

CAMP Hi-Sierra - Advancement Opportunities

Name: _____

(IMPORTANT: Please complete and discuss with the Scoutmaster by July 31st)

TRAILHEAD (Req'd for ALL Scout not yet 1st Class)

- Tenderfoot Totin' Chip
 Second Class Firem' Chit
 First Class

Notes: 9b for Tenderfoot requires 9a be completed 3 months prior to camp
 1b for 2nd class can be completed if Scout makes a map before going on Sourdough

MERIT BADGES (Estimated 2-3 Merit Bages for scouts not yet 1st Class - Difficulty 1, 5-6 all other scouts)

Program Area	Merit Badge	Eagle Req'd	Difficulty	Comments	Pre-Req	Reqs not offered	Cost
Handicraft	Basketry		1	Learn the basics of weaving reed and making useful crafts. Guide your younger Scouts towards this badge to start them on their merit badge trail. Potential cost may be up to \$10.			\$10.00
Ecology & Conservation	Fish & Wildlife Mgmt.		1	Scout explores the relationship between society and the wilderness.		5	
Field Sports	Fishing		1	This is a good one for younger Scouts. <i>(Offered by special arrangement only and may not be available every week at camp)</i>		7	
Handicraft	Leatherwork		1	Create intricate designs and useful gadgets with this all-natural material.			\$10.00
Ecology & Conservation	Mammal Study		1	Learn about mammals, their classifications and food chains. <i>(Requires a short four-paragraph essay & a service project.)</i>			
Scoutcraft	Camping	*	2	Learn the basics of low-impact camping in a variety of environments. Share with others your experiences, ideas, and plans for future campouts. Camping experience is preferred and basic backpacking gear should be brought to camp.	Bring backpacking gear.	8, 9	
Aquatics	Canoeing		2	A good badge to introduce Scout to basic boating skills.	BSA Swimmer Test		
Ecology & Conservation	Forestry		2	Scout explores & becomes more familiar with their immediate surroundings.			
Scoutcraft	Hiking	*	2	Discover how to properly prepare for all types of hikes, including first aid, safety, and basic outdoor courtesy. This will help prepare any Scout for planning and taking 10 to 20 mile hikes and reflecting on their experiences.		5, 6, 7	
Scoutcraft	Indian Lore		2	Learn about Native American Cultures and complete interesting projects. <i>(Offered by special arrangement only and may not be available every week at camp)</i>			
Handicraft	Metalwork		2	Good merit badge for younger Scouts.	Bring 3 metal soup cans		\$10.00
Ecology & Conservation	Nature		2	This badge is broad and explores many aspects of nature study.		4, 5	
Aquatics	Rowing		2	Introduces Scout to boating safety, rules, & skills	BSA Swimmer Test		
Ecology & Conservation	Soil & Water Conservation		2	In this badge Scouts learn about the resources provided by our land and water. It involves a conservation project.			

Program Area	Merit Badge	Eagle Req'd	Difficulty	Comments	Pre-Req	Reqs not offered	Cost
Aquatics	Swimming	*	2	Teaches proper swimming techniques and rules.	2nd & 1st Class Swimming	5	
Ecology & Conservation	Weather		2	Good badge for budding meteorologists. Learn about types of weather systems.		8	
Handicraft	Wood Carving		2	Some skill is required. A fun badge for younger Scouts at camp.	Totin' Chip		\$10.00
Field Sports	Archery		3	This is a difficult merit badge, and requires shooting proficiency to complete. Scouts must be able to pull our bows to participate.	1st Class		\$10.00
Ecology & Conservation	Astronomy		3	With clear night skies, Scout will learn more about the celestial world above. <i>(Attendance at the Astronomy Overnight is required to complete.)</i>			
Scoutcraft	Backpacking		3	Work with others to strengthen your camping skills by sharing ideas, planning trips, and discussing proper low-impact backpacking and camping techniques. Backpacking experience is preferred and appropriate gear should be brought to camp.	Bring backpacking gear.	9, 10, 11	
Ecology & Conservation	Bird Study		3	Scouts learn about birds and their role in the ecosystem. <i>(Offered by special arrangement only and may not be available every week at camp)</i>		5, 6, 7	
Ecology & Conservation	Geology		3	Studies the formation of the earth and rocks.		2	
Scoutcraft	Pioneering		3	Continue the traditions of Scouting with this rewarding merit badge. Knot tying, lashing, and splicing must be practiced out of class so Scout can show proficiency by end of week.		2	
Ecology & Conservation	Plant Science		3	Learn about the nature and functions of soil, how plants propagate, and ways to control pests.			
Ecology & Conservation	Reptile and Amphibian Study		3	Find out about our wet and scaly friends. Some requirements cannot be completed at camp. <i>(Offered by special arrangement only and may not be available every week at camp)</i>		8, 9	
Field Sports	Rifle Shooting		3	This is a fun merit badge to introduce Scouts to firearms. It requires shooting proficiency and possibly lots of practice.	Firearm Authorization Form		\$10.00
Scoutcraft	Wilderness Survival		3	Excellent opportunity for Scouts to learn these valuable skills. It is advised for mature Scouts. There is an overnighter without benefit of sleeping bags or food.	1st Class		
Aquatics	Lifesaving	*	4	Badge is difficult to accomplish in one week & physically demanding.	2nd & 1st Class Swimming		
Scoutcraft	Orienteering		4	Hone your skills to create and navigate difficult orienteering courses. This is a fairly difficult merit badge requiring previous knowledge of maps and compasses.	1st Class	7, 8, 9	
Field Sports	Shotgun Shooting		4	This is a difficult merit badge. Scouts, 14+ year old, must be big enough to shoulder the shotguns and absorb the kickback.	Firearm Authorization Form		\$10.00
Ecology & Conservation	Environmental Science	*	4+	Most difficult merit badge offered at Hi-Sierra. Taught in 1.5 hour blocks. <i>(Outside workload is VERY high)</i>	1st Class	4	

MB Level of Difficulty:

1 = basic badges; easy for most Scouts, appropriate for Scouts in TtFC.

2 = somewhat challenging badges; appropriate for second-year and some older or more advanced first-year campers.

3 = more advanced badges; generally appropriate for Scouts First Class and above.

4 = demanding merit badges; the tough ones. These badges are wonderful challenges for third-, fourth-, and fifth-year campers with well-developed special interests, dedication, and enthusiasm for the subject. These merit badges may be time-consuming or require extra physical activity.