

Camp Friedlander

2019 Merit Badge and Program Pre-Requisite List

Below is a list of all the merit badges and programs available at Camp Friedlander for the summer of 2019. For many of our programs, requirements must be completed prior to arrival at camp for a Scout to be eligible for completion of the badge. *Scouts will be expected to have completed these requirements before attending the class.* Some of the requirements listed as pre-requirements really make more sense to be completed after camp. Please review these with your Scouts to make the best decisions for each. Remember that leaving camp with a partially completed merit badge is not a bad thing. The important thing is that they gained knowledge and had fun!

Some of the camp programs require a Scout to be a certain age. *For some programs, there is not an age requirement, but we strongly encourage Scouts to be of the recommended age to take full advantage of the spirit of the program.* No Scout will be turned away from a program that does not have an age requirement; however, Scoutmasters and parents should use good judgment in approving the ability of a Scout to participate in the programs of his choosing.

Some programs may require purchase of additional materials to complete the badge – all of these materials will be available for purchase in the camp Trading Post at reasonable prices.

For more information about each merit badge requirement, please consult the respective merit badge pamphlet for 2019.

Program	Program Area	Recommendations and Pre-requisites
ACE	ACE	Scouts must be 14 years old. Backpack and tent for overnight; swimwear for aquatic activities (extra pair of shoes would be useful in case one gets wet). May want to bring some extra spending money. Must submit a Consent/ Hold Harmless Form upon arrival at camp.
Archaeology	NEST	N/A
Animation/ Art	Handicraft	N/A
Archery	Archery Range	N/A Arrow kits for requirement 2a1 can be purchased at the Trading Post.
Astronomy	NEST	Requirement #5b.
Automotive Maintenance	Trade Skills	N/A

Updated: May 1, 2019

Bird Study	NEST	N/A
Camping	Outdoor Skills	Requirements #4, 5e, 7, 8c, 8d, 9a, 9b.
Canoeing	Aquatics	Must be classified as a BSA swimmer.
Chemistry	NEST	N/A
Chess	Handicraft	N/A
Citizenship in the Nation/ American Heritage	Culture and Citizenship	N/A
Citizenship in the World	Culture and Citizenship	N/A
Climbing	Climbing Tower	<i>Not recommended for younger Scouts.</i> Must submit a Consent/Hold Harmless form upon arrival at camp.
Communications	Culture and Citizenship	Requirements #5 & 8
Cooking	Outdoor Skills	Requirements #4acde, 5cde, 6cdef, 7cde NOTE: These requirements should be completed after camp.
COPE	COPE	Scouts must be 13 years old. Must submit a Consent/Hold Harmless Form upon arrival at camp. Long pants required for high course.
Electricity	Trade Skills	Requirement # 2 & 9a
Emergency Preparedness	Outdoor Skills	<i>Recommended for Scouts who've completed the 8th grade.</i> Requirements 1, 2abc, 8b
Environmental Science	NEST	<i>Not recommended for younger Scouts.</i> Requirements # 3e & 3c3
First Aid	Outdoor Skills	Requirement #1 & 5
Fishing	NEST	Extra Time may be needed to complete Requirement #9.
Fly Fishing	NEST	Extra Time may be needed to completed Requirement #10
Geocaching	Outdoor Skills	N/A
Home Repairs	Trade Skills	N/A

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Instructional Swim	Aquatics	<i>Intended to help Scouts become swimmers and earn First Class swimming requirements; not recommended for Scouts who are already swimmers.</i>
Kayaking	Aquatics	Must be classified as a BSA Swimmer.
Leatherwork/ Basketry	Handicraft	N/A Kits for Basketry Requirement 3 and Leatherwork Requirement 3 and 4 can be purchased in the Trading Post.
Lifesaving	Aquatics	<i>Not recommended for younger Scouts.</i> Must be classified as a BSA Swimmer. Must be able to swim 400 yards without stopping. Requirement #1a
Metalwork	Trade Skills	<i>Recommended for older Scouts.</i> Requirement #4
Motorboating	Aquatics	Must be classified as a BSA Swimmer.
Natural World Studies Mammal Study Reptile and Amphibian Study Fish and Wildlife Management	NEST	Mammal Study: N/A Reptile & Amphibian: Req. #8 Fish & Wildlife: N/A
Ohio Hunter Education	Eagle's Nest	Open to Ohio residents only. Must complete the home study portion prior to Thursday session.
Outpost	Outpost	Scouts must be 13 years old. Scouts will be participating in overnights on Tuesday and Thursday.
Orienteering	Outdoor Skills	N/A
Photography	Handicraft	Requirement #1b, earn the Cyber Chip. Link for Cyber Chip: http://www.scouting.org/training/youthprotection/cyberchip.aspx Bringing a digital camera is recommended. However, the camp will have several cameras for use.
Pioneering	Outdoor Skills	Requirement #2a. <i>Prior knowledge and skill with knots is useful.</i>

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Plumbing	Trade Skills	<i>Recommended for older Scouts.</i>
Pottery/ Sculpture	Handicraft	<i>Recommended for younger Scouts.</i>
Rifle Shooting	Rifle Range	<i>Not recommended for younger Scouts.</i> Includes all rounds needed to complete the merit badge. Recreation rounds can be purchased at a cost of 10 rounds for 50 cents.
Robotics	NEST	N/A
Scuba Diving	Aquatics	<i>Not recommended for younger Scouts.</i> There is no minimum age for Scubs. Must be classified as a BSA Swimmer. Must bring completed Scuba Release Form to first class. Bring Scuba Medical Statement if needed.
Search and Rescue	Outdoor Skills	N/A
Shotgun Shooting	Shotgun Range	<i>Not recommended for younger Scouts.</i> Includes all rounds needed to complete the merit badge. Recreation rounds can be purchased at a cost of 5 rounds for \$1.50 cents.
Signs, Signals, and Codes	Outdoor Skills	Requirement #7.
Small-Boat Sailing	Aquatics	Must be classified as a BSA Swimmer.
Snorkeling	Aquatics	Must be classified as a BSA Swimmer. Must bring completed Snorkeling Release Form to class.
Soil and Water Conservation	NEST	N/A
Space Exploration	NEST	<i>Recommended for younger Scouts.</i> Rocket kits for Requirement 3 can be purchased in the Trading Post.
Swimming	Aquatics	Must be classified as a BSA Swimmer.

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Trailblazer (Scout/ Tenderfoot)	Trailblazer	Requirements Covered: Scout: 1a-f, 3a, 4a-b, 5. Tenderfoot: 3a-d, 4a-c, 5a-c, 6a or 6c, 6b, 7a-b, 8.
Trailblazer (Second Class/ First Class)	Trailblazer	Requirements Cover: Second Class: 2a-2d, 2f-g, 3a, 3c-d, 4, 5a-d, 6a-e, 8a-b, 9a-b. First Class: 1b, 3a-3d, 5a-5d, 6a-e, 7a-f, 9a.
Weather	NEST	N/A
Wilderness Survival	Outdoor Skills	Requirement #5. Bring a water bottle, rain gear, a flashlight and a pocketknife for the overnight during the week.
Woodcarving	Handicraft	Requirement #2a. Totin' Chip Required. Participants will not be able to start carving until they present a valid Totin' Chip certificate. Totin' Chip class if offered at camp later in the week. Materials for projects should be purchased in the Trading Post. Kits for Requirement 4 can be purchased in the Trading Post.

A note from the Program Director:

At Camp Friedlander, our high quality Camp Staff is extremely dedicated to giving each individual the tools, knowledge and direction they need to accomplish their goals within our programs. To make this possible, we as Camp Staff will make every attempt to keep all of our units up to date on necessities to make your week at camp enjoyable and successful by advising you, prior to arrival, on any preparatory measures your unit should take. Thus, we have a few suggestions for you and your Scouts as you prepare for your week at camp:

- Each Scout should bring a notepad and writing utensil, although we are steering instruction in a more “hands-on” direction, note taking proves very useful, particularly on the first day of any merit badge class.
- **For Trailblazer:** Please review what requirements that we are planning to cover for both Scout/ Tenderfoot and Second Class/ First Class when selecting a sessions. These requirements are located in the list above. The structure of Trailblazer will allow your Scout to participate in a half day Trailblazer program by signing up for both Scout/ Tenderfoot and Second Class/ First Class sessions.
- Scouts participating in boating activities are encouraged to bring along a separate pair of shoes SPECIFICALLY for getting wet.
- Attention should be paid during the scheduling process, to the distance between program sessions. The loop around the lake is approximately 1.2 miles, and the standard class transition time are allotted at ten minutes.
- **Rifle Shooting and Shotgun Shooting are not part of the 1.2 mile loop around the lake.** Therefore we do not recommend taking Rifle Shooting or Shotgun Shooting follow by Archery or Climbing. (Example: Scheduling Rifle Shooting at 9am then Archery at 10:30am is not advised). The average walking time between areas is 20-30 minutes.

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- If financially reasonable, Scouts should obtain merit badge pamphlets for each badge they plan to participate in and review them before arrival at camp.
- It is great for Scouts and Scouters alike, to keep in mind that most badges are designed to create a quality learning experiences in their particular field and may be more time consuming than expected.
- Scouts should come to camp planning to get dirty, gain valuable skill set, and most importantly HAVE FUN!!!

The staff and I eagerly await your arrival and the opportunity to create, with you, the best summer camp experience possible. We expect everyone who comes through our gates this summer, from across the country and around the world, to be ready to create the best summer Camp Friedlander and the Boy Scouts of America have ever had.

Yours in Scouting,
Daniel Tracy
Program Director
Camp Friedlander

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