

# CAMP THUNDER

## 2019 MERIT BADGE QUICK REFERENCE CHART

Eagle required merit badges are in **bold**. Requirements are based on the 2018 requirements in effect at the time of printing. Requirements that cannot be completed at camp are indicated in the “Complete at Camp?” column. All completions are subject to Scout’s active participation. \*There are only a few classes with age limitations, for all others we provide a suggested age.

Merit Badge/Program	Suggested Age	Complete at Camp?	Cost	Program Area
Archaeology	12+	No - 4c		Life Skills/Cultural Studies
Archery	11+	Possible	\$5.00	Shooting Sports
Architecture	11+	No - 1		Science & Technology
Art	11+	No - 4, 6		Handicraft
Astronomy	11+	No - 4a-d		Nature Lodge
Athletics	11+	No - 3, 5		Life Skills/Cultural Studies
Bird Study	11+	No - 7b		Nature Lodge
BSA Lifeguard	Must be 16+	Possible		Aquatics
Buckskin	11+	No – See notes	\$10.00	Specialty Programs
<b>Camping</b>	11+	No - 9a, 9b	\$5.00	Outdoor Skills
Canoeing	12+	Possible		Aquatics
Chemistry	12+	Possible	\$6.00	Science & Technology
<b>Citizenship in the Community</b>	13+	No - 3, 5		Life Skills/Cultural Studies
<b>Citizenship in the Nation</b>	13+	Possible	\$10.00	Life Skills/Cultural Studies
<b>Citizenship in the World</b>	13+	No - 7c		Life Skills/Cultural Studies
Climbing	Must be 13+	Possible	\$10.00	High Adventure
<b>Communications</b>	12+	No - 5, 8		Life Skills/Cultural Studies
Composite Materials	12+	Possible		Science & Technology
<b>Cooking</b>	11+	No - 4, 6	\$5.00	Outdoor Skills
COPE	Must be 13+	N/A - High Adv.	\$10.00	High Adventure
Crime Prevention	11+	No - 2		Life Skills/Cultural Studies
<b>Cycling</b>	13+	No - 5, 7Bc, 7Bd		High Adventure
Digital Technology	11+	Possible		Science & Technology
<b>Emergency Preparedness</b>	12+	No - 2c, 8b		Life Skills/Cultural Studies
Energy	12+	No - 4		Science & Technology
Engineering	11+	No - 4		Science & Technology
Entrepreneurship	13+	Possible		Life Skills/Cultural Studies
<b>Environmental Science</b>	13+	Possible		Nature Lodge
Fire Safety	11+	No - 11		Life Skills/Cultural Studies

<b>Merit Badge/Program</b>	<b>Suggested Age</b>	<b>Complete at Camp?</b>	<b>Cost</b>	<b>Program Area</b>
<b>First Aid</b>	11+	Possible	\$8.00	Life Skills/Cultural Studies
Fish & Wildlife Management	12+	No - 5		Nature Lodge
Flint River Challenge	Must be 13+	Possible	\$65.00	High Adventure
Fly-Fishing	11+	Possible		Nature Lodge
Forestry	11+	Possible		Nature Lodge
Game Design	11+	Possible		Handicraft
Geocaching	11+	No - 7, 8		Outdoor Skills
Geology	12+	Possible		Nature Lodge
Graphic Arts	13+	Possible		Science & Technology
Home Repair	11+	No - 5, 6	\$5.00	Life Skills/Cultural Studies
Indian Lore	11+	Possible	\$20.00*	Handicraft
Insect Study	11+	No - 5b, 6a, 9		Nature Lodge
Inventing	11+	No - 8		Science & Technology
Journalism	12+	No - 4		Science & Technology
Kayaking	12+	Possible		Aquatics
Landscape Architecture	11+	Possible		Science & Technology
Law	11+	No - 6		Life Skills/Cultural Studies
<b>Lifesaving</b>	12+	Possible		Aquatics
Leatherwork	11+	Possible	\$10.00	Handicraft
Mammal Study	11+	Possible		Nature Lodge
Metalwork	Must be 12+	Possible	\$15.00	Handicraft
Mile Swim	12+	Possible		Aquatics
Mining in Society	12+	Possible		Nature Lodge
Motorboating	Must be 15+	No - 4b	\$10.00	Aquatics
Moviemaking	11+	Possible		Science & Technology
Music	11+	No - 3	\$20.00*	Handicraft
Nature	11+	Possible		Nature Lodge
Nuclear Science	11+	No - 4		Science & Technology
Orienteering	11+	Possible		Outdoor Skills
Pathfinder	12+	No – See notes	\$10.00	Specialty Programs
<b>Personal Fitness</b>	11+	No - 1b, 8		Life Skills/Cultural Studies
Photography	11+	Possible		Handicraft
Pioneering	12+	Possible		Outdoor Skills
Plant Science	11+	Possible		Nature Lodge
Pottery	11+	Possible	\$8.00	Handicraft

Merit Badge/Program	Suggested Age	Complete at Camp?	Cost	Program Area
Public Speaking	11+	Possible		Life Skills/Cultural Studies
Pulp & Paper	11+	Possible		Science & Technology
Reptile & Amphibian Study	11+	No - 8		Nature Lodge
Rifle	12+	Possible	\$5.00	Shooting Sports
Robotics	12+	Possible		Science & Technology
Rowing	12+	Possible		Aquatics
Salesmanship	13+	Possible		Life Skills/Cultural Studies
Search & Rescue	12+	No - 5		Life Skills/Cultural Studies
Shotgun	13+	Possible	\$15.00	Shooting Sports
Small-Boat Sailing	12+	Possible		Aquatics
Snorkeling	11+	Possible		Aquatics
Soil & Water Conservation	11+	No - 1, 5a		Nature Lodge
Space Exploration	11+	Possible	\$12.00	Science & Technology
Sports	11+	No - 4, 5		Life Skills/Cultural Studies
Stand-Up Paddle Board Award (w/Kayaking)	12+	Possible		Aquatics
<b>Swimming</b>	11+	Possible		Aquatics
Theater	12+	Possible		Life Skills/Cultural Studies
Weather	11+	No - 8		Nature Lodge
Whitewater	13+	No - 3, 12*	\$65.00*	Aquatics
Wilderness Survival	12+	Possible	\$5.00	Outdoor Skills
Woodcarving	11+	Possible	\$6.00	Handicraft

**Notes:**

**Whitewater MB** – ALL participants must have earned the Kayaking MB or Canoeing MB BEFORE taking this course. This is a BSA requirement.

- **IMPORTANT:** There is an OPTIONAL Whitewater trip on Friday for an additional cost of \$65.00 and this must be done online in advance. *There is no on-site registration for the Whitewater trip.*

**BSA Lifeguard** – MUST be 16 or older and possess a valid American Red Cross CPR Certification. This course is extremely physically demanding.

**Buckskin** – First-year Scout program designed to teach Scouts, basic Scouting skills. They will work on Tenderfoot and Second-Class rank advancement. This course is offered during periods 1, 2, and 3. Scouts can choose a 4<sup>th</sup> and 5<sup>th</sup> period merit badge course.

**Pathfinder** – Second-year Scout program for Second-Class Scouts working on First-Class who would like to focus on rank advancement. This course is offered during 4<sup>th</sup> and 5<sup>th</sup> period. Scouts should choose a 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> period class to take along with Pathfinder.

**Flint River Challenge** – A week long high-adventure program filled with Climbing, COPE, Whitewater rafting, Canoeing, and many other unique experiences. This program is for Scouts 13 and older.