

Camp Friedlander

2008 Merit Badge and Program Pre-Requisite List

Below is a list of all of the merit badges and programs available at Camp Friedlander for the summer of 2008. For many of our programs, requirements must be completed prior to arrival of camp for a Scout to be eligible for completion of the badge. *Scouts will be expected to have completed these requirements before attending the class.*

Some of the camp programs require a Scout to be a certain age. *For some programs, there is not an age requirement, but we strongly encourage Scouts to be of the recommended age in order to take full advantage of the spirit of the program.* No Scout will be turned away from a program that does not have an age requirement; however, Scoutmasters and parents should use good judgment in approving the eligibility of a Scout to participate in the programs of his choosing.

Several programs have an additional fee associated with it. These fees will be automatically added to the troop's balance when registering online for programs. Other programs may require purchase of additional materials to complete the badge – all of these materials will be available for purchase in the camp Trading Post at reasonable prices.










For more information about each merit badge requirement, please consult the respective merit badge pamphlet for 2008.










PROGRAM	PROGRAM AREA	PICTURE	PRE-REQUISITES and RECOMMENDATIONS
Archaeology	Native American Village		Requirement #9.
Archery	Archery Range		Arrow kit for requirement #2d can be purchased in the Trading Post for approx. \$2.50.
Art (Workshop)	Handicraft		Requirement #4; <i>Recommended for younger Scouts.</i>
Astronomy	Eco/Con		Requirement #6.


Athletics	Sports Field		Requirements #3 & 6b..
Basketry (Workshop)	Native American Village		Basket kits can be purchased in the Trading Post for approx. \$20-\$30.
Bird Study	Eco/Con		Requirement #7.
BSA Lifeguard	Aquatics		Age Requirement: 14 years old or completed 8th grade. Must be able to swim 400 yards without stopping.
Camping	Outdoor Skills		Requirements #4, 7, 8d, 9.
Canoeing	Aquatics		Must be classified as a Swimmer.
Cinematography	Handicraft		The camp will have a video camera for use.
Citizenship in the Nation	Sports Field		Requirements #2,3; Scouts in this badge must be mature; <i>not recommended for Scouts who have not completed the 8th grade</i> ; Prior knowledge of Civics and American History is strongly recommended.
Citizenship in the World	Sports Field		Requirement #7; Scouts in this badge must be mature; <i>not recommended for Scouts who have not completed the 8th grade</i> ; Prior knowledge of civics is strongly recommended.

Climbing	Tower		<i>Not recommended for younger Scouts. Must submit Element of Danger Statement form upon arrival at camp.</i>
Cooking	Outdoor Skills		Requirement #4 cannot be completed at camp.
COPE	COPE		Age Requirement: Scouts must be 13 years old; Must submit Element of Danger Statement form upon arrival at camp. Additional Program Fee: \$25.
Emergency Preparedness	Outdoor Skills		Requirement #1, 2c, 6c, 8b, 8c; Scouts in this badge must be mature; <i>not recommended for Scouts who have not completed the 8th grade.</i>
Environmental Science	Eco/Con		Requirement #4 (can be done at camp, but will be time-consuming); <i>Not recommended for younger Scouts.</i>
Fingerprinting (Workshop)	Handicraft		<i>Recommended for younger Scouts.</i>
First Aid	Outdoor Skills		Requirements #1 and 2d.
Fish & Wildlife Management	Eco/Con		Extra time may be needed to complete Requirements #6, 7.
Fishing	Eco/Con		Extra time may be needed to complete Requirement #9.

Fly Fishing	Eco/Con		Extra time may be needed to complete Requirement #10.
Forestry	Eco/Con		
Geology	Eco/Con		
Indian Lore (Workshop)	Native American Village		Materials for projects in Requirement 2 may be purchased in the Trading Post – cost varies depending on projects chosen.
Journalism	Handicraft		
Learn to Swim	Aquatics		Intended to help Scouts become Swimmers and earn First Class swimming requirements; <i>not recommended for Scouts who are already swimmers.</i>
Leatherwork (Workshop)	Native American Village		Projects for Requirement 2 may be purchased in the Trading Post for approx. \$5-\$15; <i>Recommended for younger Scouts.</i>
Lifesaving	Aquatics		Requirement #1a; Must be classified as a Swimmer; Must be able to swim 400 yards without stopping; Not recommended for young Scouts.
Mammal Study	Eco/Con		<i>Recommended for younger Scouts.</i>

Metalwork	Handicraft		Requirement #4; <i>Recommended for older Scouts.</i>
Motorboating	Aquatics		<i>Must be classified as a Swimmer.</i>
Nature	Eco/Con		
Orienteering	Outdoor Skills		Prior knowledge to orienteering is useful.
PADI SCUBA	Aquatics		Age Requirement: must be at least 14 years old; Must be classified as a swimmer.
PADI Snorkeling	Aquatics		<i>Not recommended for younger Scouts. Must be classified as a swimmer.</i>
Personal Fitness	Sports Field		Requirements #1, 7, 8.
Photography	Handicraft		Bringing a digital camera is recommended, however, the camp will have several cameras for use.
Pioneering	Outdoor Skills		Requirement #2a, 6; Prior knowledge and skill with knots is useful.

Pottery (Workshop)	Handicraft		Requirement #7; <i>Recommended for younger Scouts.</i>
Pulp and Paper (Workshop)	Handicraft		Requirement #6, 7.
Reptile and Amphibian Study	Eco/Con		Requirement #8.
Rifle Shooting	Rifle Range		Some rounds to complete merit badge are included; additional rounds for either recreation, practice, or qualification beyond the included rounds are sold at a cost of 10 rounds for 50 cents.
Rowing	Aquatics		Must be classified as a Swimmer.
Sculpture (Workshop)	Handicraft		<i>Recommended for younger Scouts.</i>
Shotgun Shooting	Shotgun Range		Some rounds to complete merit badge are included; additional rounds for either recreation, practice, or qualification beyond the included rounds are sold at a cost of 5 rounds for \$1.50.
Small Boat Sailing	Aquatics		Must be classified as a Swimmer.
Soil & Water Conservation	Eco/Con		

Space Exploration	Eco/Con		Rocket kit may be purchased in the Trading Post for approx. \$10. <i>Recommended for younger Scouts.</i>
Swimming	Aquatics		Must be classified as a Swimmer; need long pants, button-down long sleeve shirt, shoes, socks, and belt to swim in.
Voyager			Must be at least 14 years old; several nights away from camp; need a backpack for treks; Additional Program Fee: \$25.
Weather	Eco/Con		
Wilderness Survival	Outdoor Skills		Requirement #5; Overnight during the week.
Wood Carving (Workshop)	Handicraft		Must have Totin' Chip; Materials for projects can be purchased in the Trading Post for approx. \$5-\$10.

Camp Friedlander

Merit Badge Workshops



New for 2008!

This summer, Camp Friedlander will be offering merit badge workshops in the Handicraft and Native American Village program areas. This new way of instructing badges will let Scouts to try their hand at several different areas they are interested in, while allowing as many Scouts as possible enjoy these offerings. We've prepared this informational page to help you understand what these workshops mean for your Scouts.

What are Workshops?

Some of the less-involved merit badges, such as basketry and art, can be completed in a couple of days rather than the five days as scheduled in previous years. What we found is that after the first couple days of instruction, Scouts either lost interest in the badge or had completed all the requirements of a badge and were left with nothing else to do during that time period for the rest of the week! Feedback from our Scoutmasters was that it would be great to find a way for Scouts to use that time more productively. Our solution is to provide workshops instead of scheduled badge times – that way, if Scouts complete one badge early in the week, they can move right on to another one that interests them.

Which Badges will be Offered in the Workshops?

Two separate workshops are offered – one at the Handicraft area and one at the Native American Village. The following badges will be offered at each workshop:

Handicraft:

- Art
- Fingerprinting
- Pottery
- Pulp and Paper
- Sculpture
- Woodcarving

Native American Village:

- Basketry
- Indian Lore
- Leatherwork

How will the Merit Badges be Taught?

Once Scouts arrive at the workshop during the time they have scheduled, they will divide into classes for the badges that they choose. Camp staff trained to instruct these badges will teach the Scouts the skills they need and then assist them with their projects. Just like other merit badges, blue cards will be used to track progress, and staff will sign off the cards as requirements are completed. If a Scout finishes a badge, he can begin work on another merit badge if he chooses.

How Do Scouts Register for Workshops?

Scouts will be registered for the workshops just as they are registered for any other merit badge in the Doubleknot online registration system. If a Scout chooses to work on a badge or badges offered in the Handicraft workshop, he should be registered for one of the Handicraft workshop time slots. Similarly, if he chooses to work on badge(s) at the Native American Village, he should be registered for one of the workshop periods available there. For specific times, please see the Camp Friedlander 2008 Merit Badge Schedule.