

Camp Bowman Merit Badge Prerequisites 2013 (revised 3/16)

Merit Badge/Programs	Comments	Complete Before Camp
Archery	Archery merit badge shoot is strongly recommended, not recommended for first years.	
Architecture	Great for older Scouts.	1(a)(b)
Art	Very fun, full class not open program.	4
Astronomy	Scout must attend Astronomy Hike in the evening. Weather permitted and time consuming.	5(b),6(b) - (6b is possible but weather dependent - doing prior suggested)
Bird Study	Requires studying outside of class.	5(a)(b) Requires ID of 20 birds - bring information to camp for completion of 5 (c) and (d) using camp guides
Camping	Requires studying outside of class/completion of Troop activities.	7(a)(b),8(c)(d),9(a)(b)
Canoeing	Physical strength is needed. Must pass swimming test on first day.	Pass swimmer test
Climbing	Taught at Camp Post; limmited sizes, Scouts must have tennis shoes.	
Communication	Not recommended for first year Scouts. Requires significant time outside of class. Scouts are required to buy envelope and stamp.	8 (possible at camp but must be coordinated through the Troop)
Cooking	Requirement 7 (a-d) complete at home prior. 3, 4, and 6 can be done using materials available on camp menu (using food items food service normally provides) but planning for meals seperate from camp menu. Requires whole patrol cooperation, Unit leader supervision and coordination through food service liason.	
Emergency Prepardness	Must have first aid merit badge. Need to bring a personal ermergency kit to camp.	1, 2(c) (must complete with family after camp), 6(c),8(c) - bring information from home/bring personal emergency service pack
Environmental Science	Not recommended for first year Scouts	
Fire Safety	Fun	6(a) - bring to camp 11 - scoutmaster verification needed
First Aid	Not recommended for first year Scouts	2 (d) (complete at home - bring to camp)
Fish and Wildlife Management	Scout will need extra time outside of class to complete requirment 6.	5
Fishing	Cooking and cleaning a fish is required.	
Forestry	Requirment 7 will be done in camp only if forester is availble.	7

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Geocaching	Part of Bowman VETs program	7 (a) - requires online registration - create user account, bring posted information in relation to 3 caches, actual locating will be down with different cache at camp.
Geology	Comprehensive - good for older Scouts	
Insect Study	Good for Older Scouts.	7, 4(a), part of 4(b) bring photographs of insects for scrapbook - rest of 4b completed at camp
Kayaking	Good for Older Scouts.	Pass swimmer test
Leatherwork/Basketry/Woodcarving	Requires purchase of materials: basketry about \$15, woodcarving/leatherwork about \$10	
Lifesaving	Strong swimming skills are required. Longsleeve buttondown shirt, pants, belt, and socks are all required. Must pass swimming test on first day.	Pass swimmer test
Mammal Study	Good introductory Nature badge.	
Motorboating	Limited class sizes - cut off based on age then rank. Must pass swim test on first day. Older Scouts.	Pass swimmer test
Music	Great for Older Scouts.	3 (a)or(b)or(c) - choose
Nature	Can be completed at camp but requirement 4 may take a great deal of time outside of class.	
Pioneering	Good for Older Scouts.	
Oceanography	Not recommended for first year Scouts.	requires ability to write 500 word paper
Orienteering	Good for older Scouts.	
Reptile and Amphibian Study	Good for older Scouts.	8
Rifle Shooting	Time outside of class for shooting is strongly recommended.	
Rowing	Physical strength is needed. Must pass swimming test on first day.	Pass swimmer test
Search and Rescue	Part of Bowman VETs program.	5 (bring certificate), 6 (independent internet research)
Shotgun Shooting	Time for shooting outside of class likely required. Must be comfortable shooting. Cost \$25-\$40	Not recommend for young Scouts - shotguns have kick and qualifying challenging
Small Boat Sailing	Limited Class sizes - cut off based on age then rank. pass swim test on first day. Older Scouts.	Pass swimmer test

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Soil and Water Conservation	Not recommended for first year Scouts.	requires ability to write 500 word paper
Swimming	Pass swimming test on first day. Longsleeve buttondown shirt, pants, belt, shoes (that can get wet) and socks are all required.	Pass swimmer test
Theater	Very Exciting	1
Watersports (Waterskiing/Wakeboarding)	Limited Class sizes - cut off based on age then rank. Older Scouts (Wakeboarding component done exclusively through Bowman VETS)	Pass swimmer test
Weather	Very Fun	8
Wilderness Survival	Overnighter required	
Wood Carving	Great for older Scouts. Must have Totin'Chip.	2(a)