

Merit Badge Program

Merit Badges are an important part of advancement at camp. It is important to remember that advancement is only one of the Methods of Scouting. Scouts at summer camp also learn leadership skills, learn about the outdoors, have a chance to grow personally and take time to have fun. A Scout only completing half of a Merit Badge is still a great thing as the Merit Badge program exists to get Scouts developing career aspirations and lifetime hobbies.

A Scout's week at camp should have a balance of merit badges and everything else that Ingersoll Scout Reservation has to offer.

Planning and Preparation

Not all merit badges can be completed in a week at camp. Some merit badges have pre-requisites that should be completed before the arrival at camp. A note from a Scoutmaster may suffice for some of the pre-requisites, others may require bringing research, a project, or by the Scout demonstrating knowledge of the requirement.

During check-out at the end of the week, troops will receive a printout of all merit badges that were completed in full or partially by the Scouts in the Troop. Leaders at camp will need to take the time before departing camp to review this record. The W. D. Boyce Council Advancement Committee has approved these printouts as official records of merit badges. If you believe there are errors in the reports, contact the Camp Director (during the summer season) or the W. D. Boyce Council Service Center (during the offseason starting in August).

Blue Cards

In addition, if your troop would like your Scouts to have a Blue Card for their Merit Badge, please bring the Blue Cards to camp with the following filled in: the Scout's name and address, the name of the Merit Badge, and the Scoutmaster's signature. We will do the rest and return the completed and partial Blue Cards to you at Check out.

Partial Completions

Partial completions will be given for requirements completed during camp, to allow the Scouts the ability to finish the merit badge with a registered counselor at a later time. Partials brought to camp will be honored with proper documentation, including signatures. All merit badge counselors have the responsibility to review and test a Scout on previously signed requirements.



Merit Badge Schedule

	9:00	10:00	11:00	2:00	3:00	4:00
Brownsea Island		Trailblazer		ISR Leadership Challenge		
Climbing Tower		Climbing		Open Climbing (Ends at 4:30)		
Eco - CON	Environmental Science	Mining in Society	Weather	Geology	Forestry	Astronomy
	Fish & Wildlife Management	Reptile & Amphibian Study	Plant Science	Soil & Water Conservation	Oceanography	Insect Study
Field Sports	Shotgun		Shotgun	Open Shotgun	Environmental Science	Open Shotgun
	Archery	Rifle	Open Rifle	Rifle	Open Rifle	
Fish Shack	Fishing	Open Archery	Archery	Open Archery	Archery	Open Archery
Lakefront	Fishing	Fly Fishing		Fishing		
	Rowing	Kayaking	Stand-up-Paddleboarding	Small Boat Sailing	Canoeing	Open Boating
Pool		Waterfront Supervisor				
	Lifesaving		Snorkeling	Swimming	Instructional Swim	Free Swim
Scoutcraft	Wilderness Survival	Swimming		Pool Supervisor		
	Leatherwork	Basketry	Metalwork	Chess	Orienteering	Open Scoutcraft
	Search and Rescue	Woodcarving	Archaeology	Indian Lore	Camping	
STEM Center	Game Design	Cooking	Sculpture	Pioneering		
	Electronics	Aviation	Chemistry	Engineering	Space Exploration	Open STEM
Health Lodge	First Aid	Signs, Signals, and Codes		Robotics		
		Emergency Prep.			First Aid	
	Horsemanship			Communication	Cycling	
	Welding				Music	
Lunch						

Merit Badge Pre-Requisites

Pool

Merit Badge	Pre-REQ	Notes
Lifesaving	1a	Meet at Pool. MUST be a Swimmer
Snorkeling Activity Badge		
Swimming	2	Meet at Pool. MUST be a Swimmer

Lakefront & Fish Shack

Merit Badge	Pre-REQ	Notes
Canoeing		Meet at Lakefront. MUST be a Swimmer, Wet Shoes Required
Kayaking		Meet at Lakefront. MUST be a Swimmer, Wet Shoes Required
Rowing		Meet at Lakefront. MUST be a Swimmer, Wet Shoes Required
Small Boat Sailing		Meet at Lakefront. MUST be a Swimmer, Wet Shoes Required
Stand-Up Paddleboarding Activity Badge		Meet at Lakefront. MUST be a Swimmer, Wet Shoes Required
Fishing		Meet at Fish Shack
Fly Fishing		Meet at Fish Shack

Scoutcraft

Merit Badge	Pre-REQ	Notes
Archeology	9	
Camping	4b, 8d, 9	Pre camp prep. For Req. 7b. Must bring camping backpack
Chess		
Cooking	4, 5	Estimated Price - \$20, Meet at the Cooking Area
Indian Lore		Estimated Price - \$10
Orienteering		
Pioneering	2a & 2b	
Wilderness Survival	5	Must spend a night in an improvised shelter. Req. 5 - Bring your kit to camp.
Basketry		Estimated Price - \$12
Leatherwork		Estimated Price - \$5
Metalwork		Estimated Price - \$12
Sculpture		
Woodcarving		Estimated Price - \$8
Search & Rescue	6	Suggested Age 13+

STEM

Merit Badge	Pre-REQ	Notes
Robotics		Meet at Shotgun Building
Signs, Signals, and Codes		
Game Design		
Chemistry		
Aviation	4	Meet at Shotgun Building
Engineering	2	
Electronics		Meet at Shotgun Building. Estimated Price - \$10
Space Exploration		

Merit Badge Pre-Requisites

Field Sports

Merit Badge	Pre-REQ	Notes
Archery		
Rifle Shooting	1d & 1f	Merit Badge Book Required. May need to attend Open Field Sports.
Shotgun Shooting	1d & 1f	Merit Badge Book Required. May need to attend Open Field Sports. Estimated Price \$10 - \$ 20

Ecology - Conservation

Merit Badge	Pre-REQ	Notes
Astronomy	5b	
Mining in Society		Req. 6a - Bring Research for discussion
Fish & Wildlife Management		
Environmental Science		
Forestry	5, 7	Req. 7 - Bring Research
Insect Study	5	
Geology		
Oceanography		
Plant Science		
Reptile & Amphibian	8	
Soil & Water Conservation		
Weather		

Climbing Tower

Merit Badge	Pre-REQ	Notes
Climbing	AGE 13+	May need to attend Open Climbing

Health Lodge Training Area

Merit Badge	Pre-REQ	Notes
Emergency Preparedness	1, 2c, 6b, 6c	Req. 8b - Bring Kit to Camp
First Aid	1, 2d	Meet at training area near the Health Lodge. Req. 2d - Bring your kit to camp.

Other Badges

Merit Badge	Pre-REQ	Notes
Communication	5, 7, 8, 9	Req. 7 - Bring Proof, Req. 9 - Need to Research
Cycling	7Bc & 7Bd	Mountain Biking 7Bc & 7Bd. Suggested age 13+
Music		Bring your instrument!
Horsemanship	AGE 13+	At Swan Creek Stables in Avon. Troops need to provide their own transportation for Scouts to the stables. Cost is \$45
Welding	AGE 13+	Meet at Horseshoe Bend. Estimated Price - \$10