

Troop 542 Merit Badges for 2018 Summer Camp

Resica Falls requires our Troop leaders to enter all the merit badges our Scouts plan to work on at summer camp into the camp's registration system prior to our arrival. Some of the badges may fill up, so it's best if we can get them in as early as possible, hopefully by the end of June.

In order for us to do that, each Scout will need to work out his own merit badge schedule, using the scheduling tables on the following two pages, the tables on page 2 are for Scouts who are going to Resica for the first time, the two tables on page 3 are for our more experienced Scouts.

All Scouts download the [2018 Merit Badge Request.doc](#) file from our web site, fill it in and e-mail it to jeibner@comcast.net before the end of June. Our leaders will gather the information and enter it into the camp's registration system.

Things to remember when planning your schedule:

1. Most badges have pre-requisite requirements that you must complete before you arrive at camp. They're all listed on pages 5 through 12 below along with some comments our Troop has provided. Be sure to review them for any badges you're considering..
2. **IMPORTANT NOTE:** - The camp is still using the 2017 requirements for badges that have had recent requirements changes. In those cases, the table below points to full a separate camp document which we've posted on our website with the title "2018 Resica Falls MB Prerequisites.pdf". You'll find the full text of the older pre-requisites there. **DO NOT** use meritbadge.org as a reference for those badges since it will reflect the new requirements, not the ones the camp is using.
3. For badges that have not changed recently the table below provides the pre-requisite requirement numbers. You can look them up at http://meritbadge.org/wiki/index.php/Merit_Badges
4. Most badges are offered more than once a day, but you only go to one session a day.
5. Your schedule will be the same each day. You go to the session you choose for each badge once a day every day all week.
6. If you're going to Resica for the first time, you should take swimming at 9:00, pick a second badge from the choices available at 10:00 and another one from the choices available at 11:00. Three badges are plenty and would allow you to keep your afternoons free for other things. However, if you wish, you can squeeze in one additional badge at 2:00. The rest of the afternoon should be kept open for our "First Year Adventure" program.
7. For more experienced Scouts, some classes take two periods. These are shown in the bottom table on page 3. It should be clear from looking at the tables, but make sure you don't pick classes that overlap with one another. Plan no more than five badges (fewer if any require two periods). They must all be in different time periods. The registration system will not allow conflicts to be scheduled. It may be possible to add badges while you're there if you find you can do them in less than the allocated time.
8. The color codes in the tables tie to the map on page 4 and indicate the area in the camp where the class for the badge will be held. Consider how far you'll have to walk when you're working out your schedule. Blue items are centrally located, and it's easy to get from one of them to another. Green items are in an area North West of center, and it's about a 5 or 10-minute walk between blue and green. Yellow items are South East of the center, and you should count on a 15 minute walk between blue and yellow or 20 minutes to go between yellow and green. Red items are at the lake. Count on a good 20 to 30 minutes to get to and from the lake. So, for example, it might make sense to schedule stuff in the blue areas in the morning and a lake badge in the afternoon.

Merit Badge Options for Scouts at Resica for the First Time

SINGLE PERIOD BADGES									
BADGE	9:00 - 9:50	10:00 - 10:50	11:00 - 11:50	BREAK	2:00 - 2:50	3:00 - 4:50	Program Area	Camp Area	
ART	Scouts in the first year program should take swimming at this time.	✓				First year Scouts participate in Troop 542's first year adventure program.	Handicraft	C	
BASKETRY		✓					Handicraft	C	
FINGERPRINTING							✓	Handicraft	C
FORESTRY				✓				Ecology	C
INDIAN LORE		✓						N. A. Village	NW
LEATHERWORK		✓					✓	Handicraft	C
MAMMAL STUDY		✓					✓	Ecology	C
NATURE				✓				Ecology	C
PULP & PAPER				✓				Handicraft	C
SPACE EXP.			✓				✓	STEM	SE
SWIMMING		✓	✓	✓				Pool	C
TEXTILE				✓				Handicraft	C
WOOD CARVING				✓			✓	Handicraft	C

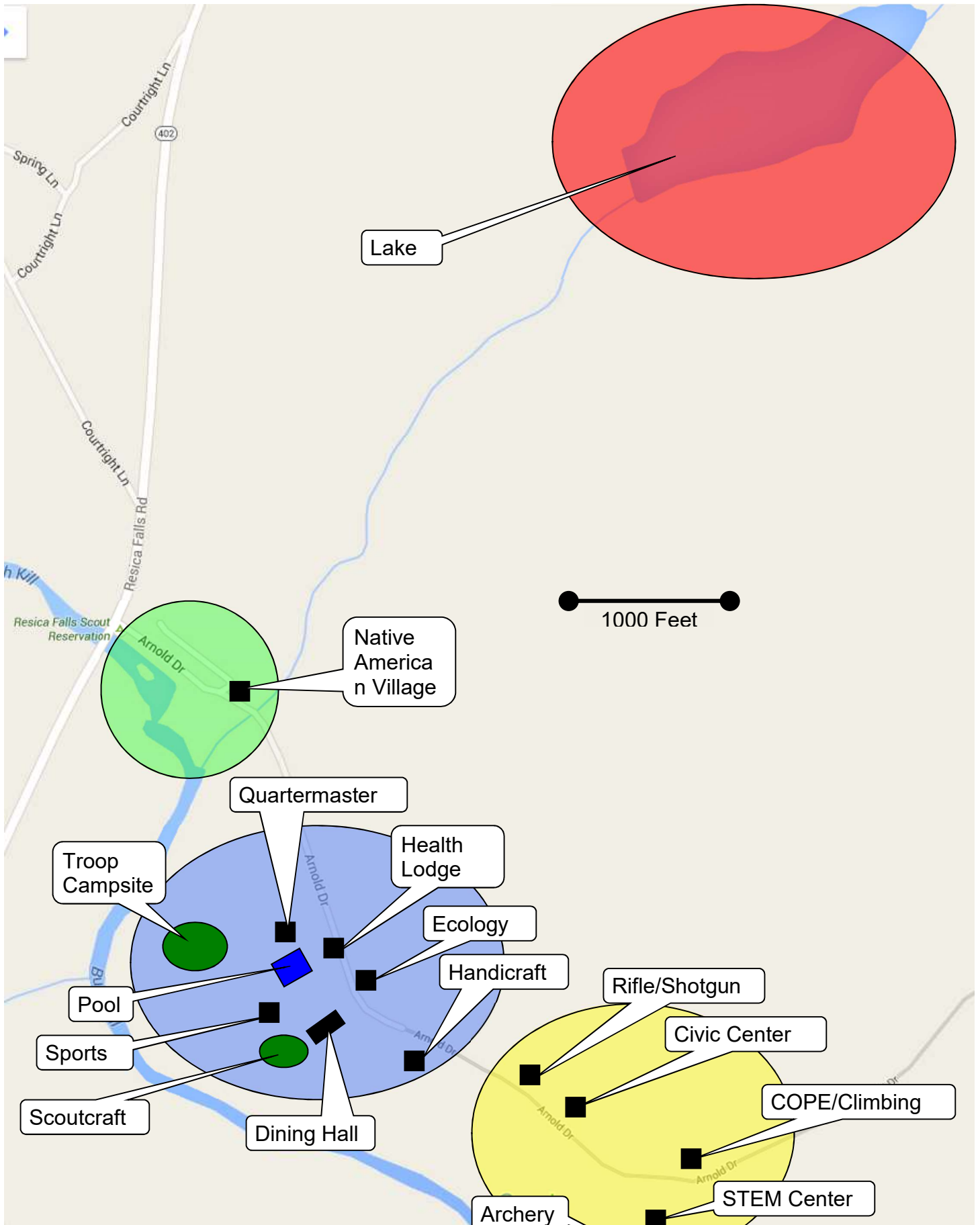
Merit Badge Options for Experienced Scouts

SINGLE PERIOD BADGES								
BADGE	9:00 - 9:45	10:00 - 10:50	11:00 - 11:50	BREAK	2:00 - 2:50	3:00 - 3:50	Program Area	Camp Area
AMER. HERITAGE		✓					Civic Center	SE
ANIMAL SCIENCE		✓			✓		Ecology	C
ARCHAEOLOGY	✓		✓		✓		N. A. Village	NW
ART		✓				✓	Handicraft	C
ASTRONOMY	✓						Ecology	C
ATHLETICS	✓					✓	Sports	C
BACKPACKING			✓				Scoutcraft	C
BASKETRY	✓	✓				✓	Handicraft	C
BIRD STUDY	✓						Ecology	C
CAMPING	✓	✓			✓	✓	Scoutcraft	C
CHEMISTRY	✓	✓	✓				STEM	SE
CIT. IN NATION	✓		✓			✓	Civic Center	SE
CIT. IN WORLD	✓	✓			✓	✓	Civic Center	SE
DIGITAL TECHNOLOGY			✓			✓	STEM	SE
ELECTRICITY	✓					✓	STEM	SE
ELECTRONICS		✓	✓			✓	STEM	SE
EMER. PREP.	✓		✓		✓		Health Lodge	C
ENGINEERING		✓			✓		STEM	SE
ENVI. SCI.	✓	✓	✓		✓	✓	Ecology	C
EXPLORATION	✓				✓		Scoutcraft	C
FINGERPRINTING	✓				✓		Handicraft	C
FIRE SAFETY		✓					Health Lodge	C
FIRST AID	✓	✓	✓		✓	✓	Health Lodge	C
FISH & WILDLIFE			✓				Ecology	C
FLY FISHING	✓					✓	N. A. Village	NW
FORESTRY		✓	✓				Ecology	C
GAME DESIGN		✓	✓		✓	✓	Sports	C
GEOCACHING	✓				✓		Scoutcraft	C
GEOLOGY						✓	Ecology	C
HIKING			✓				Scoutcraft	C
INDIAN LORE		✓	✓			✓	N. A. Village	NW
INSECT STUDY						✓	Ecology	C
LEATHERWORK		✓			✓		Handicraft	C
MAMMAL STUDY		✓			✓		Ecology	C
METALWORK		✓				✓	Quartermaster	C
NATURE			✓			✓	Ecology	C
OCEANOGRAPHY			✓				Ecology	C
ORIENTEERING		✓				✓	Scoutcraft	C
PER. FITNESS	✓	✓				✓	Sports	C
PHOTOGRAPHY	✓				✓		STEM	SE
PIONEERING	✓	✓					Scoutcraft	C
PLUMBING	✓				✓		Quartermaster	C
PUBLIC SPEAKING			✓				Civic Center	SE
PULP & PAPER			✓				Handicraft	C
RADIO	✓				✓		STEM	SE
REPTILE & AMPH.		✓					Ecology	C
SCULPTURE	✓					✓	Handicraft	C
SEARCH & RESCUE			✓		✓		Scoutcraft	C
SKATING			✓		✓		Sports	C
SOIL & WATER					✓		Ecology	C
SPACE EXP.		✓			✓		STEM	SE
SPORTS		✓			✓		Sports	C
SWIMMING	✓	✓	✓				Pool	C
TEXTILE			✓				Handicraft	C
WEATHER	✓						Ecology	C
WELDING	✓		✓		✓		Quartermaster	C
WILDERNESS SURV			✓			✓	Scoutcraft	C
WOOD CARVING	✓		✓		✓		Handicraft	C

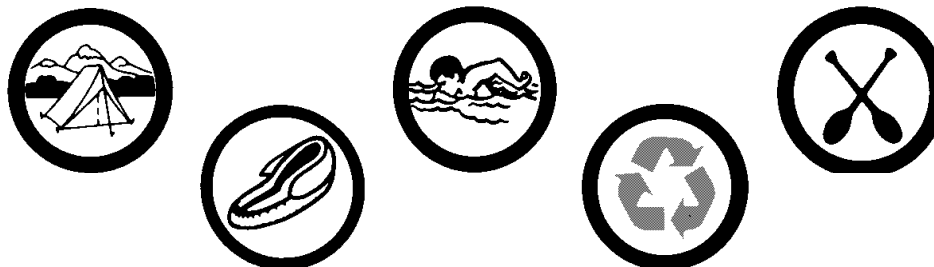
DOUBLE PERIOD BADGES							
BADGE	9:00 to 10:20	10:30 to 11:50	BREAK	2:00 to 3:40	Program Area	Camp Area	
ARCHERY	✓	✓			Archery Range	SE	
CANOEING	✓	✓		✓	Lake	N	
CLIMBING				✓	COPE Area	SE	
COOKING	✓	✓		✓	Scoutcraft	C	
FISHING	✓				Lake	N	
KAYAKING	✓	✓		✓	Lake	N	
LIFESAVING	✓	✓			Pool	C	
MOVIE MAKING		✓		✓	STEM	SE	
POTTERY		✓		✓	Handicraft	C	
RIFLE SHOOTING	✓	✓			Rifle Range	SE	
ROBOTICS	✓			✓	STEM	SE	
ROWING		✓			Lake	N	
SHOTGUN SHOOT	✓	✓			Shotgun Range	SE	
SMALL BOAT SAIL		✓		✓	Lake	N	

REQUIRED FOR EAGLE

Resica Falls Program Areas



SUMMER CAMP MERIT BADGE OPPORTUNITIES



A complete list of merit badges offered, the advanced preparation required, and a few comments about each are provided below. You can find the requirements for the merit badges on the web at:

http://meritbadge.org/wiki/index.php/Merit_Badges

The troop comments are based on our previous experience with the badges. Sometimes the requirements for a badge or the interpretation of the requirements changes. In these cases our comments may not be entirely accurate.

There is a booklet for each merit badge which lists the requirements and provides other needed information. One or more copies of each booklet are in the troop library. You can take one out before camp or get one from our librarian when you are at camp.

Time can be a problem for Scouts at camp. Patrol leaders are required to remain in our campsite until 9:30 each morning to help see that it is ready for inspection and to attend a daily patrol leaders meeting. All junior leaders are expected to devote a significant part of their time to their leadership responsibilities, please allow for this when planning your schedule.

There are scheduled times in the morning for each badge. However, many program areas are flexible about when you can come work on a badge there. Check with Jay if you have a question about schedule conflicts. **Scouts are expected to meet with the appropriate counselors to schedule times to work on requirements toward merit badges on Monday before 5:00 PM. At this time a merit badge card must be submitted to the counselor to enroll in the badge.** Camp program area hours are Monday through Friday 9:00 to 11:55 AM and 2:00 to 3:50 PM

BADGE	MUST COMPLETE BEFORE CAMP	TROOP COMMENTS	2017 Attempted	2017 Complete
American Heritage	Requirements 3C and 4 must be completed prior to camp. Please be aware that Scouts may be watching the films "The Patriot" and History Channel Short Films	This badge isn't too difficult, and most boys who take it are able to complete it, but some have said it's not very interesting.	2	1005
Animal Science	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	We have no experience with this badge.	0	
Archaeology	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	<u>Recommended for First Year Scouts</u> This badge isn't too difficult, but many boys lose interest in it. The Scout must complete research on archeological sites and summarize.	4	100%
Archery	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	A high level of skill with a bow and arrow is necessary since specific scores are required. New Scouts almost never finish this badge. The range is open every day for free shooting even if you are not working on the merit badge.	4	100%
Art	Requirement 6 must be completed prior to camp	<u>Recommended for First Year Scouts</u> In past years this badge has proven to be exceptionally easy. We recommend that older Scouts try something more challenging.	4	75%

Astronomy	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	This badge is possible as long as we get clear nights. A lot of work is required, and Scouts can be disappointed if clouds come late in the week after they have put in a lot of effort.	1	100%
Athletics	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	Read the requirements. If you have the basic ability and have met the prerequisites, this badge isn't hard.	0	
Backpacking	Requirements 6B, 8, 9, 10 and 11 must be completed prior to camp	This badge is virtually impossible unless you've been to Philmont and several troop backpacking trips. Experienced backpackers will not have any trouble if they've met those prerequisites.	2	100%
Basketry	No advance preparation necessary. (Materials needed to make a basket must be purchased (Approx cost of \$10)	Recommended for first year campers It takes time and concentration to make the two required baskets, but anyone can do it.	6	100%
Bird Study	Advance preparation is necessary for requirement 5. Early morning meetings are required to complete the badge	While not many people try this badge, it's possible if you have enough interest in the subject.	0	
Camping	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	Required for Eagle This badge requires the Scout to have spent a total of 20 nights camping in tents <u>with the Scouts</u> (cabins don't count). Only 6 of these nights can be at summer camp. Apart from summer camp, our troop spends about 7 nights a year in tents. Additional nights spent on Cub Dad Weekends or with another troop can be counted, but bring records of when and where you did this. These Boy Scout camping outings must include a backpacking trip and a river trip. If you fulfill these requirements the badge is easy.	2	0%
Canoeing	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	Scouts must learn to paddle a canoe by themselves using correct strokes. Extra practice may be needed. This badge may be difficult for small boys or inexperienced canoeists. We do not recommend this badge for first year Scouts. Because we have a canoe trip each year we recommend the badge for older Scouts. Allow time in your schedule to get back and forth to the lake.	2	100%
Chemistry	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	New for 2017. We have no experience with this badge.	4	100%
Citizenship in the Nation	Requirements 2, 3 and 8 must be completed prior to camp. If you plan to work on Requirement 6 ahead of time, it cannot be the Gettysburg Address	Required for Eagle This is a very important badge and one we often offer at troop meetings during the school year. You may work on it at camp, but our troop will insist that you've done top quality work on the pre-requisites before we'll approve working on this badge at camp.	8	100%

Citizenship in the World	Requirement 7 must be completed prior to camp	Required for Eagle This is a very important badge and one we often offer at troop meetings during the school year. You may work on it at camp, but our troop will insist that you've done top quality work on the pre-requisites before we'll approve working on this badge at camp.	6	86%
Climbing	Advance knowledge of requirements 1 and 7 is helpful	A few of our Scouts have earned this badge, but it's been a real challenge for them. It requires upper body strength and endurance. It's offered by the busy COPE instructor, and the rest of your schedule may be incompatible with his. If you plan to take it, have a backup in mind. If you work on this badge it will take up most of your week. You may not have time to work on any others, and you still may earn only a partial. If you have a demanding leadership position (SPL, PL, or Guide), this badge is out of the question.	1	100%
Cooking	Not all of the requirements of Cooking can be completed in camp. Requirements 1, 2, 3, & 7 will be completed in camp. Only some parts of requirements 5 & 6 will be completed in camp. Limit of 20 scouts per session.	Required for Eagle This badge is not intended for new Scouts. The badge cannot be completed at camp because you'll need to do requirements 4, 5, and 6 at other times. However, it's a good idea to get a partial at camp so you can complete the rest of the badge through the Troop's program (talk to the Scoutmaster to find out how).	5	0%
Digital Technology	Requirement 1 must be completed prior to camp (bring your up to date Cyber Chip card with you to camp)	This is a relatively new badge which replaced the older "Computers". Boys seem to enjoy it and most complete it.	0	
Electricity	Requirements 2 & 9 must be completed prior to camp	This badge isn't too hard if you've done the prerequisites	0	
Electronics	No advanced preparation is necessary. (Approx. cost of \$10)	This badge isn't too hard if you've done the prerequisites. It will require an extra session to complete the soldering requirement.	2	100%
Emergency Preparedness	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	Required for Eagle (Alternative to Lifesaving) Most of our Scouts do Lifesaving rather than this one, so we have little experience with it.	1	0%
Engineering	Advanced preparation is necessary for requirements 1 & 6. Requirement 4 must be completed before camp. Limit of 20 scouts per session.	This badge is relatively new and not many boys have attempted it.	3	75%
Environmental Science	Requirement 3E must be completed prior to camp. This is NOT a badge for younger Scouts. Advance preparation on requirement 6 is necessary	Required for Eagle Among the most time consuming badges offered, but is required for Eagle. Junior leaders may not have time to complete this badge and carry out their responsibilities. We, therefore, recommend it for second or third year campers. Be careful not to try project COPE or take too many other badges the year you are working on this one. There is no reason why young Scouts cannot do this badge provided they have the will power to put in the time.	8	100%

Exploration	No advanced preparation is necessary.	New in 2018, we have no experience with this badge	n/a	n/a
Fingerprinting	No advance preparation is necessary	Recommended for First Year Scouts This badge shouldn't be difficult	1	100%
Fire Safety	Requirements 6A, 11 and 12 must be completed prior to camp.	This badge shouldn't be difficult if you have the prerequisites done.	0	
First Aid	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	Required for Eagle We do frequently offer this badge as part of our Monday night program, and when we do it's taught by health care professionals, so we recommend taking this through the Troop and picking one that can only be done in the outdoors to do at camp.	9	100%
Fish and Wildlife Management	No Advance work is required	Older Scouts consider this badge to be very easy, but it does require independent work which first year Scouts will probably not be able to get organized to do.	2	100%
Fishing	Bring fishing gear to camp (the Troop will have a few rods if you need to borrow one)	Fishing must be done at the lake which is a fair walk from the campsite. The Scout must catch a fish which is not always possible. Scouts working on this badge can catch a ride to the lake with the boating classes. Extra time is required.	1	100%
Fly Fishing	Bring fly fishing gear to camp	The Bushkill is convenient to the campsite but permits fly fishing only. The Scout must catch 2 fish which is not always possible.	2	100%
Forestry	No advance work is required	This badge requires the Scout to collect samples independently. This is time consuming, and requires a level of self discipline not found in younger Scouts. This badge has been earned by several experienced Scouts who seemed to have absolutely no trouble.	0	
Game Design	No advanced preparation is necessary.	This badge seems to be fun and not too difficult.	9	100%
Geocaching	Requirement 7 must be completed prior to camp	Our Scouts don't seem to have any trouble with this badge.	0	
Geology	Requirement 4b must be completed prior to camp	This is a pretty easy badge if you are interested in the subject and are willing to devote a lot of time to collecting rock samples.	1	100%
Hiking	Requirements 4, 5 and 6 must be completed prior to camp.	This badge is difficult, but experienced Scouts who have met the prerequisites should have no trouble. Five hikes, four of 10 miles, and one of 20 miles are required. The only Scouts from our troop who have earned this badge did so by participating in one of our high adventure programs. It would be possible, however, to do this hiking on your own prior to coming to camp.	2	50%

Indian Lore	No advance preparation required.	<u>Recommended for first year campers</u> This badge can be fun and interesting. Scouts make models of Native American artifacts using a kit purchased from the Trading Post. The Scout also needs to write a short report. Nevertheless, this badge is not difficult for those interested in the subject matter.	3	100%
Insect Study	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	If you've completed the pre-requisites, the rest of the badge shouldn't be difficult.	0	
Kayaking	Be able to complete requirement 2 at camp. Experience with kayaks is helpful	This is a waterfront badge of intermediate difficulty. It may require extra practice. You must allow time in your schedule to get up to the lake before the class and back down afterward.	4	100%
Leatherwork	Materials needed to make a leather project for requirement 3 must be purchased. Approx. cost of \$10-\$15)	<u>Recommended for first year Scouts</u> In addition to making projects, you must find items made of 5 types of leather. It helps if you bring these to camp with you. This is a reasonably easy badge.	12	92%
Lifesaving	Scout must be classified a "swimmer" by their buddy tag. Requirement 1 needs to be completed before all other requirements. Bring clothing for requirement 9. Limit of 20 Scouts per session.	<u>Required for Eagle (Alternative to Emergency Preparedness)</u> This badge has the swimming merit badge as a prerequisite and can't be done by a first year camper. The class requires 1.5 hours in the morning. The badge also requires CPR work which is sometimes done at a different time. Although many boys need to use make up class time on Friday, most Scouts who start this badge do finish it..	10	90%
Mammal Study	No advanced preparation is required	This badge is not difficult and is recommended for Scouts who want to fill up their schedule.	3	100%
Metalwork	No Advance preparation is necessary. Approx. cost of \$10. Limit of 15 scouts per session.	Scouts who have taken this badge all liked it. It's easier for boys with some mechanical aptitude.	5	80%
Movie Making	No Advance preparation is necessary	It's hard to make a quality movie with the equipment available. It might be better to work on this at home and use the time at camp for outdoor things.	0	
Nature	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	This badge requires field observations which take a great deal of time, but it can be fun and interesting. A lot of Scouts give up on it.	0	
Oceanography	Advance preparation for requirement 7 is necessary.	This badge was new in 2015 so we don't have a lot of experience with it. The Scouts who took it all completed it.	0	

Orienteering	Requirement 8 is a major undertaking and Scouts should be prepared to devote the necessary time it will take to complete	Orienteering makes a sport out of map and compass skills. It is a fun badge for Scouts who have mastered the basics that they learned working on First Class. You must have competed in two orienteering meets. Our troop runs one every year, but it's a good idea to check the records to ensure you've done them. Good map and compass skills are a must.	1	100%
Personal Fitness	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	Required for Eagle You must do exercises and keep a log for 12 weeks. If you didn't start three months before camp, you won't complete this badge. Troop 542 will provide you with opportunities to work on this badge at our meetings. So little of this badge can be completed at camp that we don't recommend spending your time there on it.	5	80%
Photography	Requirements 1B must be completed prior to camp. Scouts must bring a digital camera. and have up-to-date Cyber chip. (the Troop will have some cameras you can borrow if necessary)	Several of our Scouts have completed this badge and had a good time doing it.	1	100%
Pioneering	Recommended that scouts taking this badge are at least First Class. Review basic knots, lashings, and splicing prior to camp.	This badge involves building structures out of wood poles and rope. It involves a lot of rope lashings and requires good knowledge of the basics learned for First Class.	0	
Plumbing	No advanced preparation is necessary. Limit of 20 scouts per session. (Approx. cost of \$5.)	New in 2018. We have no experience with this badge.	n/a	n/a
Pottery	No advanced preparation is necessary. Limit of 20 scouts per session.	This badge isn't difficult. Although it takes a double period, it could be done by a first year Scout.	1	100%
Public Speaking	No Advance preparation is necessary	This badge is not difficult. Public speaking is a good skill to learn.	1	100%
Pulp and Paper	No Advance preparation is necessary	This badge doesn't seem difficult and was fun for the boys who did it. It could be done by a first year Scout.	1	100%
Radio	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	Not many Scouts have attempted this badge, but it isn't difficult.	2	100%
Reptile and Amphibian Study	Requirement 8 must be completed prior to camp. General knowledge of reptiles and amphibians is necessary	This badge isn't too hard if you're interested in the subject and meet the prerequisites. Be sure to read the prerequisite you must have already kept a reptile as a pet at home.	0	

Rifle Shooting	This is one of the most difficult merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1 on Monday morning. A copy of the Scout's local and state laws is needed for requirement 1f. By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more "shooting time," and thus more of an opportunity to earn the badge. Only Option A is available at camp.	Several of our Scouts have spent a lot of time trying to reach the required scores with no success. If you are not a good shot with plenty of experience, you will have a hard time with this badge. The range is often open for free shooting even if you're not working on the merit badge.	10	100%
Robotics	No advanced preparation is necessary. Limit of 20 scouts per session.	None of our Scouts have attempted this badge at camp because it's often offered at our meetings during the school year.	1	100%
Rowing	Be able to complete requirement 2 at camp. Experience with rowboats is helpful. Certain alternatives in Requirement 4 should be completed before camp	This is a waterfront badge of intermediate difficulty. It may require extra practice. You must allow time in your schedule to get up to the lake before the class and back down afterward.	1	100%
Sculpture	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	None of our Scouts have attempted this badge at camp.	1	100%
Search and Rescue	No advanced preparation is required	This badge has only been offered for a couple of years, but it doesn't seem too difficult, and most boys who take it are able to complete it.	4	50%
Shotgun Shooting	This is one of the most difficult merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1 on Monday morning. A copy of the Scout's local and state laws is needed for requirement 1F. By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more "shooting time," and thus more of an opportunity to earn the badge. Only Option A is available at camp. (A nominal fee will be charged for clay pigeons. Approx. cost is \$30).	Only a few of our Scouts have tried this badge. If you are not a good shot with plenty of experience, you will have a hard time with this badge. Shotgun shells and clay pigeons are expensive.	4	100%
Skating	Only the Roller Skating or the In-Line Skating options will be completed at camp. Scouts will need to bring their own skates to camp in order to complete the merit badge.	Very few of our Scouts have attempted this badge.	0	

Small Boat Sailing	Be able to complete requirement 2 at camp. Experience with sailboats and sailing in general is necessary. Weather conditions can affect completion of this badge. Limit of 12 scouts per session.	<u>Recommended for Scouts hoping to attend the Florida Sea Base</u> This badge is the most difficult of the waterfront badges. It requires Scouts to learn the basics of sailing. They need to sail a course using the right methods. They also need to learn a lot of terms and knots. It usually requires extra practice, and some work outside of class. You must allow time in your schedule to get up to the lake before the class and back down afterward.	3	100%
Soil and Water Conservation	No advanced preparation is required	<u>Recommended for first year Scouts</u> This badge doesn't seem to present many problems to Scouts who try it.	0	
Space Exploration	(Materials needed for requirement 3 must be purchased. Approx. cost is \$15)	This badge is fun and not too difficult. You'll build and launch a rocket.	12	100%
Sports	Requirements 4 and 5A must be completed prior to camp	Read the requirements. If you have the basic ability and have met the prerequisites, this badge isn't hard.	3	100%
Swimming	Scout must be classified a "swimmer" by their buddy tag. Limit of 40 scouts per session.	<u>Recommended for first year Scouts Required for Eagle</u> Goggles are very helpful for Scouts taking this badge. Sometimes the camp is sold out of snorkels, so it's a good idea to bring one.	19	63%
Textile	No Advance preparation is necessary	<u>Recommended for First Year Scouts</u> This is a pretty easy handicraft badge	3	100%
Weather	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	A few Scouts from our troop have started this badge and they did complete it. A little extra time is needed to build some homemade weather equipment. Otherwise the badge seems easy.	0	
Welding	No Advance preparation is necessary. Approx. cost is \$10. Limit of 15 scouts per session. Scouts must wear jeans to all welding class sessions.	A relatively new badge, most Scouts complete it and think it's fun. The classes will fill up quickly so sign up right away.	9	100%
Wilderness Survival	See <i>2018 Resica Falls MB Prerequisites.pdf</i>	This badge has become quite popular among our Scouts in recent years. The big problem is to start three fires without matches using three different methods. Scouts also must sleep one night in a shelter they've constructed for themselves. Most boys spend quite a few extra hours working on this, but in the end most of them do it.	6	100%
Wood Carving	Scout must have earned Totin' Chip. Our Troop leaders can help with this badge on our site. Our Troop will have materials needed to complete the badge available for you to purchase at much lower prices than at the Trading Post. Approx. cost is \$2)	<u>Recommended for First Year Scouts</u> This badge is not too difficult. The projects, however, do take time to complete. We will work with you on this on our site during free time.	19	89%

ATV (Not a Merit Badge)	Occupies a double period for all 5 days. Requires parent's pre-approval and \$25 charge. It occupies a double session. You can sign up for 9:00, 10:30, 2:00, or 3:30.	<u>Scouts drove the ATV some every day. They did a short trail ride on Thursday, and a longer one on Friday. The one Scout who has taken it really liked it.</u>		
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