

HANDICRAFT

The Handicraft area offers an excellent opportunity for Scouts to develop and demonstrate their artistic abilities while gaining more historical and cultural awareness. .



Art (Basic)

Scouts will learn to express their ideas and tell a story using pictures.

Prerequisites: Bring a note that confirms the scout has visited a museum.



Basketry (Moderate)

This is an excellent badge for young Scouts. Scouts will use weaving skills to make two baskets and a wooden stool.



Game Design (Moderate)

This is an interactive and fun merit badge that allows Scouts to create a board or card game and market it.

Prerequisites: if possible, bring your favorite board or card game to camp



Indian Lore (Basic)

Scouts will learn about Native American life, games, and crafts. In addition to several projects, this badge requires in depth study and reports



Inventing (Moderate)

This badge requires Scouts to work on a hands-on project. Scouts will learn how products are designed and develop their own.



Leatherwork (Basic)

This is a great badge for younger Scouts, allowing them to demonstrate their skills in making their own knife pouch.

HANDICRAFT



Painting (Basic)

This badge introduces Scouts to the skills, professions, and safety precautions involving painting. Scouts will complete lasting projects around camp.



Moviemaking (Moderate)

Moviemaking includes the fundamentals of producing motion pictures.

Prerequisites: None



Railroading (Moderate)

This badge provides a survey of the railroading industry, including the construction of a model train set and a visit to a local railroading museum.



Woodcarving (Moderate)

Not recommended for Scouts with little knife experience. Participants should bring a sharp, lock-blade pocketknife.

Prerequisites: Totin Chip (bring to class)

NATURE / ECOLOGY

The Nature area offers a variety of badges and programs for a wide range of Scouts' interests. Our state-of-the-art facility boasts a selection of wild and domesticated animals, as well as a pond, classroom areas, amphitheater, and modern technology that enriches the learning experience.



Bird Study (Moderate)

This class will be held daily before breakfast when Scouts will have the greatest chance to observe the Reservation's bird population. Scouts should bring a pair of binoculars and a field notebook.



Environmental Science (Advanced)

This is a two-hour-a-day course that requires Scouts to spend time outside of class observing, writing, and experimenting.

Prerequisites: Maturity, High Level of Concentration, ideally Scouts 13+



Fish & Wildlife Management (Moderate)

Scouts will learn the importance of wildlife management and sustainability, best practices for management, and issues facing fish and wildlife populations.

Prerequisites: Req. 5 & 7, certified by SM



Forestry (Moderate)

This badge requires mature levels of concentration, plus charts and plans. Scouts should bring a notebook in which to keep leaves for identification.



Geology (Moderate)

This badge requires a mature level of concentration.

Prerequisites: Req. 5(c) collect 10 different rocks or minerals. Record in a notebook and label each with its class and origin, chemical composition, and list its physical properties. Bring notebook to camp with photo of collection.



Insect Study (Moderate)

This badge introduces Scouts to entomology. Scouts should plan to spend some time outside of the class observing and photographing or sketching insects. Please bring a sketchpad. Requirement 5 requires time outside of class and may need to be completed at home.

NATURE / ECOLOGY



Mammal Study (Basic)

This is a good introductory badge for younger Scouts. Participants will be required to complete a report and a conservation project.



Nature (Basic)

This badge is an excellent survey of all the ecological fields.



Reptile & Amphibian Study (Moderate)

Scouts will be required to make drawings and participate in night hikes. It is not recommended for Scouts with a fear of snakes, but can help lessen fears.

Prerequisites: Req. 8(a) or 8(b) certified by SM



Soil & Water Conservation (Moderate)

This badge involves a great deal of discussions on erosion, the water cycle, and best soil and water management practices.



Space Exploration (Moderate)

This is an exciting badge that explores mankind's development of rocketry and subsequent exploration of outer space. Scouts will build and launch rockets as part of the badge.



Sustainability (Advanced)

This Eagle Required badge takes conservation mindedness and applies to life at home, with a focus on how each Scout can personally become more sustainable.

Prerequisites: Requirement 1 (family meeting)

Post-Requisites: 2a (water), 2a (food), 2b or 2c (energy), 2a (stuff), 5a (family meeting)



Weather (Moderate)

This program covers a lot of material. Participants will make rudimentary weather instruments and learn basic forecasting as well as safety during dangerous storms.

SCOUTCRAFT

Scoutcraft focuses on traditional Scouting skills as well as professions that require specific skill sets. The area also offers evening programs that test and instruct Scouts in their cooking skills, knife and ax safety, and the construction of various projects.



Archaeology (Moderate)

This badge surveys the skills, education, and tools used by archaeologists. Scouts will take part in hands-on activities and lessons to see how we can learn from the past.



Aviation (Basic)

This badge introduces Scouts to the aviation industry, including flight simulations and tour of a local airport.



Camping (Advanced)

This Eagle Required badge requires a lot of written work and previous camping experience.

Prerequisites: 4b, 5e, 7b, 8d, 9a, 9b, First Class or above



Emergency Preparedness (Moderate)

This Eagle Required badge requires Scouts to complete written material and to master many skills.

Prerequisites: 1 (First Aid Merit Badge), 2c (will likely need to complete after camp), 6c, 8b (bring a photo of your kit)



Fishing (Basic)

This badge requires a lot of patience and luck. Scouts should plan to fish outside of class. Requirement 9 may or may not be completed depending if Scouts catch a fish.

Prerequisites: bring your rod, reel, and tackle.



Geocaching (Moderate)

This badge has Scouts use a GPS unit to locate and find geocaches around the camp. GPS units are provided, but participants are encouraged to bring their own.

Prerequisite: create an account at geocaching.com



Horsemanship (Moderate)

This is a fun but time-consuming badge. Transportation to the horse pens is provided by unit leaders in personal vehicles. Travel time is included in the 2-hour course time.

Prerequisites: long pants and closed-toe shoes, some scouts may have difficulty mastering all the skills in one week.

SCOUTCRAFT



Orienteering (Advanced)

Scouts in this badge will setup and run an orienteering course. Scouts will need basic knowledge of map and compass.

Please bring an orienteering compass



Pioneering (Advanced)

Scouts in this course must have a basic knowledge of knots and lashings. Participants will need to use time outside of class to complete their projects. Please bring a pocketknife and gloves.

Prerequisites: know the knots required for Tenderfoot through First Class



Wilderness Survival (Moderate)

This badge requires an overnight trip. Scouts should bring a backpack, sleeping bag, and ground cloth.

Prerequisite: 5 (survival kit that may be brought from home), First Class or above

FITNESS

Being involved in an athletic endeavor is not only a way to have fun, but also one of the best ways to maintain a healthy and strong body. Our Fitness area aims to promote a healthy and active lifestyle as part of the ScoutStrong initiative. The area boasts active and exciting evening programs, such as Four-Team Soccer, in addition to the following badges.



**Athletics
(Moderate)**

This badge is designed to help Scouts learn safe and effective ways to train for various athletic programs.

Prerequisites: Req. 3a & b—provide documentation or be prepared to do it at camp; 5—note from SM



**Chess
(Basic)**

Sure you've played before, but this badge gives Scouts information and instruction on the nuances of this classic game.

Prerequisites: basic knowledge of chess preferable



**Climbing
(Moderate)**

This course is limited to 10 participants and recommended for older Scouts. This badge is physically challenging and requires a strong knowledge of knots, first aid, and safety.

Prerequisites: First Aid merit badge, First Class, 13+



**Cooking
(Advanced)**

This Eagle Required badge has a lot of hands-on instruction and many requirements that must be completed at home.

Prerequisites: Req. 6 d,e,f



**Personal
Fitness
(Advanced)**

This Eagle Required badge teaches the basics of fitness and healthy living with the challenge to improve over the course of three months.

Prerequisites: Req. 1b (bring a copy of your medical exam and dental statement)

Post-requisites: Req. 6, 7, & 8 are started at camp but will be completed after the 12-week challenge is over



**Sports
(Moderate)**

Scouts will learn the importance of training, teamwork, and sportsmanship as they play a variety of sports games.

Prerequisites: Req. 4 (a note to verify the Scout has competed in two different organized sports); 5c verified by a SM

HEALTH LODGE

Our state-of-the-art health lodge accommodates the various and complex medical needs of our campers. In addition to providing quality care, the health officers also teach merit badges to enrich Scouts' knowledge of medicine, first aid, and careers in the medical industry. WILDERNESS FIRST AID IS OFFERED TO ADULT LEADERS.



First Aid (Moderate)

This badge covers a great deal of material and is recommended for older boys. Scouts should bring a triangular bandage and gauze.



Medicine (Moderate)

This badge covers the history, development, and professional opportunities in the field of medicine.



Search & Rescue (Moderate)

This badge teaches the skills and terminology associated with search and rescue.

Prerequisite: Req. 5 (this training may be completed on line)

SHOOTING SPORTS

Our Shooting Ranges provide Scouts with the opportunity to safely learn from expert instructors in the fields of rifle, shotgun, and archery. Each night, Scouts can enjoy open shooting with a cost only for shotgun. ***Due to the high popularity of these badges, please do not register Scouts that already have the merit badge.***



Archery (Advanced)

This is a difficult badge to master so it is highly recommended that Scouts taking archery have some prior experience. Scouts will likely need to take time out of class to qualify. **The badge is limited to 12 Scouts and it is highly recommended that they be 13 years or older.**



Rifle Shooting (Advanced)

This is a time consuming and challenging badge. Scouts will likely need to take time out of class to qualify. A Scout may bring his own rifle to lock away at the ranges. It must be a .22 caliber, single shot, bolt action rifle. **Class size is limited.**



Shotgun Shooting (Advanced)

This is a time consuming and challenging badge. Scouts will likely need to take time out of class to qualify. Do not bring your own ammunition, please. **Class size is limited and it is highly recommended that Scouts be at least 13 years old and at least 95 pounds.**

AQUATICS

Our waterfront provides Scouts with an escape from the heat and many opportunities to swim, boat, and use the blob. The waterfront also instructs Scouts in the essential skills of watercraft, swimming, and aquatic safety, all while having fun in the water.



Beginner Swimming (Basic)

Focused on passing the Beginner and Swimmer swim tests. This course involves one-on-one instruction to help Scouts become comfortable with the water. This is not a merit badge.



BSA Lifeguard (Advanced)

This course is extremely physically demanding and recommended for older Scouts and adults only. Participants will spend the entire day at the waterfront.

Prerequisites: 15+ and CPR Professional certification (CPR pro is offered at camp only if we have an instructor available)



Canoeing (Moderate)

Physical strength and endurance required.

Prerequisites: Pass the BSA Swim Test in Lake Powhatan



Kayaking (Moderate)

Physical strength and endurance required.

Prerequisite: Pass the BSA Swim Test in Lake Powhatan



Lifesaving (Advanced)

Physical strength and endurance required, a 400 meter swim is the first requirement and those not able to complete will be asked to switch to a different merit badge class.

Prerequisite: Pass the BSA Swim Test in Lake Powhatan and be at least First Class



Mile Swim (Advanced)

This BSA award recognizes advanced swimmers. The mile swim is achieved over four, one-hour sessions.

Prerequisites: Pass the BSA Swim Test in Lake Powhatan

AQUATICS



Rowing (Moderate)

Physical strength and endurance required. It is more technical than canoeing and kayaking.

Prerequisite: Pass the BSA Swim Test in Lake Powhatan



Swimming (Advanced)

Physical strength and endurance required.

Prerequisite: Pass the BSA Swim Test in Lake Powhatan

NOTE: Lake Powhatan is a spring fed lake and can have lower temperatures than what most participants are used to. As such, we require all participants to pass a swim test in our lake.