

# Planned Program Requirements for Winter Camp

Merit Badges	Program Area	Partial or Complete	Completed at camp	Do before or after camp	Notes for Scouts and Leaders
Animal Science	Nature	Partial	1-5	6 (choose option)	
Animation	Handicraft	Complete	1-5		
Archeology	Nature	Partial	1-6, 8b, 9b, 10-11	7a,b, or c	
Archery	Shooting Sports	Complete	1-4, 5 Option A a-f(2)		if scout meets qualification shots.
Art	Handicraft	Complete	1-7		
Astronomy	Nature	Complete	1-8c	If weather is bad 4a-b, 8c	Depending on weather
Athletics	Field Sports	Partial	1-2, 4, & 6	3 & 5	
Automotive Maintenance	Trade Skills	Complete	1-12		
Backpacking	Outdoor Skills	Partial	1-6a,c, 7, 8a-b, 9a	6b, 8c-d,9b-d,10,11a-c	Requires before or after camp work, scouts can bring evidence of things to get requirements signed off if completed before camp
Basketry	Handicraft	Complete	1-3		Scouts will need to purchase kit for merit badge
Camping	Outdoor Skills	Partial	1-3, 4a, 5a-d, 6, 7a, 8a-c, 10	4b,5e,7b,8d,9a-c	Requires before or after camp work, scouts can bring evidence of things to get requirements signed off if completed before camp
Chemistry	STEM	Complete	1-6, 7b		
Chess	Life Skills	Complete	1-6		
Citizenship in the Community	Life Skills	Partial	1,2,4a,5,6,8	3,4b-c,7	Requires before or after camp work, scouts can bring evidence of things to get requirements signed off if completed before camp

Citizenship in the Nation	Life Skills	Partial	1, 4-5, 7	2a-d,3,6,8	Scouts can bring evidence showing they have visited places prior to starting the merit badge
Citizenship in the World	Life Skills	Partial	1-2, 4a,c, 5, 6	3a-b,7	Scouts can bring evidence showing they have visited places prior to starting the merit badge
Collections	Life Skills	Complete if scouts bring things for 5b	1-8		Need to have pictures or bring portions of their collections this pertains to requirement 5b
Communications	Life Skills	Partial	1a-d, 2a, 3, 6, 7a, 9	4-5,8	Requires before or after camp work, scouts can bring evidence of things to get requirements signed off if completed before camp
Cooking	Outdoor Skills	Partial	1-3, 7	4-6	
Cycling	Field Sports	Partial	1-7 Option B a-b	7 Option B c-d	7 is the distance requirements
Digital Technology	STEM	Partial	1-5a, 6b-d, 7, 8a,c, 9a	5b-c	Scouts need to bring physical copy of the cyber chip card. Scouts will need to bring 3 different copies of a court of honor or campfire program
Disabilities Awareness	Life Skills	Complete	1-3c-d,4 Option B(a/c),5c,6-7		
Electricity	STEM	Partial	1,-7,10	8-9,11	Due to time and pairings with Home Repair and Painting this will be incomplete at camp
Emergency Preparedness	Life Skills	Partial	2a-b,3-6,7b,8a,9b	1,2c,7a,8b	Scout will need to show completion of First Aid Merit badge
Environmental Science	Nature	Complete	1, 2, 3a-g, 4b, 5, 6	Optional Req 4 can be done before camp	Req 4 can be completed at camp, scouts have to make time to do their observations while not in class for this requirement and show their counselor

Family Life	Life Skills	Partial	1,2,6a,7	3,4,5	Instructor will help them set up things for 3-5 or they can bring evidence that the requirements are completed ahead of camp so the instructor can sign them off
Farm Mechanics	Trade Skills	Partial	1-4,6,7	5	5 requires an offsite visit
First Aid	Life Skills	Partial - pending requirements 1 and 5a-b	2a-c, 3, 4, 6a-c, 7ab, 8a-c, 9, 10a-e, 11, 12a-m, 13a-c, 14	Req 1, please show proof from Scout Handbook that First Aid reqs are signed off for Tenderfoot, 2nd Class, and 1st Class  Req 5a-b bring first aid kit to class for requirement, otherwise can be completed after camp.	Scouts need to bring their scout books to show the instructor they have completed requirement 1.
Fishing	Outdoor Skills	Partial - pending requirements 9 and 10	1a-d, 2, 3, 4, 5, 6ab, 7, 8 (9, 10)	9, 10	
Geocaching	Outdoor Skills	Complete	1a-c, 2a-c, 3, 4, 5ab, 6, 7, 8c, 9		
Geology	Nature	Complete	1, 2, 3, 4a or b, 5(?)		

Hiking	Outdoor Skills	Partial	1-3	4-6	scouts can bring evidence showing they have completed hikes prior to starting the merit badge and have a discussion with the instructor
Home Repairs	Trade Skills	Complete	1-6		
Indian Lore	Handicraft	Complete	1, 2, 3bc, 4a, 5d		3bc requires kit from the Trading Post
Leatherwork	Handicraft	Complete	1a-b, 2a-d, 3a-h, 4, 5a		Requires kit to be purchased from trading post.
Mammal Study	Nature	Complete - pending completion of requirement 3a	1, 2, 3a, 4b or 4g, 5	Scouts can bring in their observations to be done before camp for requirement 3a	
Metalwork	Handicraft	Complete	1, 2a-d, 3a-c, 4, 5 option d,		
Moviemaking	Handicraft	Complete	1, 2a-d, 3b, 4		Students need to bring a digital camera or cellular device that can take pictures and record video.
Nuclear Science	STEM	Complete	1-4		
Oceanography	STEM	Partial	1-6,8-9	7	
Orienteering	Outdoor Skills	Complete	1, 2, 3a-b, 4a-f, 5, 6a-c, 7a-b, 8a, 9, 10		Bring compass to class
Painting	Trade Skills	Complete	1-8		
Personal Management	Life Skills	Partial	1, 3-7, 8a-b, 9, 10		2a-d - instructor will help set up this requirement but will need 90 to complete 8c-d - will need to be completed after camp
Photography	Handicraft	Complete	1a-b, 2a-g, 3, 4a-d, 5a/b/e, 6a-c, 7a-c, 8		Students need to bring a digital camera or cellular device that can take pictures and record video.
Plumbing	Trade Skills	Complete	1-8		
Pottery	Handicraft	Complete	1, 2a-b, 3, 4, 5a-d, 6, 7b, 8		
Public Health	Life Skills	Complete	1-4, 5b, 6, 7b, 8		

Public Speaking	Life Skills	Complete	1-5	It is suggested that they look over the requirements and come prepped for requirement 1, 2 & 4	
Pulp & Paper	Life Skills	Complete	1-6, 7e, 8		
Radio	STEM	Complete	1-8, 9a		
Rifle	Shooting Sports	Complete - unless scout does not shoot qualifying score or finish packet.	1a-i, 2a-m,	Packet can be completed before camp and checked at camp (highly encouraged)	if scout meets qualification shots.
Robotics	STEM	Complete	1a-b, 2a-c, 3, 4a-d, 5a-b, 6b, 7		
Salesmanship	Life Skills	Complete	1-4, 5c, 6b, 7		
Sculpture	Handicraft	Complete	1, 2a-c, 3		
Shotgun	Shooting Sports	Complete - unless scout does not shoot qualifying score or finish packet.	1a-i, 2a-k	Packet can be completed before camp and checked at camp (highly encouraged)	if scout meets qualification shots.
Space Exploration	Handicraft	Complete - pending weather to launch rocket	1a-d, 2, 3a-i, 4a-d, 5a/c, 6a or b, 7a-d, 8		Scouts will need to purchase kit from trading post

Sports	Field Sports	Partial - pending 4c and 5a-c	1a-b, 2a-c, 3a-d, 4a-b,	4c needs to be completed after requirements 4a-b  5a-c is completed by participating in competitive individual sport or as a member of an organized team.	
Weather	Nature	Complete	1, 2, 3, 4, 5, 6, 7, 8, 9a, 10, 11		
Welding	Handicraft	Complete	1a-b, 2a-c, 3, 4, 5a-b, 6a-f, 7a-b		
Wilderness Survival	Outdoor Skills	Complete - pending requirement 8 overnight experience and shelter build.	1a-b, 2, 3, 4a-e, 5, 6, 7a-c, 8, 9, 10, 11, 12		Scouts will need to bring certain supplies for the overnight experience please consider the following to bring to camp:
Woodcarving	Handicraft	Complete	1a-b, 2a-b, 3a-b, 4a-d, 5, 6, 7		Bring Totin' Chip and pocket knife to class.