



A Scout working on his leatherwork merit badge.



We just has to share this one. Ouch...

MERIT BADGE PROGRAM

Pipsico offers approximately 60-merit badges during summer camp. These are all listed on the following pages, along with the merit badge schedule. Some Scouts will be encouraged by their units to take as many merit badges as possible. While this is a unit decision, experience shows that trying to learn six new skills at the same time is difficult, especially when some merit badges require a number of additional hours of work or practice. Accordingly, a Scout who works on six merit badges will learn how to get by with the least amount of work, rather than actually learning skills. We recommend that, before camp, Scoutmasters hold a conference with each Scouts to assist them in setting realistic goals. Scouts should be encouraged to allow time for the proper completion of merit badges. The underlying purpose of these programs is to expose Scouts to new activities/studies that may positively impact character values, connect the practical application of material learned in school, to develop career or hobby interests and to learn new ways of having fun.

We have developed our merit badge schedule based on the demand of past years. We do, however, reserve the right to adjust the schedule to meet demand and therefore all units must register for merit badges before camp, using the schedules and sign-up forms contained in this guide no later than June 1st. Some of our sessions have maximum numbers to ensure teaching quality, so if a unit does not sign-up for merit badges before camp, there is a chance that their Scouts will not be able to work on some merit badges. Please note that if units sign up for merit badges before camp, they do not need to rush to arrive first! Once a Scout is signed up for a merit badge we assume that he has Scoutmaster approval to work on that badge. We will only approve requirements completed at camp. In cases where a Scout comes to camp with a partial merit badge, a unit leader needs to provide the area director with proof of the requirements that have already been completed. The proof can either be a "blue card" showing the completed requirements or a signed statement listing the completed requirements.

Prerequisites:
In addition, there are some merit badges with prerequisites, which may include the completion of the BSA Swim Test, a rank or a merit badge. Where this is the case the prerequisite must be completed before a Scout starts working on the merit badge. There will not be any exceptions to this rule.















Pipsico Scout Reservation 2016 Merit Badge Schedule (revised 12/20/2015)

	Merit Badge	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6	
Aquatics	Canoeing	single		single	single		single	
	Kayaking		single			single		
	Small Boat Sailing		double session			double session		
	Motorboating	single	single		single	single		
	Watersports		double session			double session		
	Swimming	0900 to 1025	1035 to 1200		Pool Reserved for SCUBA	1535 to 1700		
	Lifesaving	0900 to 1025						
	Learn to Swim		1035 to 1200			1535 to 1700		
	Handicraft	Moviemaking	double session				double session	
Photography				single	single			
Pottery & Sculpture			double session		double session			
Art		single					single	
Composite Materials				single	single			
Wood Work			single			single		
Woodcarving		single					single	
Indian Lore		single		single		single		
Leatherwork			single		single		single	
Auto. Maint & Farm Mechanics		double session				double session		
Basketry				single	single			
Nature		Astronomy		single		single		
		Space Exploration	single		single		single	
		Weather						single
	Oceanography		single			single		
	Nuclear Science	single		single	single		single	
	Mining in Society			single	single			
	Environmental Sci.	double session				double session		
	Soil & Water Cons.			single	single			
	Forestry	single					single	
	Geology		single			single		
	Nature			single	single			
	Fish & Wildlife Mgmt.	single					single	
	Veterinary Medicine		single			single		
	Animal Science			single	single			

MERIT BADGE SCHEDULE CONTINUED

















Scoutcraft	Archaeology	double session			double session		
	Cit. in the Nation			single			single
	Search & Rescue		single		single		single
	Wilderness Survival	single		single		single	
	First Aid	single		single	single		single
	Fire Safety		single			single	
	Fishing	single		single	single		single
	Traffic Safety		single			single	
	Emergency Prep.	single		single	single		single
	Pioneering		single			single	
	Orienteering		single		single		single
	Geocaching	single		single		single	
	Signs, Signals & Codes		double session			double session	
	Scouting Heritage	single			single		
Shooting	Archery	0900 to 1025	1035 to 1200		1400 to 1525	1535 to 1700	
	Rifle Shooting	0900 to 1025	1035 to 1200		1400 to 1525	1535 to 1700	
	Shotgun Shooting	0900 to 1025	1035 to 1200		1400 to 1525	1535 to 1700	
Other	Salesmanship			single			single
	Climbing	0900 to 1025	1035 to 1200				
	Public Speaking, Theatre & Communications				1400 to 1700		
	Brownsea Island	0900 to 1200			1400 to 1700		








Program Area	Merit Badge	Important information
Aquatics	CLICK MERIT BADGE NAME TO DOWNLOAD REQUIREMENTS & RESOURCES LIST	
	<u>Canoeing</u>	Participants must successfully complete BSA swim test. Scouts must bring footwear to wear in the James River. The river bed is very shelly.
	<u>Kayaking</u>	Participants must successfully complete BSA swimmer test. Scouts must bring footwear to wear in the James River. The river bed is very shelly.
	Learn to Swim	Scouts who cannot pass the BSA swim test may choose to participate in the "Learn to Swim" program to work on their swimming skills.
	<u>Lifesaving</u>	Scouts are highly recommended to be at least First Class prior to taking this merit badge at summer camp. Participants should be able to lift a 10lb. weight from the bottom of a pool.
	<u>Motorboating</u>	Participants must successfully complete BSA swimmer test. Scouts must bring footwear to wear in the James River. The river bed is very shelly. Scouts are highly recommended to be at least First Class prior to taking this merit badge at summer camp. \$20 fuel recovery fee.
	<u>Small Boat Sailing</u>	Participants must successfully complete BSA swimmer test. Scouts must bring footwear to wear in the James River. The river bed is very shelly.
	<u>Swimming</u>	Scouts who cannot pass the BSA swim test may choose to participate in the "Learn to Swim" program to work on their swimming skills. This is physically exhausting merit badge.
	<u>Watersports</u>	Participants must successfully complete BSA swimmer test. Scouts must bring footwear to wear in the James River. The river bed is very shelly. Scouts are highly recommended to be at least First Class prior to taking this merit badge at summer camp. \$20 fuel recovery fee.
Handicraft	CLICK MERIT BADGE NAME TO DOWNLOAD REQUIREMENTS & RESOURCES LIST	
	<u>Art</u>	no special considerations
	<u>Automotive Maintenance</u>	Recommended minimum age is 14. This merit badge also includes a field trip to a local automotive service & parts retail facility. Camp will ask for volunteer driver support.
	<u>Basketry</u>	Requires purchase of kits. Approximate additional expense of about \$14.
	<u>Composite Materials</u>	no special considerations
	<u>Farm Mechanics</u>	Recommended minimum age is 14. This merit badge also includes a field trip to a local automotive service & parts retail facility. Camp will ask for volunteer driver support.
	<u>Indian Lore</u>	Requires purchase of kits. Approximate additional expense of about \$5-\$15.
	<u>Leatherwork</u>	Requires purchase of kits. Approximate additional expense of about \$6-\$12.

	<u>Moviemaking</u>	no special considerations
	<u>Photography</u>	no special considerations
	<u>Pottery</u>	no special considerations
	<u>Sculpture</u>	no special considerations
	<u>Wood Carving</u>	Scouts must have earned Totin' Chip.
	<u>Woodwork</u>	Scouts must have earned Totin' Chip. Not recommended for first year campers. Scoutmasters must read requirements and evaluate Scout readiness before enrolling Scouts.
Nature	CLICK MERIT BADGE NAME TO DOWNLOAD REQUIREMENTS & RESOURCES LIST	
	<u>Animal Science</u>	This field trip involves a field trip to a local dairy. Camp will ask for drivers.
	<u>Astronomy</u>	no special considerations
	<u>Environmental Science</u>	no special considerations
	<u>Fish & Wildlife Management</u>	no special considerations
	<u>Forestry</u>	no special considerations
	<u>Geology</u>	no special considerations
	<u>Mining in Society</u>	no special considerations
	<u>Nature</u>	no special considerations
	<u>Nuclear Science</u>	This field trip involves a field trip to the Surry Nuclear Power Station. Camp will ask for drivers. Scouts are highly recommended to be at least First Class prior to taking this merit badge at summer camp.
	<u>Oceanography</u>	no special considerations

MERIT BADGES WITH NOTES FOR CONSIDERATION

	<u>Soil & Water Conservation</u>	no special considerations
	<u>Space Exploration</u>	Requires purchase of kits. Approximate additional expense of about \$10.
	<u>Veterinary Medicine</u>	no special considerations
	<u>Weather</u>	no special considerations
Scoutcraft	CLICK MERIT BADGE NAME TO DOWNLOAD REQUIREMENTS & RESOURCES LIST	
	<u>Archaeology</u>	no special considerations
	<u>Citizenship in the Nation</u>	This merit badge includes a trip to the Jamestown Settlement. Camp will ask for volunteer drivers. Scouts are highly recommended to be at least First Class prior to taking this merit badge at summer camp.
	<u>Emergency Preparedness</u>	Scouts must have already earned the First Aid merit badge. Requirement 8b cannot be completed at camp. Scouts may bring their "personal emergency service pack" to have it signed off at camp or this may be completed after camp.
	<u>Fire Safety</u>	no special considerations
	<u>First Aid</u>	Scouts are highly recommended to be at least First Class prior to taking this merit badge at summer camp.
	<u>Fishing</u>	Scouts are encourage to bring personal fishing gear. Limited gear is provided at camp.
	<u>Geocaching</u>	Requirements 7&8 cannot be completed at camp. Scouts may bring verification that requirement 7 has been completed for counselors to sign it off.
	<u>Orienteering</u>	Scouts are highly encouraged to bring their own compass to camp. This is a time consuming merit badge that requires a lot of focus.
	<u>Pioneering</u>	no special considerations
	<u>Scouting Heritage</u>	Bring requirement 6 (or a photo(s) of requirement 6 to camp.
	<u>Search & Rescue</u>	Scouts must complete the online training for ICS-100 http://emilms.fema.gov/IS100b/index.htm and bring the certificate of completion to camp.
	<u>Signs, Signals & Codes</u>	Scoutmasters must read requirements and evaluate Scout readiness before enrolling Scouts.

MERIT BADGES WITH NOTES FOR CONSIDERATION

	<u>Traffic Safety</u>	no special considerations
	<u>Wilderness Survival</u>	Not recommended for Scouts participating in Brownsea Island (First Year Camper Program). Bring requirement 3 to camp.
Shooting	CLICK MERIT BADGE NAME TO DOWNLOAD REQUIREMENTS & RESOURCES LIST	
	<u>Archery</u>	Not recommended for Scouts participating in Brownsea Island (First Year Camper Program). Archery is dangerous. Scoutmasters must read requirements and evaluate Scout readiness before enrolling Scouts.
	<u>Rifle Shooting</u>	Not recommended for Scouts participating in Brownsea Island (First Year Camper Program). Firearms are dangerous. Scoutmasters must read requirements and evaluate Scout readiness before enrolling Scouts. Ammo fee is \$10 for the class.
	<u>Shotgun Shooting</u>	Not recommended for Scouts participating in Brownsea Island (First Year Camper Program). Firearms are dangerous. Scoutmasters must read requirements and evaluate Scout readiness before enrolling Scouts. Ammo & clay pigeon fee is \$15 for each 50-shots.
	CLICK MERIT BADGE NAME TO DOWNLOAD REQUIREMENTS & RESOURCES LIST	
	<u>Climbing</u>	Minimum age 11. Program fee is \$10.
	<u>Communication</u>	Scoutmasters must read requirements and evaluate Scout readiness before enrolling Scouts.
	<u>Public Speaking</u>	no special considerations
	<u>Salesmanship</u>	no special considerations
	<u>Theatre</u>	no special considerations