet down with this eyes open.

**It is highly recommended that a Scout has completed Swimming merit badge.**

This is a good Merit Badge for a 3<sup>rd</sup> year camper.

MB sessions limited to 12 participants.

Rowing

Code: ROW



Moderate

Sessions: 1+2

2 Hour Session

Waterfront Area

This is a physically demanding program. Rowing skills are more difficult to master than canoeing. A Scout must know the required knots and have some familiarity with rowing.

**Completion of the Swimmer's test is mandatory.**

This is a good Merit Badge for a 2<sup>nd</sup> year camper.

MB sessions limited to 10 participants.

Swimming  
Code: SWM



**Moderate**  
**Sessions: 1+2 or 3+4**  
2 Hour Session  
Waterfront Area

This program is physically demanding and is recommended for older Scouts only. Requires proficiency in the required swimming strokes. A long-sleeve-button shirt, long pants, and shoes that can get wet, are needed.  
**Completion of the Swimmer's test is mandatory.**

This is a good Merit Badge for a 2<sup>nd</sup> year camper.  
MB sessions limited to 12 participants.

This program will require additional time to master sailing skills. A Scout should be 13 years old and able to tie the required knots proficiently. Must be able to upright and climb into a sailboat.

**Completion of the Swimmer's test is mandatory.**

This is a good Merit Badge for a 3<sup>rd</sup> year camper.  
MB sessions limited to 15 participants.

Small Boat Sailing  
Code: SBS



**Advanced**  
**Sessions: 3+4**  
2 Hour Session  
Waterfront Area

## FIELD SPORTS MERIT BADGES

**MERIT BADGE**  
Archery  
Code: ARC



**DEGREE OF DIFFICULTY**  
**Advanced**  
**Sessions: 1+2 or 3+4**  
2 Hour Session  
Shooting Sports Area

### RECOMENDATIONS

This is a very difficult merit badge to master; thus it is recommended that a Scout have prior experience. A Scout must be able to pull back a 25-pound bow.

This is a good merit badge for a 3<sup>rd</sup> year camper.  
MB sessions limited to 12 participants.

Fishing  
Code: FIS



**Basic**  
**Session 1 or 2**  
1 Hour Session  
Program Center

Completion of this badge requires patience and a lot of luck. Scouts should plan to fish outside of regular the MB session. A Scout must be able to catch to kinds of fish. Must be able to gut and clean a fish for consumption.

This is a good merit badge for a 1<sup>st</sup> year camper.

Fly Fishing  
Code: FLY



Rifle Shooting  
Code: RIF



## Advanced

**Sessions: 3 or 4**  
1 Hour Session  
Program Center

Is strongly recommended that a Scout has earned his Fishing MB. Completion of this badge requires both patience and a lot of luck. Scouts should plan to fish outside of the regular MB session.

This is a good merit badge for a 3<sup>rd</sup> year camper.  
MB sessions limited to 10 participants

## Advanced

**Sessions: 1+2 or 3+4**  
2 Hour Session  
Shooting Sports Area

Challenging a time consuming. A Scout must put in extra time (beyond the two-hour MB session) to shoot qualifying targets in order to earn the merit badge.

This is a good merit badge for a 3<sup>rd</sup> year camper  
MB sessions limited to 14 participants

## SCOUTCRAFT MERIT BADGES

### MERIT BADGE

Camping  
Code: CAM



### DEGREE OF DIFFICULTY

## Moderate

**Sessions: 1,2, 3, or 4**  
1 Hour Session  
Scoutcraft Area

### RECOMENDATIONS

A Scout should review the requirements at home and try to complete as much of the written requirements as possible before coming to camp. In order to complete Camping MB, a Scout must have a total of at least 20 days and nights of camping experience (Requirement 9).

This is a good Merit Badge for a 2<sup>nd</sup> year camper.  
MB sessions limited to 12 participants.

Cooking  
Code: COK



## Advanced

**Meal Times**  
2 Hour Session  
Scoutcraft Area

Scouts will practice their cooking skills throughout the week. Cooking experience is strongly recommended. In order to complete Cooking MB, a Scout must cook three meals at home (Requirement 7).

This is a good Merit Badge for a 3<sup>rd</sup> year camper.

First Aid  
Code: FIR



**Moderate**  
**Sessions: 2 or 4**  
1 Hour Session  
Health Lodge

This program covers a great deal of material. A Scout must have current knowledge of all first-aid requirements for Tenderfoot, 2<sup>nd</sup> Class, and 1<sup>st</sup> Class ranks (Requirement #1). This is a good Merit Badge for a 2<sup>nd</sup> year camper. MB sessions limited to 12 participants.

Orienteering  
Code: ORT



**Advanced**  
**Sessions: 3 or 4**  
1 Hour Session  
Scoutcraft Area

Scouts in this program set and run an orienteering course. It is essential that a Scout wishing to take this badge have a basic knowledge of map and compass. This is a good Merit Badge for a 3<sup>rd</sup> year camper. MB sessions limited to 8 participants.

Pioneering  
Code: PIO



**Advanced**  
**Sessions: 1, 2, 3 or 4**  
1 Hour Session  
Scout Skills Area

A Scout must have a basic knowledge of knots and lashings. In addition, Scouts need extra time to complete a pioneering project and practice splicing. Scouts should bring a pair of work gloves. This is a good Merit Badge for a 3<sup>rd</sup> year camper. MB sessions limited to 10 participants.

Wilderness Survival  
Code: WLS



**Moderate**  
**Sessions: 1, 2, 3 or 4**  
1 Hour Session  
Scout Skills Area

This program requires an overnight trip. Scouts should bring a backpack, sleeping bag, and ground cloth. A survival kit may be made at home and brought to camp (Requirement 5). This is a good Merit Badge for a 2<sup>nd</sup> year camper. MB sessions limited to 10 participants

## HANDICRAFT MERIT BADGES

### MERIT BADGE

Basketry  
Code: BAS



### DEGREE OF DIFFICULTY

**Basic**

**Sessions: 1, 2, 3 or 4**  
1 Hour Session  
Handicraft Pavilion

### RECOMENDATIONS

This is an excellent merit badge for young Scouts. Scouts will use weaving skills to make baskets and a wooden stool. Basic materials and tools are provided.

This is a good Merit Badge for a 1<sup>st</sup> year camper.

MB sessions limited to 12 participants.

Scouts will learn about Native American culture life, games, and crafts. In addition to making Indian crafts, this badge requires some in depth study and reports. Indian craft kits may be purchased at the Trading Post.

This is a good Merit Badge for a 2<sup>nd</sup> year camper.

MB sessions limited to 12 participants.

This is a good badge for younger Scouts to work on. Leather kits may be purchased at the Trading Post. Basic materials and tools are provided.

This is a good Merit Badge for a 1<sup>st</sup> year camper.

MB sessions limited to 12 participants.

Scouts will learn and practice safe handling and caring for their knife. Scouts must bring a sharp folding-knife to each session. The TOTIN Chip card is required before starting any woodcarving projects.

This is a good Merit Badge for a 1<sup>st</sup> year camper.

MB sessions limited to 12 participants.

Indian Lore  
Code: IND



**Moderate**

**Sessions: 1 or 3**  
1 Hour Session  
Long House

Leatherwork  
Code: LTH



**Basic**

**Sessions: 1, 2, 3 or 4**  
1 Hour Session  
Handicraft Pavilion

Woodcarving  
Code: WOC



**Basic**

**Sessions: 1, 2, 3 or 4**  
1 Hour Session  
Handicraft Pavilion

Woodwork  
Code: WWK



## Moderate

**Sessions: 2 or 4**  
1 Hour Session  
Handicraft Pavilion

A Scout must have earned his Totem' Chip before doing this merit badge. He will learn the proper use and care of wood tools and practice using them. Planning and building a project is major part of this merit badge.

This is a good Merit Badge for a 2<sup>nd</sup> year camper.  
MB sessions limited to 8 participants

## ECOLOGY/CONSERVATION MERIT BADGES

### MERIT BADGE

Astronomy  
Code: AST



### DEGREE OF DIFFICULTY

## Advanced

**Sessions: 4 & 10PM**  
2 Hour Session  
Nature Lean-to

### RECOMENDATIONS

This is a very difficult badge to earn in a week. Much depends on clear weather. Scouts will have to make charts, sketches, and be able to point out stars and constellations in the night sky. This badge requires mature levels of concentration and staying up to 11 PM.

This is a good Merit Badge for a 3<sup>rd</sup> year camper.

MB Sessions are limited to 12 participants.

Environmental Science  
Code: ESI



## Advanced

**Sessions: 1+2 or 3+4**  
2 Hour Session  
Conservation Area

This is a time consuming badge which requires Scouts to spend several hours outside of the MB session each day observing, writing, and experimenting. This badge requires mature levels of concentration and is best suited for Scouts 13 and older. Requirements 1, 2, 3e and 6 can be done at home prior to camp.

This is a good Merit Badge for a 3<sup>rd</sup> year camper.

MB Sessions are limited to 12 participants.

Fish & Wildlife M  
Code: FWM



Forestry  
Code: FOR



Geology  
Code: GEO



Mammal Study  
Code: MAM



## Moderate

**Sessions: 1+2**  
2 Hour Session  
Conservation Area

This badge requires some written work and a conservation project. This is a good Merit Badge for a 2<sup>nd</sup> year camper.

## Moderate

**Sessions: 3+4**  
2 Hour Session  
Conservation Area

This badge requires mature levels of concentration, plus charts and plans. Scouts should bring a notebook in which to mount leaves for their collection. Scouts must also complete two written requirements (5 and 7) during the week.

This is a good Merit Badge for a 2<sup>nd</sup> year camper.

MB Sessions are limited to 12 participants.

## Moderate

**Sessions: 1**  
1 Hour Session  
Nature Lean-to

This badge requires mature levels of concentration, plus charts and plans. Please bring your rock/mineral collection to camp (Requirement 5c (3)).

This is a good Merit Badge for a 2<sup>nd</sup> year camper.

MB Sessions are limited to 12 participants.

## Basic

**Session: 1**  
1 Hour Session  
Conservation Area

This is a good introductory badge for younger Scouts.

Participants will be required to complete a report and conservation project.

This is a good Merit Badge for a 1<sup>st</sup> year camper.

MB Sessions are limited to 12 participants.

Nature  
Code: NAT



**Basic**  
**Session: 2 or 3**  
1 Hour Session  
Conservation Area

This badge is an excellent introductory badge to all badges offered in the ecology/conservation area. Scouts learn about a variety of topics including mammals, plant and tree identification, fishes, geology, and more. Various nature hikes are required.

This is a good Merit Badge for a 1st year camper. MB Sessions are limited to 12 participants.

Soil & Water Con  
Code: SWC



**Moderate**  
**Sessions: 3+4**  
2 Hour Session  
Conservation Area

This badge requires mature levels of concentration. Scouts will be required to do drawings, conduct simple experiments and a conservation project. This program covers a lot of material and is not recommended for younger Scout.

This is a good Merit Badge for a 2<sup>nd</sup> year camper. MB Sessions are limited to 12 participants.

Weather  
Code: WET



**Moderate**  
**Session: 2**  
1 Hour Session  
Nature Lean-to

This badge covers a lot of material. Participants will make rudimentary weather instruments and learn the basics of forecasting. This badge requires mature levels of concentration.

This is a good Merit Badge for a 2<sup>nd</sup> year camper. MB Sessions are limited to 12 participants.