

Forestburg Merit Badge Program

	Instruction Style	Class Size	Difficulty Rating	Pre-camp req't's	Other Notes and Prerequisites
Technology Center					
Communications	Class	20	average	#5, 7, 8	
Electricity	Class	20	Easy		
Electronics	Class	20	average		\$8 additional cost.
Engineering	Class	20	Difficult		Familiarity with various computer languages
Digital Technology	Class	20	Difficult	#1, 9	Bring USB storage device, current Cyber-Chip
Graphic Arts	Class	20	average	#6D, 7	Research for req't's 6D and 7 done at home and bring to camp to discuss with counselor
Programming	Class	20	Difficult	#1a	Earn current Cyber Chip
Nuclear Science	Class	20	average		
Radio	Class	20	Difficult		
Robotics	Class	16	Difficult		Must be at least 13 years old. Recommended that scouts either have Programming merit badge or basic knowledge of computer programming before starting.
Space Exploration	Class	20	average		\$16 additional cost. Required rocket launch to be scheduled
Chemistry	Class	20	average	#7	
Shooting Sports					
Archery	Class	20	Difficult		
Rifle Shooting	Class	20	average		must be 12 years old; \$7 additional cost
Shotgun Shooting	Class	12	Difficult		must be 14 years old; \$25 additional cost
High Adventure – (Summit)					
Climbing	Class	8	physically demanding		must be 14 years old and First Class
Cycling (Mtn Biking option)	Class	8	physically demanding		must be 14 years old and First Class. Req't #4 will not be completed.
Water Sports	Outback	16	Difficult		must be 14 years old and a First Class. Only offered in the Outback Program
Aquatics					
MUST pass swim test to take any MB					
Canoeing	Class	20	average		not recommended for 1st year campers
Kayaking	Class	12	Average		not recommended for 1st year campers. 2 day class. Usually taken with Stand Up Paddleboard or other 2 day classes in handicraft.
Lifesaving	Class	20	Difficult	CPR note 1	No 1st year campers. Swimming merit badge recommended; must bring long-sleeve button down shirt and long pants with zipper. Req't #1 MUST be successfully completed on day one to continue in class.
Rowing	Class	20	average		should be physically strong to handle swamping the boat, not recommended for 1st year campers
Small Boat Sailing	Class	18	Difficult		not recommended for 1st year campers
Swimming	Class	20	Difficult		
Instructional Swim (Not a Merit Badge)	Class	12		Not a MB	This is class is to teach scouts how to swim. Designed for scouts struggling to pass the BSA swim test.
BSA Stand Up Paddleboard (Not a Merit Badge)	Class	12	Average	Not a MB	not recommended for 1st year campers. 2 day class. Usually taken with Kayaking or other 2 day classes in handicraft.
Scoutcraft					
Camping	Class	20	average	#4b,5e,7b,8	NO 1st year campers; bring backpack for #5e;
Emergency	Class	20	average	#1,2c,6c, 8	First Aid merit badge required
First Aid	Class	20	average	#2d	Bring first aid kit from #2d
Orienteering	Class	20	average	#7	bring orienteering-style compass
Pioneering	Class	15	average	#2	
Scouting Heritage	Class	20	Easy	#4, 6	
Signs, Signals & Codes	Class	20	Difficult	#7	
Wilderness Survival	Class	20	Difficult	#5	bring survival kit, long-sleeve shirt, and long pants; NO 1st year campers; requires Thursday night overnighter.

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Ecology/Conservation (ECON)					
Astronomy	Class	20	Difficult	#5b, 6b, 8	Required stargazing Tuesday 9pm to midnight. Will reschedule for weather
Environmental Science	Class	20	difficult		recommend doing #4 before camp, not recommended for 1st year campers
Fishing	Class	20	Easy	#7	bring rod and tackle; bring fishing regulations from home
Fish and Wildlife Mgmt	Class	20	Average	#5, 7	
Mammal Study	Class	20	Easy		
Nature	Class	20	average		
Oceanography	Class	20	average	#8	
Weather	Class	20	average	#9	
Handicraft					
Animation	Class	20	average	#5	Research for reqt 5 done at home and bring to camp to discuss with counselor
Art	Class	20	Easy	#6, 7	2-day class. Class on Tuesday & Thursday only. Usually taken with Leatherwork, Basketry or Fingerprinting
Basketry	Class	20	average		2-day class. \$20 additional cost. Class on Monday & Wednesday only. Usually taken with Art, Wood Carving or Photography
Chess	Class	20	average		
Fingerprinting	Class	20	Easy		2-day class. Class on Monday & Wednesday only. Usually taken with Art, Wood Carving or Photography
Indian Lore	Class	20	average		\$15 additional cost
Leatherwork	Class	20	average		2-day class. \$10 additional cost. Class on Monday & Wednesday only. Usually taken with Art, Wood Carving or Photography
Photography	Class	20	average	Bring your Own digital camera	2-day class. Class on Tuesday & Thursday only. Usually taken with Leatherwork, Basketry or Fingerprinting
Wood Carving	Class	20	average		2-day class; Totin' Chip required; \$6 additional cost; bring pocketknife, Class on Tuesday & Thursday only. Usually taken with Leatherwork, Basketry or Fingerprinting

Note 1: An introduction to CPR will be offered at camp to meet the Lifesaving merit badge requirements, but we recommend getting the training at home before camp if possible.

Note 2: For any badge where you are doing some requirements at home before camp, you **must** bring the completed work with you to camp to show to the counselor. For the nature badges where you are keeping a terrarium, aquarium, or growing plants, you should take photographs and write the date on the back of each. If the requirement is to visit a place or person, bring a note from your parent or Scout leader. Anything under the "pre-camp reqt's" column **MUST** be completed prior to arriving at camp and **MUST** be shown to the counselor at camp.

Note 3: Additional costs for merit badge kits for Electronics, Space Exploration, Basketry, Indian Lore, Leatherwork, Woodcarving, Shotgun Shooting and Rifle Shooting will be automatically charged to your unit when you sign the Scout up for the merit badge. Late sign ups may purchase during camp at the Trading Post.

Note 4: Pre-camp requirements listed above must be completed before camp in order for the scout to have the opportunity to complete the badge at camp.

Note 5: Changes may be made after the publishing of this Leaders Guide due to National BSA changes in Merit Badges Requirements.