

## Ockanickon Scout Reservation - 2017 Merit Badge List

Name	Department	Location	Age Recommendation	Prerequisites	Notes	Cost
American Heritage	Civics	Memorial Longhouse	13 or older	Req. 4	Bring all materials from Req. 4, you will discuss this with your counselor.	None
Animal Science & Vet. Medicine	Ecology	Ecology Lodge	12 or older	Vet: 6	Bring Paper and Pen	None
Animation	Media & Technology	Photo Lab	13 or older	None	SIGN UP ONLINE.Bring a notebook and pen	None
Archaeology	Ecology	Ecology Lodge	12 or older	None	Bring Paper and Pen	None
Archery	Shooting Sports	Archery Range	Must be physically capable to pull a 30lb bow	None	Bring Archery Merit Badge book	None
Art	Arts	Palmer B	- None	None	Approximate completion time: 2-3 hours. Bring any artwork that qualifies for requirements.	None
Astronomy	Science	Science Center	13 or older	None	Bring Paper and Pen, Must attend Planetarium once (T or Thu 7 PM)	None
Automotive Maintenance	Trades	Maintenance Yard	16 or older	None	MUST BE 16 TO TAKE	None
Basketry	Arts	Palmer B	- None	None	Approximate completion time: 3-5 hours. Instruction begins every 30 minutes of open badge time	None
Bird Study	Ecology	Ecology Lodge	12 or older	None	Bring binoculars/bird guides if possible, Must attend bird walk (Tues 6 AM)	None
Camping	Scoutcraft	Scoutcraft	13 or older	4b, 5e, 8c, 8d, 9a, 9b	None	None
Canoeing	Aquatics	Lake	Must be physically capable to lift 40lb canoe out of water	Pass BSA swim test	BE ON TIME, Bring shoes that can get wet/dirty, sunscreen, water, knee pads, MUST PASS SWIM TEST	None
Chemistry	Science	Science Center	14 or older	None	Sign up online before coming to camp (limited space), Bring Paper and Pen	None
Citizenship in the Nation	Civics	Memorial Longhouse	14 or older	2 (Do 2 of 4 options), 3, 8	Bring proof or explanation of prereq 2, 5 newspapers from week before camp (req. 3), Background knowledge of req. 4, letter from req. 8 in envelope ready to mail, paper and pen	None
Citizenship in the World	Civics	Memorial Longhouse	14 or older	7 (Do 2 of 5 options)	Proof of attendance for req. 7c,d, or e (if chosen) and information learned from 7a, or b (if chosen), paper and pen	None
Climbing	Adventure Sports	COPE Shed	13 or older	None	Bring Old shoes to walk across creek, water bottle, BE ON TIME, Climbing shoes are available. Bring day pack to hold water and shoes.	None
Collections	Arts	Palmer B	- None	Recommended Req. 1	Bring collection if possible. If not, bring pictures of the collection	None
Communication	Civics	Memorial Longhouse	13 or older	4, 5, 7 (a b or c), 8	Bring log (req. 1a), journal (req. 1b), list (req. 1d), creation (req. 2a), sales plan (req. 2b), copy of what you did in (req. 7)	None
Cooking	Scoutcraft	Scoutcraft	14 or older	None	Sign up online before coming to camp (limited space), Scouts will be required to cook 2 breakfast, 3 lunch, 3 dinner during meal times	None
Cycling	Adventure Sports	COPE Shed	14 or older	None	Must be part of Endurance Crew, bring old shoes for walking across creek, water bottle, long pants for COPE, swimsuit, sunblock	None
Digital Technology	Media & Technology	Photo Lab	12 or older	None	SIGN UP ONLINE.Bring a notebook and pen	None
Electricity	Science	Science Center	12 or older	None	Bring paper and pen, Good first science badge for scouts	None
Electronics	Science	Science Center	13 or older	None	Bring paper and pen, must have the dexterity to solder	None
Emergency Preparedness	Health & Safety	Totem Lodge	14 or older	1, 2b, 2c, 6c, 8b	Bring proof of completion of First Aid MB (tell counselor if taking concurrently), Chart (req. 2b), Family plan (req. 2c), Contact info and description for Emergency Management Director (req. 6c), written plan and proof of family kit (req. 8) 1 kit per scout, paper & pen	None

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Energy	Ecology	Ecology Lodge	13 or older	4a, 4b	Bring requirement 4, notebook, pen	None
Entrepreneurship	Civics	Memorial Longhouse	13 or older	None	Bring Notebook and pen	None
Environmental Science	Ecology	Ecology Lodge	13 or older	3e (1. 2. or 3.)	Bring requirement 3e (be careful, do not plagiarize), bring paper and pen	None
Fingerprinting	Arts	Palmer B	- None	None	This is an open merit badge. Sessions begin every 30 minutes during Open Fingerprinting or can be done by appointment. There is also a session on Tuesday and Thursday night	None
Fire Safety	Health & Safety	Totem Lodge	12 or older	Req. 6 Home inspection, Req. 11	Bring home safety survey and proof of Req. 11 completion (either pictures or scoutmasters' signature)	None
First Aid	Health & Safety	Totem Lodge	14 or older	2d	Bring first aid kit (req. 2d), bring paper and pen	None
Fish & Wildlife Management	Ecology	Ecology Lodge	13 or older	None	Bring notebook and pen, recommended to bring fishing rod and tackle	None
Fishing	Scoutcraft	Scoutcraft	12 or older	Reqs. 9 & 10, Recommend Req. 7	Proof of completion of reqs 9 & 10, notebook and pen, recommended to bring rod and tackle. Fishing rods are provided to sign out at scoutcraft.	None
Forestry	Ecology	Ecology Lodge	13 or older	None	Bring notebook and pen	None
Game Design	Arts	Palmer B	13 or older	None	Come with some ideas for games	None
Geocaching	Scoutcraft	Scoutcraft	- None	Req. 7	Bring information and evidence of completion of requirement 7	None
Geology	Ecology	Ecology Lodge	13 or older	None	Bring notebook and pen	None
Graphic Arts	Media & Technology	Photo Lab	13 or older	Req. 6	SIGN UP ONLINE. Bring a notebook and pen	None
Home Repair	Trades	Maintenance Yard	16 or older	None	MUST BE 16 TO TAKE	None
Horsemanship	Excursion	Rainbow Ridge Equestrian Center	12 or older	None	SIGN UP ONLINE before coming to camp, Meet in Parking Lot, Bring Long Pants, Boots, and Horsemanship Release Form signed by the scout's parent, Sunglasses, Water Bottle, Only 10 slots go to first 10 scouts who pay and sign up, must arrange own transportation	\$65
Indian Lore	Arts	Palmer B	- None	None	Approximate completion time: 4-6 hours. Scouts must attend same session each day	None
Insect Study	Ecology	Ecology Lodge	13 or older	Req. 7	Bring proof of completion of requirement 7, notebook and pen, and recommended to bring insect field guide	None
Kayaking	Aquatics	Lake	Must be physically capable to lift 40lb kayak out of water	Pass BSA swim test	BE ON TIME, SIGN UP ONLINE before coming to camp (Limited Space) Bring shoes that can get wet/dirty, sunscreen, water, MUST PASS SWIM TEST	None
Landscape Architecture	Ecology	Ecology Lodge	13 or older	None	Bring notebook and pen	None
Leatherwork	Arts	Palmer B	- None	None	Recommended to bring Leatherwork Merit Badge Book. Approximate completion time: 4-6 hours. Instruction begins every 30 minutes of open badge time.	None
Lifesaving	Aquatics	Pool	13 or older with strong swimming ability	Must be able to swim 400 yds.	Bring Swimsuit, Towel, Sunscreen (applied 30-45 minutes before going to the pool), A long sleeve shirt, a pair of long pants, and a belt for Requirement 7e (Loose clothes work best for this requirement), MUST PASS SWIM TEST, must be able to swim 400 yards	None
Mammal Study	Ecology	Ecology Lodge	- None	None	Bring notebook and pen	None
Medicine	Health & Safety	Totem Lodge	13 or older	7a, 10	Bring notebook and pen	None

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Mining in Society	Ecology	Ecology Lodge	- None	None	Bring Notebook and pen	None
Moviemaking	Media & Technology	Photo Lab	13 or older	None	Bring ideas for vignette and storyboard, must pay \$50 for the deposit for a camera which will be given back if the working camera is returned, scouts may bring their own cameras at their own risk	\$50 deposit for camera
Music	Arts	Palmer B	- None	None	Bring pencil and a piece of paper	None
Nature	Ecology	Ecology Lodge	12 or older	None	Notebook and pen, recommended to bring fishing rod and tackle	None
NOVA: Designed to Crunch	Science	Science Center	12 or older	None	Bring a notebook and pen	None
NOVA: Shoot!	Science	Science Center	12 or older	None	Bring a notebook and pen	None
NOVA: Start Your Engines!	Science	Science Center	12 or older	None	Bring a notebook and pen	None
NOVA: Whoosh!	Science	Science Center	12 or older	None	Bring a notebook and pen	None
Nuclear Science	Science	Science Center	13 or older	None	Bring Notebook and Pen	None
Oceanography	Ecology	Ecology Lodge	12 or older	None	Bring notebook and pen, recommended to bring fishing rod and tackle	None
Orienteering	Scoutcraft	Scoutcraft	13 or older	7a, 7b	Bring compass and waterproof shoes/boots	None
Personal Fitness	Field Sports	Commissioners' Circle	13 or older	1a, 1b, 6,7,8	Bring Personal Fitness MB Pamphlet, Dental Statement from requirement 1b, A list of the questions your Doctor asked you about you during your health exam from Requirement 1a, Your Physical Fitness Program Outline from Requirement 7, Fitness test log (6,7,8)	None
Personal Management	Civics	Memorial Longhouse	15 or older	1abc, 2ab, 8abcd, 9abcde	Bring The list of items you and your family came up with from Requirement 1b3, your Tracking Sheet for you income, expenses, and savings from Requirement 2, your "To-Do" List, 7 day Schedule, and Diary from requirement 8, written project from requirement 9.	None
Photography	Media & Technology	Photo Lab	12 or older	None	SIGN UP ONLINE before coming to camp (limited space), Digital Camera (Not a Video Camera), Camera's Instruction Manuel, and a Memory Card for your camera (No larger than 4 GB's), Camera Cord	None
Pioneering	Scoutcraft	Scoutcraft	First Class Scouts or up	None	Highly recommended to be First Class or higher	None
Plant Science AND Gardneing	Ecology	Ecology Lodge	13 or older	Gard: 2, 8	Bring evidence of the completion of prerequisites	None
Plumbing	Trades	Maintenance Yard	16 or older	None	MUST BE 16 TO TAKE	None
Pottery	Arts	Palmer B	- None	None	Bring Pottery Merit Badge Book. Approximate completion time: 4-5 hours. Instruction begins every 30 minutes of open badge time	None
Public Health	Health & Safety	Totem Lodge	12 or older	Req. 7a	Bring information with you to discuss in class	None
Public Speaking	Arts	Palmer B	12 or older	None	Bring Notebook and pen	None
Pulp and Paper	Arts	Palmer B	12 or older	None	Bring Pulp and Paper Merit Badge Book	None
Radio	Arts	Totem Lodge Porch	12 or older	None	Must attend both nights	None
Reptile & Amphibian Study	Ecology	Ecology Lodge	13 or older	8a or 8b	Bring Notebook and Pen	None
Rifle Shooting	Shooting Sports	Rifle Range	13 or older	None	Bring Rifle Shooting Merit Badge Book. Cost of bullets is free for those taking the badge. Those taking the badge must attend lecture and come to open rifle shooting times to fulfill all requirements	None

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Robotics	Science	Science Center	14 or older	None	SIGN UP ONLINE before coming to camp (limited space)Must have the ability to do simple programming and lego construction. Bring Paper and Pen	None
Rowing	Aquatics	Lake	13 or older	Pass BSA swim test	Bring shoes and clothes that can get wet and dirty, MUST PASS SWIM TEST	None
Safety	Health & Safety	Totem Lodge	12 or older	Reqs. 1, 2, 3b & 4	Bring completed notebook for Req. 1 and proof of Reqs. 2, 3b & 4 completion (either pictures or scoutmasters' signature)	None
Salesmanship	Civics	Memorial Longhouse	12 or older	Req. 5	Come prepared with questions for interview	None
Scouting Heritage	Civics	Memorial Longhouse	13 or older	Req. 4	Bring proof of Req. 4 completion (either pictures or scoutmasters' signature)	None
SCUBA Diving	Aquatics	Pool	- None	2, 4	Bring research from requirements 3,5, and 6. Bring proof of completion of swimming MB, bring copy of dive certificate.	None
Sculpture	Arts	Palmer B	14 or older	None	Bring Sculpture Merit Badge book	None
Search and Rescue	Health & Safety	Totem Lodge	13 or older	Req. 4 and 6a		None
Shotgun Shooting	Shooting Sports	Rifle Range	13 or older	None	Must be physically capable to handle the recoil of a 20 gauge shotgun. Bring Shotgun Shooting MB book. Shells are provided for free to those taking the badge only. Must attend lecture and open shotgun times to fulfill all requirements	None
Signs, Signals, & Codes	Scoutcraft	Scoutcraft	12 or older	None	Bring a notebook and pen	None
Small Boat Sailing	Aquatics	Lake	12 or older	Req. 2, Pass BSA swim test	SIGN UP ONLINE before coming to camp (limited space) Bring shoes and clothes that can get wet and dirty, sunglasses, sunscreen, hat, water bottle MUST PASS SWIM TEST	None
Soil & Water Conservation	Ecology	Ecology Lodge	13 or older	None	Bring Notebook and Pen	None
Space Exploration	Arts	Palmer B	- None	None	SIGN UP ONLINE before coming to camp (limited space), do not bring personal rocket engines from home	None
Sports AND Athletics	Field Sports	Commissioners' Circle	- None	Ath: 3a. 3b. 5 Sports: 4 (Sport)	Wear appropriate exercise clothing (sneakers, shorts, t-shirt). Bring technique for requirement 5	None
Swimming	Aquatics	Pool	- None (strong swimming ability)	Pass BSA swim test	Bring swimsuit, Towel, Sunscreen (applied 30-45 minutes before going to the pool), long sleeve button down shirt, and a pair of long pants for Requirement 4, those in session 2 not in Dan Beard must attend evening clothes inflation, MUST PASS SWIM TEST	None
Textiles	Arts	Palmer B	- None	None	Bring Textiles Merit Badge Book. Approximate completion time: 1 hour. Instruction begins every 30 minutes of open badge time	None
Theater	Arts	Campfire Circle	13 or older	1 and 2	Bring prerequisites and any completed requirements, Bring Theater Merit Badge Book	None
Traffic Safety	Health & Safety	Totem Lodge	12 or older	None	Bring notebook and pen	None
Weather	Science	Science Center	13 or older	None	Bring pencil and paper	None
Wilderness Survival	Scoutcraft	Scoutcraft	13 or older	Req. 5	Bring survival kit. Wednesday Overnighter meet at 7 PM in Scoutcraft before leaving to overnight campsite to fulfill Req. 8	None
Woodcarving	Arts	Palmer B	12 or older	Totin' Chip	Bring Totin' Chip and Woodcarving Merit Badge Book. Approximate completion time: 5-8 hours.	None
Woodworking	Trades	Maintenance Yard	16 or older	None	MUST BE 16 TO TAKE	None