

Manatoc Merit Badges and Prerequisites

S-T-2-1 and S-T-2-1 H2O (including Instructional Swim)

A Scout's first year at summer camp should be fun and filled with daily activities to help him learn and master the basic scout skills necessary to advance in rank. Many requirements for Tenderfoot, Second Class, and First Class can be achieved at Camp Manatoc's very own S-T-2-1 (Scout to First Class) program. In addition to the class, S-T-2-1 and Aquatics staff are available at the Swimming Pool for aquatics work for Second and First Class requirements. Additionally, they will provide individualized instructional swimming skills to work with Scouts to improve their skills.

Merit Badges

Camp Manatoc offers over 40 merit badges. While many of these can be completed at camp, most require a bit of work and preparation before arriving. Leaders should guide scouts in reviewing the merit badges available at camp and any requirements that must be completed before arrival to complete the badge at camp.

These merit badges will be offered with the following notations:

C = CPR skills (CPR Certification is not offered at camp but CPR skills demonstration is)

E = Eagle Required

O = for scouts 14 and over

\$ = additional cost

S = must be a swimmer

Y = recommended for younger scouts

Archery

Art (Y) Complete requirement 6.

Automotive Maintenance (O)

Aviation (O) Complete requirement 4.

Basketry (Y)

Camping (E) Complete requirements 5e, 8c, 8d, 9a, 9b, and 9c. Scouts should be prepared to present gear for an overnigher for inspection (7b).

Canoeing (S) Scouts need to bring swimming trunks and shoes that will get wet.

Chess

Climbing (O)

Communication (E,O) Complete requirements 5, 7, and 8.

Crime Prevention (O) Complete requirements 2 and 4.

Emergency Preparedness (E) Complete requirements 1 (First Aid Merit Badge), 2c, 6c (first sentence), 7, 8b. Plan on spending one afternoon outside the merit badge session to complete an emergency drill with troop (7a).

Engineering Extra cost to purchase of model car kit and cartridge at Trading Post.

Entrepreneurship (O)

Environmental Science (E) This merit badge requires extra time for experiments and projects. (Requirement 3f could be done at home).

Family Life (E) Must attend pre-camp session on May 6 at 10:00 at camp and post-camp session on September 16 at 10:00. Scouts will have progress review during week at camp. Badge cannot be started at camp.

First Aid (E)

Fingerprinting (Y)

Fire Safety (O) Complete requirement 6 (survey only), Requirement 11 can be done ahead of time.

First Aid (E) Complete requirement 2d. This merit badge requires extra time for CPR training.

Fish and Wildlife Management Complete requirement 8. Requires extra time.

Fishing Scouts should bring their own fishing equipment.

Forestry Completing requirement 1 is highly recommended. Complete requirements 5 and 8.

Geocaching (O) Complete requirements 7, 8, and 9.

Geology Complete requirement 4

Kayaking (S,O)

Leatherwork (Y) Scouts should come prepared with kits that fulfill requirements 3 and 5c or be prepared to purchase them at the Trading Post.

Lifesaving (E,S,C) Complete Second Class requirements 8a-8c and First Class Requirements 8a-8c. Scouts need the following: swim trunks, shoes, socks, pants, belt, and a long-sleeve button-down shirt. It is recommended that any Scout attempting this merit badge complete Swimming Merit Badge first.

Mammal Study (Y) Complete requirement 3c unless the Scouts choose to spend an extra 15 hours during the week on requirement 3b.

Metalworking

Motorboating (\$,O,S) Complete requirement 4b. There is also an additional fee for this merit badge.

Orienteering It is recommended Scouts have completed map and compass skills for Second and First Class and that they have their own orienteering compass with base plate. Extra time is required.

Personal Fitness (E,O) Complete requirements 1b, 6, 7, and 8.

Pioneering Scouts should have already earned knot and lashing requirements for Tenderfoot, Second Class, and First Class.

Photography (O) Complete requirement 1b. Look over and plan for requirement 7.

Reptile and Amphibian Study Complete requirement 8.

Rifle Shooting (\$) Scouts will work on requirement 2 under option A (modern cartridge type) at camp. There is an extra cost for this merit badge from purchasing rifle chits. No personal firearms or ammunition are to be brought to camp.

Rowing (S)

Safety (Y) Complete requirements 2 using a checklist found at meritbadge.org or usscouts.org. and requirements 3 and 4.

Sculpture (Y)

Search and Rescue (O) Requirement 6a may be done in advance.

Shotgun Shooting (\$,O) Scouts will complete requirement 2 under option A (modern shotshell type) at camp. There is an extra cost for this merit badge from purchasing shotgun chits. No personal firearms or ammunition are to be brought to camp.

Signs, Signals, and Codes (O) Requirement 7 may be done in advance.

Small Boat Sailing (C,S)

Soil and Water Conservation Requirement 7 may be done in advance.

Space Exploration (\$) Scouts will need rockets and motors. Scouts may bring their own rockets to camp but motors must be purchased from the camp and not brought from home.

Swimming (E,S)

Traffic Safety (O)

Weather (Y) Requirement 9 should be done in advance.

Wilderness Survival Complete requirement 5. Scouts will have an overnigher (requirements 8, 9).

Wood Carving A knife is mandatory and a sharpening stone is encouraged. Scouts who wish to finish this badge at camp should bring a planned, flat board (about 1 ft. by 1 ft.) for a relief carving. Neckerchief slide kits can be purchased at the Trading Post. The Scout must show a valid Totin' Chip card before attempting this badge.

