

Forestburg Merit Badge Program

	Instruction Style	Class Size	Difficulty Rating	Pre-camp req't's	Other Notes and Prerequisites
Technology Center					
Astronomy	Class	20	difficult	#5b, 6, 7b	Required stargazing Tuesday 9pm to midnight. Will reschedule for weather
Nuclear Science	Class	20	average		
Communications	Class	20	average	#5, 8	
Computers	Class	20	average		
Electricity	Class	20	easy		
Electronics	Class	20	average		Purchase kit at camp Trading Post. \$7.
Radio	Class	20	difficult		
Space Exploration	Class	20	average		Purchase kit at camp Trading Post. \$15. Required rocket launch to be scheduled
Weather	Class	20	average	#8	
Shooting Sports					
Archery	Class	20	difficult		
Rifle Shooting	Class	21	average		must be 12 years old supplies cost \$5
Shotgun Shooting	Class	10	difficult		must be 14 years old; supplies cost \$15
High Adventure – (Summit)					
Climbing	Class	8	physically demanding		must be 14 years old and a First Class
Mountain Biking	Non merit badge class	8	physically demanding	#8,9	must be 14 years old and a First Class
Aquatics					
Canoeing	Class	20	average	CPR note 1	MUST pass swim test to take any MB not recommended for 1st year campers
Lifesaving	Class	20	difficult	CPR note 1	Swimming merit badge recommended; must bring long-sleeve button down shirt and long pants with zipper, not recommended for 1st year campers. Req't #1 MUST be successfully completed on day one to continue in class.
Rowing	Class	20	average	CPR note 1	should be physically strong to handle swamping the boat, not recommended for 1st year campers
Small Boat Sailing	Class	18	average	CPR note 1	not recommended for 1st year campers
Swimming	Class	25	difficult	CPR note 1	Must bring long-sleeve button down shirt & long pants with zipper
Handicraft					
Basketry	Class	20	average		2-day class. Purchase kits at camp Trading Post. \$20. Class on Monday & Wednesday only. Usually taken with Art or Wood Carving
Indian Lore	Class	20	average		Purchase kit at camp Trading Post. \$15; bring outfit and/or projects to camp if you already have them
Leatherwork	Class	20	average		2-day class. Purchase kit at camp Trading Post \$10. Class on Monday & Wednesday only. Usually taken with Art or Wood Carving
Wood Carving	Class	20	average		2-day class; Totin' Chip required; Purchase kits at camp Trading Post. \$6 bring pocketknife, Class on Tuesday & Thursday only. Usually taken with Leatherwork or Basketry
Art	Class	20	Easy	#4	2-day class. Class on Tuesday & Thursday only. Usually taken with Leatherwork or Basketry

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Ecology/Conservation (ECON)					
<i>Environmental Science</i>	Class	20	difficult		recommend doing #4 before camp, not recommended for 1 st year campers
Fishing	Class	20	easy	#7	bring rod and tackle bring fishing regulations from home
Fish and Wildlife Management	Class	20	difficult	#5,7	
Forestry	Class	20	average		
Mammal Study	Class	20	easy		
Nature	Class	20	average		
Soil and Water Conservation	Class	20	difficult		
Scoutcraft					
<i>Camping</i>	Class	20	average	#4b,8d,9a,9b	NO 1st year campers; bring backpack for #5e; recommend doing #2,3,4,5a,7a,7b before camp; summer camp counts 6 nights towards #9
<i>Emergency Preparedness</i>	Class	20	average	#1,2c,8	First Aid merit badge required
<i>First Aid</i>	Class	20	average	#2d	Bring first aid kit from #2d
Orienteering	Class	20	average	#7	bring orienteering-style compass
Pioneering	Class	15	average		
Wilderness Survival	Class	20	average	#5	bring survival kit, long-sleeve shirt, and long pants for overnight; NO 1st year campers

Note 1: An introduction to CPR will be offered at camp to meet the Aquatics merit badge requirements, but we recommend getting the training at home before camp if possible.

Note 2: For any badge where you are doing some requirements at home before camp, you **must** bring the completed work with you to camp to show to the counselor. For the nature badges where you are keeping a terrarium, aquarium, or growing plants, you should take photographs and write the date on the back of each. If the requirement is to visit a place or person, bring a note from your parent or Scout leader. Anything under the "pre-camp reqt's" column **MUST** be completed prior to arriving at camp and **MUST** be shown to the counselor at camp.

Note 3: All merit badge kits for Electronics, Space Exploration, Basketry, Indian Lore, Leatherwork, Woodcarving, Shotgun Shooting and Rifle Shooting must be pre-ordered on the merit badge kit pre-order form or purchased during camp at the Trading Post.