

SETTLERS CAMP MERIT BADGE GUIDE

Here you'll find the most current list of 2019 Settlers Camp Merit Badge offerings, pre-reqs, and information regarding our merit badge schedule. Each area in Camp offers unique and specific badges relevant to the area. Take a look below for each area's offerings.

Merit Badges- Badges are offered from 9-5 throughout the week of Camp. Scouts can sign up for Merit Badges either online through Minsi Trails Council, or locally in their unit. Registering online is not necessary to attend the badge unless specifically stated.

One Day Merit Badges- Some badges do not require a full week's worth of classes. For those, we offer *One Day Merit Badges*. Scouts will only be required to attend the badge at the scheduled time. These badges are not offered during the normal merit badge time slots, and are only offered at their specific time, they will not be run again during the week.


 -Denotes Eagle Required \$-Denotes Extra Costs


Area 7


Area 7 is our Camp's approach to earning Eagle Required Badges, and badges that are typically best suited for a classroom setting. Our knowledgeable A7 staff will guide your scouts through these tough badges, and send them on their way to Eagle.

-Archeology 11-11:50 Pre-Reqs-None: Our Camp is old, over 90 years old in fact. There are plenty of opportunities around our camp to dig up some treasures of the past. Come see what you can find, and learn a bit of history!

-American Heritage 11-11:50 Pre-Reqs-3C: American Heritage offers Scouts a great opportunity to learn a bit about our country's past.

-Citizenship in the Nation  10-10:50 | 3:30-5 Pre-Reqs-2, 3, 8: The Citizenship Badges are some of the most important aspects of earning the Rank of Eagle Scout, and we offer Scouts some of the most knowledgeable staff to guide them through these badges. Become a better citizen of this nation.

-Citizenship in the World  9-9:50 | 2-3:20 Pre-Reqs-7: Become a better citizen of the world, and discuss what that means in this Eagle Required badge.

-Communication  10-10:50 | 2-3:20 Pre-Reqs-5, 7, 8: Required for Eagle, Communication teaches Scouts effective means/practices/mediums for and of

communication.

-Emergency Preparedness 🦉 9-9:50 **Pre-Reqs-1, 2C, 6B,**

6C, 8, 9: Having must earned First Aid, Emergency Preparedness is the next step in Scouts being prepared for any emergency situation.

-First Aid 🦉 3:30-5 **Pre-Reqs-2a, 5 First Class Rank:** First Aid is one of the most covered topics in the BSA program, and for good reason. Learn to be prepared for any situation where first aid knowledge would be needed.

Area 7 One Day Badges

-Fingerprinting: Thursday 7:30pm, **Pre-Reqs-None**

-Scouting Heritage: Monday 7:30pm, **Pre-Reqs-5**

Athletics

Our Athletics field is top notch, thanks to donations from Don Behler. With a full basketball court, athletics field, Volley Ball Court, Pavillion, and a large roster of badges, our Athletics area is ready to keep your scouts active this summer.

-Athletics 9-9:50 **Pre-Reqs-2a, 3, 5:** Keep yourself physically strong here during Athletics Merit Badge.

-Personal Fitness 🦉 10-10:50 **Pre-Reqs-1, 7, 8:** Keep yourself physically fit here during this Eagle Required Athletics Merit Badge.

-Sports 11-11:50 **Pre-Reqs-4, 5:** Sports play an active part in keeping yourself physically fit. Come participate in plenty of sports daily here at Camp!

COPE

Before COPE starts at 2pm, we offer some exciting merit badges here at our COPE Course! If you're interested in the COPE program, check out this page [here!](#)

-Search and Rescue 9-10:20 **Pre-Reqs-None:** Search and Rescue is an exciting new badge here at Camp! Helmed by our COPE staff and **Wolfpack Search and Recovery** Team, a professional search and rescue group will lead you through an actual search! A staff member will "become lost", and it's your job to find them with the help of our team, a K-9 search unit, and all the professional equipment needed.


-Climbing 10:30-11:50 **Pre-Reqs-None:** With a massive climbing tower, and skilled COPE team, come on up and learn the ropes!

Econ-Nature Lodge

Our Nature Lodge is one of a kind, thanks to Wilbur Schultz and his Lion, (no tiger), and bears! Housed with many prized mounts (and even some mounts from Harry Trexler himself), you'll be able to study up on all kinds of exotic wildlife in the best way possible,

while they're not chasing you.

-Bird Study 10-10:50 Pre-Reqs-None: Come on up to the nature lodge and learn about birds where there is an abundance of wildlife, and habitats to explore!

-Environmental Science  9-9:50 | 11-11:50 Pre-Reqs-3E/F: Explore the environment around you, what impacts it, and learn the science behind it all.

-Forestry 11-11:50 Pre-Reqs-5,8: Come learn about the Forest around you, and here at Camp, we've got plenty of trees to educate you on!

-Geology 11-11:50 Pre-Reqs-None: Come find out about rocks, and why they rock!

-Insect Study 10-10:50 Pre-Reqs-9: Study some insects here in their natural habitat!

-Mammal Study 10-10:50 Pre-Reqs-None: Wildlife is all around us, come find out a bit more about the animals you share a home with for a week here at Camp!

-Nature 9-9:50 Pre-Reqs-None: Camp and Nature go hand-in-hand, come study up and learn a bit more about Nature!

-Oceanography 3:30-5 Pre-Reqs-None: In our Wildlife collection, we've got some cool aquatic animals to take a look at during Oceanography!

-Plant Science 2-3:20 Pre-Reqs-None: Take a look at the science behind plants!

-Reptile and Amphibian Study 9-9:50 Pre-Reqs-8: Reptiles and amphibians are fascinating creatures, come study up, and interact with some here at Camp!

-Weather 2-3:20 Pre-Reqs-None: Whatever the weather, you'll be able to learn a bit more about weather, whether good weather or not.

Econ One Day Badges-

-Pulp and Paper: Monday 7:30pm

-Veterinary Medicine: Thursday Evening

Handicraft

Wood Carving, Plumbing, Textiles, Woodworking, Leatherworking, Basketry, and more! Scouts will learn to work with their hands, tools, and develop skills as they create, build, and learn!

-Pottery 9-9:50 Pre-Reqs-None:

-Leatherwork 10-10:50 | 11-11:50 Pre-Reqs-None: Come work with Leather!

-Plumbing 10:30-11:50 Pre-Reqs-None: Plumbing is a handy thing to know! Come learn the skills behind this trade.

-Textiles 10-10:50 Pre-Reqs-None: Textiles Merit Badge, its Fabric fun!

-Woodcarving 9-9:50 | 2-3:20 Pre-Reqs-2a: Carve some wood in this Camp Classic!

-Painting 3:30-5 Pre-Reqs-None: Painting is a tricky thing to master, spend some time learning proper painting techniques!

-Inventing 2-3:20 | 3:30-5 Pre-Reqs-8: Invent something!

Handicraft One(ish) Day Badges-Basketry Monday & Friday 1-2pm (during siesta)

\$ Basketry Kit will be required to purchase prior to attending Monday's class. Monday will be instruction, Friday will be final project turn in. Scouts may work on projects on their own time throughout the week. Should scouts need any assistance with their basket projects, they may come to Handicraft at any time for guidance.

Music and Arts

For those more artistically inclined, come on out to our Music and Arts program area!

Music and Arts Scouts will be featured in the Friday Closing Campfire!

-Art 2-3:20 Pre-Reqs-None: Come draw, and paint here at Camp!

-Moviemaking 10:30-11:50 Pre-Reqs-None: Proving to be one of our most creative badges, Scouts make some "interesting" movies here at Camp! Scouts will present their movie on Friday during the Closing Campfire.

-Music and Bugling 3:30-5 Pre-Reqs-3: Come make some noise at Camp! Feel free to bring your own instrument, and we'll make sure it gets locked up and kept safe when not in use!

-Theater 9-10:20 Pre-Reqs-1: Come thespians one and all! Whether you've been on stage many times before, or stepping out of your comfort zone, join us, and create your own show! Theater badge will present their final project on Friday during the Closing Campfire!

Scoutcraft

Tie Knots, Lash, Explore, Cook, and learn the essential skills that it takes to become a Scout!

-Camping 🦅 9-9:50 | 2-3:20 Pre-Reqs-4a,7,8d,9: Camping, at Camp, it just makes sense. Come learn how.

-Cooking 🦅 9-10:20 | 10:30-11:50 Pre-Reqs-4,6: Camp is a great place to learn the various methods of cooking!

-Fishing 10-10:50 Pre-Reqs-7: We've got some MONSTER fish in our Lakes, come try your hand at catching some.

-Wilderness Survival 3:30-5 Pre-Reqs-None: Be Prepared for anything, that includes knowing what to do if you're ever lost in the wilderness. Come learn how!

-Pioneering 10-10:50 Pre-Reqs-2a: Scoutcraft is all about awesome Pioneering projects, find out what it takes to build these cool projects.

-Exploration 2-3:20 Pre-Reqs-None: Exploration is one of the best badges in Camp. You'll spend the week learning safety, and planning your trip, then on thursday, you'll

venture out and trek up Mt. Jonas. From there you'll get to see camp from a cool aerial perspective!

SENTR

Here at SENTRY scouts will shoot rockets, build robots, work with electronics, and explore other technical and science related fields.

-Chemistry 9-9:50 Pre-Reqs-None: Perform experiments, make a mess, learn to safely handle chemicals, and have fun!

-Engineering 10-10:50 Pre-Reqs-1, 2: Learn about engineering!

-Nuclear Science 2-3:20 Pre-Reqs-None: Learn all about Nuclear Science!

-Robotics \$ 3:30-5 Pre-Reqs-Limited Space. Sign up online for guaranteed admittance while spots are open! Purchase the Robotics Kit: Build Robots with our Robotics kit!

-Space Exploration \$ 11-11:50 Pre-Reqs-2, purchase Space Exploration Kit:

Shooting Sports

Scouts have been learning to safely handle, and shoot firearms since the beginning of Scouting, continue that tradition with our qualified team of shooting experts.

-Shotgun 9-10:20 | 10:30-11:50 Pre-Reqs-1d, 1f: For older scouts, earning Shotgun Merit badge is a great way to spend a week at Camp!

-Rifle 9-10:20 | 10:30-11:50 Pre-Reqs-1d, 1f: Perfect for beginners to the art of Shooting Sports, Rifles are a fun way to spend your week at Camp.

-Archery 9-10:20 | 10:30-11:50 Pre-Reqs-1c: Archery is a Classic Scouting Activity, and just as the original campers at Camp Trexler did, you too can master the Bow and Arrow.

TOC

TOC, or This Old Camp is our Trade Skill based Program Area. Learn to weld, work with metal, maintain cars, and learn skills hands on with the help of our TOC Director and our Camp Ranger!

-Automotive Maintenance/Farm Mechanics 2-3:20 Pre-Reqs-None:

Understanding just how Cars work is a great skill to learn, and here at Camp, you'll learn to take care and maintain vehicles! Since a lot of the content is similar/applicable, we'll also be covering Farm Mechanics within this same class. That's **TWO** merit badges in one.

-Home Repairs 11-11:50 Pre-Reqs-None: Here Scouts will learn skills on how to keep their home in top shape!

-Metalworking \$ 9-10:20 Pre-Reqs-Must be 14+ years old/Registered Online to reserve your space: Limited space. Online pre-registered Scouts get first priority, if there is room, we will open up to extra scouts not registered online.

-Welding 3:30-5 Pre-Reqs-Must be 14+ years old/Registered Online: Learn what it takes to weld, instructed by our Ranger. Must be 14+years old. Limited space. Online pre-registered Scouts get first priority.

Waterfront

The Waterfront is the perfect place for Scouts looking to tackle Aquatics oriented Merit Badges. Swimming, Kayaking, Lifesaving, Canoeing, Rowing, and BSA Guard are offered here at the Lake.

-Canoeing 9-10:20 Pre-Reqs-Swimmer Rank: Canoeing is a Scouting classic, keep up that tradition, and learn to paddle your way through Lake Trexler like a pro.

-Kayaking 9-9:50 | 11-11:50 Pre-Reqs-Swimmer Rank: Kayaking is a great way to spend your time at camp. Perfect for beginners to watercraft.

-Lifesaving 🦹 9-10:20 | 10:30-11:50 Pre-Reqs-1a, Swimmer Rank: Lifesaving is an important skill, learn what it takes to be prepared for aquatics emergencies.

-Rowing 10-10:50 Pre-Reqs-Swimmer Rank: Rowing is another Scouting Aquatics classic, come try your hand at mastering the art of the oar.

-Swimming 🦹 9-9:50 | 10-10:50 | 11-11:50 Pre-Reqs-Swimmer Rank: Swimming is a great skill to know. Learning in a lake at Camp is a perfect place to practice your skills!

BSA Guard 9-11:50/2-5 Pre-Reqs-16+yrs old, CPR Pro Certified, Swimmer Rank:

For those who have mastered all aquatics activities, BSA Guard may be for you. You'll spend your week at Camp learning the ins and outs of what it takes to be a lifeguard at a lake!

Other:

-Game Design 10:30-11:50 Pre-Reqs-None: In Game Design, you'll learn to create a game. Find out what exactly goes into the process of designing physical games in the real world, as well as video games!