



Grand Canyon Council Scouts BSA Camps

ADVANCEMENT

Summer camp has traditionally been viewed as a convenient place where Scouts can earn several merit badges in a short amount of time. At Camp Raymond and Camp Geronimo, however, we offer much more than merit badges. During their week at camp, Scouts will grow mentally, physically, and spiritually as they interact with their peers in a safe and positive environment that revolves around recreational swimming, hiking, shooting, campfires, and activities. Though advancement is still integral to our summer camp experience, we encourage and offer opportunities for much more than organized lessons. We encourage all our units to take advantage of these opportunities.



BROWNSEA ISLAND ADVENTURE

Brownsea Island Adventure (BSI) is designed for Scouts who have just joined a troop or have just crossed over from Webelos. The program completes most requirements for Tenderfoot and Second Class, and many requirements for First Class. This is a transitional program to help the Scouts understand the patrol method, learn basic Scout skills, and experience many of the programs available at Summer Camp. Please see the Brownsea Island Adventure Leader's Guide for more details.

MERIT BADGES

All badges will be taught based on the requirements found in the most recent edition of the BSA's requirement book. Please check to make sure your merit badge books contain the same requirements. Campers seeking to take a merit badge must pre-register online through our registration site.

It is the responsibility of each Scout to choose and prepare for each merit badge that they wish to take in advance of the Scout's week at camp. Prerequisites exist for many of the badges and are outlined in this guide. To prevent partials, please make sure your Scouts come to camp with these prerequisites completed and appropriate proof of completion (i.e. examples of their work or a note from their Scoutmaster).

To ensure quality and safe instruction, class sizes are limited according to the number of instructors, equipment, and other factors.

MERIT BADGE LEVELS OF DIFFICULTY SCALE

Advanced Badge: badges in this category are the most difficult to complete at summer camp due to the course content, number of prerequisites, and expected ability level of the Scouts. Advanced badges are highly recommended for your oldest Scouts who are First Class and above.

Moderate Badge: badges in this category can be easily earned at camp by experienced Scouts but have a few prerequisites to complete at home.

Basic Badge: badges in this category have few, if any, prerequisites. These courses are excellent for Scouts of all ages and ability levels.



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MERIT BADGE COSTS

Some Merit Badges require additional fees or require specific supplies in order to complete the merit badge. That information will be noted on the Merit Badge list. The council provides kits at the trading post that have been vetted by our staff to ensure the Scouts have an excellent learning experience. Please ensure your youth have money to cover the kits or pre-purchase prior to arrival.







ADVANCEMENT PAPERWORK

Scoutmasters are encouraged to visit with MB counselors throughout the week to check on their Scout's progress. Scoutmasters will be notified of a meeting time that they can meet with MB Counselors to check on their scout's MB status. At the close of camp, units will receive a packet containing a MB report indicating merit badge completion and merit badge partial information for each scout.

MERIT BADGES: DETAILS, PREREQUISITES & FEES

In order to complete some of the Merit Badges, some of the requirements are difficult to complete at camp. These Merit Badges have prerequisites which are items that must be done at home in order to earn the MB at camp and leave with a completion. Listed on the new few pages are the merit badges in alphabetical order, along with any prerequisites, possible rank/age requirements, and other information that will create a more successful experience when followed.

Alert! Please note that aquatic Merit Badges and aquatic activities require a swim test at camp with our aquatics staff. Scouts must wear closed toed shoes at camp and to all Merit Badge courses including the Aquatics and Lake Merit Badges.

MERIT BADGE DETAILS	PREREQUISITES, INFORMATION & FEES
 <p>Archaeology - Moderate Archaeologists are detectives who study how people lived in the past. Learn how to use clues from the past to try and understand how and why human culture has changed through time.</p>	
 <p>Archery - Advanced This is a difficult badge to master. Participants should plan on spending a large portion of their free time at the range to qualify.</p>	<ul style="list-style-type: none"> • Requires physical strength and endurance • Extra time may be required at range to achieve a passing score. • Recommended for older scouts 13+
 <p>Art - Basic Drawing or artistic experience recommended. Scouts will learn how to express their ideas and tell a story using pictures.</p>	Requirement #6: Visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop. Bring documentation of visit.
 <p>Astronomy - Moderate Scouts will study the moon, sun, stars, and planets. They will learn about tools and techniques used to observe and study celestial bodies.</p>	To complete this MB, weather permitting, two evening observations are required at camp.
 <p>Basketry - Basic This is an excellent badge for young Scouts. Scouts will use weaving skills to make two baskets and a wooden stool.</p>	Required supplies are available at the Trading Post for purchase.
 <p>Canoeing - Moderate Requires physical strength and endurance.</p>	<ul style="list-style-type: none"> • Must complete BSA swimmer test at camp. • Have an extra pair of closed toed shoes that can get wet.



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MERIT BADGE DETAILS	PREREQUISITES, INFORMATION & FEES
 <p>Climbing - Advanced This program is physically challenging and requires a strong knowledge of knots, first aid, safety and care of equipment.</p>	<ul style="list-style-type: none"> Requirement #1 First Aid – Bring a note from your Scoutmaster Geronimo age requirement is 13+ for climbing tower Raymond age requirement is 14+ for natural rock climbing Bring clean dry non-loose fitting clothing and preferably tennis shoes (as it may be difficult to climb in boots.)
 <p>Cooking - Moderate Scouts learn about nutrition and hone their cooking skills.</p>	<p>Requirement #4 a-e: Home cooking. Bring note from parent or Scoutmaster regarding completion.</p>
 <p>Emergency Preparedness - Moderate This program requires Scouts to complete written materials and master many skills. A strong knowledge of knots is particularly important.</p>	<ul style="list-style-type: none"> Requirement #1: Bring a copy of the First Aid Merit Badge card or a note from your Scoutmaster. Requirement #2c: Complete with your family. Will require an understanding of Req. #2a and #2b. Requirement #6c: Will require an understanding of #6b. Requirement #8b: Bring a photo of your kit.
 <p>Environmental Science - Advanced This is a time consuming badge which requires Scouts to spend several hours outside of class each day observing, writing and experimenting.</p>	<ul style="list-style-type: none"> Requirement #3e <i>Endangered Species</i>: Complete and bring to camp - pay close attention to wording. Maturity and high-level of concentration is required. Ideally for Scouts age 13+
 <p>First Aid - Moderate This is a time consuming badge which requires Scouts to spend several hours outside of class each day observing, writing and experimenting.</p>	<ul style="list-style-type: none"> Requirement #1: Be prepared to demonstrate first aid requirements for Tenderfoot, Second Class and First Class ranks. ◇ Tenderfoot Requirement #4d – Bring to camp personal first-aid kit. Requirement #5a: Prepare a first-aid kit for your home. Bring pictures of kit or letter from parents. Requirement #5b: Troop's first aid kit - Note from Troop Leader.
 <p>Fish and Wildlife Management - Moderate Learn about the purposes and practices of wildlife management and conservation.</p>	<p>Requires some written work and a conservation project.</p>
 <p>Fishing - Basic <i>Camp Raymond Only</i></p>	<p>To complete this MB, while fishing, must catch a fish.</p>
 <p>Fly-Fishing - Moderate <i>Camp Raymond Only</i></p>	<p>To complete this MB, while fishing, must catch a fish. Only for scouts 14+ due to limited class size.</p>
 <p>Forestry - Moderate <i>Camp Geronimo Only</i></p>	
 <p>Game Design - Moderate Learn how games are created and marketed.</p>	
 <p>Geocaching - Moderate A treasure-hunting game using a GPS unit to hide and seek containers. We will have GPS units for scouts to share, but encourage them to bring their own so they can master their own GPS device.</p>	<ul style="list-style-type: none"> Requires Internet Use - Create an account at geocaching.com Bring an orienteeing compass. 
 <p>Geology - Moderate Scouts will learn about rock formations and natural resources.</p>	



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 <p>Horsemanship - Moderate <i>Camp Geronimo Only</i> Scouts will learn about horses and their required care. They will also work with and ride the horses.</p>	<ul style="list-style-type: none"> • Requires physical strength and endurance. • Scout must wear jeans.
 <p>Indian Lore - Basic Scouts will learn about Native American life, games, and crafts.</p>	<p>Required supplies are available at the Trading Post for purchase.</p>
 <p>Leatherwork - Basic While working with leather, Scouts will learn about making leather and techniques to create items from leather.</p>	<p>Required supplies are available at the Trading Post for purchase.</p>
 <p>Lifesaving - Advanced This challenging program is physically demanding and recommended for very strong swimmers who wish to learn aquatic life-saving skills.</p>	 <ul style="list-style-type: none"> • Requires physical strength and endurance. • Swimming Merit Badge required. Bring copy of MB card or note from Scoutmaster.
 <p>Mammal Study - Basic An opportunity to learn more about a chosen mammal or mammals and work on a conservation project.</p>	
 <p>Metalwork - Advanced Scouts will learn about metals and make a project in their preferred technique.</p>	<ul style="list-style-type: none"> • Requires physical strength and endurance • Scouts are required to be 14+
 <p>Moviemaking - Moderate <i>Camp Raymond Only</i> Learn how to tell a story using movie making techniques.</p>	<p>Scouts Need an electronic device (camera or cell phone) that can make movies and that the scout knows how to operate.</p>
 <p>Nature - Basic <i>Camp Geronimo Only</i> An excellent introduction badge to nature that includes the study of plants, animals and soil.</p>	
 <p>Orienteering - Advanced Set up and run an orienteering courses and Scouts utilize their map and compass skills.</p>	<ul style="list-style-type: none"> • Recommended to bring an orienteering compass. • Scouts will need to know basic knowledge of map and compass. 
 <p>Pioneering - Advanced Scouts will work on a project and splicings that will require time outside of class to complete.</p>	<ul style="list-style-type: none"> • Know the knots required for Tenderfoot through First Class. • Bring Totin' Chip Card • Bring a small pocket knife (1-1/2 - 2in) lock blade • Bring working gloves.
 <p>Pottery - Basic Working with clay, scouts will create pots, figurines or sculptures. Scouts will work on a potter's wheel and learn about using a kiln..</p>	
 <p>Pulp and Paper - Basic <i>Camp Geronimo Only</i> Scouts will learn about the pulp and paper industry and the art of making paper products.</p>	
 <p>Reptile and Amphibian Study - Moderate <i>Camp Geronimo Only</i> Scouts will learn, observe, and discuss the many different aspects of reptiles and amphibians.</p>	<ul style="list-style-type: none"> • Requirement #8a: Maintain one or more reptiles or amphibians for at least a month. OR • Requirement #8b: Choose a reptile or amphibian that you can observe for three months.



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 <p>Rifle Shooting - Advanced A challenging MB, to shoot qualifying scores with a .22 caliber single shot, bolt action rifle.</p>	<p>Extra time may be needed at range to achieve required scores.</p>
 <p>Rifle Shooting - Advanced Option C Muzzleloading Camp Geronimo Only Shooting with a rifle using blackpowder and muzzle-loading techniques.</p>	<ul style="list-style-type: none"> • This is the Rifle Merit Badge DO NOT TAKE if you already have the Rifle Shooting Merit Badge. • Scouts working on merit badge during open shoot do not need to purchase a ticket at the Trading Post.
 <p>Rowing - Moderate This is a physically demanding program. It is more difficult to master than canoeing or kayaking.</p>	<ul style="list-style-type: none"> • Must complete BSA swimmer test at camp. • Have an extra pair of closed toed shoes that can get wet.
 <p>Salesmanship - Moderate Camp Geronimo Only An opportunity to learn about customer service, selling techniques and to experience a retail environment.</p>	
 <p>Sculpture - Moderate Camp Raymond Only Scouts learn about sculpting tools and techniques and have an opportunity to sculpt in clay, wood or plaster.</p>	
 <p>Search and Rescue - Moderate Camp Geronimo Only This MB teaches the terminology and skills associated with search and rescue.</p>	
 <p>Shotgun Shooting - Advanced Camp Raymond Only This is a challenging MB that requires scouts to "qualify" in order to complete the requirements.</p>	<ul style="list-style-type: none"> • Additional fees required – paid at Camp Trading Post. • Scouts must be 14+
 <p>Signs, Signals and Codes - Moderate Learn about how signs, signals and codes impact our lives daily.</p>	
 <p>Soil and Water Conservation - Moderate Camp Raymond Only Requires drawings and a conservations project.</p>	<ul style="list-style-type: none"> • Bring work gloves. • Program covers a lot of material and is not recommended for younger Scouts.
 <p>Space Exploration - Moderate Explores the development of rocketry and subsequent exploration of outer space.</p>	<ul style="list-style-type: none"> • Bring One 2-liter Soda Bottle to make a rocket
 <p>Swimming - Moderate This program is physically demanding and requires strength and endurance.</p>	 <ul style="list-style-type: none"> • Must complete BSA swimmer test at camp.
 <p>Wilderness Survival - Moderate Scouts will build a shelter during camp and sleep in it one night. Scouts should bring a backpack and sleeping bag.</p>	<ul style="list-style-type: none"> • Requirement #5: Prepare and bring a small survival kit. DO NOT INCLUDE any matches or fire starting devices/materials. • Recommended for Scouts First Class or above.
 <p>Wood Carving - Moderate This MB not recommended for first year scouts due to safety concerns.</p>	<ul style="list-style-type: none"> • Supplies are available at the Trading Post for purchase. • Bring Totin' Chip Card • Bring a small pocket knife (1-1/2 - 2in) lock blade