

SETTLERS CAMP MERIT BADGE GUIDE

Here you'll find the most current list of 2020 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 9-4 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.

E - Denotes Eagle Required \$-Denotes Extra Costs (Costs subject to change)

*** - Denotes Extra Programs to Attend**

This list is subject to change - Last Updated 3/16/2020

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 10-10:45 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 2-2:45 Pre-Reqs-3C: American Heritage offers Scouts a great opportunity to learn a bit about our country's past.

-Citizenship in the Nation -E 9-9:45 |11-11:45 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 -E 9-9:45 | 11-11:45 Pre-Reqs-7: Become a better citizen of the world, and discuss what that means in this Eagle Required badge.

-Communication -E 2-2:45 | 3-3:45 Pre-Reqs-5, 7, 8: Required for Eagle, Communication teaches Scouts effective means/practices/mediums for and of communication.

-Law 10-10:45 Pre-Reqs-7: Come learn about our Nation's Laws, participate in a Mock Trial, and how the Law affects *your* daily life.

-Scouting Heritage 3-3:45 Pre-Reqs-5,6: Our Camp was founded in the 1920's and is surrounded by Scouting History. Come hike the Historic Trail, learn fun facts, and discover Scouting History here at Camp!

Crime & Safety

Crime and Safety is an area where Scouts can learn about just that, Crime and Safety! Learn about Law Enforcement, Crime, Fire Departments, and other aspects of life that keep us safe.

-Crime Prevention 9-9:45 Pre-Reqs-4, 7(A or B): Learn about Crime, our Laws, and those who keep us safe within our communities!

-Fire Safety 11-1:45 Pre-Reqs-12: How to be safe with fire, and those who KEEP us safe when it comes to fire prevention/handling dangerous fire situations. Here you'll learn all about Fire Safety. Scouts here will also earn their Firem'n Chit

-Safety 3-3:45 Pre-Reqs-2, 3a&b, 4: Safety in Scouting is extremely important, learn how to take those skills and knowledge into your everyday life!

-Traffic Safety 2-2:45 Pre-Reqs-None : Explore how to stay safe when it comes to traffic, vehicles, and precautions to take to make your you're driving safely.

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.

-Astronomy* 11-11:45 **Pre-Reqs-None:** Want to learn about our celestial ceiling without buying one of those pesky "Space Exploration" rockets?! No problem! Come look at some stars here in Astronomy!

-Bird Study 3-3:45 **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 -E 9-9:45 | 11-11:45 **Pre-Reqs-3E/F:** Explore the environment around you, what impacts it, and learn the science behind it all.

-Fish and Wildlife Management 10-10:45 **Pre-Reqs-None:** Fish and Wildlife are plentiful here at Camp, come learn more about them and how we observe them!

-Forestry 11-11:45 **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!

-Insect Study 3-3:45 **Pre-Reqs-9:** Study some insects here in their natural habitat!

-Mammal Study 3-3:45 **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 9-9:45 **Pre-Reqs-None:** Camp and Nature go hand-in-hand, come study up and learn a bit more about Nature!

-Oceanography 2-2:45 **Pre-Reqs-None:** In our Wildlife collection, we've got some cool aquatic animals to take a look at during Oceanography!

-Plant Science 2-2:45 **Pre-Reqs-None:** Take a look at the science behind plants!

-Reptile and Amphibian Study 9-9:45 **Pre-Reqs-8:** Reptiles and amphibians are fascinating creatures, come study up, and interact with some here at Camp!

-Weather 10-10:45 **Pre-Reqs-None:** Whatever the weather, you'll be able to learn a bit more about weather, whether good weather or not.

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!

-Home Repairs 3-3:45 **Pre-Reqs-None:** Here Scouts will learn skills on how to keep their home in top shape!

- Pottery** 9-9:45 | 11-11:45 **Pre-Reqs-None:** Play with Clay! Throw some clay on a pottery wheel, make something, and fire it in our homemade kiln!
- Leatherwork** \$ 10-10:45 | 11-11:45 **Pre-Reqs-None:** Come work with Leather!
Leatherworking Combined Kit: \$12
- Textiles** 2-2:45 **Pre-Reqs-None:** Textiles Merit Badge, its Fabric fun!
- Woodcarving** \$ 9-9:45 | 10-10:45 **Pre-Reqs-2a:** Carve some wood in this Camp Classic! **Woodcarving Slide Project available for purchase for \$5.**
- Painting** 3-3:45 **Pre-Reqs-None:** Painting is a tricky thing to master, spend some time learning proper painting techniques! This is not "Artistic Painting" this is more "practical" painting such as wood/object painting, please inform Scouts of this note.
- Inventing** 2-2:45 **Pre-Reqs-8:** Invent something!
- Basketry: ONLY 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. **Basketry Kit: \$16**

Health Lodge

This summer, our qualified Health Lodge Team will be helming the First Aid specific Badges.

- Emergency Preparedness -E** 11-11:45 **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.
A scout can not take E-Prep, and First Aid Merit badges concurrently during their week at Camp.
- First Aid -E** 9-10:20 **Pre-Reqs-2a, 5 First Class Rank First Aid Requirements:** 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.
A scout can not take E-Prep, and First Aid Merit badges concurrently during their week at Camp.

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** 2-2:45 **Pre-Reqs-None:** Come draw, and paint here at Camp!
- Game Design** 9-9:45 **Pre-Reqs-None:** Learn about Game Design! Board Games, Card Games, Sports, Video Games, find out what it takes to make these games fun, all while working with many game mediums.

-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 3-3:45 Pre-Reqs-Music: Req. 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!

-Photography 10:30-11:50 Pre-Reqs-None: Camp offers some great views of Nature, why not learn to capture them through photography?

-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 -E 3-3:45 Pre-Reqs-4a,7,8d,9: Camping, at Camp, it just makes sense. Come learn how.

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

-Indian Lore 9-9:45 Pre-Reqs-None: Native Americans have an extremely rich and storied culture, come learn a bit about the original natives to America!

-Fishing 9-10:20 Pre-Reqs-7: We’ve got some MONSTER fish in our Lakes, come try your hand at catching some.

-Wilderness Survival* 3-3:45 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 10-10:45 Pre-Reqs-2a: Scoutcraft is all about awesome Pioneering projects, find out what it takes to build these cool projects.

-Exploration* 2-2:45 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 SENTR scouts will shoot rockets, work with electronics, and explore other technical and science related fields.

-Chemistry 9-10:20 Pre-Reqs-None: Perform experiments, make a mess, learn to safely handle chemicals, and have fun!

-Engineering 2-2:45 Pre-Reqs-1, 2: Learn about engineering!

-Nuclear Science 3-3:35 Pre-Reqs-None: Learn all about Nuclear Science!

-Space Exploration \$ 10:30-11:50 Pre-Reqs-2, Space Exploration Kit: \$18 Here in Space Exploration, you'll actually go to Space! Okay, not really, but you'll get to learn about it, AND build a rocket and blast it off high into the sky!

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 \$ 10:45-12 Pre-Reqs-1d, 1f: For older scouts, earning Shotgun Merit badge is a great way to spend a week at Camp! **Shotgun Voucher: \$30**

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

-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. **Archery Arrow Building Kit: \$5**

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 3-3:45 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.

-Plumbing \$ 2-2:45 Pre-Reqs-None: Plumbing is a handy thing to know! Come learn the skills behind this trade. \$12

-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. **Metalworking Voucher: \$12**

-Welding* \$ 10:30-11:50 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. **Welding Voucher: \$12**

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 9-9:45 | 11-11:45 Pre-Reqs-Swimmer Rank: Kayaking is a great way to spend your time at camp. Perfect for beginners to watercraft.

-Lifesaving -E 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 10-10:45 Pre-Reqs-Swimmer Rank: Rowing is another Scouting Aquatics classic, come try your hand at mastering the art of the oar.

-Swimming -E 9-9:45 | 10-10:45 | 11-11:45 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!

One Day Badges: These badges are simple and badge attendance is quite large.

We'll ONLY be offering them at this time, and will not be running these for scouts who missed them due to attending other Programs. If planning on joining in for one of these badges, Scouts will have to choose which One Day Badge they'd like to attend.

-Fingerprinting: Tuesday 4pm, **Pre-Reqs-None**

-Pulp and Paper: Tuesday 4pm **Pre-Reqs: None**

Extra Programs to Attend to Complete Requirements:

* **Search and Rescue** Search (Thursday @ 7:15)

* **Wilderness Survival** Outpost (Thursday @ 3pm - Overnight)

* **Astronomy** Star Gazing (Thursday @ 9:30pm)

* **Exploration** Trek (Thursday @ 2pm - 5pm)

* **Welding** (You'll be assigned extra welding times throughout the week)

Extra Programs Conflicting Schedules: If you're taking multiple badges that have extra programming and they overlap, talk with your counselor to see if you're able to make up the requirement, leave to go to another event, or talk to see what we can work out.