



**2022**

**PROGRAM  
GUIDE**

For Camps Bowman, Marriott, & Olmsted

MERIT BADGES,  
ACTIVITIES,  
& PROGRAMS

DESCRIPTIONS,  
PREREQUISITES,  
& OTHER INFO

# Table of Contents

Admin (Bowman only) .....	3
Aquatics .....	3
Culture Craft (Bowman/Olmsted) & Eagle's Eyrie (Marriott).....	5
Ecology (Marriott/Olmsted) & Nature (Bowman) .....	8
Handicraft.....	11
Scoutcraft .....	13
Shooting Sports.....	15
Tech Center (Olmsted only).....	16
The Guild (Marriott only) .....	18
New Scout Programs.....	19
Older Scout Activities .....	20
<b>Merit Badge Index .....</b>	<b>21</b>

## COVID-19 Protocols

Stay up to date with the latest COVID protocols with regards to merit badges and other activities on Goshen COVID protocols page: [www.gotogoshen.org/coronavirus](http://www.gotogoshen.org/coronavirus)

## A Note on Limited Class Size

Due to COVID-19, all classes will have size limits. These classes are first come, first served. Once classes are full, further sign ups will be placed on a waitlist and added as space opens.

## A Note on Prerequisites

Some Merit Badges have requirements which cannot (or should not) be completed at camp. These requirements may be completed before or after camp, but in order to complete the badges at camp, we will need evidence of completion of prerequisites.

### **If it says to do something (such as cook a meal, meet with your family, etc...)**

Bring a note from an adult who was there and can verify completion of the requirements (ie family member, scoutmaster, troop adult leader, etc.) Pictures are not required, but are welcome.

### **If it says to make something (such as prepare a survival kit, make an exercise plan, etc...)**

Bring what you made to show your instructor! This includes written products such as menus and other documents.

## Admin (Bowman only)

### First Aid Merit Badge

*At Camp Bowman.*

*See main entry under Scoutcraft.*

---

## Aquatics

**Please Be Aware: Campers must pass BSA Swimmer's Test to take Aquatics Merit Badges.**

### Adult Classes

#### ***Camp Bowman exclusive!***

This time slot in the afternoon will cover the BSA Swimming and Water Rescue certification. Looking for practical skills to build upon your Safe Swim Defense training? This is the class for you. Sign up in advance in the online registration. Not attending Camp Bowman? Most camps will provide skill or certification training upon request. Ask your camp's Aquatics Director about training opportunities.

**Prerequisites: Pass swimmer's test, complete Safe Swim Defense training**

### Canoeing Merit Badge

Learn the skills necessary to canoe with confidence and style.

**Prerequisites: Pass swimmer's test.**

### Free Swim/Open Swim

Come cool off in the afternoon! Be sure to bring a buddy. All levels of swimming ability welcome.

### Instructional Swim

Not a Merit Badge. Basic swimming skills instruction with completing the BSA Swimmer's Test in mind. Good for new swimmers wishing to pass their swim check before the end of the week.

**Prerequisites: None**

### Kayaking Merit Badge

Flat water kayaking with instruction dedicated to other types you may experience. A good sense of balance helps a lot!

**Prerequisites: Pass swimmer's test.**

### Lifesaving Merit Badge

#### *Eagle-required*

A good challenge for older Scouts with powerful swimming skills, teaching basic water rescue skills and knowledge. Long sleeve button-down shirt, pants, belt, shoes, and socks need to be brought to camp.

***Some requirements in this badge involve physical proximity.***

**Prerequisites: Pass swimmer's test, 2a, 16b**

## Mile Swim Award

### **Good for Older Scouts.**

An advanced challenge for strong swimmers! It's not just about completing evening program's Mile Swim! Check in with the Aquatics Director to complete the other requirements and earn the Award.

**Prerequisites: Pass swimmer's test.**

## Motorboating Merit Badge

### ***Camp Bowman exclusive!***

### **Recommended for 14 years and older.**

This course allows you to take out a motorboat and learn to drive around beautiful Lake Merriweather.

***Some requirements in this badge involve physical proximity.***

**Prerequisites: Pass swimmer's test.**

## Open Boating

Check out a boat and enjoy the serenity of the lake. Bring a buddy! Must be a swimmer to use a canoe or kayak or pilot a rowboat. If a beginner, can be a passenger in a rowboat with an adult who is a swimmer and a buddy.

## Rowing Merit Badge

Instruction on how to pilot a rowboat and other rowing craft effectively. Good workout for those inclined to strengthen their arms.

**Prerequisites: Pass swimmer's test.**

## Small Boat Sailing Merit Badge

### **Recommended for 13 years and older.**

An especially fun badge that teaches sailing on single and multi-hulled vessels shorter than 15 feet in length. Requires a good observer with coordination to do well.

***Some requirements in this badge involve physical proximity.***

**Prerequisites: Pass swimmer's test**

## Swimming Merit Badge

### *Eagle-required*

### **Good for new Scouts.**

Intermediate swimming instruction on the finer points of in-water locomotion and safety.

***Some requirements in this badge involve physical proximity.***

**Prerequisites: Pass swimmer's test**

## Water Sports Merit Badge

### ***Camps Bowman & Marriott exclusive!***

### **Recommended for 14 years and older.**

Waterskiing or wakeboarding instruction for fit older Scouts who enjoy a challenge. Must have good balance and overall strength to withstand the stresses involved.

***Some requirements in this badge involve physical proximity.***

**Prerequisites: Pass swimmer's test.**

## Culture Craft (Bowman/Olmsted) & Eagle's Eyrie (Marriott)

### American Business Merit Badge

**Camp Marriott exclusive!**

*Camp Marriott: Combined with American Labor Merit Badge.*

It's just good business! Learn about starting and running a business in the USA and how it ties into the local, national, and global economy.

**Prerequisites: None**

### American Cultures Merit Badge

**Camp Marriott exclusive!**

*Camp Marriott: Combined with American Heritage Merit Badge.*

Explore the contributions of different racial, cultural, national, and ethnic groups to the melting pot that is the United States of America.

**Prerequisites: None**

### American Heritage Merit Badge

**Camp Marriott & Olmsted exclusive!**

*Camp Marriott: Combined with American Cultures Merit Badge.*

*Camp Olmsted: Combined with Scouting Heritage Merit Badge.*

Scouts will learn about the rich culture and heritage of the United States of America from our founding in 1776 to present day and what things in our past have developed or current traditions.

**Prerequisites: 3c, 4**

### American Labor Merit Badge

**Camp Marriott exclusive!**

*Camp Marriott: Combined with American Business Merit Badge.*

Learn about the past and present of the American labor movement.

**Prerequisites: None**

### Archaeology Merit Badge

**Recommended for 13 years and older.**

Before written history, we only have one way to discover our past.

**Prerequisites: None**

*Offered at Ecology at Camp Marriott.*

### Architecture Merit Badge

**Camps Bowman & Olmsted exclusive!**

Building has always satisfied the human need to create something of meaning. Even the simplest form of architecture is a work of art that requires thought and planning.

**Prerequisites: 1a, b**

*Offered at Handicraft at Camp Bowman.*

### Chess Merit Badge

**Good for new Scouts.**

Scouts in this badge will learn the basic terminology and strategy of the centuries old game of chess, including reacting against an opponent and planning your moves.

**Prerequisites: None**

## Citizenship in the Nation Merit Badge

*Eagle-required*

**Recommended for 13 years and older.**

Scouts will learn about what it takes to be a good citizen in the United States of America. Be prepared to participate as well as write on multiple days.

**Prerequisites: 5, 7**

## Citizenship in the World Merit Badge

*Eagle-required*

**Recommended for 13 years and older.**

Scouts will learn about being good world citizens by learning about their responsibilities as such and the responsibilities of other people all around the world. Be prepared to participate in class.

**Prerequisites: None**

## Communication Merit Badge

*Eagle-required*

Scouts will learn about the importance of good communication and how vital communication is to our everyday lives. Be prepared to write a 5 minute speech, an advertisement, and have discussions. Requires time outside of class. Pencil and paper must be brought every day.

**Prerequisites: 8**

*Offered at the Tech Center at Camp Olmsted.*

## Crime Prevention Merit Badge

***Camps Bowman & Olmsted exclusive!***

Awareness is the first step in preventing crime. Learn how agencies and programs in your community work to prevent crime and what you can do to help.

**Prerequisites: 4, 7**

*Offered at Handicraft at Camp Olmsted.*

## Entrepreneurship Merit Badge

***Camp Marriott exclusive!***

*Camp Marriott: Combined with Salesmanship Merit Badge.*

Learn about starting businesses and think up your own.

**Prerequisites: 3**

## Goshen History Badge

***Camps Bowman & Marriott exclusive!***

*Camps Bowman & Marriott: Part of Evening Program*

Not a Merit Badge. Learn the legends and lore of Goshen Scout Reservation. From the origins and ghost stories to the modern day events that shaped our camp.

## Journalism Merit Badge

***Camp Olmsted exclusive!***

*Camp Olmsted: Combined with Photography Merit Badge.*

Get the scoop on how to gather facts and report the news.

**Prerequisites: 2, 4**

## Moviemaking Merit Badge

***Camps Marriott & Olmsted exclusive!***

Make a movie of your week at camp with the skills you learn in this badge.

**Prerequisites: None**

*Offered at Handicraft at Camp Marriott.*

## Music Merit Badge

### ***Camp Olmsted exclusive!***

One of the original 57 Merit Badges issued by the BSA, this badge is great for Scouts with an interest in music and basic music theory.

**Prerequisites: 3**

## Personal Management Merit Badge

*Eagle-required*

### ***Camp Marriott exclusive!***

Learn the basic life skills of managing personal finance, making budgets, and managing your time.

**Prerequisites: 1a, 2, 8**

## Photography Merit Badge

*At Camp Olmsted.*

*See main entry under Handicraft.*

## Public Speaking Merit Badge

### ***Camps Bowman & Marriott exclusive!***

Develop your confidence speaking in front of a group. This course will include multiple opportunities to write and deliver speeches and talks in front of a group.

**Prerequisites: None**

## Salesmanship Merit Badge

### ***Camp Marriott exclusive!***

*Camp Marriott: Combined with Entrepreneurship Merit Badge.*

Study how salespeople work and learn how you can use the skills in your life.

**Prerequisites: 5**

## Scouting Heritage Merit Badge

### ***Camps Bowman & Olmsted exclusive!***

*Camp Bowman: Part of Evening Program*  
*Camp Olmsted: Combined with American Heritage Merit Badge.*

Released in 2010 in celebration of Scouting's centennial, this badge is an introduction to the history of Scouting as well as the history of their Troop.

**Prerequisites: 4, 6**

## Theater Merit Badge

### ***Camp Bowman!***

Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side.

**Prerequisites: 1**

## Ecology (Marriott/Olmsted) & Nature (Bowman)

### Animal Science Merit Badge

***Camps Marriott & Olmsted exclusive!***

Get an introduction to the biology of farm animals. This badge covers general topics on a range of farm animals and goes in depth into horses.

**Prerequisites: None**

### Archaeology Merit Badge

*At Camp Marriott*

*See main entry under Culture Craft.*

### Astronomy Merit Badge

Address the allure of reaching beyond our own world. Scouts must be available for several nights to participate in a star party on a clear night.

**Prerequisites: 5b**

*Offered at the Tech Center at Camp Olmsted.*

### Bird Study Merit Badge

Learn about the diversity and impact of birds in the environment. This is a time consuming badge and requires work outside of instruction time.

**Prerequisites: 5**

### Chemistry Merit Badge

***Camps Bowman & Olmsted exclusive!***

**Good for older Scouts.**

Explore and experiment with the behaviors and interactions of chemicals we use in our everyday lives and see how chemistry is used in the world.

**Prerequisites: None**

### Environmental Science Merit Badge

*Eagle-required*

**Recommended for 13 years and older.**

Learn about the relevance of the scientific view of nature. This is a time consuming badge and requires work outside of instruction time.

**Prerequisites: None**

### Fish and Wildlife Management Merit Badge

***Camp Olmsted exclusive!***

Learn how various fish and animal populations are managed. Requires time outside of class. 7c can be completed at camp if Scout catches three fish.

**Prerequisites: 7**

### Fishing Merit Badge

*At Camp Bowman*

*See main entry under Scoutcraft.*

### Forestry Merit Badge

Learn about the importance of forests to humans and wildlife and how they are managed. Requires siesta event to meet a forester.

**Prerequisites: None**

### Geology Merit Badge

*Camps Marriott & Olmsted: Combined with Mining in Society Merit Badge.*

Even the rocks have a story to tell.

**Prerequisites: None**



## Insect Study Merit Badge

### ***Camps Bowman!***

Learn about a group of organisms which are very different from us. This is a time consuming badge!

**Prerequisites: 5ab, 6a, 9**

## Mammal Study Merit Badge

### **Good for new Scouts.**

*Camp Marriott: Part of Open Program.*

*Camp Olmsted: Combined with Nature Merit Badge.*

Find out how mammals play into the ecosystem.

**Prerequisites: None**

## Mining in Society Merit Badge

### ***Camps Marriott & Olmsted exclusive!***

*Camps Marriott & Olmsted: Combined with Geology Merit Badge.*

Explore both the history and current status of mining and learn about modern mining careers and mining safety.

**Prerequisites: None**

## Nature Merit Badge

### ***Camp Olmsted exclusive!***

*Camp Olmsted: Combined with Mammal Study.*

Understanding the connection between soil, plants, and animal life and the impact we have upon it, is important to preserving the wilderness and to our own well-being as members of the web of nature. Requires a large amount of requirements to be completed outside of instruction time.

**Prerequisites: 4 (if can not complete at camp)**

## Nuclear Science Merit Badge

### ***Camp Marriott & Olmsted exclusive!***

Nuclear energy is used in many different disciplines today, from medicine to space exploration. Learn about the parts of an atomic nucleus and the energy that it can produce.

**Prerequisites: None**

## Oceanography Merit Badge

### **Good for older Scouts.**

An opportunity to study the greater part of the Earth. Requires completion of a 500 word essay.

**Prerequisites: None**

## Plant Science Merit Badge

### ***Camp Olmsted exclusive!***

Discover how plants live, breath, and breed. Learn about plant biology and how they interact with the ecosystem. Requires time outside of class.

**Prerequisites: None**

## Reptile and Amphibian Study Merit Badge

### ***Camp Olmsted exclusive!***

Learn about the biology and habitat of reptiles and amphibians.

**Prerequisites: 8**

## Soil and Water Conservation Merit Badge

### ***Camp Olmsted exclusive!***

Learn about the underlying reason for our survival.

**Prerequisites: None**

## Space Exploration Merit Badge

**Good for new Scouts.**

How are we getting into space and what do we do once we're there? In addition to learning about space, Scouts will build a model rocket and launch it during evening program as part of this Merit Badge.

*Cost of materials is \$12 to \$17.*

**Prerequisites: None**

*Offered at the Tech Center at Camp Olmsted.*

## Weather Merit Badge

Learn the basics of predicting and tracking weather patterns.

**Prerequisites: 9**

# Handicraft

## Architecture Merit Badge

*At Camp Bowman.*

*See main entry under Culture Craft.*

## Art

*Camp Bowman: Part of Evening Program.*

*Camp Marriott: Part of Open Program.*

*Camp Olmsted: Combined with Sculpture Merit Badge.*

### **Good for new Scouts.**

Get creative! A good Merit Badge for any Scout. Allows Scouts to produce creative work.

**Prerequisites: 6**

## Basketry Merit Badge

### **Good for new Scouts.**

*Camp Marriott: Part of Open Program.*

Learn about baskets and make woven souvenirs to take home. Projects include a round basket, a square basket, and a small stool. To avoid confusion, please wait and buy materials at camp. This badge can call for Scouts to put in extra work.

*Cost of materials is \$15 to \$20.*

**Prerequisites: None**

## Crime Prevention Merit Badge

*At Camp Olmsted.*

*See main entry under Culture Craft.*

## Fingerprinting Merit Badge

### **Camp Marriott exclusive!**

*Camp Marriott: Part of Open Program.*

### **Good for new Scouts.**

Learn about fingerprints and how we have come to use them today.

**Prerequisites: None**

## Game Design Merit Badge

Analyze tactics and strategies that went into designing various games and learn how to use these tactics and strategies to create games of your own. Good for any Scout!

### **Prerequisites: None**

*Offered at the Tech Center at Camp Olmsted.*

## Graphic Arts Merit Badge

### **Camp Olmsted exclusive!**

Engage your inner artist to make your imagination a 2-D reality. Scouts will be able to try their hand at screen printing in this badge.

**Prerequisites: 4**

## Inventing Merit Badge

### **Camp Olmsted exclusive!**

Are you ready to be one of the top innovators of tomorrow? Get your start here.

**Prerequisites: 8**

## Leatherwork Merit Badge

### **Good for new Scouts.**

*Camp Marriott: Part of Open Program.*

Learn about leather and make some souvenirs to take home. Projects include a knife pouch and a segment of woven gimp.

*Cost of materials \$10 to \$15.*

**Prerequisites: None**

## Moviemaking Merit Badge

*At Camp Marriott.*

*See main entry under Culture Craft.*

## Photography Merit Badge

*Olmsted: Combined with Journalism.*

Good for Scouts who like technology and wish to learn the basics of photography. Scouts are encouraged to bring their own digital camera. Bring a flash drive for photo sharing. Scouts must have completed their Cyber Chip.

**Prerequisites: 1a**

*Offered at Culture Craft at Camp Olmsted.*

## Pottery Merit Badge

***Camp Marriott exclusive!***

Learn about the art of pottery and ceramics. Use a pottery wheel, kiln, and sculpting tools to make art.

**Prerequisites: None**

## Sculpture Merit Badges

***Camp Olmsted exclusive!***

*Camp Olmsted: combined with Art.*  
Express your creativity in 3D and learn about the importance of visual arts.

**Prerequisites: None**

## Sports Merit Badge

***Camp Olmsted exclusive!***

From physical fitness to sportsmanship and everything in between. Scouts should review the requirements before committing to this badge.

**Prerequisites: 2a, 4, 5**

## Welding Merit Badge

***Camp Marriott & Bowman exclusive!***

**Recommended for older Scouts.**

Learn the fundamentals and techniques of welding, along with how to safely work with welding equipment.

**Prerequisites: None**

*Offered at The Guild at Camp Marriott.*

## Wood Carving Merit Badge

*Camp Marriott: Part of Open Program.*

Learn about the hobby of carving and make carved souvenirs to take home. Projects include a relief carving and a neckerchief slide. Scouts must have Totin' Chip. Bring money to first class.

*Cost of materials \$3 to \$5.*

**Prerequisites: 2a**

# Scoutcraft

## Camping Merit Badge

*Eagle-required*

Offers an introduction to many basic outdoor skills, including trip planning, packing, Leave No Trace, basic land navigation, and gear familiarization. Difficult to complete at camp. Opportunities for 9c will be available outside of class.

**Prerequisites: 4b, 5e, 7, 8cd, 9abc**

## Cooking Merit Badge

*Eagle-required*

**Camps Bowman & Marriott exclusive!**

**Good for older Scouts.**

Scouts will learn the skills to safely handle and prepare food, and then develop the basic skills required to make a meal.

**Prerequisites: 4, 6**

*Offered at The Guild at Camp Marriott.*

## Emergency Preparedness Merit Badge

*Eagle-required*

**Good for older Scouts.**

Introduces Scouts to various aspects of emergency planning and response, including advanced first aid, search and rescue, backcountry emergency response, and emergency prevention and recovery. Need to have First Aid Merit Badge or be taking concurrently. Need to have First Aid skills prior to camp. Need to bring personal emergency kit to camp.

***Some requirements in this badge involve physical proximity.***

**Prerequisites: 1, 2c, 8b**

## First Aid Merit Badge

*Eagle-required*

**Good for older Scouts.**

Teaches basic first aid for common injuries and medical emergencies that Scouts may face.

***Some requirements in this badge involve physical proximity.***

**Prerequisites: 1**

*Offered at Admin at Camp Bowman.*

## Fishing Merit Badge

*Camp Marriott: Part of Open Program.*

Learn about the sport of fishing. Scouts will most likely need to spend time outside of class to catch fish. Fishing rod recommended.

**Prerequisites: 9, 10**

*Offered at Nature at Camp Bowman.*

## Geocaching Merit Badge

***Camp Marriott exclusive!***

Geocaching is kind of like treasure hunting with a GPS! Find and place geocaches while learning about geocaching culture and practices. It is a good idea to bring trinkets (like toy soldiers) so you can trade.

**Prerequisites: None**

## Orienteering Merit Badge

**Good for older Scouts.**

Teaches the sport of orienteering and the principles of land navigation. Compass recommended.

**Prerequisites: 7 (some courses may be offered at camp outside of class time)**

## Paul Bunyan Award

***Camp Marriott exclusive!***

**Recommended for older Scouts.**

*Camp Marriott: Part of Open Program.*

An award offered to Scouts who want to learn advanced handling of axes, hatchets, and bow saws. Recommended for older Scouts. Must have Totin' Chip to take course.

**Prerequisites: 3**

## Pioneering Merit Badge

**Good for older Scouts.**

Teaches Scouts knot tying, lashings, rope care, and advanced rope techniques so that by the end of the week, they can design and construct a large scale pioneering project.

**Prerequisites: None**

## Radio Merit Badge

***Camps Marriott & Olmsted exclusive!***

*Camp Marriott: Combined with Signs, Signals, and Codes Merit Badge.*

Radio is many things: a broadcast for music or news, a hobby and a community, a survival skill, and more. Learn about the technology behind it all.

**Prerequisites: 7**

*Offered at the Tech Center at Camp Olmsted.*

## Search and Rescue Merit Badge

***Camp Marriott exclusive!***

**Good for older Scouts.**

Teaches the theory and practice of search and rescue.

**Prerequisites: None**

## Signs, Signals, and Codes Merit Badges

***Camp Marriott exclusive!***

*Camp Marriott: Combined with Radio Merit Badge.*

Learn about the importance of signs, signals, and codes in the past as well as during our current age.

**Prerequisites: None**

## Wilderness Survival Merit Badge

Teaches survival mentality, firecraft, improvised shelter, survival techniques for different environments, and signaling and rescue readiness. Scouts will hike up the mountain and spend the night in a shelter they must construct. Not recommended for first year Scouts.

**Prerequisites: 5**

## Shooting Sports

When scouts sign up for Shooting Sports Merit Badges, they are signed up for a block in the morning and in the afternoon. For example, Archery A is Period 1 and Period 4. Archery B is Period 2 and 5. The splitting of Shooting Sports Merit badges between morning and afternoon is to ensure every scout gets equal opportunities to shoot throughout the day.

### Archery Merit Badge

Learn the fundamentals and safety involved with archery. 2 hours daily. Not recommended for first year Scouts.

**Prerequisites: None**

### Open Shoot

A shooting session for anyone who wants to shoot.

### Rifle Shooting Merit Badge

Learn the fundamentals and safety involved with rifle shooting and handling. 2 hours daily. Not recommended for first year Scouts.

**Prerequisites: None**

### Shotgun Shooting Merit Badge

**Recommended for 13 years and older, though largely dependent on the size of the Scout.**

Learn the fundamentals and safety involved with shotgun shooting and handling.

*Class fee \$45.*

**Prerequisites: None**

## Tech Center (Olmsted only)

### Animation Merit Badge

**Camp Olmsted exclusive!**

Tell stories, test your creativity, and demonstrate your artistic skills.

**Prerequisites: None**

### Astronomy Merit Badge

*At Camp Olmsted.*

*See main entry under Ecology/Nature.*

### Aviation Merit Badge

**Camp Olmsted exclusive!**

An introduction to the world of mechanical flight and the aircraft industry.

**Prerequisites: 4a OR b OR c**

### Communication Merit Badge

*At Camp Olmsted.*

*See main entry under Culture Craft/Eagle's Eyrie.*

### Digital Technology Merit Badge

**Camp Olmsted exclusive!**

A fast growing field, this badge used to be called Computers before catching up to the varied ways digital technology manifests in our society. Requires up to date Cyber Chip.

**Prerequisites: 1**

### Electricity Merit Badge

**Camp Olmsted exclusive!**

*Camp Olmsted: Combined with Electronics Merit Badge.*

Learn what happens when you turn on a switch and make your own electrical connections.

**Prerequisites: 2, 8**

### Electronics Merit Badge

**Camp Olmsted exclusive!**

*Camp Olmsted: Combined with Electricity Merit Badge.*

Apply your knowledge of electricity to complete circuit boards and other electronic devices.

**Prerequisites: None**

### Engineering Merit Badge

**Camps Marriott & Olmsted exclusive!**

Use scientific principles to invent, design, and build. Completion of requirement 4 is based on the availability of an engineer to meet with the class during the week.

**Prerequisites: 4**

*Offered at The Guild at Camp Marriott.*

### Game Design Merit Badge

*At Camp Olmsted.*

*See main entry under Handicraft.*

### Programming Merit Badge

**Camp Olmsted exclusive!**

In this tech-focused badge, Scouts will learn about the history and current standards of programming and be able to put their coding skills to the test with three projects.

**Prerequisites: None**

### Radio Merit Badge

*At Camp Olmsted.*

*See main entry under Scoutcraft.*



## Robotics Merit Badge

### ***Camp Olmsted exclusive!***

Enter the fun world of robotics and be prepared to compete by the end of the week!

*Class fee \$20.*

**Prerequisites: None**

## Space Exploration Merit Badge

*At Camp Olmsted.*

*See main entry under Ecology/Nature.*

## The Guild (Marriott only)

### Automotive Maintenance

***Camp Marriott exclusive!***

**Good for older Scouts.**

Get hands on experience with our old camp vehicles and learn about the inner-workings of cars, trucks, and other motor vehicles.

**Prerequisites: None**

### Composite Materials Merit Badge

***Camp Marriott exclusive!***

Take on a new type of craft. Learn about composite materials and use them to complete projects.

**Prerequisites: 4**

### Cooking Merit Badge

*At Camp Marriott.*

*See main entry under Scoutcraft.*

### Engineering Merit Badge

*At Camp Marriott.*

*See main entry under Tech Center.*

### Home Repairs Merit Badge

***Camp Marriott exclusive!***

A badge for those who enjoy home improvement shows or who just want to learn how to do maintenance around their home. Level up your fix-it proficiency as you learn a variety of different skills to take back with you.

**Prerequisites: None**

### Metalwork Merit Badge

***Camp Marriott exclusive!***

**Good for older Scouts.**

Learn about the different areas of metalwork and try your hand at working with sheet metal and blacksmithing. You'll need your arm strength here!

**Prerequisites: None**

### Plumbing Merit Badge

***Camp Marriott exclusive!***

Plumbing is all about the systems that keep us comfortable. Practice cutting, threading, and soldering and be prepared for the next time something springs a leak.

**Prerequisites: None**

### Welding Merit Badge

*At Camp Marriott.*

*See main entry under Handicraft.*

### Woodwork Merit Badge

***Camp Marriott exclusive!***

**Good for older Scouts.**

Although they both work with wood, woodworking requires a different set of tools that wood carving and creates larger scale projects, like furniture, birdhouses, toys, and such. Completion of requirement 7 is based on the availability of a cabinetmaker or carpenter to meet with the class during the week.

**Prerequisites: 1c, 7**

## New Scout Programs

Each of the Scouts BSA camps offers its own program for new Scouts. These programs are designed to introduce the Scout that has just crossed over or just joined to Scouts BSA and Scout Camp. All programs offer a mix of advancement requirements from Scout, Tenderfoot, Second Class, and First Class, a chance to earn Merit Badges, and, of course, fun!

To see what requirements are covered and the Merit Badges and activities available for each program, please refer to the schedules for the specific camps.

### Bowman Brigade

#### *At Camp Bowman*

To register, sign up for the afternoon advancement session. Then, sign up for Merit Badges or other activities to complete your daily schedule. Campers can also sign up for Merit Badges in the evening on the day of arrival.

### New Scout Quest

#### *At Camp Marriott*

To register, sign up for the morning advancement session. Then, sign up for Merit Badges or other activities to complete your daily schedule.

### Trailhead

#### *At Camp Olmsted*

To register, sign up for the afternoon or morning advancement session. Then, sign up for Merit Badges or other activities to complete your daily schedule.

## Older Scout Activities

In addition to advanced Merit Badges and activities, Older Scouts can take part in four of the reservation-wide programs offered to Scouts at the three Goshen Scout Camps – Bowman, Marriott, and Olmsted. When necessary, Scouts should arrange transportation with the Camp Staff at the Admin building or provide their own transportation.

### ATV Program

**Must be 16 years or older.**

Not a Merit Badge. Explore the beautiful scenery of Goshen Scout Reservation while learning how to safely operate an All Terrain Vehicle. Participants must bring a long sleeve shirt, long pants, and sturdy shoes.

This program is offered at Camp Post.

*Class fee \$50.*

*Limited class size: 7 spots per session*

### Climbing Merit Badge

**Recommended for older Scouts.**

Learn about the fundamentals and basics of climbing, belaying, and belaying safety.

Classes take place in hour and a half sections at the Camp Post climbing wall.

**Prerequisites: None**

### COPE

**Recommended for older Scouts.**

Not a Merit Badge. Challenging Outdoor Personal Experience, or COPE, is a positive learning experience for an individual or group. Learn leadership skills, teamwork, and build confidence with other Scouts by completing team-building initiatives along with both low and high ropes courses.

COPE is offered at Camp Post.

### Goshen Vets

**Recommended for 14 years and up.**

Not a Merit Badge. Goshen Vets is Goshen's premier customizable program, intended for older scouts and offering more freedom than any other program on the lake. Take advantage of the coolest activities at Goshen, including waterskiing, wakeboarding, shooting, hiking, and a Taste of Lenhok'sin with visits to outposts (All activities are subject to availability, and the ages and abilities of the Vets participants. 21+ leadership may be required for activities outside of base camps). The first Goshen Vets meeting will be on Monday at 9am near the Camp Bowman Admin building.

# Merit Badge Index

---

## **A**

American Business · 5  
American Cultures · 5  
American Heritage · 5  
American Labor · 5  
Animal Science · 8  
Animation · 16  
Archaeology · 5, 8  
Archery · 15  
Architecture · 5  
Art · 11  
Astronomy · 8  
Automotive Maintenance · 18  
Aviation · 16

---

## **B**

Basketry · 11  
Bird Study · 8

---

## **C**

Camping · 13  
Canoeing · 3  
Chemistry · 8  
Chess · 5  
Citizenship in the Nation · 6  
Citizenship in the World · 6  
Climbing · 20  
Communication · 6  
Composite Materials · 18  
Cooking · 13  
Crime Prevention · 6

---

## **D**

Digital Technology · 16

---

## **E**

Electricity · 16  
Electronics · 16

Emergency Preparedness · 13  
Engineering · 16  
Entrepreneurship · 6  
Environmental Science · 8

---

## **F**

Fingerprinting · 11  
First Aid · 13  
Fish and Wildlife Management · 8  
Fishing · 13  
Forestry · 8

---

## **G**

Game Design · 11  
Geocaching · 13  
Geology · 8  
Graphic Arts · 11

---

## **H**

Home Repair · 18

---

## **I**

Insect Study · 9  
Inventing · 11

---

## **J**

Journalism · 6

---

## **K**

Kayaking · 3

---

## **L**

Leatherwork · 11  
Lifesaving · 3

---

## ***M***

Mammal Study · 9  
Medicine · 11  
Metalwork · 18  
Mining in Society · 9  
Motorboating · 4  
Moviemaking · 6  
Music · 7

---

## ***N***

Nature · 9  
Nuclear Science · 9

---

## ***O***

Oceanography · 9  
Orienteering · 13

---

## ***P***

Personal Management · 7  
Photography · 12  
Pioneering · 14  
Plant Science · 9  
Plumbing · 18  
Pottery · 12  
Programming · 16  
Public Speaking · 7

---

## ***R***

Radio · 14  
Reptile and Amphibian Study · 9  
Rifle Shooting · 15  
Robotics · 17  
Rowing · 4

---

## ***S***

Salesmanship · 7  
Scouting Heritage · 7  
Sculpture · 12  
Search and Rescue · 14  
Shotgun Shooting · 15  
Signs, Signals, and Codes · 14  
Small Boat Sailing · 4  
Soil and Water Conservation · 9  
Space Exploration · 10  
Sports · 12  
Swimming · 4

---

## ***T***

Theater · 7

---

## ***W***

Water Sports · 4  
Weather · 10  
Welding · 12  
Wilderness Survival · 14  
Wood Carving · 12  
Woodwork · 18