

Most merit badges can be completed at camp; however, because of time requirements, special projects, or other considerations, some merit badges require prerequisites or special skill levels. Merit Badges are listed alphabetically with a short description of each badge including any requirements that may or must be completed at home. Please note that some badges are taught at only one of the two camps. They are noted with the appropriate icon. We are always looking for skilled instructors for merit badges. If any unit leader possesses a skill that they would like to teach at camp, feel free to contact us. We will contact you directly to inquire about your specific request.

Merit Badge Key Legend

One Hour Class	Class Size Limit	Must Pass the BSA Swim Test	Age Requirement
Two Hour Class	Required for Eagle Rank	Camp Constant	Young Scouts
Three Hour Class	Program fee for Material Cost	Trevor Rees-Jones	Older Scouts
Award Only	Personal Equipment Required	Partial Only	

THE FOLLOWING LIST IS SUBJECT TO CHANGE. THERE WILL BE A CAMP-SPECIFIC PROGRAM GUIDE RELEASED IN FEBRUARY.

ADVANCED SAILING



ART

This full one hour merit badge session teaches Scouts to explore their creative side. They will paint, draw and sculpt in a variety of media. Their completed artwork will be put on display.



ASTRONOMY

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.



ATHLETICS

Being involved in an athletic endeavor is not only a way to have fun, but it is also one of the best ways for a person to maintain a healthy and strong body, living up to the promise each Scout makes "to keep myself physically strong."



ATV

This opportunity is for Scouts 14 years or older. We will have two sessions per day and each session will last 2 hours. We are limited to eight Scouts per session so space is very limited. There will be an additional \$50 charge to participate in the program which will be added to your invoice in CampMaster. During the course the Scouts will earn the ATV Safety Institute rider certification as well as get to see parts of camp that are unreachable by other means. Long pants and boots that cover the ankle are required to take this class.



AUTOMOTIVE MAINTENANCE/FARM MECHANICS

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.



BACKPACKING & BACKPACKING/HIKING

(One class-two merit badges.) This is recommended for older Scouts who are interested in high adventure. Scouts will be out and about most of the day learning about techniques, gear, Leave No Trace and trail maintenance. Scouts are encouraged to bring their own backpacks.



BASKETRY/LEATHERWORK

Each Scout will learn to weave their own basket and make one that they can take home. This is an excellent merit badge for young Scouts. There is a \$15 cost for basket materials needed.



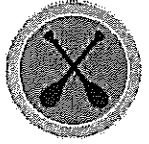
BIRD STUDY

Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.



CAMPING

Scouts will be taught the basic skills of both front and back country camping. They will be taught the importance of Leave No Trace. Scouts are welcome to bring some of their own gear, but it is not required. Requirements 4b, 5e, 7, 8d and 9 may be done before or after coming to camp



CANOEING

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.



CHEMISTRY/NUCLEAR SCIENCE

This session explores the chemical aspects of the environment through laboratory work and interactive discussions. Because of the nature of this merit badge, it is recommended for older Scouts. This merit badge will be limited to the first twelve Scouts.



CHESS

Scouts will learn the classic game of chess. Going beyond the basics, they will learn different moves and tactics used in the game. A great way to start your career to becoming a Chess International Grandmaster!



CITIZENSHIP IN THE NATION

Citizenship in the Nation is an Eagle required badge. Scouts will learn about the U.S. Constitution and Bill of Rights. Scouts will learn about the unique history that formed our great nation.



CITIZENSHIP IN THE WORLD

This is a 1-hour badge and is Eagle required. Scouts will learn about diplomacy, international trade, and foreign relations. It is recommended that Scouts have already earned Citizenship in the Nation



CLIMBING

Scouts will learn the skills of climbing, rappelling, and belaying. They will have many opportunities to practice these throughout the week on our 48 ft. climbing tower.



COMMUNICATION

Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication.



COMPOSITE MATERIALS/PAINTING

Composites can be found just about everywhere in airplanes and sports cars, golf clubs and guitars, boats and baseball bats, ball bats and circuit boards and even bridges. Composites make bicycles and ski lifters, kayaks and canoes strong, house eavestroughs and helmets tougher.



COOKING

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.



C.O.P.E.

Challenging Outdoor Personal Experience, or C.O.P.E., is the challenge course program of the Boy Scouts of America. It is a series of physical, mental and emotional challenges facilitated by a trained staff directed at enhancing personal growth.



CRIME PREVENTION

Preventing crime, which can be as simple as reducing the opportunities for crime to occur, is far less costly than apprehending and bringing legal action against those who break the law, and it helps save people from the anguish of being victims.



CYCLING

This Eagle required badge (alternate for Swimming) will teach Scouts how to take care of a bike and will utilize the trails around camp for mountain biking. This is a physically demanding badge, but we will try to complete all cycling requirements with the group! Bikes are provided but you may bring your own. Proper safety helmets are required.



DIGITAL TECHNOLOGY

Technology has come a long way since computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age.



DISABILITIES AWARENESS

This merit badge will show the participants how to look around at the Scouts in their unit, the members of their sports teams, and the kids in their class - they will see that each person has their own personalities, distinct interests and ideas, different physical features, and different strengths and needs.



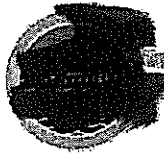
ELECTRONICS



Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field. This is recommended for older Scouts because they will be soldering and building their own circuits.








EMERGENCY PREPAREDNESS

Scouts will learn how to Recognize, Prevent, Prepare for and Respond to a wide variety of emergency situations. They will need to bring pen and paper with them to class. First Aid merit badge is a prerequisite. Requirements 2c, 8c have to be done at home because they involve the Scout's family





ENGINEERING  
 Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.





ENVIRONMENTAL SCIENCE     
 This badge is required for Eagle and is a two-hour session. It requires daily hikes, field notes, and experiments. There is a great deal of written material, but some of it (Requirements 1 and 4) can be completed before coming to camp. Younger Scouts are discouraged from taking this badge. Scouts will need to bring a notebook.







FARM MECHANICS/AUTO MAINTENANCE  
 From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder — this is the story of farm equipment. Today, most farms are mechanized, and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.





FINGER PRINTING  
 In earning the Finger Printing merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.







FIRST AID    
 Scouts will learn what to do first when a medical emergency strikes. They should come with pen and paper so they can take notes about skills such as splints, bandages and CPR. They should come with a serious attitude because the skills they learn here might save someone's life.





FISH AND WILDLIFE MANAGEMENT  
 Scouts will learn to conserve and manage the world's natural resources. Scouts taking this merit badge will learn about the importance water plays in our environment. They will also do an in-depth study on the conservation of soil and how soil plays an important role in environmental protection. Scouts should bring old shoes to wear in the creek.



FISHING    
 In this one-hour class, Scouts will learn how to use a regular spin cast and an open-faced reel. In order to complete this merit badge, Scouts must catch at least two fish and clean one. Scouts are encouraged to bring their own fishing pole.



FLY-FISHING  
 Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.



GPS AND GEOCACHING

Scouts will be introduced to the growing world of geocaching. Geocaching is a modern form of treasure hunting. They will be using GPS's to hide and find hidden caches in the camp.



GEOLOGY

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.



HIKING

Hiking is a terrific way to keep your body and mind in top shape, both now and for a lifetime. Walking packs power into your legs and makes your heart and lungs healthy and strong. Exploring the outdoors challenges you with discoveries and new ideas. Your senses will improve as you use your eyes and ears to gather information along the way.



HORSEMANSHIP

In addition to learning how to safely ride and care for horses, Scouts who earn this merit badge will gain an understanding of the instincts and behaviors of horses and humane and effective methods for training horses.



INDIAN LORE

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. Participants in this class will learn about these different groups and take an exciting journey of discovery in which you will meet some of America's most fascinating people.



INSECT STUDY

In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.



KAYAKING

This merit badge can be earned concurrently with the Kayaking BSA Award but earning one does not automatically qualify the Scout as earning the other.



LEATHERWORK/BASKETRY

This is another good badge for young Scouts. There is a small cost for materials available at the Trading Post. Requirement 3 may be done before coming to camp.



LIFESAVING

No Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.



MAMMAL STUDY/NATURE

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal. The Mammal Study merit badge is a fun one for Scouts to work on and has many options for Scouts in order for the Scout to complete with either study or hands-on requirements.



MEDICINE

The practice of medicine has a rich history that spans several centuries. Since the first use of plants and other items as simple medicines and balms, many men and women have contributed to the advancement of the "healing arts."



METALWORKING

Scout will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.



MOTORBOATING

In this one merit badge, Scouts will learn the proper techniques for operating a motorboat, stopping, anchoring, fueling, and much more.



MOVIEMAKING

Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories.



NATURE/MAMMAL STUDY

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.



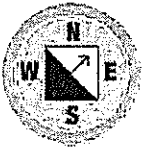
SCIENCE/CHEMISTRY

Learning the elements of science in this badge is a chance to learn about atoms, molecules, elements from the periodic table, and more.



OCEANOGRAPHY

The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.



ORIENTEERING

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.



PAINTING/COMPOSITE MATERIALS

This merit badge provides an opportunity for Scouts to learn more about painting, focusing on the practical aspects of painting. From surface preparation to proper techniques of applying coatings. This class does not necessarily focus on the artistic part of painting – rather it develops the skill set needed to successfully work with finishes for both preservation and beauty.



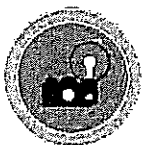
PERSONAL FITNESS

This required badge will give Scouts the opportunity to develop a fitness plan that they must maintain for 12 weeks. Scouts will also learn about different diseases related to lack of fitness and nutrition and learn different methods to help prevent them. Some requirements may conflict with certain religious views. Please review the requirements of this badge before enrolling.



PERSONAL MANAGEMENT

The Personal Management merit badge is earned by Scouts who have mastered long-term and short-term life planning. This badge is primarily for Scouts to understand how to prepare for life events, budget, and the value of money. This badge is a requirement for the Eagle Scout Award.



PHOTOGRAPHY

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots.



PIONEERING

Pioneering is the use of ropes, knots, and splicing with the ability to build rustic structures including rafts, canoes and spars—is among the oldest of Scouting skills. Practicing rope use and completing projects such as lashings also allow Scouts to connect with past generations, ancestors who used many of the same skills as they sailed the open seas and lived in America's forests and prairies.



PLANT SCIENCE

Plant scientists use their curiosity and knowledge to ask questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.



PLUMBING

Scouts learn important basic plumbing skills while earning their Plumbing merit badge. Requirements include learning about different pipes, safety practices, tools, and more!



PULP AND PAPER

Here's an astonishing number to digest: Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.



REPTILE AND AMPHIBIAN STUDY

Developing knowledge of snakes, turtles, lizards, and alligators, as well as frogs and salamanders, leads to an appreciation for all native wildlife. Understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.



RIFLE SHOOTING

Shooting experience is highly recommended, and this merit badge requires a lot of time to qualify. Scouts should have the strength and size to manage a 10-pound target rifle. As a means of determining this, the Scout should have a distance of at least 13 inches between the tip of their thumb and the top of their upper arm. Each session is limited to 16 Scouts.



ROBOTICS

Scouts will dive into the amazing world of robotics. They will have the unique opportunity to build, program, and control a robot of their own! This will give them a jump start into this ever growing field of study in our technology-driven world.



ROWING

In this one hour session, your Scouts will learn this unique skill that can turn into a hobby, or competitive sport.



SCULPTURE

Scouts learn and introduce Scouts to sculpture, an art form that allows an artist to express what they see and feel by using three dimensions by shaping material, such as clay, stone, metal, and wood.



SEARCH AND RESCUE

Earning the Search and Rescue merit badge will first learn the important differences between a search and a rescue. A search is an emergency situation requiring a team of trained searchers to locate, identify, stabilize, and transport a person to safety. A rescue is an emergency situation where the person's location is known but they are in danger and must be removed from danger and returned to safety.



SHOTGUN SHOOTING

This program will teach Scouts the basics of handling and shooting a shotgun as well as safety precautions for firearms. They will have the chance to shoot both skeet and trap as well as practice to sharpen their skills. Each session is limited to 12 Scouts.



SIGNS, SIGNALS AND CODES

American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives?



SMALL BOAT SAILING

Have your Scouts climb aboard and set sail in this two-hour merit badge. Your small sailors will learn the necessary skills to command sailing vessels including knots and rigging. This badge is not for land lubbers! It's Big Fun in Small Boats!



SOIL AND WATER CONSERVATION

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.



SPACE EXPLORATION

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there. It is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.



SPORTS

Millions of people participate in sports every year. Some revel in the joy of victory and lessons of defeat. For some, personal fitness is so important that exercise becomes a daily need. And still others desire the feeling of achievement, that feeling of measurable improvement that comes with dedication to a sport.



SUSTAINABILITY

This badge focuses on lifestyle adaptations which use our planet's natural resources more wisely. Either Sustainability merit badge or Environmental Science merit badge is required for the rank of Eagle.



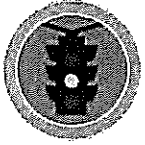
SWIMMING

This is a good entry-level Aquatics badge and is required for Eagle. It is strongly suggested that Scouts take this before other Aquatic badges. Be sure to bring a long-sleeve shirt, long pants, and shoes that can get wet. Scouts must pass the BSA Swimmer Test in order to take this badge.



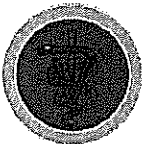
SWIMMING - INSTRUCTIONAL

This session is for Scouts in the Non-Swimmer and Beginner ability groups. The instruction will work to improve their swimming skills and aim toward advancing to the next ability group. The Beginner's test completes requirement 7 for Second Class, and the Swimmer's test completes requirement 9 for First Class.



TRAFFIC SAFETY

Staying safe in traffic wherever you live is getting more difficult all the time, as more and more people take to the road. Earning the Traffic Safety merit badge will give Scouts some crucial tools to stay safer, when driving a car on a highway, riding a bike across town, or jogging across a busy street.



VETERINARY MEDICINE

The field of veterinary medicine in the 21st century is one of the most exciting medical professions in which to work. The skills of a veterinarian are practiced with cutting-edge technology and treatment options, and the profession offers a wide range of career choices.



WATER SPORTS

~~At Camp Constantine we use the water skiing option for this badge. Water sports are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do.~~



WEATHER

Scouts will build a weather instrument and use it to track the weather during the week. This badge covers a lot of material. An interest in weather is helpful. Requirements 8, and 9 may be completed before coming to camp.



WELDING

Part of our STEM area, Scouts that participate in this class will learn the fundamentals of a skilled profession as well as learn about job opportunities associated with it.



WILDERNESS SURVIVAL

This merit badge requires an overnight camping trip. Requirement 5 requires putting together a personal survival kit. This may be done before coming to camp. Scouts should bring these materials to camp.



WOOD CARVING

This merit badge is recommended for first-year Scouts. There is a small cost for materials needed. Knives are available for Scouts to use or Scouts may use their personal carving knives. Personal knives should be sharp and pocket knives are highly discouraged.