

Winter Camp Merit Badge Selection Form

Submit form by _____ to _____

Scout: _____ Age: _____ Rank: _____ Patrol: _____
(during camp)

Yes No **Special diet.** If yes, an online dietary form (available at shac.org/winter-camp) will need to be submitted by Dec 1.










Yes No **Special accommodations needed.** If yes, describe:


Instructions: Indicate 1st, 2nd, and 3rd choice of merit badges for each time slot below.

Period 1	Period 2	Period 3	Period 4	Period 5
__ Archery (2 periods) __ Art __ Automotive Maintenance __ Aviation __ Camping (2 periods) __ Cit in Community __ Cit in Nation __ Cit in World __ Climbing (age 13+; 2 periods) __ Communications __ Crime Prevention __ Dentistry __ Electricity __ Emergency Prep (age 13+; 2 periods) __ Entrepreneurship __ Environmental Sci. (age 14+; 2 periods) __ FCE: 2 nd Class Emphasis (2 periods) __ Fire Safety __ First Aid __ Fishing (2 periods) __ Fly Fishing (2 periods) __ Forestry __ Geocaching __ Law __ Nature __ Orienteering (2 periods) __ Pioneering (age 13+ 2 periods) __ Public Health (age 14+) __ Public Speaking __ Radio __ Rifle Shooting (2 periods) __ Shotgun Shooting (age 14+; 2 periods) __ Signs, Signals, Codes (2 periods) __ Textile __ Traffic Safety __ Welding/Metalwork (age 14+; 2 per.) __ Zipline/High Ropes* (age 14+) __ Arctic Adventure^ (age 14+; half-day)	__ Art __ Automotive Maint. __ Aviation __ Chemistry __ Cit in Community __ Cit in Nation __ Cit in World __ Communications __ Crime Prevention __ Electricity __ Energy __ Fire Safety __ First Aid __ Forestry __ Genealogy __ Law __ Medicine __ Nature __ Public Speaking __ Radio __ Textile __ Traffic Safety __ Zipline/High Ropes* (age 14+)	__ Archery (2 periods) __ Automotive Maintenance __ Camping (2 periods) __ Canoeing (weather dependent) __ Chess __ Cit in Community __ Cit in Nation __ Cit in World __ Communications __ Digital Technology __ Electronics __ Emergency Prep (age 13+; 2 periods) __ Environmental Sci. (age 14+; 2 periods) __ FCE - Tenderfoot __ First Aid __ Fish & Wildlife Management __ Fishing (2 periods) __ Fly Fishing (2 periods) __ Game Design __ Geocaching __ Medicine __ Music __ Oceanography __ Orienteering (2 periods) __ Photography __ Pioneering (age 13+; 2 periods) __ Plumbing __ Public Speaking __ Rifle Shooting (2 periods) __ Robotics __ Shotgun Shooting (age 14+; 2 periods) __ Signs, Signals, Codes (2 periods) __ Soil and Water Conservation __ Space Exploration __ Weather __ Wilderness Survival (age 12+) __ Zipline/High Ropes* (age 14+) __ Arctic Adventure^ (age 14+; half-day)	__ Art __ Automotive Maintenance __ Bugling __ Canoeing (weather dependent) __ Chemistry __ Cit in Community __ Cit in Nation __ Cit in World __ Climbing (age 13+; 2 periods) __ Communications __ Digital Technology __ Electronics __ FCE – 1 st Class Emphasis (2 periods) __ First Aid __ Fish & Wildlife Management __ Game Design __ Genealogy __ Indian Lore __ Law __ Medicine __ Model Design and Building __ Plumbing __ Public Speaking __ Robotics __ Space Exploration __ Weather __ Wilderness Survival (age 12+) __ Welding/Metalwork (age 14+; 2 per.) __ Zipline/High Ropes* (age 14+)	__ Art __ Automotive Maint. __ Basketry __ Chess __ Cit in Community __ Cit in Nation __ Cit in World __ Communications __ Digital Technology __ Energy __ Fingerprinting __ First Aid __ Indian Lore __ Law __ Leatherwork __ Model Design & Building __ Nature __ Public Health (age 14+) __ Public Speaking __ Pulp and Paper __ Robotics __ Salesmanship __ Scouting Heritage __ Soil & Water Conservation __ Space Exploration __ Wood Carving __ Zipline/High Ropes* (age 14+)

Evening Classes (optional): __ Astronomy __ Basketry __ Fingerprinting __ Leatherwork __ Photography __ Wood Carving

Winter Camp Merit Badge Prerequisites

Merit Badge/Class <small>(click on class for requirements)</small>	Age	Prerequisites	
Archery			
Art		Req. #6	P
Aviation			
Astronomy			
Automotive Maintenance			
Basketry			
Bugling		Req. #6	P
Camping		Req. #3, 4b, 5e, 7b, 8d, 9a, 9b	P 
Canoeing		(weather permitting)	
Chemistry			
Cit in Community		Req. #2, 3, 4, 7	P 
Cit in Nation		Req. #2, 3, 6	P 
Cit in the World			
Climbing	13+	Must be able to handle heights and have strength to physically handle climbing	
Communication		Req. #5, 8	P 
Crime Prevention			
Dentistry		Req. #3	P
Digital Technology			
Electricity		Req. #2	P
Electronics			
Emergency Prep	13+	Prerequisite: First Aid Merit Badge, Req. #2c; bring #8b	P 
Energy			
Entrepreneurship			
Environmental Science	14+		
Fingerprinting			
Fire Safety		Req. #6, 11	P
First Aid		Documentation of #1 (knowledge of all first-aid requirements through First Class rank), bring #5a (first aid kit), complete #5b prior to camp	P 
Fishing		Might be partial if fish isn't caught (#9)	P
Fish and Wildlife Mgt			
Fly Fishing		Might be partial if fish isn't caught (#10)	P
Forestry 		TBD	

Merit Badge/Class <small>(click on class for requirements)</small>	Age	Prerequisites	
Game Design			
Geocaching		Req. #7	P
Genealogy		TBD	
Indian Lore			
Law			
Leatherwork			
Medicine			
Model Design & Building		Req. #7a	P
Music			
Nature		Req. #3	P
Oceanography			
Orienteering			
Public Health	14+	Req. #1, 7, 8	P
Photography			
Pioneering	13+	Might be a partial if Scout is unable to splice at camp	P
Plumbing			
Public Speaking			
Pulp and Paper			
Radio			
Rifle Shooting		Might be a partial if Scout is unable to qualify shooting skills (#5)	P
Salesmanship			
Scouting Heritage		#4, 5, 6	
Shotgun Shooting	14+	Must be able to physically be able to handle recoil of gun. Might be a partial if Scout is unable to qualify shooting skills (#5)	P
Signs, Signals, and Codes			
Soil & Water Conservation		Req. #7	P
Space Exploration			
Textiles			
Traffic Safety			
Weather			
Welding / Metalwork	14+		
Wilderness Survival	12+	Bring #5 to camp	
Wood Carving		Totin' Chip	

P = Partial = Eagle Scout required

^Arctic Adventure: The high adventure program is a half-day program designed for older Scouts (ages 14+). On day one, participants will complete a course to learn how to properly ride an ATV. The youth will then plan their own activities such as ATV trail riding, shooting sports, high-ropes, climbing, zipline, and/or forging. Scouts must take a 1.5 hours online course before camp. shac.org/winter-camp#program.

***Zipline / High Ropes:** This is not a merit badge class, but an opportunity for older Scouts (ages 14+) to participate in high adventure activities. On the high ropes course, Scouts move across suspended platforms and obstacles in midair. There are two routes to choose with different levels of difficulty. Scouts wear a harness and use a belay or clip on clip off system, so Scouts can take leaps of faith without worrying about that will happen if they misjudge the gaps. The zipline offers Scouts a bird's eye view of camp while soaring over the beautiful lake on one of two 850' ziplines.