

Merit Badge Opportunities

¹Class Fee ²Estimated cost for kits/materials to be purchased

Area	Merit Badge/Program	Pre-Requisites	Cost	Difficulty	Min. Age
Crafts	Art	Requirement 4		Basic	
	Basketry		\$10.00 ²	Basic	
	Chess (STEM)			Basic	
	Indian Lore		\$16.00 ²	Basic	
	Scouting Heritage			Basic	
	Leatherwork		\$6.00 ²	Basic	
	Woodcarving	Have a whittling knife	\$6.00 ²	Basic	
Ecology / Conservation	Astronomy (STEM)	Requirements 5b & 6		Moderate	
	Environment Science			Challenging	
	Fish & Wildlife Management			Challenging	
	Forestry			Moderate	
	Geology			Basic	
	Mammal Study / Nature	2 merit badges offered together		Basic	
	Robotics (STEM)			Challenging	
	Soil & Water Conservation			Moderate	
	Space Exploration (STEM)		\$12.00 ²	Basic	
	Weather (STEM)			Challenging	
Aquatics	Instructional Swim	Not a Merit Badge		Basic	
	Canoeing (STEM)	Must be a swimmer		Moderate	
	Lifesaving	Must be a swimmer		Challenging	13+
	Motor Boating (STEM)	Must be a swimmer	\$5.00 ¹	Challenging	13+
	Rowing	Must be a swimmer		Challenging	
	Kayaking	Must be a swimmer		Challenging	
	Small Boat Sailing (STEM)	Must be a swimmer		Challenging	
	Swimming	Must be a swimmer		Moderate	
Shooting	Archery (STEM)	Previous range time & skill	\$5.00 ¹	Challenging	
	Shotgun Shooting – Modern (STEM)		\$30.00 ¹	Challenging	13+
	Rifle Shooting – Small Bore (STEM)		\$9.00 ¹	Challenging	
Outdoor	Pathfinders (Rank Advancement)			Basic	
	First Aid			Challenging	
	Fishing			Moderate	
	Fly Fishing		\$10.00 ¹	Challenging	13+
	Orienteering			Moderate	
	Pioneering	Practice knots		Moderate	
	Wilderness Survival			Challenging	
Special Merit Badges/ Programs	Climbing		\$10.00 ¹	Challenging	13+
	C.O.P.E.	Not a Merit Badge	\$10.00 ¹	Challenging	13+
	White Water Rafting* (Tuesday only)	Not a Merit Badge	\$65.00 ¹	Youth & Adult	13+
	Golf	Must have experience	\$20.00 ¹	Challenging	13+

(STEM): Merit Badges that apply toward the NOVA Award. Requirements can be found at:

<http://www.scouting.org/stem/Awards/BoyScouts.aspx>. Contact Program Director for more information.

***Sign-up for White Water Rafting done by emailing Program Director, Janie Palmer at mightymom6@gmail.com**



Handi-Crafts Program

Class Location: Craft Lodge

	Art Concentrates on two methods of art. Drawing and painting in various media, design, graphic arts and industrial design.
	Basketry Basketry is a handy skill for a Scout. Baskets and basket-weaving projects also make great gifts for family and friends.
	Leatherwork Explore leather's history and its endless uses. Learn how to preserve and protect leather items so they will last a lifetime.
	Wood Carving As with any art, wood carving involves learning the basics of design, along with material selection, tools and techniques as well as wood-carving safety.
	Scouting Heritage Learn about the history of Scouting and how Scouting has grown and changed over its 100+ year history.
	Indian Lore Having an understanding of the native peoples of America has always been a part of American Scouting. Here is your chance to learn some more.
	Chess Learn the benefits of playing chess, including developing critical thinking skills, concentration skills, and decision-making skills, and how these skills can help you in other areas of your life.



Shooting Sports Program


Class Location: Gene White Rifle Range & Archery Range

	Archery Archery is a fun way for Scouts to exercise minds and well as bodies. Develop steady hands, a good eye, and a disciplined mind.
	Rifle Shooting – Small Bore Unless a rifle is handled incorrectly or recklessly, it is not dangerous. Scouts can develop their shooting skills while learning safe practices.
	Shotgun Shooting A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance.



Climbing Program

Class Location: Climbing Tower

	Climbing Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills.
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Aquatics Program

Class Location: Chinook Beach and Marina

	Swimming Swimming is a leisure activity, a competitive sport, and a basic survival skill.
	Rowing Rowing is the use of oars as a means of propelling boats, and is a good form of exercise.
	Motor Boating Learn how to operate a motor boat. Maneuvering skills will be learned.
	Canoeing The canoe was a primary method of travel for explorers and settlers.
	Lifesaving Prepare Scouts to assist those involved in water accidents.
	Small-Boat Sailing Sailing is one of the most enjoyable pastimes on the open water.
	Kayaking Used by tribes and pioneers of the north, this little boat is pretty tough, but are you?

Nature Program

Class Location: Fort Boeing

	Geology Study of Earth. It includes the study of materials that make up the Earth.
	Astronomy Study how space affects our own planet. Study where new stars are born. Lay under the stars at camp. Not a bad place to do both. Great for all ages.
	Weather Meteorology is the study of Earth's atmosphere. Scouts can learn about extreme weather such as storms and how to stay safe.
	Forestry Scouts explore the remarkable complexity of a forest and identify many species of trees and plants. Great for all ages.
	Environmental Science Scouts will get a taste of what it is like to be an environmental scientist.
	Fish & Wildlife Management Wildlife management is the science and art of managing the wildlife - both fish and animals.
	Space Exploration Space is mysterious. It is vast, and humans are full of curiosity.
	Soil & Water Conservation It is the duty of every person to learn more about the natural resources on which our lives depend.
	Mammal Study / Nature Learn about how complex systems in our world interact with one another in nature.





Outdoor Skill Program

Class Locations: Outdoor Skill Area/Fishing Dock

	Fishing "Every Scout ought to be able to fish in order to get food for himself." - Lord Robert Baden-Powell
	First Aid Learn basic skills to care for the injured until they can receive professional medical care.
	Wilderness Survival When things go wrong, the skills of wilderness survival can help make everything right again.
	Pioneering Develop knowledge of ropes, knots, splices and lashings along with the ability to build rustic structures.
	Orienteering Learn to use a map and compass to find locations and plan a journey.
	Fly Fishing Specialized form of fishing that combines skill and artistry.

Special Programs

	Golf Golf is unique because the players police themselves. Every player is expected to act honorably, and uphold the integrity of the game. This is why golf often is referred to as a "gentleman's game".
	Robotics (Location: Fort Boeing) Earning the Robotics Merit Badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot.

White Water Rafting (Tuesdays Only)

Come spend a day on the river with Chinook Expeditions and their excellent river guides!! Scout Masters are responsible to have two-deep leadership at camp when they participate with the scouts on this fun outing. A minimum of 6 people must sign up in order to not cancel this weekly event. Cost is \$65.00 each. This includes a big lunch provided by Chinook Expeditions. Please sign up via email with the program director, Janie at mightymom6@gmail.com). She will send you a required waver that must be signed by parent and participant prior to arrival at camp.

Trading Post

The Trading Post at Fire Mountain Scout Camp offers a wide range of items to meet most of your needs including: merit badge pamphlets, craft kits, whistles, lacing/paracord, hats, t-shirts, belts, archery supplies, snacks, ice cream, drinks, flashlights, Scout knives, fire-starters, camp equipment, walking sticks, sunscreen, insect repellent, stamps, and batteries. About \$60 per Scout should be enough to meet most souvenir and other needs while at camp. Additional funds may be needed for shooting and some high adventure activities. Cash, credit/debit cards and checks accepted. The Trading Post will be closed during mealtimes.

