

Merit Badge Opportunities



Listed in alphabetical order below are the merit badges that will be offered at camp. Next to each badge are the requirements that must be completed or started BEFORE the Scout arrives in camp. If they are completed to the satisfaction of the counselor, the badge may be earned at camp, otherwise the Scout may receive a partial. With all merit badges, Scouts should become familiar with the requirements before coming to camp. Some merit badge requirements require “advanced preparation” by the scouts. The specifics of this depend on the requirement, but generally Scouts should be familiar with the information that the requirement covers.



Graphic Arts and Woodwork Merit Badges have been added for the 2023 Camping Season (See Details Below)

Merit Badge	Prerequisites	Level (year)	Max. Class Capacity	Location
American Heritage	3C and 4 must be completed before camp	2	15	Civics
Animal Science	6 must be completed before camp	2	15	Ecology
Archery	Advanced preparation for 1C is necessary	3	16	Archery
Art	6 must be completed before camp	1	15	Handicraft
Astronomy	5B must be completed before camp. Weather might affect completion of this badge. Night meetings required.	2	15	Ecology
Athletics	3A, 3B and 5 must be completed before camp	2	15	Sports
Basketry	No advanced preparation is necessary	1	15	Handicraft
Bird Study	8 must be completed before camp. advanced preparation for 5 is necessary. Early morning meetings are required	2	15	Ecology
Camping	3, 4B, 5E, 7B, 8D and 9 must be completed before camp.	2	20	Scoutcraft
Canoeing	Must pass swim test. Experience with canoe is necessary	2	15	Lake
Chemistry	7 must be completed before camp. Advanced preparation for 3 is necessary.	2	20	STEM
Chess	No advanced preparation is necessary	1	20	Sports
Citizenship in the Nation	5, 7 and 8 must be completed before camp. Advanced preparation for 6 is necessary	3	25	Civics

Merit Badge Opportunities (Continued)

Merit Badge	Prerequisites	Level (year)	Max. Class Capacity	Location
Citizenship in the World	7 must be completed before camp. Advanced preparation for 3 is necessary	3	25	Civics
Climbing	Advanced preparation for 1 and 7 is necessary	4	12	COPE
Cooking	Only some parts of 5 and 6 will be completed at camp. Additional requirements (4,5 and 6) must be completed after camp	3	15	Scoutcraft
Electricity	2, 8 and 9 must be completed before camp	3	15	STEM
Electronics	No advanced preparation is necessary	3	20	STEM
Emergency Preparedness	Must have First Aid Merit Badge. 7 must be completed before camp. Advanced preparation for 6, 8 and 9 is necessary	3	15	Health Lodge
Engineering	4 must be completed before camp. Advanced preparation for 1 and 6 is necessary	4	15	STEM
Environmental Science	3E and 4 must be completed before camp. Advanced preparation for 6 is necessary	3	20	Ecology
Exploration	5 must be completed before camp.	3	15	Scoutcraft
Fingerprinting	No advanced preparation is necessary	1	15	Civics
Fire Safety	6A, 11 and 12 must be completed before camp	1	15	Scoutcraft
First Aid	5A must be completed before camp	1	20	Health Lodge
Fish and Wildlife Management	Advanced preparation for 7 is necessary	2	15	Ecology
Fishing	Advanced preparation for 7 is necessary. 9 may not necessarily be completed at camp. 10 must be completed before camp.	3	15	Lake
Fly Fishing	Advanced preparation for 8 is necessary. 10 may not necessarily be completed at camp. 11 must be completed before camp.	3	15	Sports
Forestry	5 and 8 must be completed before camp	1	15	Ecology
Game Design	No advanced preparation is necessary	2	15	Sports
Geocaching	7 must be completed before camp	2	15	Scoutcraft
Geology	Advanced preparation for 4B is necessary	1	15	Ecology
Graphic Arts	6 must be completed before camp	2	15	Handicraft
Indian Lore	No advanced preparation is necessary	1	15	Handicraft
Insect Study	9, 10 must be completed before camp. Advanced preparation for 13 is necessary	2	15	Ecology
Kayaking	Must pass swim test. Experience with kayaks is necessary	2	15	Lake
Law	4 and 7 must be completed before camp	1	15	Civics
Leatherwork	No advanced preparation is necessary	1	15	Handicraft
Lifesaving	Must pass swim test. 2A must be completed before camp. Bring long pants and a long sleeved button down shirt for requirement 9	3	15	Pool
Mammal Study	No advanced preparation is necessary	1	20	Ecology
Metalwork	No advanced preparation is necessary	3	10	Shop

Merit Badge Opportunities (Continued)

Merit Badge	Prerequisites	Level (year)	Max. Class Capacity	Location
Moviemaking	No advanced preparation is necessary	3	15	STEM
Music	3C must be completed before camp	2	15	STEM
Nature	No advanced preparation is necessary	1	15	Ecology
Oceanography	Advanced preparation for 7 is necessary. 8 must be completed before camp	2	15	Ecology
Orienteering	Requirement 8 is a major undertaking and scouts should be prepared to devote significant time to complete the requirement	2	15	Scoutcraft
Personal Fitness	1B must be completed before camp. Advanced preparation for 7 and 8 is necessary. Bring Physical and Dental examination forms.	3	20	Sports
Photography	1A must be completed before camp. Scouts must bring digital camera	2	15	STEM
Pioneering	Recommended that scouts taking the badge are at least First Class rank. Experience with basic knots, lashings and splicing is necessary	3	10	Scoutcraft
Pottery	No advanced preparation is necessary	3	15	Handicraft
Public Speaking	No advanced preparation is necessary	2	15	Civics
Pulp and Paper	No advanced preparation is necessary	1	15	Handicraft
Radio	No advanced preparation is necessary	3	15	STEM
Reptile and Amphibian Study	8 must be completed before camp. General knowledge of reptiles and amphibians is necessary	2	15	Ecology
Rifle Shooting	1F needs to be completed before camp. Only option A is available at camp.	3	12	Shooting Sports
Robotics	Advanced preparation for 7 is necessary	4	15	STEM
Rowing	Must pass swim test. Certain alternatives in requirement 4 must be completed before camp. Experience with rowboats is necessary	3	12	Lake
Sculpture	2C must be completed before camp	2	15	Handicraft
Search and Rescue	Advanced preparation for 4 is necessary	2	15	Health Lodge
Shotgun Shooting	1F must be completed before camp. Only Option A is available at camp	3	10	Shooting Sports
Small-Boat Sailing	Must pass swim test. Experience with sailboats and sailing is necessary. Weather conditions can affect the completion of badge.	3	12	Lake
Soil and Water Conservation	No advanced preparation is necessary	2	15	Ecology
Space Exploration	No advanced preparation is necessary	2	15	STEM
Sports	4 and 5A must be completed before camp. Chart for 5C must be presented to councilor	2	15	Sports
Swimming	Must pass swim test	1	40	Pool
Weather	9 Must be completed before camp	2	15	Ecology
Welding	Scouts must wear jeans for all class sessions	4	10	Shop
Wilderness Survival	Advanced preparation for 2 and 5 is necessary. General knowledge of edible plants is necessary.	2	15	Scoutcraft
Wood Carving	Scouts must have Totin' Chip. Experience in carving is necessary.	1	15	Handicraft
Woodwork	Scouts must have Totin' Chip. General knowledge of hand tools is recommended	2	15	Shop

For the Summer of 2023 we will be using the most up to date requirements for each Merit Badge



2023 Resica Falls Merit Badge Schedule

SINGLE SESSION MERIT BADGE CLASSES				
9:00 – 9:45	9:55- 10:40	10:50-11:35	11:45-12:30	2:00-3:00
American Heritage (CIV)	Athletics (S)	Animal Science (ECO)	Basketry (H)	Art (H)
Astronomy (ECO)	Bird Study (ECO)	Athletics (S)	Camping (SC)	Camping (SC)
Basketry (H)	Camping (SC)	Chemistry (STEM)	Citizenship in the Nation (CIV)	Chess (S)*
Camping (SC)	Citizenship in the Nation (CIV)	Citizenship in the World (CIV)	Citizenship in the World (CIV)	Citizenship in the Nation (CIV)
Chemistry (STEM)	Electronics (STEM)	Electricity (STEM)	Electricity (STEM)	Electronics (STEM)
Citizenship in the World (CIV)	Emergency Prep. (HL)	Environmental Science (ECO)	Emergency Prep (HL)	Environmental Science (ECO)
Emergency Prep. (HL)	Environmental Science (E)	First Aid (HL)	Engineering (STEM)	Exploration (SC)
Engineering (STEM)	First Aid (HL)	Fish & Wildlife Mgt. (ECO)	First Aid (HL)	Fingerprinting (CIV)*
Environmental Science (ECO)	Fly Fishing (S)	Leatherwork (H)	Game Design (S)	Fire Safety (SC)
Fly Fishing (S)	Game Design (S)	Mammal Study (ECO)	Geocaching (SC)	Leatherwork (H)
Forestry (ECO)	Geocaching (SC)	Orienteering (SC)	Geology (ECO)	Music (STEM)*
Leatherwork (H)	Graphic Arts (H)	Personal Fitness (S)	Insect Study (ECO)	Oceanography (ECO)
Metalwork (SHOP)	Indian Lore (H)	Public Speaking (CIV)	Mammal Study (ECO)	Personal Fitness (S)
Nature (ECO)	Law (CIV)	Radio (STEM)	Personal Fitness (S)	
Personal Fitness (S)	Metalwork (SHOP)	Sculpture (H)	Photography (STEM)	
Photography (STEM)	Moviemaking (STEM)	Search & Rescue (HL)	Pioneering (SC)	
Pioneering (SC)	Pulp & Paper (H)	Sports (S)	Radio (STEM)	
Sculpture (H)	Rep. & Amph. Study (ECO)	Swimming (POOL)	Sports (S)	
Search & Rescue (HL)	Soil & Water Conservation (ECO)	Wilderness Survival (SC)	Weather (ECO)	* These badges will be offered during all Afternoon Adventure periods
Space Exploration (STEM)	Space Exploration (STEM)	Wood Carving (H)	Wood Carving (H)	
Sports (S)	Swimming (POOL)	Woodworking (SHOP)		
Swimming (POOL)				
Wilderness Survival (SC)				

DOUBLE SESSION MERIT BADGE CLASSES			Location Key:
9:00 - 10:40	10:50 - 12:30		
Archery (A)	Archery (A)	(A) Archery Range	
Canoeing (LAKE)	Canoeing (LAKE)	(CIV) Civics	
Climbing (COPE)	Climbing (COPE)	(E) Ecology	
Cooking (SC)	Cooking (SC)	(H) Handicraft	
Fishing (LAKE)	Kayaking (LAKE)	(HL) Health Lodge	
Kayaking (LAKE)	Lifesaving (POOL)	(LAKE) Lake	
Lifesaving (POOL)	Pottery (H)	(POOL) Pool	
Pottery (H)	Rifle (SS)	(SC) Scoutcraft	
Rifle (SS)	Robotics (STEM)	(SS) Shooting Sports	
Robotics (STEM)	Shotgun Shooting (SS)	(SHOP) Shop	
Rowing (LAKE)	Small Boat Sailing (LAKE)	(S) Sports	
Shotgun Shooting (SS)	Welding (SHOP)	(STEM) STEM Center	
Welding (SHOP)			