

## Ben Delatour Merit Badge Summary (See Leader's Guide for DETAILED information & planning)

Revised: 3/8/06

Area	Merit Badge (* indicates activity w/out MB)	Eagle Required MB	Requirements <b>NOT</b> covered at camp	Age Limitations or MB Prerequisite	Additional Cost	Comments	
Aquatics	Canoeing	N	1, 2			Requires swim test in mountain cold lake	
	Rowing	N	1, 2				
Archery	Archery	N		recommended 13+	\$2 arrow kit		
Climbing	* Bouldering	N	no badge	recommended 11-12			
	Climbing	N	1, 2	suggested 13+	\$10 carabiner ticket		
	* Advanced Climbing	N	no badge	Min. 13 & Climbing MB	\$10 carabiner ticket		
	* ASCENT	N	no badge	Min. 13 as of 1/1/06 & Climbing MB	\$30	Backpacking & climbing, no troop adult leadership, 10 boy slots	
Trail to First Class	* Rank Requirements (Tenderfoot thru 1st Class)	NA	no badge		Official Program for new scouts	Tent for Wednesday night campout	
First Class Challenge Area	* Rank Requirements (Tenderfoot thru 1st Class)	NA	no badge			Program for older scouts to complete rank requirements w/ troop scoutmaster	
Fishing	Fishing	N	7, 9			Requires scout to catch 2 fish. One must be released, while the other is cleaned & cooked	
	Fly Fishing	N					
Handicraft	Basketry	N			\$20 basketry & stool kits		
	Leatherwork	N			\$12 leather kits		
	Wood Carving	N			\$5 project kit		
Heritage	Indian Lore	N	4, 5, 11				
	Archaeology	N	1, 2	recommended 13+			
	Wilderness Survival	N				Bring survival kit to camp. Scout must complete survival overnighter Thursday night.	
Nature	Astronomy	N					
	Environmental Science	Y		recommended 13+			
	Fish & Wildlife Mgt	N	5, 7				
	Forestry	N	3b				
	Geology	N					
	Mammal Study	N					
	Soil & Water Conservation	N					
	Space Exploration	N				Purchase 2 rocket engine tickets	
	Weather	N					
	Bird Study	N	Gets scouts started on MB requirements				Independent Study see nature staff during open times
	Nature Study	N					
Reptile & Amphibian Study	N						
Scoutcraft	Camping	Y	8c, 9a, 9b, 9c			Tent for Thursday overnighter	
	Emergency Preparedness	Y	1			Bring emergency pack to camp	
	First Aid	Y	3c			Complete CPR @ home; bring 1st aid kit	
	Orienteering	N			\$1 map	Bring orienteering compass	
	Pioneering	N				Bring knife & gloves	
Shooting	Rifle Shooting	N					
	Shotgun Shooting	N		recommended 13+	\$1 per 3 shots		

\* Tents - Scouts requiring tents for overnight camping requirements should see troop equipment manager