

Merit Badge Schedule							
Area	Summit 1	Summit 2	Summit 3	Summit 4	Summit 5	Summit 6	Summit 7
Lake	Canoeing		Cub Boating	Canoeing		Open Boating	
Lake	Kayak and Paddleboard			Rowing	Small Boat Sailing		
Lake	Small Boat Sailing			Kayak and Paddleboard		Rowing	
Pool	Lifesaving	Cub Swim		Swimming PF	Swimming	Lifesaving	
Pool				Instructional Swim	Unit Leader Training		
Pool	Swimming			BSA Lifeguard			
Fitness	Personal Fitness			Sports/Athletics		Sports Athletics	
COPE	Climbing			COPE			
Pathfinder	Pathfinder - Handicraft	Pathfinder - Nature	Pathfinder - Outdoor Skills	Pathfinder - Aquatics	Pathfinder Break	Pathfinder - First Aid	Pathfinder- Outdoor Skills
Handicraft		Pottery	Art	Woodcarving	Pottery	Basketry	Textile
Handicraft		Leatherwork	Stained Glass	Basketry	Textile	Leatherwork	Stained Glass
Archery Range	Archery		Open Archery		Open Archery	Archery	
Rifle Range	Rifle		Open Rifle		Open Shotgun	Shotgun	
Wood Shop	Welding		Welding	Welding	Woodworking		
Maintenance	Electricity and Plumbing					Automotive Repair	
Trading Post				Chess	Entrepreneurship		
Nature	Reptile and Amphibian		Geology	Environmental Science		Environmental Science	
Nature	Forestry		Plant Science	Astronomy	Weather	Nature and Mammal	Astronomy
Nature	Fish and Wildlife		Space Exploration	Oceanography	Space Exploration	Soil and Water	Nature and Mammal
Americraft	Law		Law	American Bussiness		American Heritage	
Scoutcraft	Wilderness Survival		Emergency Preparedness	Wilderness Survival			Search and Rescue
Scoutcraft	Camping	Cooking		Fire Safety	Geocaching		Orienteering
Scoutcraft	Fishing	Fly Fishing	Fish and Wildlife	Pioneering			Emergency Preparedness
Scoutcraft	First Aid			First Aid			Disabilities Awareness

Camp Conestoga Merit Badge FAQ

Merit badges are the thrilling program centered activities Scouts look forward to each summer! In order to ensure each Scout has a fun time earning his badges, here are a several Frequently Asked Questions about our merit badge program at Camp Conestoga.

“How many badges should I choose?”

Each Scout that is not participating in the COPE or the Pathfinder Program should choose at least 3 or 4 merit badges to earn and be ready for the activities that ensue. Scouts can choose to partake in more than 4 merit badges, however their ability to complete that many badges depends on the time commitment for each badge.

“What is a prerequisite?”

A prerequisite is a requirement for a merit badge that **must** be completed prior to the Scout arriving at camp. Simply put, if a Scout does not have the requirements for a prerequisite completed, the Scout **will not complete the badge at camp**. Any person with questions concerning the prerequisites for specific merit badge should contact the Council Service Center, the Camp Program Director, or a local Merit Badge counselor.

“What is a partial?”

A partial is a badge that was not found to be completed by the Scout while at camp. Once the Scout has arrived at camp, it will be his responsibility to attend the program sessions on a daily basis and to complete all assignments as set forth by the program staff. All Scouts must participate actively during Merit Badge sessions. Partials issued never expire until the Scout is 18 years of age. That means that a Scout can either find a counselor at home or return to camp next year and pick up right where he left off. However, a merit badge counselor may require the Scout to show proficiency in completed requirements, especially if a significant amount of time has passed. All merit badge records are kept on file at camp until the end of the camping season. After the season, has ended, all merit badge records can be obtained by contacting the Council Service Center.

“What is the Camp Conestoga ‘blue card’ policy?”

All Scouts will be required to turn in a ‘blue card’ to their instructor on the first day of program. Please ensure all Scouts have a properly filled out ‘blue card’ including a signature from the Scoutmaster proving that the Scout has approval to participate in the program for that badge. All ‘blue cards’ are returned to the Scoutmaster following the closing campfire. Troops can obtain ‘blue cards’ at camp by visiting the camp office.

Camp Conestoga Merit Badge Outline

The following is a list of all merit badges offered at Camp Conestoga. This list has been created in order to help the Scoutmaster and his Scout properly choose the merit badges that are right for him. The Scoutmaster should use his discretion when allowing his Scouts to choose their merit badges; not all Merit Badges are suitable for all Scouts. All Scouts should be made aware of all prerequisites and comments before choosing his Merit Badge.

Difficulty Key

1 = "Easy" - These merit badges are better suited for first or second year scouts with some or little experience. Ages 11 - 12. Scouts will be able to earn this badge at camp with some simplicity.

2 = "Moderate" - These merit badges are geared more for First Class Scouts that have attended camp before. Ages 13-14. With proper preparation and enthusiasm, these badges are earned with ease.

3 = "Difficult" - These merit badges require Scouts to complete more difficult and complicated tasks and are often time consuming. Ages 14-15. Scouts must commit extra time to gain the full experience of the badge. The difficult merit badges are only appropriate for older Scouts with a few years of camping experience.

4 = "Challenging" - These merit badges are for the strongest and most experienced Scouts. Ages 16+. Some Scouts may not be able to complete the requirements during one week of camp without full dedication. The counselor may suggest a Scout is not ready to participate in this badge, with Scoutmaster approval.

Additional merit badges not found on the following list may be offered without prior announcement.

2019 Camp Conestoga Merit Badges

Badge Name	Difficulty Level	Prerequisites	Comments
American Business	3	2a, 3, 5	
American Heritage	3		Must have a knowledge of family history
Archery	2		Earning the necessary shooting score is time consuming.
Art	1	6	
Astronomy	2	8	Weather dependent – if nights are cloudy, Scouts may receive a partial.
Athletics	2	3, 5, 6b	Athletic attire required
Automotive Maintenance	4		
Basketry	1		The cost of the kit for this badge is: \$13.99
Camping	2	8d, 9	
Canoeing	2		Class time is 2 hours per day. RWB Swimmer. Must bring clothes and shoes that can get wet.
Chess	2		Evening program badge only
Climbing	4		Class time is 3 hours per day.
Cooking	2	4a-e	Class time is 2 hours per day. Scouts will be preparing their own meals over lunch.
Disabilities Awareness	1	2	
Electricity	3		
Emergency Preparedness	2	1, 2c	
Entrepreneurship	3		
Environmental Science	3		Completing observations is time consuming. Class time is 2 hours per day.
Fingerprinting	1		Evening program badge only.
Fire Safety	1		Will attempt requirement 11, depending on availability of local fire station. Scouts may need to complete at home.
First-Aid	2		Class time is 2 hours per day.
Fish and Wildlife Management	2		With completion of Fishing and Fly-fishing scouts can earn the Angler Award
Fishing	2		Must provide fishing tackle. Must have PA fishing license if of age.

Fly Fishing	2		Must provide fishing tackle. Must have PA fishing license if of age.
Forestry	2		
Geocaching	1		
Geology	2		
Home Repair	3		
Indian Lore	2		The cost of the kit for this badge is: \$12.99
Kayaking	2		Must be RWB swimmer. Class time is two hours a day.
Law	3		Scouts will need to have Thursday Evening Program open for a mock trial.
Leatherwork	1		The cost of the kit for this badge is: \$11.99
Lifesaving	3	1a	Blue Jeans, Long sleeve shirt, shoes, and belt that can get wet are required. RWB Swimmer
Mammal Study/ Nature	2		Both badges are offered in the same summit
Oceanography	2		
Orienteering	2		Must have own compass
Painting	1		
Personal Fitness	2	1b,6,7,8	
Pioneering	3		
Plant Science	2		
Plumbing	2		
Pottery	1		The cost of the kit for this badge is: \$5.00
Reptile and Amphibian Study	2	8	
Rifle Shooting	2		Earning the necessary shooting score for this badge is time consuming. Class time is 2 hours per day. Scouts must bring a copy of their states hunting laws.
Rowing	2		RWB Swimmer. Must bring clothes and shoes that can get wet.
Salesmanship	2		Scouts should bring a copy of their scouting resume.
Search and Rescue	3		
Shotgun Shooting	3		Shooting is time consuming. Scouts must shoot for score to complete badge. Cost associated with this badge is 5 shots for \$1.00. Final cost could be between \$10 and \$20. Must be 14+ to take badge.

Small Boat Sailing	4		Class time is 2 hours per day. Class size is limited by age then rank. RWB Swimmer
Soil and Water Conservation	2		
Space Exploration	2		DO NOT bring model rockets to camp. Cost associated with this badge is \$10.00
Sports	2	4,5	Athletic attire required
Swimming	2	First Class	Class time is 2 hours per day. RWB Swimmer. Blue Jeans, Long sleeve shirt, shoes, and belt that can get wet are required items.
Weather	2		
Welding	4		Cost associated with this badge is \$10.00. Must be 14+ to take badge and class size of six is limited by age then rank.
Wilderness Survival	2		Class time is 2 hours per day. Scouts will build shelters which they must stay in overnight while at camp
Woodcarving	2	Totin' Chip	Cost associated with this badge is less than \$6.99
Woodwork	3	Totin' Chip	Cost associated with this badge is \$10.00. Class size of 6 is limited by age then rank.
**All requirements are based on the <i>2018 Boy Scout Requirements Book</i> UPC: 730176346984			

2019 Camp Conestoga Merit Badge and Program Costs			
Activity/ Merit Badge	Supplies to Purchas	Cost	Comments
Basketry	Merit Badge kit with all necessary materials to complete merit badge	\$14.99	
Indian Lore	Merit Badge kit with all necessary materials to complete merit badge	\$12.99	
Leatherwork	Merit Badge kit with all necessary materials to complete merit badge	\$11.99	
Pottery	Clay and Glaze	\$5.00	
Shotgun Shooting	Shots and Clay Pigeons	\$1.00/5 shots	
Space Exploration	Rocket Kits	\$10.00	
Woodcarving	Merit Badge kit with all necessary materials to complete merit badge	\$6.99	
Woodworking	Wood and adhesives	\$10.00	
Henry Rifle Shoot		\$5.00	Scouts enter a summer long contest.
Cowboy Action Shoot		Nothing	
Open Shotgun	Shots and Clay Pigeons	\$1.00/5 shots	
Wednesday Night Zip		\$5.00	
Stained Glass	Glass and Sauter	\$10.00	Must be 14 years old or older
*All Prices are subject to change based on cost of good and supplies for year			