



2025

PROGRAM

GUIDE

For Camps Bowman, Marriott, & Olmsted

MERIT BADGES,
ACTIVITIES,
& PROGRAMS

DESCRIPTIONS,
PREREQUISITES,
& OTHER INFO

TABLE OF CONTENTS

NOTES.....	2
Limited Class Size.....	2
All Inclusive Experience.....	2
Prerequisite Proof.....	2
Age Recommendations.....	3
Open Program.....	3
A, B, etc. Sessions.....	3
Unit Leader Discussion.....	3
Parent/Guardian Permission Needed.....	4
New Scout Programs.....	7
Older Scout Shared Programs.....	7
Merit Badges & Activities.....	8

NOTES

Limited Class Size

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. We highly encourage signing up for the waitlist of your first choice.

All Inclusive Experience

An “all-inclusive” fee structure means that there are no hidden or additional costs for your Scouts or leaders to attend a GSR Summer Camp beyond the camp registration fee. Previous additional costs for items and programs such as Basketry kits, leather crafts, shotgun ammunition, and the ATV program are now included!

Prerequisite Proof

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.

Age Recommendations

Any program that says “Must be X years or older” is an age requirement. All others are age recommendations based on information from our program staff based on instructional content or physical skills that are covered in that program.

Open Program

Programs listed as “part of Open Program” or “drop-in activity” do not have online sign ups. For these activities, scouts can participate by showing up to the program during Open Program for that program area or at any time during the designated time span for that program.

A, B, etc. Sessions

Some merit badges and activities are popular enough that we offer multiple opportunities to take the same classes. Scouts only need to sign up for one session (A, but not B) to take the badge or activity. Any non-contiguous classes that have Part 1 and Part 2 (ex. Rifle Shooting or Shotgun Shooting at Camp Olmsted) will automatically sign the Scout up for Part 2 of the class when they sign up for Part 1.

Unit Leader Discussion

A recent update to the Guide to Advancement requires that a Scout must meet with their unit leader or their delegate prior to working with a counselor or attending a group merit badge opportunity. This is the leader’s opportunity to give guidance on the wisdom of pursuing a selected merit badge. Even though a leader may voice concerns about a particular Scout pursuing a particular merit badge, it is the Scout’s decision whether or not to proceed.

By selecting the Unit Leader Discussion registration radio button, the parent/guardian or unit camp registrar is documenting that this discussion with the unit leader or delegate has taken place.

Parent/Guardian Permission Needed

Some Merit Badges have requirements that require parent/guardian permission to complete if it involves meeting with a guest adult or completing research. Some camps use the internet for instruction while others use books and other resources.

By selecting the Parent/Guardian Permission registration radio button and by signing up their Scout for the badge, the parent/guardian gives permission and a unit camp registrar agrees that they have gotten permission from the parent/guardian for the Scout to take the badge.

Full requirements for all badges can be found at www.scouting.org/skills/merit-badges/all/

Badges and requirements that this applies to are listed below:

Animal Science

Requirement 6 options

Beef Cattle Option - 6a) If you cannot visit a cattle ranch or farm, view a video from a breed association, or research the internet (with your parent or guardian's permission) for information on beef cattle production. Tell about your findings.

Dairy Option - 6f) If you cannot visit a dairy farm or processing plant, view a video from a breed or dairy association, or research the internet (with your parent or guardian's permission) for information on dairying. Tell about your findings.

Horse Option - 6d) If you cannot visit a horse farm, view a video from a breed association, or research the internet (with your parent or guardian's permission) for information on horses. Tell about your findings.

Hog Option - 6c2) If you cannot visit a hog production unit or packing plant, view a video from a packer or processor, or research the internet (with your parent or guardian's permission) for information on hogs. Tell about your findings.

Avian Option - 6d3) If you cannot visit a commercial facility, view a video from a poultry association, or research the Internet (with your parent's permission) for information on poultry production. Tell about your findings.

Architecture

3a (if opportunity available) - With your parent or guardian's and counselor's permission and approval, arrange to meet with an architect.

Crime Prevention

3a - With your parent or guardian's permission and the approval of your counselor, research local, state, or national news coverage of three crimes of different types. Research how common these types of crimes are in your state or in the United States.

Digital Technology

1 - View the Personal Safety Awareness "Digital Safety" video (with your parent or guardian's permission).

5b - Using an internet search engine (with a parent or guardian's permission), find ideas from at least three different websites about how to conduct a troop court of honor or campfire program. Present the ideas to your counselor and explain how you used a search engine to find this information.

5c - Use a web browser to connect to an HTTPS (secure) website (with your parent or guardian's permission). Explain to your counselor how to tell whether the site's security certificate can be trusted, and what it means to use this kind of connection.

7c - Discuss with your counselor an article or (with your parent or guardian's permission) a report on the internet about a recent legal case involving an intellectual property dispute.

Engineering

2 - Select an engineering achievement that has had a major impact on society. Using resources such as the internet (with your parent or guardian's permission), books, and magazines, find out about the engineers who made this engineering feat possible, the special obstacles they had to overcome, and how this achievement has influenced the world today. Tell your counselor what you learned.

Exploration

7 - Prepare for an Expedition. With your parent or guardian's permission and counselor's approval, prepare for an actual expedition to an area you have not previously explored; the place may be nearby or far away.

8a - With your parent or guardian's permission and under the supervision of your counselor or a counselor-approved qualified person, use the planning steps you learned in requirement 6 and the preparations you completed in requirement 7 to personally undertake an actual expedition to an area you have not previously explored.

Forestry

5 - With your parent or guardian's and counselor's approval, do ONE of the following:
a. Visit a managed public or private forest area with the manager or a forester who is familiar with it. Write a brief report describing the type of forest, the management objectives, and the forestry techniques used to achieve the objectives.

Geocaching

7 - With your parent or guardian's permission*, go to www.geocaching.com. Type in your city and state to locate public geocaches in your area. Share with your counselor the posted information about three of those geocaches. Then, pick one of the three and find the cache.

Inventing

3c - Examine your Scouting gear and find a patent number on a camping item you have used. With your parent or guardian's permission, use the Internet to find out more about that patent. Compare the finished item with the claims and drawings in the patent. Report what you learned to your counselor.

Pottery

7 - With your parent or guardian's permission and your counselor's approval, do ONE of the following:

c. Using resources from the library, magazines, the Internet (with your parent's permission), and other outlets, learn about the historical and cultural importance of pottery. Share what you discover with your counselor.

Programming

1a - View the Personal Safety Awareness "Digital Safety" video (with your parent or guardian's permission.)

Pulp and Paper

7 - With your parent or guardian's and counselor's approval, do ONE of the following:
e. Using books, magazines, your local library, the Internet (with your parent's permission), and any other suitable research tool, find out how paper products are developed. Find out what role research and development play in the papermaking industry. Share what you learn with your counselor.

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 all day advancement session. Part of this schedule will include Merit Badges, which Scouts will select at camp as part of the program.

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. Check out the NSQ Schedule for recommended Merit Badges or look for Merit Badges in this packet recommended for new Scouts. Taking an Open Program badge at Handicraft? No need to sign up! Just remember to go to Handicraft at that time!

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. Check out badges in this packet recommended for new Scouts. Taking an Open Program badge? No need to sign up! Just remember to go to that program area at that time!

Older Scout Shared Programs

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. This includes Osprey, ATV, Climbing, and COPE. Descriptions of all these badges can be found in this packet.

Merit Badges & Activities

Merit badge prerequisites are subject to change pending a review by the Advancement Committee. Finalizations will be made by March 21.

A

Advanced Outdoor Skills

Non-MB Activity

Think you've mastered wilderness survival? Think again. This advanced course takes your skills to the next level with intense, hands-on lessons in stealth shelters, fire-building under extreme conditions, water filtration innovation, and high-stakes survival simulations.

Bowman: Scoutcraft.

Marriott: Not offered.

Olmsted: Not offered.

American Business 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

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Culture Craft, combined with Entrepreneurship.

American Cultures 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

Bowman: Not offered.

Marriott: Eagle's Eyrie, part of Open Program.

Olmsted: Not offered.

American 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

Bowman: Not offered.

Marriott: Eagle's Eyrie, part of Open Program.

Olmsted: Culture Craft, combined with Scouting Heritage.

Animal Science Merit Badge

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

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Ecology.

Animation Merit Badge

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

Prerequisites: None

Bowman: Handicraft, standalone and combined with Photography.

Marriott: Not offered.

Olmsted: Tech Center

Archaeology Merit Badge

Recommended for 13 years and older.

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

Prerequisites: None

Bowman: Not offered.

Marriott: Ecology.

Olmsted: Not offered.

Archery Merit Badge

Learn the fundamentals and safety involved with archery. Different camps offer in different scheduling formats based on how the staff of that camp have best success with the Scouts they teach. 1.5 hours daily (Camp Bowman) or smaller 1 hour classes (Camps Marriott, Olmsted).

Prerequisites: None

All Camps: Range and Target Activities

Architecture Merit Badge

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

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Culture Craft.

Art

Good for new Scouts.

Get creative! Learn to employ different techniques in a variety of artistic mediums.

Prerequisites: 6

Bowman: Not offered.

Marriott: Handicraft, part of Open Program.

Olmsted: Handicraft, combined with

Sculpture.

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. Bringing a pair of binoculars is recommended.

Prerequisites: 5b

Bowman: Nature.

Marriott: Ecology.

Olmsted: Tech Center.

ATV Program

Non-MB Activity

Must be 14 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. Participants will earn the ATV Safety Institute Basic Driver Certificate by the end of the week. This program is offered at Camp Post.

Shared program for campers at all camps.

Automotive Maintenance

Recommended for 13 years and older.

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

Prerequisites: None

Bowman: Not offered.

Marriott: The Guild.

Olmsted: Not offered.

Aviation Merit Badge

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

Prerequisites: 4a OR b OR c OR d

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Tech Center.

B

Basketry Merit Badge

Good for new Scouts.

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.

Prerequisites: None

Bowman: Handicraft.

Marriott: Handicraft.

Olmsted: Handicraft.

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

Bowman: Nature.

Marriott: Ecology.

Olmsted: Ecology.

C

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

All Camps: Scoutcraft.

Canoeing Merit Badge

Learn the skills necessary to canoe with confidence and style.

Prerequisites: Pass swimmer's test.

All Camps: Aquatics.

Chemistry Merit Badge

Recommended for 13 years and older.

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

Bowman: Not offered.

Marriott: Ecology.

Olmsted: Ecology.

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

Bowman: Culture Craft.

Marriott: Eagle's Eyrie.

Olmsted: Culture Craft.

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

Bowman: Culture Craft.

Marriott: Eagle's Eyrie.

Olmsted: Culture Craft.

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: 7

Bowman: Culture Craft.

Marriott: Eagle's Eyrie.

Olmsted: Culture Craft.

Climbing Merit Badge

Recommended for 13 years and older.

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

Shared program for campers at all camps.

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

Bowman: Culture Craft.

Marriott: Eagle's Eyrie.

Olmsted: Tech Center.

Composite Materials Merit Badge

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

Prerequisites: 4

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Tech Center.

Cooking Merit Badge

Eagle-required

Recommended for 13 years and older.

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

Bowman: Scoutcraft.

Marriott: The Guild.

Olmsted: Scoutcraft.

COPE

Non-MB Activity

Recommended for 14 years and older.

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.

Shared program for campers at all camps.

Crime Prevention Merit Badge

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: 10 (may be completed at camp)

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Handicraft, combined with Fingerprinting.

D

Digital Technology Merit Badge

It is now part of our everyday lives, but just how tech savvy are you?

Prerequisites: None

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Tech Center.

E

Eco Enforcement

Non-MB Activity

Discover the powerful connection between the law and the land in this interactive course that brings environmental justice to life.

Bowman: Culture Craft.

Marriott: Not offered.

Olmsted: Not offered.

Eco Engineers

Non-MB Activity

Become the ultimate caretaker of the great outdoors in this immersive land management course. Explore the forest to assess ecosystems, solve real-world challenges like erosion and invasive species, and learn how to design sustainable plans that balance conservation with human impact.

Bowman: Nature.

Marriott: Not offered.

Olmsted: Not offered.

Electricity Merit Badge

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

Prerequisites: 2, 7

Bowman: Handicraft.

Marriott: The Guild, combined with Electronics.

Olmsted: Not offered.

Electronics Merit Badge

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

Prerequisites: None

Bowman: Handicraft.

Marriott: The Guild, combined with Electronics.

Olmsted: Not offered.

Emergency Preparedness Merit Badge

Eagle-required

Recommended for 13 years and older.

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.

Prerequisites: 1, 3

Bowman: Scoutcraft, standalone and combined with Search and Rescue

Marriott: Scoutcraft.

Olmsted: Scoutcraft.

Engineering Merit Badge

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

Bowman: Not offered.

Marriott: The Guild.

Olmsted: Tech Center.

Entrepreneurship Merit Badge

Learn about starting businesses and think up your own.

Prerequisites: 3

Bowman: Not offered.

Marriott: Trading Post, combined with Salesmanship.

Olmsted: Culture Craft, combined with American Business.

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

Bowman: Nature.

Marriott: Ecology.

Olmsted: Ecology.

Exploration Merit Badge

Learn about exploring through the ages and go on your own expedition during the week.

Prerequisites: 5

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Scoutcraft.

F

Fingerprinting Merit Badge

Good for new Scouts.

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

Prerequisites: None

Bowman: Handicraft, drop-in badge.

Marriott: Handicraft, part of Open Program.

Olmsted: Handicraft, combined with Crime Prevention.

Fire Safety

Teaches both skills in safe fire building in a camping environment and basic fire science and fire prevention.

Prerequisites: 5g

Bowman: Scoutcraft.

Marriott: Not offered.

Olmsted: Not offered.

Firem'n Chit Award

Award

Earn the ability to carry matches in Scouting by learning fire safety, improving your firebuilding skills, and reviewing outdoor ethics.

Prerequisites: None

All camps offer as part of their New Scout Program.

Bowman: Scoutcraft, drop-in session, combined with Totin' Chip.

Marriott: Scoutcraft, combined with Totin' Chip.

Olmsted: Not offered separately.

First Aid Merit Badge

Eagle-required

Not recommended for new Scouts.

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

Prerequisites: none

All Camps: Scoutcraft.

Fish and Wildlife Management Merit Badge

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

Prerequisites: 7

Bowman: Not offered.

Marriott: Ecology.

Olmsted: Not offered.

Fishing Merit Badge

Learn about the sport of fishing. Scouts will most likely need to spend time outside of class to catch fish. Fishing rod recommended. Requirement 9 can be completed at camp if Scout catches fish.

Prerequisites: 9, 10

Bowman: Nature.

Marriott: Scoutcraft.

Olmsted: 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

Bowman: Nature, standalone and combined with Soil and Water Conservation.

Marriott: Ecology.

Olmsted: Ecology.

Free Swim/Open Swim

Non-MB Activity

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

All Camps: Aquatics, drop-in activity.

G

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: 8

Bowman: Culture Craft.

Marriott: Handicraft.

Olmsted: Tech Center.

Geocaching Merit Badge

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

Bowman: Not offered.

Marriott: Scoutcraft.

Olmsted: Not offered.

Geology Merit Badge

Even the rocks have a story to tell.

Prerequisites: None

Bowman: Nature.

Marriott: Ecology, combined with Soil and Water Conservation.

Olmsted: Ecology, combined with Mining in Society.

H

Insect Study Merit Badge

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

Prerequisites: 3b, 4bcd

Bowman: Not offered.

Marriott: Ecology

Olmsted: Ecology

Instructional Swim

Non-MB Activity

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

Participants do not need to register to attend.

Prerequisites: None

All Camps: Aquatics.

Invasive Inquisitors

Non-MB Activity

Become an eco-defender in this hands-on session! Learn how invasive species impact local ecosystems and what you can do to help.

Bowman: Nature, drop-in activity.

Marriott: Not offered.

Olmsted: Not offered.

Inventing Merit Badge

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

Prerequisites: 8

Bowman: Handicraft.

Marriott: Not offered.

Olmsted: Handicraft.

J

Journalism Merit Badge

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

Prerequisites: 2, 4

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Culture Craft, combined with Photography.

K

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.

All Camps: Aquatics.

L

Law Merit Badge

Learn about legal traditions from the dawn of civilization to our present legal codes, how our civil and criminal laws were developed, and the types of careers in the legal field. Be prepared to participate in a mock trial!

Prerequisites: 4, 7

Bowman: Not offered.

Marriott: Eagle's Eyrie.

Olmsted: Not offered.

Leatherwork Merit Badge

Good for new Scouts.

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

Prerequisites: None

Bowman: Handicraft.

Marriott: Handicraft.

Olmsted: Handicraft, part of Open Program.

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.

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

All Camps: Aquatics.

M

Mammal Study Merit Badge

Good for new Scouts.

Find out how mammals play into the ecosystem.

Prerequisites: None

Bowman: Nature.

Marriott: Ecology, part of Open Program.

Olmsted: Ecology, combined with Reptile and Amphibian Study.

Marine Search and Rescue

Non-MB Activity

Step into the boots of a rescue professional and learn the life-saving skills of marine search and rescue.

Prerequisites: Pass swimmer's test.

Bowman: Aquatics.

Marriott: Not offered.

Olmsted: Not offered.

Marksmanship

Non-MB Activity

Spend time at the ranges improving your skills in rifle and archery. Compete with yourself and other campers to see how accurate and precise your aim can be.

Bowman: Not offered.

Marriott: Range and Target Activities.

Olmsted: Not offered.

Marriott Conservation Corps

Non-MB Activity

Can't get enough of ecology, conservation, and the sciences? Join the Marriott Conservation Corps to complete lasting conservation projects around camp with the Ecology staff.

Prerequisites: None

Bowman: Not offered.

Marriott: Ecology.

Olmsted: Not offered.

Merit Badge Shoot

Non-MB Activity

Not a Merit Badge. A drop-in session for Scouts enrolled in Archery, Rifle, or Shotgun Merit Badges that need more time to continue shooting qualification for the badge.

Prerequisites: Be signed up for a Range and Target Activities MB.

Bowman: Range and Target Activities.

Marriott: Not offered.

Olmsted: Not offered.

Metalwork Merit Badge

Recommended for 13 years and older.

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

Bowman: Not offered.

Marriott: The Guild.

Olmsted: Not offered.

Mile Swim Award

Award

Recommended for 13 years and older.

An advanced challenge for strong swimmers! It's not just about completing evening program's Mile Swim Check your camp's program schedule and be sure to sign up online.

Prerequisites: Pass swimmer's test.

All Camps: Aquatics.

Mining in Society Merit Badge

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

Prerequisites: None

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Ecology, combined with Geology.

Model Design and Building Merit Badge

With implications for both hobbyists and for industry, there are many types of models and purposes for making models both large and small.

Prerequisites: None

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Handicraft.

Motorboating Merit Badge

Recommended for 14 years and older.

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

Prerequisites: Pass swimmer's test.

Bowman: Aquatics.

Marriott: Not offered.

Olmsted: Not offered.

Moviemaking Merit Badge

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

Prerequisites: None

Bowman: Not offered.

Marriott: Handicraft.

Olmsted: Culture Craft.

Music Merit Badge

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

Prerequisites: 3

Bowman: Handicraft.

Marriott: Handicraft, part of Open Program.

Olmsted: Handicraft.

N

Nature Merit Badge

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 cannot complete at camp)

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Ecology.

Nuclear Science Merit Badge

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

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Ecology.



Oceanography Merit Badge

Good for older Scouts (ages 13+).

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

Prerequisites: None

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Ecology.

Open Boating

Non-MB Activity

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.

All Camps: Aquatics, drop-in activity.

Open Chess

Non-MB Activity

Not a Merit Badge. Engage in fun games of chess against other Scouts, Scout leaders, and camp staff.

Bowman: Culture Craft, drop-in activity.

Marriott: Eagle's Eyrie, drop-in activity.

Olmsted: Not offered.

Open Fishing

Non-MB Activity

Not a Merit Badge. Get the tips on the best fishing spots from the Scoutcraft staff.

Bowman: Not offered.

Marriott: Scoutcraft, part of Open Program.

Olmsted: Not offered.

Open Geocaching

Non-MB Activity

Not a Merit Badge. Bring a buddy, trinkets to trade, and a sense of adventure to find some geocaches.

Bowman: Not offered.

Marriott: Scoutcraft, part of Open Program.

Olmsted: Not offered.

Open Shoot

Non-MB Activity

A shooting session for anyone who wants to shoot. There are open shoot sessions for Archery, Rifle, and Shotgun.

All Camps: Range and Target Activities, drop-in activity.

Open Swim/Free Swim

Non-MB Activity

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

All Camps: Aquatics, drop-in activity.

Open Tomahawk/Knife Throwing

Non-MB Activity

Take aim and hit the target! Learn the basics, familiarize yourself with the safety rules, and see if you can improve your skills enough to hit a bullseye.

Bowman: Range and Target Activities, drop-in activity.

Marriott: Not offered.

Olmsted: Not offered.

Open Zoo

Non-MB Activity

Visit with the critters and learn about their habitats, eating habits, and role in nature.

Bowman: Not offered.

Marriott: Ecology, drop-in activity.

Olmsted: Not offered.

Orienteering Merit Badge

Good for older Scouts (ages 13+).

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)

All Camps: Scoutcraft.

Orienteering Challenge Courses

Non-MB Activity

Use your navigation skills to compete in an outdoorsy sport during this evening activity.

Bowman: Scoutcraft

Marriott: Not offered.

Olmsted: Not offered.

Osprey

Non-MB Activity

Recommended for 14 years and up.

Not a Merit Badge. Offered to Scouts at all Scouts BSA camps, Osprey is a full day, week-long program that includes high adventure opportunities and explores Goshen Scout Reservation. Become a team at low COPE, participate in a service project, circumnavigate Lake Merriweather in canoes, engage in a metalworking and welding workshop, and embark on a backpacking overnigher with Lenhok's in High Adventure activities. Osprey replaces the former Vets Older Scout Program. Participants will meet in the OJ Corral at the Camp Marriott Administration Building for most activities.

Shared program for campers at all camps.

P

Painting Merit Badge

Make the whole world your canvas as you explore the world of colors, sheens, stains, and paints. A great badge for those considering exterior or interior painting projects in the future.

Prerequisites: None

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Handicraft.

Personal Management Merit Badge

Eagle-required

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

Prerequisites: 1, 2, 8

Bowman: Not offered.

Marriott: Eagle's Eyrie.

Olmsted: Not offered.

Photography Merit Badge

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.

Prerequisites: 1b

Bowman: Handicraft, standalone and combined with Animation.

Marriott: Handicraft.

Olmsted: Culture Craft, combined with Journalism.

Pioneering Merit Badge

Good for older Scouts (ages 13+).

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

Bowman: Not offered.

Marriott: Scoutcraft.

Olmsted: Not offered.

Pioneering Innovation Projects

Non-MB Activity

Are you ready for the ultimate test of your pioneering skills? This isn't just a hike—it's a dynamic scavenger hunt that will push your creativity, teamwork, and outdoor expertise to the limit!

Bowman: Scoutcraft, drop-in activity.

Marriott: Not offered.

Olmsted: Not offered.

Pioneering Skills

Non-MB Activity

Not a Merit Badge. Learn the skills for rank advancement requirements with whipping and fusing, knots, and lashings. What will you build?

Bowman: Not offered.

Marriott: Scoutcraft, part of Open Program.

Olmsted: Not offered.

Plant Science Merit Badge

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

Prerequisites: 5

Bowman: Nature.

Marriott: Not offered.

Olmsted: Not offered.

Plumbing Merit Badge

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

Bowman: Not offered.

Marriott: The Guild.

Olmsted: Not offered.

Pottery Merit Badge

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

Prerequisites: None

Bowman: Not offered.

Marriott: Handicraft.

Olmsted: Not offered.

Primitive Skills

Non-MB Activity

Want to learn the coolest outdoor skills? This is the time. Build exciting projects from spars and rope, explore alternative fire building methods, and really delve into some outdoor skills.

Bowman: Not offered.

Marriott: Scoutcraft.

Olmsted: Not offered.

Programming Merit Badge

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

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Tech Center.

Public Speaking Merit Badge

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

Bowman: Not offered.

Marriott: Eagle's Eyrie.

Olmsted: Culture Craft.

Pulp and Paper Merit Badge

A giant industry that is often taken for granted. Learn about and try out the art of papermaking. Good for any scout.

Prerequisites: None

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Handicraft.

Q

R

Reptile and Amphibian Study Merit Badge

Learn about the biology and habitat of reptiles and amphibians.

Prerequisites: 8

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Ecology, combined with Mammal Study.

Research Time

Non-MB Activity

Not a Merit Badge. Time any Scout can go to the Tech Center or to Culture Craft and use resources for any project or report needs for any Merit Badge.

Prerequisites: None

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Culture Craft and Tech Center, part of Open Program.

Rifle Shooting Merit Badge

Not recommended for new Scouts.

Learn the fundamentals and safety involved with rifle shooting and handling. Different camps offer in different scheduling formats based on how the staff of that camp have best success with the Scouts they teach. 1.5 hours (Bowman), smaller 1 hour classes (Marriott), or 2 hours in 2 parts (Olmsted). At Camp Olmsted, when Scouts sign up for a session, they are signed up for a block in the morning (Part 1) and in the afternoon (Part 2).

Prerequisites: None

All Camps: Range and Target Activities.

Robotics Merit Badge

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

Prerequisites: None

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Tech Center.

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.

Bowman: Not offered.

Marriott: Aquatics.

Olmsted: Aquatics.

S

Salesmanship Merit Badge

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

Completion of requirement 6 is based on the availability of a salesperson or retail store owner to meet with the class during the week.

Prerequisites: 5, 6

Bowman: Not offered.

Marriott: Trading Post, combined with Entrepreneurship.

Olmsted: Handicraft/Trading Post.

Scouting 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

Bowman: Not offered.

Marriott: Eagle's Eyrie, part of Open Program.

Olmsted: Culture Craft, combined with American Heritage.

Scouting Heritage Games

Non-MB Activity

Step back in time and experience the fun of early Scouting with interactive games and challenges. A hands-on, exciting dive into Scouting history!

Bowman: Culture Craft, drop-in activity.

Marriott: Not offered.

Olmsted: Not offered.

Sculpture Merit Badges

Express your creativity in 3D and learn about the importance of visual arts.

Prerequisites: None

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Handicraft, combined with Art.

Search and Rescue Merit Badge

Recommended for 13 years and older.

Teaches the theory and practice of search and rescue.

Prerequisites: None

Bowman: Scoutcraft, standalone and combined with Emergency Preparedness.

Marriott: Scoutcraft.

Olmsted: Scoutcraft.

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.

Different camps offer in different scheduling formats based on how the staff of that camp have best success with the Scouts they teach. 1.5 hours (Bowman), 2 consecutive hours (Marriott), or 2 hours in 2 parts (Olmsted). At Camp Olmsted, when Scouts sign up for a session, they are signed up for a block in the morning (Part 1) and in the afternoon (Part 2).

Prerequisites: None

All Camps: Range and Target Activities.

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.

Prerequisites: Pass swimmer's test

All Camps: Aquatics.

Soil and Water Conservation Merit Badge

Learn about the underlying reason for our survival.

Prerequisites: None

Bowman: Nature, combined with Forestry.

Marriott: Ecology, combined with Geology.

Olmsted: Ecology.

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.

Prerequisites: None

Bowman: Nature.

Marriott: Ecology.

Olmsted: Tech Center.

Sparks and Steel

Non-MB Activity

Focus on technical skills and artistic expression in this course that combines both metalworking and welding techniques to design and fabricate your own creation, whether that be a unique metal sculpture, jewelry, or a decorative functional object.

Prerequisite: Previous experience. Have taken either Metalwork Merit Badge or Welding Merit Badge previously.

Bowman: Not offered.

Marriott: The Guild.

Olmsted: Not offered.

Sports Merit Badge

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

Prerequisites: 4, 5

Bowman: Not offered.

Marriott: Not offered.

Olmsted: Handicraft.

Sustainability Merit Badge

Eagle-required

Learn about all the ways to live a sustainable lifestyle and how we as humans impact our ecosystem.

Prerequisites: None

Bowman: Not offered.

Marriott: Ecology.

Olmsted: Not offered.

Swimming Merit Badge

Eagle-required

Good for new Scouts.

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

Prerequisites: Pass swimmer's test

All Camps: Aquatics.



Textile Merit Badge

From natural fibers to fascinating synthetics that you interact with every day to those that protect emergency responders from fire and more, there is a lot to explore with textiles. Scouts will make a weaving project as part of this badge.

Prerequisites: None

Bowman: Not offered.

Marriott: Handicraft.

Olmsted: Not offered.

Theater Merit Badge

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

Bowman: Culture Craft.

Marriott: Handicraft.

Olmsted: Not offered.

Totin' Chip

Award

Earn the ability to carry a pocket knife and use a saw, hatchet, and axe. Covers safety and skills.

Prerequisites: None

All camps offer as part of their New Scout Program.

Bowman: Scoutcraft, drop-in session, combined with Totin' Chip.

Marriott: Scoutcraft, combined with Totin' Chip.

Olmsted: Not offered separately.

Traffic Safety Merit Badge

Thinking about getting your learner's permit or your driver's license? Riding your bicycle or scooter around town? Be prepared with this badge and learn all about safety on the road.

Prerequisites: None

Bowman: Not offered.

Marriott: The Guild, part of Open Program.

Olmsted: Not offered.

U

Underwater Basketry

Non-MB Activity

Combine creativity and a refreshing dip in this one-of-a-kind crafting session! Learn the basics of traditional basketweaving while working in the water, using reeds or pliable materials to create a functional and decorative basket.

Bowman: Aquatics, drop-in activity.

Marriott: Not offered.

Olmsted: Not offered.

V

W

Weather Merit Badge

Learn the basics of predicting and tracking weather patterns.

Prerequisites: 9

Bowman: Nature.

Marriott: Ecology.

Olmsted: Ecology.

Welding Merit Badge

Recommended for 13 years and older.

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

Prerequisites: None

Bowman: Handicraft.

Marriott: The Guild.

Olmsted: Not offered.

Wilderness Survival Merit Badge

Not recommended for new Scouts.

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.

Prerequisites: 5

All Camps: Scoutcraft.

Wood Carving Merit Badge

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.

Prerequisites: 2a

Bowman: Handicraft.

Marriott: Handicraft, part of Open Program.

Olmsted: Handicraft.

Woodwork Merit Badge

Good for older Scouts (ages 13+).

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

Bowman: Handicraft.

Marriott: The Guild.

Olmsted: Not offered.

_____ **X** _____

_____ **Y** _____

_____ **Z** _____