

Camp Gorton Program Guide 2022



Everything you need for a great
summer camp experience



BOY SCOUTS OF AMERICA®
FIVE RIVERS COUNCIL

2022 Camp Gorton Scouts BSA Program Guide



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Camp Gorton History

Camp Gorton is located on Waneta Lake nestled in the Finger Lakes Region of Upstate New York. Camp started in 1922 on the property of Dr. William Gorton across the lake before Dr. Gorton and several other local leaders came together to purchase the property where camp sits today. Starting in 1924 and continuing to this day, Camp Gorton has allowed thousands of Scouts of the Steuben Area Council, Five Rivers Council, and from all throughout the country and world come to experience the magic of summer camp and the solace of year-round camping.



Camp Gorton then...and now



Dates and Fees

2022 Camp Gorton Dates

Week 1- July 10-16

Week 2- July 17-23

Week 3- July 24-30

Pre Camp Leaders Meeting July 6, 2022-7PM at Camp Gorton

New Scouts

Webelos/Arrow of Light and other new Scouts who join a Scouts BSA unit during the spring will qualify for the discounted fee up to June 15th. You will need to contact the Five Rivers Council office to have the discount applied.

2022 Camp Gorton Resident Camp Fees

- \$460 Scouts BSA Resident Camp (Paid before 5/1)
- \$490 Scouts BSA Resident Camp (Paid before 6/1)
- \$510 Scouts BSA Resident Camp (After 6/1)
- \$390 Scouts BSA additional week of Camp Fee
- \$1099..... 3 weeks of camp
- \$145 Scouts BSA Leader Fee

Join us as Sunny Camp Gorton heads to the beach! Don't forget to pack your Hawaiian shirt, Grass skirts, and Sun hats!



Program Highlights

Expanded Merit Badge Offering: Camp Gorton strives to offer a vast selection of merit badges. As you may have noticed we have cycled through some badges in our different program areas. Also this year we will be introducing a new selection of badges in Fine Arts. Fine Arts will be a collaboration between our STEM and Handicraft areas. Also this year our FYRE and Eagle Nest areas have merged to create the Trail to Eagle Program Area.

New Merit Badge: The Golf Merit Badge will be making its debut at Sunny Camp Gorton this year. Scouts who register for this badge will have the opportunity to go to Arrowhead Creek golf course on Waneta lake. Details about class size, meeting time and additional fees are still being worked out, so make sure to keep an eye out.



Adult Leader Training: Leaders will have the opportunities to be trained in safe swim defense, safety afloat, Leave No Trace 101, as well as Youth Protection Training.

Daily Schedule: Our daily schedule allows for the most merit badge time while still leaving ample time to travel between program areas. We will continue to offer open area badges this year! Scouts may stop by a program area Monday or Tuesday and sign up for one of these badges and work on the badge during open time throughout the week. This year we will also be offering three badges in the morning and one badge in the afternoon. This allows us to offer a longer open area in the afternoon and allows us more program opportunities.

Check-In, Arrival at camp

See the detailed description of the check-in process in the Basic Leader's Guide. Questions can be addressed to the Camp Director or Program Director.

Gear List

See a suggested gear and equipment list in the Leader's Guide.

Order of the Arrow

TKäen DōD is the Order of the Arrow lodge associated with the Five Rivers Council. The Order is known as “Scouting’s National Honor Society” and works hard to promote Scout camping, encourage leadership, and provide service to Scouting. Many members of the staff are Arrowmen and are dedicated to the Scouting program. There are numerous service projects that the lodge has



conducted that are a definite improvement to camp.

TKäen DōD Lodge provides Order of the Arrow Unit Election opportunities in the Spring. By National policy Unit Elections are not permitted at summer camp.

The Order of the Arrow Calling Out Ceremony will be included in the weekly program. This is a public recognition of the newly elected members in the presence of their friends and families. Questions regarding their upcoming induction at an Ordeal weekend will be answered after the ceremony. More information and people to contact can be found at the Tkaen DoD Lodge portion of the council website.

Out of Council units desiring their Scouts to be Called Out need to coordinate with the Camp Commissioner.

Daily Activity Schedule: (subject to change based on weather)***Sunday:***

- Check-in
- Leaders Meeting
- Opening Campfire Program

Monday:

- ***Merit Badge Sessions begin***

Tuesday:

- Merit Badge Sessions
- Patch Day

Wednesday:

- Merit Badge Sessions
- Order of The Arrow Day

Thursday:

- Merit Badge Sessions
- Outpost Experience

Friday:

- ***Merit Badge Sessions End***
- Closing Campfire
- Chicken Dinner

Saturday:

- Have a Safe Trip Home

CAMP PROGRAM

While every bit of information in this leader's guide is important, this is where the magic happens. Camp Gorton prides itself on the top-notch program that we deliver to each and every Scout, parent, and adult leader. Our staff truly believes that we are America's Finest Scout Camp and that is reflected in our program. This leader's guide is simply an introduction to the phenomenal program we offer.

Check the Five Rivers Council website and all of our social media sites to stay updated with the newest additions and developments to our 2022 program.

Things to Keep in Mind

- The camp program is limited only by a unit's participation
- Planning before arrival helps a unit get the most of their experience
- The staff can only help when we know what you need. Please ask about extra programming. We are always willing to do whatever possible to help you meet the needs of your Troop, patrols, and individual Scouts.
- Summer camp is a great place for Scouts to fully lead their program. Encourage your SPL and Patrol Leaders to take charge of program planning.



Campfires

We have two campfires throughout the week at Camp Gorton: Opening and Closing.

Opening – Our staff will delight you with songs, skits, stories, and cheers galore in the Council Fire Ring. We welcome you to America's Finest Scout Camp with a campfire packed full of Scouting fun and comradery.

Closing – On Friday night, our Closing Campfire and Recognition Ceremony will take place in the Council Fire Ring. This campfire is composed entirely of Scout songs, skits, and cheers. The staff loves to see Scout material, so bring your A game and blow us away.

Second Cup of Coffee

Each day after breakfast, there will be a leaders' meeting underneath the Dining Hall. One leader from each unit should attend, as important information and updates will be distributed at this meeting. The camp administrative staff will be there to run the meeting and answer any questions or issues you have.

Happy Hour

Immediately after breakfast, scouts will be sent to a different area of camp for small maintenance and cleaning projects. Campsites will be assigned a different job at breakfast each day. Happy Hour accounts for 10 points on your Troops' daily campsite inspection, so make sure Scouts are present and actively involved!

Camp-wide Activities

Monday through Thursday there will be a campwide activity period. Scouts are encouraged to work on awards or participate in games on the parade field. Past games have included Capture the Flag, Soccer, Staff Hunts, Ultimate Frisbee, and Scavenger Hunts. Each day's camp-wide game is decided the day before by the Senior Patrol Leaders at their meeting after lunch. This includes our Gaga and volleyball pit between the main bathrooms and the Camp Health Office!

Senior Patrol Leader Meeting

After lunch, there will be a brief 5 minute meeting between the Senior Patrol Leaders and the Program Director. This is when the next day's camp-wide activity will be decided and important information will be distributed. SPLs should come prepared with any questions they or their Scouts may have.

Siesta

1:00 PM to 1:50 PM is the designated siesta time for the entire camp. Troops are expected to stay in their campsite and relax to regain energy for the remainder of the day. Card games, reading, and naps are highly encouraged.

Open Area

There will be designated times each day for Scouts to move freely through camp. Scouts can use this time to visit their favorite program area, work on extra merit badges, develop skills, and work on various camp awards. Scouts must have a buddy as they move through camp.



Morning and Evening Colors

Scouts are encouraged to participate in our flag ceremonies each day. Interested Scouts should talk to a staff member prior to the ceremony in which they would like to help. Morning Colors will occur at **7:45 AM** and Evening Colors will occur at **5:45 PM**. Field Uniforms are required for evening colors.

Hilltop Outpost

Camp Gorton has a beautiful outpost area at the top of our hill on the far side of the road. Scouts in our First Year Resident Experience program, Camping Merit Badge, and Wilderness Survival Merit Badge will leave at 4 PM on Thursday to cook dinner and spend the night on the hill.



Order of the Arrow Day

Wednesday is Order of the Arrow Day at camp. We will have a recognition of members who have been elected or who have completed their Ordeal. There will also be special programming for the day and an opportunity for lodge members to seal their membership in the Brotherhood. All OA members are asked to wear their OA sash to evening colors and dinner.

Patch Day

This year we will have a Patch Day! Tuesday during the evening open area Scouts and Leaders are encouraged to bring their patch jackets, blankets, and collections to camp.

Merit Badges

Scouts will have many opportunities to earn merit badges throughout the week. There are four hours each day dedicated to merit badge instruction, additionally some of our program areas also offer open area merit badges.

Open area badges are an opportunity for scouts to earn additional merit badges during the week. Scouts may go to program areas during the open area time to work on these merit badges.

Many badges are well suited for first or second year campers who are still new to the Scouting program. Other badges tailor themselves to older Scouts who may have many Eagle required badges and are looking for a challenge. Please follow these suggestions as much as possible to ensure that all Scouts are in badges that match their ability level.

Some badges may have requirements that simply cannot be done at camp, and that's ok! These requirements can be completed prior to arriving at camp and given to the pertinent merit badge instructor or they can be completed after the Scout returns home.

Registration, Waitlists, and Conflicts

Your unit will be sent information regarding online merit badge signups in April. Please ensure all Scouts select a first and second choice for each merit badge instruction period.

Some badges have class limits due to space, time or equipment restrictions. Waitlists will be generated for each of these classes, but Scouts should be prepared with other class choices should too many Scouts sign up for a specific badge. Class spaces for these classes are filled on a first-come, first-served basis.

When you arrive at camp, you will be given a list of your Scouts and the badges they are signed up for. If there are any issues or conflicts, or if any of your Scouts would like to change any of their badges, there will be a merit badge roundtable in the Dining Hall, with area directors immediately following dinner on Sunday night. Please send one leader and any Scouts with class conflicts and issues to this meeting. We will do our best to ensure that all Scouts and leaders are satisfied with merit badge selections.

A Note from the Program Director

Summer camp is an amazing place. Scouts will have the opportunity to earn merit badges, but summer camp also offers many experiences to scouts they can't get anywhere else. Camp is a place where scouts will create memories and friendships that will last a lifetime.

But back to the merit badges, we pride ourselves in offering a wide variety of badges to scouts without cutting any corners. Requirements are completed as written with no changes. Completing a merit badge is an awesome thing, but I would like to stress to you (and hope that you will pass this on to your Scouts) that partials are not a bad thing. We want Scouts to discover a love for learning and Scouting. If, over the course of their week, a Scout cannot complete a badge, it does not mean that the Scout, leader, or counselor failed. It simply means that a little more work is required and we would be more than happy to assist that Scout when they return for a second week or a subsequent summer.

Summer camp is an adventure and merit badges are just a small part of that. Please push your Scouts to better themselves, their patrols, and the Troop as a whole with their summer camp experience.

Yours in Scouting,

Dustin Bahl



Program Areas and Merit Badge Offerings

Waterfront

Our waterfront consists of an exceptional staff of trained lifeguards. They offer an assortment of badges and awards, as well as a renowned Instructional Swimming program. Any Scouts who do not complete their BSA test at the beginning of the week are **HIGHLY** encouraged to take Instructional Swim.

Our waterfront offers open swim, kayaking, canoeing, sailing, and other activities during their open areas. Please talk to the Waterfront Director upon arriving at camp if you would like to set up any Troop boating activities.

We will continue to offer the new BSA Paddleboard program this year and offer Motorboating and Water Sports merit badges to Scouts at **no additional cost**.



Polar Swimming is Monday through Thursday at 7:00 AM. On Friday morning, Scouts can complete the Mile Swim across the lake and back. Any campers interested in completing the Mile Swim must go to the Waterfront and show a lap progression each day.

Merit Badges offered:

| | | | |
|-----------------|--------------------|-------------------|--------------------|
| Rowing | Canoeing | Lifesaving | BSA Paddleboard |
| Swimming | Kayaking | Motorboating | Small Boat Sailing |
| | Instructional Swim | Water Sports | |

Nature

The Houghton Nature Lodge is the oldest building at Sunny Camp Gorton. This beautiful area is on the shores of the lake, north of our Waterfront. The Nature staff does its best to fully immerse Scouts in the world around them and hope to spark a passion for ecology and conservation in each Scout in camp.

Many ecology and conservation based merit badges are offered throughout the week at camp. Fishing is available during most open areas, as well as an assortment of activities, games, and hikes.



We will continue to offer the Gorton Nature Award, a summer camp award aimed at developing a passion in Scouts for the world around them. Leave No Trace awareness sessions will be offered during the week as well.



Merit Badges Offered:

| | | | | |
|------------------------------|-------------------|-------------------------|-------------|---------------------|
| Soil and Water Conservation | Oceanography | Plant Science | Fly fishing | Fishing |
| Environmental Science | Mining in Society | Nature/ Mammal Study | Astronomy | Gorton Nature Award |

Shooting Sports

Our shooting sports area offers Archery, Rifle Shooting, and Shotgun Shooting merit badges. All materials for these badges are provided. Scouts and leaders **MAY NOT** bring bows, arrows, guns, or ammunition for use at camp. Please see the Shooting Sports Director to schedule a Troop or patrol shoot for the week. Extra supervision from Scoutmasters on the ranges is always appreciated. Please see the Shooting Sports staff to discuss any help you may be able to offer.

During the evening open area scouts and leaders can participate in open shoot, Cowboy Action, Skeet, and blackpowder. Each activity is only offered once a week so make sure to get signed up.



Scouts that have completed Archery, Rifle Shooting, and Shotgun Shooting merit badges can face a new challenge by attempting the **Gorton Top Shot**. This program is a challenging program designed to further improve a Scout's shooting skills in archery, rifle shooting, and shotgun shooting. We also have requirements for leaders and Venturing Scouts.

Merit Badges Offered:

| | |
|-----------------|------------------------|
| Rifle - Over 12 | Shotgun - Over 12 |
| Archery | <i>TOP SHOT</i> |



Scoutcraft

Basic outdoor skills are a central part of the Scouting program. Our Scoutcraft area offers Totin' Chip, Firem'n Chit, pioneering, the Paul Bunyan Award and many other Scouting skill programs. This summer we will continue to offer the **Gorton Frontiersman Award**. This newer award is designed to develop pioneering, wilderness survival, and outdoor cooking skills. Information on this can be acquired from the Scoutcraft Director at camp.



Merit Badges Offered:

| | | | |
|-----------------------|-------------------|----------------|---------------------|
| Signs, Signals, Codes | First Aid | Pioneering | Orienteering |
| Exploration | Search and Rescue | Camping | Wilderness Survival |

Handicraft

Our handicraft lodge offers a variety of arts, craft, and personal skills merit badges for Scouts to complete. Badges such as Leatherwork, Metalwork, and Game Design will introduce Scouts to different skills and crafts. Please see the Handicraft Director to set up any patrol or Troop activities.



Merit Badges Offered:

| | | |
|-------------|-------------|-------------------|
| Leatherwork | Meatlework | Scouting Heritage |
| Textiles | Woodcarving | Game Design |

STEM

STEM stands for Science, Technology, Engineering, and Mathematics. Our STEM area focuses on STEM and interpersonal merit badges and activities. Our STEM area maintains a geocaching course, prepares Scouts as campfire MC's, and takes beautiful pictures across camp.



Merit Badges Offered:

| | | | |
|-----------------------|--------------------|-------------|-------------------|
| Communications | Public Speaking | Engineering | Moviemaking |
| Photography | Digital Technology | Robotics | Space Exploration |

Fine Arts

We are pleased this year to have a new program area. This area will be a collaboration of our Stem and Handicraft areas. Here scouts can learn about the different types of art.

Merit Badges Offered:

| | | | |
|---------------|---------|--------------|-------|
| Art/Sculpture | Theater | Graphic Arts | Music |
|---------------|---------|--------------|-------|

First Year Resident Experience (FYRE)

First year campers are welcomed into the Scouting world at Gorton through our First Year Resident Experience (FYRE) program. This program is designed to introduce new Scouts to basic scout skills, inspire a love for Scouting in them, and prepare them for the Scouting journey ahead of them.

FYRE Scouts will spend two hours each day with each other and our FYRE staff working on many Tenderfoot, Second Class, and First Class requirements, as well as their Totin' Chip and Firem'n Chit, among other basic Scouting fundamentals. This program is designed to bring the fun to the Scout and give each new Scout a reason to stay active in

Scouting and come back to Gorton for years to come.

FYRE Scouts will spend Thursday night on an overnight outpost at our Hilltop location. They will hike up the hill, cook dinner, and have a campfire while putting all of their new skills to work.

A suggested packing list for FYRE Scouts is included in our Individual Equipment Checklist.



EXTRA CAMP PROGRAMS

Gorton Trail Hiker

Camp Gorton may have gorgeous program areas, but we are also home to a huge network of trails that cut across our hillside. The Gorton Trail Hiker Award is a program dedicated to getting Scouts and Scouters out on the trails and building an appreciation for the camp as a whole. This program has three tiers: Bronze, Silver, and Gold. One award may be earned annually, with each level consisting of hikes, a service project, and a journal reflection. Please see the Camp Ranger upon arrival to camp for more information.

Scoutmaster Merit Badge

In 2022, we will be revising our Scoutmaster Merit Badge program. This program is designed to engage adult leaders in the program areas of camp, promote camp improvement projects, and boost that good ol' Gorton Spirit. All adult leaders are encouraged to participate in this fun and rewarding program.



Gorton Honor Patrol

In 2022 we will be revising the Gorton Honor Patrol Program. The Gorton Honor Patrol Award is designed to promote and strengthen the patrol method in camp. An Honor Patrol is an exemplary group of Scouts who are committed to the patrol method, understand its benefits, and apply it in their daily lives. This program is designed to allow patrol members to explore all aspects of Camp Gorton.

Those patrols that complete the Honor Patrol program in their week at camp will receive a banner for their Troop flag and each member of the patrol will receive a Gorton Honor Patrol neckerchief.

Adult Leader Trainings

Many different adult leader trainings will be made available over the course of your stay at Camp Gorton. Past courses have included Safe Swim Defense, Safety Afloat, Youth Protection Training, Introduction to Outdoor Leader Skills, and many others.

An Introduction to Merit Badges

This directory outlines details for all of the various merit badge programs available to Scouts this summer at Camp Gorton. While merit badges and advancements are only a portion of the overall summer camp experience, we want to ensure that each Scout is prepared to succeed in earning the badges they set out for and get the most out of these exciting programs. Our ultimate goal is to provide a fun program full of meaningful learning to all Scouts. ***Be prepared!*** Scouts should review the requirements for each badge that they intend on taking before their week at camp.

Scouts should be sure to complete any necessary **pre-requisite requirements** before coming to camp. Due to the nature of some requirements, and the limitations of the summer camp setting, the listed requirements cannot be completed in the merit badge class. In many cases a signed note from a Scout leader is sufficient to show proof of a pre-requisite; or bringing a copy of the written requirement (such as a report, letter, or menu). Please be sure to complete all pre-requisites prior to coming to camp to ensure a completed merit badge at the end of the week. In some cases, Scouts will not be able to work on or complete other requirements without having completed the pre-requisite requirements first. To help ensure that all Scouts have a meaningful and worthwhile merit badge experience, Scouts who have not completed the pre-requisites prior to camp may be encouraged by the councilor to find another merit badge to take at that time (especially in the cases of Eagle-required merit badges).

Scoutmasters and unit leaders should guide Scouts in their merit badge selections. Under the description each badge lists a suggested rank or years of camp. While making merit badge selections also keep in mind the distance between some of our program areas.

This year we will once again be using black pug to record scouts merit badge information, but an *Application for Merit Badge* (aka "blue card"), will be provided upon request.

2022 Camp Gorton Merit Badge Schedule

| | | | | | |
|-----------------------------|---------------------|---------------------|------------------------|--------------------|--------------------------------|
| 9-9:50 | 10-10:50 AM | 11-11:50 | 2-2:50 | Open Area Badges | Open Area Activities/Trainings |
| Fine Arts | | | | | |
| Art/Sculpture | Music | Graphic Arts | Theater | | |
| Handicraft | | | | | |
| Metalwork | Woodcarving | Textiles | Woodcarving | Baskety | Boondoggle/paracord Bracelets |
| Model Design and Building | Leatherwork | Leatherwork | Game Design | Indian Lore | |
| Nature | | | | | |
| Soil and Water Conservation | Envl. Sci. Pt. 1 | Envl. Sci. Pt. 2 | Nature/Mammal Study | Pulp and Paper | Leave No Trace |
| Oceanography | Geology | Plant Science | Astronomy | | Nature Award |
| Fly Fishing | Fly Fishing | Fishing | Fishing | | Gorton Trail Hiker |
| Scoutcraft | | | | | |
| Signs, Signals, Codes | Pioneering | Orienteering | Exploration | Safety/Fire Safety | Totin Chip/Fireman Chit |
| First Aid | Camping | Wilderness Survival | Search and Rescue | | Paul Bunyan |
| Shooting Sports | | | | | |
| Rifle | Rifle | Shotgun Shooting | Shotgun Shooting | | Top Shot Award |
| Archery | Archery | Archery | Archery | | |
| STEM | | | | | |
| Communications | Engineering | Photography | Robotics | Chess | Nova Awards |
| Public Speaking | Moviemaking | Digital Tech. | Space Exploration | | |
| Trail to Eagle | | | | | |
| F.Y.R.E. | Clt. In the Nation | Emergency Prep. | | | |
| Waterfront | | | | | |
| Canoeing | Rowing | | Small-boat Sling (2-4) | | Safe Swim Defence |
| Watersports | Watersports | Lifesaving | | | Safety Afloat |
| Motorboating | Motorboating | Swimming | Swimming | | Open swim |
| Kayaking | Kayaking | Instructional Swim | Instructional Swim | | Open Boat |
| BSA Paddle Boarding | BSA Paddle Boarding | | | | |

2022 Merit Badge Prerequisites

| | Merit Badge | Description | Max Class | Prerequisite Requirements |
|---|--------------------|---|-----------|---------------------------|
|  | Archery | Best suited for First Class scouts and above or scouts with exceptional archery skills. No prerequisites. Scouts may need to go to the range during open area to complete this merit badge. | 10 | |
|  | Art | Appropriate for 1st year scouts or older. | 15 | 6 |
|  | Astronomy | Best suited for First Class scouts and above. No prerequisites. Most likely completable though weather can prevent required observations. | 12 | |
|  | Camping | EAGLE REQUIRED: Best suited for First Class scouts and above. | 15 | 4b,5e,8d, 9a/b/c |
|  | Canoeing | Best suited for First Class scouts and above. Prerequisite: Swimmer. Additional practice time suggested. | 10 | Swimmer Classification |
|  | Cit. in the Nation | Eagle Required: Best suited for First Class scouts and above. | 20 | 2, 8 |

2022 Merit Badge Prerequisites

| | | | | |
|---|-----------------------------------|---|-----------|---------------------------------------|
|  | <p>Communication s</p> | <p>EAGLE REQUIRED Best suited for First Class scouts and above. Will need extra time for preparation of a 5 minute speech and teaching a skill.</p> | <p>10</p> | <p>4, 5</p> |
|  | <p>Digital Technology</p> | <p>Appropriate for 1st year Scouts or older</p> | <p>15</p> | <p>Up to date Cyber Chip 9a or 9B</p> |
|  | <p>Emergency Preparedness</p> | <p>EAGLE REQUIRED: Best suited for a First Class scout and above.</p> | <p>15</p> | <p>First Aid MB, 2c, 8b</p> |
|  | <p>Engineering</p> | <p>Appropriate for 3rd year Scouts or older.</p> | <p>8</p> | <p>4</p> |
|  | <p>Environmental Science</p> | <p>EAGLE REQUIRED: Best suited for First Class scouts and above. Scouts taking Environmental Science will need to complete observations during open area time.</p> | <p>20</p> | |
|  | <p>Exploration</p> | <p>Appropriate for second year or older Scouts.</p> | <p>12</p> | <p>5 a or b</p> |

2022 Merit Badge Prerequisites

| | | | | |
|---|---------------|---|----|---|
|  | First Aid | EAGLE REQUIRED Best suited for First Class scouts and above. | 15 | Tenderfoot, 2nd Class, and 1st Class First Aid Reqs |
|  | Fishing | Appropriate for any age. | 15 | |
|  | Fly Fishing | Appropriate for 2nd year scouts or older | 5 | |
|  | Game Design | Appropriate for 2nd year scouts and older. | 15 | 1a |
|  | Geology | Appropriate for 2nd year scouts and older | 12 | |
|  | Graphics Arts | Appropriate for any age Scout. | 10 | 6a or b or c |

2022 Merit Badge Prerequisites

| | | | | |
|---|----------------------------------|--|-----------|--|
|  | <p>Kayaking</p> | <p>Best suited for First Class Scouts and above.</p> | <p>10</p> | <p>Swimmer Classification</p> |
|  | <p>Leatherworking</p> | <p>Appropriate for any age. Scouts wishing to create a more advanced project than the one provided may purchase a kit in the Trading Post.</p> | <p>12</p> | |
|  | <p>Lifesaving</p> | <p>EAGLE REQUIRED: Best Suited for 4th year and above scouts. Or scouts who are strong swimmers.</p> | <p>8</p> | <p>2nd Class, 1st Class swimming requirements Swimmer Classification</p> |
|  | <p>Mammal Study</p> | <p>Appropriate for 2nd year or older Scouts. This Class will be taught with Nature. This class cannot be taken by itself.</p> | <p>20</p> | |
|  | <p>Metalwork</p> | <p>Best suited for 2nd year or older scouts.</p> | <p>10</p> | |
|  | <p>Model Design and Building</p> | <p>Appropriate for Scouts of any age.</p> | <p>15</p> | |

2022 Merit Badge Prerequisites

| | | | | |
|---|---------------------|---|-----------|-------------------------------|
|  | <p>Motorboating</p> | <p>Appropriate for a 3rd year Scout or older. preferred to have swimming merit badge.</p> | <p>8</p> | <p>Swimmer Classification</p> |
|  | <p>Moviemaking</p> | <p>Appropriate for any age. No prerequisites.</p> | <p>12</p> | |
|  | <p>Music</p> | <p>Appropriate for 1st year scouts and older.</p> | <p>15</p> | |
|  | <p>Nature</p> | <p>Appropriate for any age. No prerequisites. This class will be taught with Mammal Study. This Class can not be taken by itself.</p> | <p>20</p> | |
|  | <p>Oceanography</p> | <p>Appropriate for 3rd year scouts or older.</p> | <p>12</p> | |
|  | <p>Orienteering</p> | <p>Appropriate for 2nd or 3rd Year Scout or older.</p> | <p>15</p> | |

2022 Merit Badge Prerequisites

| | | | | |
|---|-----------------|--|----|--------------|
|  | Photography | Appropriate for 2nd or 3rd Year Scout or older. Past experience with a camera would help and research into photography would help. | 8 | 1b |
|  | Pioneering | Best suited for First Class scouts and above. No prerequisites. Scouts taking Pioneering may need to build their pioneering projects in class or during free time. | 15 | |
|  | Plant Science | Appropriate for 2nd or 3rd year scout or older | 15 | |
|  | Public Speaking | Appropriate for 2nd year scouts or older. | 12 | |
|  | Rifle Shooting | Appropriate for 2nd year Scouts. MUST BE 12 YEARS OLD BY NEW YORK STATE LAW. Must qualify which may require additional open area time to meet requirements. | 16 | 12 Years Old |
|  | Robotics | Appropriate for 3rd year Scouts or older. | 10 | 6a |

2022 Merit Badge Prerequisites

| | | | | |
|---|--------------------------|--|----|------------------------|
|  | Rowing | Best suited for First Class scouts and above. | 10 | Swimmer Classification |
|  | Sculpture | Appropriate for any age. | 15 | |
|  | Search and Rescue | Appropriate for 3rd year Scout or older. Scouts should bring a pair of long pants and a long sleeve shirt for search done at the end of the week. | 15 | 6a |
|  | Shotgun Shooting | Best suited for First Class scouts and above or Scouts with exceptional shotgun skills. MUST BE 12 YEARS OLD BY NEW YORK STATE requirements. Body size should be taken into consideration. | 8 | 12 Years Old |
|  | Signs, Signals and Codes | Signs, Signals, and Code Appropriate for 2nd or 3rd year Scout or older. Scouts will learn different methods of communicating. | 16 | 7 |
|  | Small Boat Sailing | Appropriate for a 3rd year Scout or older. Must be a swimmer and recommended that they have Swimming merit badge. Would recommend that the Scout reads the Small Boat Sailing merit badge book. Class will still be two hours 2-3:50. Will run into open area. | 14 | Swimmer Classification |

2022 Merit Badge Prerequisites

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|---|-----------------------------------|---|----|------------------------|
|  | Soil and Water Conservation | Recommended for 3rd year scouts. | 12 | |
|  | Space Exploration | Appropriate for Scouts of any age. | 15 | |
|  | BSA Stand Up Paddleboarding Award | This is not a Merit Badge, it is a BSA award. Appropriate for 2nd or 3rd year Scouts. | 7 | Swimmer Classification |
|  | Swimming | EAGLE REQUIRED: Must pass the Swimmers test. Those Scouts in instructional swim can switch to this class once they have completed their swim test. | 20 | Swimmer Classification |
|  | Textiles | Appropriate for 1st year scouts and older. | 15 | |
|  | Theater | Appropriate for 1st year scouts and above. | 12 | 1 |

2022 Merit Badge Prerequisites

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|--|----------------------------|---|-----------|-------------------------------|
|  | <p>Water Sports</p> | <p>Appropriate for 3rd year Scout or older with strong upper body strength and coordination. It is encouraged to have Swimming merit badge.</p> | <p>4</p> | <p>Swimmer Classification</p> |
|  | <p>Wilderness Survival</p> | <p>Appropriate for a 1st Class Scout or older. A scout should come prepared to stay out overnight in a shelter of his own design.</p> | <p>10</p> | |
|  | <p>Wood Carving</p> | <p>Appropriate for any age. Scouts wishing to create a more advanced project than the one provided may purchase a kit in the trading post.</p> | <p>14</p> | <p>Totin' Chip</p> |