

Bartle 2024 Merit Badge Schedule

Merit Badge	# of Days	Notes	Cost	8:30	9:30	2:00	3:00
CLIMBING TOWER							
Climbing	3	13 Yrs or older		8:30-10:30		2:00-4:00	
ECOLOGY / CONSERVATION							
Astronomy	6	2nd Yr Camper (1 night Star Hike) Prerequisites		X		X	
Bird Study	3	Prerequisites (bring binoculars)				X	
Environmental Science (Eagle Badge)	6	Prerequisites		X	X	X	X
Forestry	6			X			
Geology	3			X	X		X
Insect Study	3	Prerequisites		X		X	
Mammal Study	3				X	X	X
Nature	6	Prerequisites			X		X
Plant Science	6	13 Yrs or older, Prerequisites			X		
Reptile & Amphibian Study	6	Prerequisites		X			
Soil & Water Conservation	3						X
Space Exploration	6	Purchase rocket kit at camp	\$20.00		X		X
Weather	3	Prerequisites				X	
HANDICRAFT							
Art & Leatherwork	3	Prerequisites	\$5.00		X	X	X
Basketry	3		\$20.00	X	X		
Chess	3			X		X	X
Metalwork	6	13 Yrs or older	\$10.00		X		X
Pottery & Sculpture	6	Prerequisites	\$5.00	X		X	
Wood Carving	3	Totin' Chip Required	\$3.50	X	X	X	X
LAKEFRONT !!! Called Warriors CANNOT do 10-11:30; or 3:30-5 courses !!!							
Advanced Sailing (not a MB)	3	14 yrs, Must Have Sailing & Lifesaving MB				2-3:30	
Canoeing	6	Must Have Lifesaving MB		8:30-10	10-11:30	2-3:30	3:30-5
Kayaking	3	2nd Yr Camper, Must Have Lifesaving MB		8:30-10	10-11:30	2-3:30	3:30-5
Motorboating (must show photo ID)	1	14 Yrs, Lifesaving MB, State Certificate	\$10.00	8:30-11:30			
Rowing	3	Must Have Lifesaving MB		8:30-10	10-11:30	2-3:30	3:30-5
Small Boat Sailing	6	2nd Yr Camper, Must Have Lifesaving MB		8:30-10	10-11:30		3:30-5
Watersports	1	14 yrs, Must Have Lifesaving MB	\$20.00	8:30-11:30		2:00-5:00	
MIC-O-SAY LODGE							
Indian Lore (great badge for Called Warriors)	2	14 Yrs, Prerequisites, Days 8 & 9 only		X	X	X	X
POOL							
Lifesaving (Eagle Badge)	6	Swimming MB Required		8-9:30			
Mile Swim (Patch - Not a Merit Badge)	5	4 days of conditioning, Mile Swim Day 8			X		
Snorkeling (Patch - Not a Merit Badge)	3				X		
Swimming (Eagle Badge)	6					X	X
SCOUTCRAFT							
Camping (Eagle Badge)	3	2nd Yr Camper, Prerequisites		X		X	
Emergency Preparedness & Search and Rescue	6	14 yrs, Prereqs (Emerg Prep is an Eagle Badge)		X	X		
First Aid (Eagle Badge)	6	1st Class Rank or Above, Prerequisites		X		X	X
Fire Safty	3	2nd Yr Camper, 1st Class Rank, Prerequisites		X		X	
Pioneering	6	1st Class Rank or Above		X			X
Signs, Signals & Codes	6	2nd Yr Camper, Prerequisites				X	X
Wilderness Survival	3	2nd Yr Camper, Prereqs, Overnight Day 3 or 7			X		X
SHOOTING SPORTS							
Archery	6	2nd Yr Camper	\$3.00	X	X	X	X
Long Range .22 cal Rifle Markmanship	3	16 years or older, Must Have Rifle MB	\$20.00	8:30-10:30		2:00-4:00	
Rifle Shooting	6	2nd Yr Camper	\$6.00	X	X	X	X
Shotgun Shooting (Briley Creek)	6	14 Yrs or Above	\$25.00	X	X	X	X



Merit Badge Sign-Up Form

Scout Information Troop _____

Fillable PDF – Type right into this form

Scout's Name: _____

Scout Rank: _____

Micosay Rank: _____

Age at Camp Start: _____

NEW SCOUTS

We recommend you sign up for Swimming & Environmental Science in the afternoon

Each Scout going to camp will sign up for and attend Merit Badge Classes. Please review the Merit Badge Schedule then complete the fields below. Be aware that some badges take 3 days to complete, while others take 6 days. For 6-day badges select the same badge in that time slot for both weeks. ALL Scouts MUST sign up for at least 4 badges. Eagle Scouts MUST sign up for at least 2 badges.

- **PLAN CAREFULLY:** Do not sign up for a badge like Lakefront immediately followed by something far away, such as Shotgun or Climbing.
- Please take a look at any prerequisite for your badges. If you want to complete those badges at Camp, you MUST complete them PRIOR to camp. Their worksheets can be found on the Troop's website.
- **Advance work is outlined on the next page...**

First Week

Merit Badge Classes (3 Days of classes)

8:30am: _____

9:30am: _____

2:00pm: _____

3:00pm: _____

Second Week

Merit Badge Classes (3 Days of classes)

8:30am: _____

9:30am: _____

2:00pm: _____

3:00pm: _____

Alternate Badges

MeritBadgeClasses

EVERYONE PLEASE LIST AT LEAST FOUR !!! Especially if you are signing up for any Lottery Badges (Lakefront, Metalworks, Climbing & Shooting Sports)

Alternate 1: _____

Alternate 2: _____

Alternate 3: _____

Alternate 4: _____

Alternate 5: _____

Alternate 6: _____

Note: Some Merit Badges have costs associated with required materials (i.e. supplies, gasoline, ammunition)

Scouts need to pay these fees at the Trading Post and take their receipt to the first day of the Merit Badge Course.

MB COSTS are listed above in the Merit Badge Matrix

Fillable PDF – Type right into this form

Merit Badge Advance Work

Many of the Merit Badges your Scout can pursue at camp either:

1. Require work to be done before arriving at camp, or
2. Will be much easier to complete if some of the work is done in advance.

Discussed below are various badges available at camp and the recommended or required advance work. If your scout intends to pursue one or more of these badges, they should study the Merit Badge Book and complete the advance work as soon as possible.

Note: Parents of New Scouts:

The Troop Leaders **Strongly Suggest** that your scout sign-up to take Environmental Science and Swimming Merit Badges in the afternoon (2:00pm & 3:00pm). We try to keep all our scouts together in the same classes. This earns them **Two Eagle Scout Required Merit Badges**. It gets them in the water every day to both cool them off and clean up. For Environmental Science MB, it is vitally important that they complete the advance work as soon as possible. It is virtually impossible to complete this badge at camp unless the advance work is completed

In every case, it is best to read the complete requirements in the Merit Badge Book.

The following merit badges have prerequisite worksheets. The worksheets can be found at:

<http://usscouts.org/mb/worksheets/list.asp>

Art, Astronomy, Bird Study, Camping, Emergency Preparedness, Environmental Science, Fire Safety, First Aid, Indian Lore, Insect Study, Motorboating, Nature, Plant Science, Pottery, Reptile & Amphibian Study, Signs-Signals and Codes, Weather, and Wilderness Survival

Art - Req. 6: Visit a museum, art exhibit, artist's co-op or artist's workshop.

Astronomy - Req. 4, 5, 6 & 8: Sketch Big Dipper. Chart five visible Planets. Sketch planet position for 4 weeks. Sketch Moon phases.

Bird Study - Req. 5: Bring your field observation notebook to camp. **Req. 8:** Participate in a bird outing of a local club or use library/contact National Audubon Society. **Req. 9:** Build a bird feeder or bird bath (parents confirmation needed). Bring binoculars and bird guide.

Camping - Req. 3: Written plan for an overnight trek. **Req. 5e:** Present yourself with pack for inspection. **Req. 7b:** Pack Gear in backpack. **Req. 8c and 8d:** Prepare campout menu, cook 3 meals and use backpacking stove. **Req. 9a:** 20 nights camping, **Req. 9b:** Two different camping experiences and **Req. 9c:** Conservation project.

Emergency Preparedness - Req. 2c, 6c, 7, 8b, 9. Bring documentation to camp.

Environmental Science - Req. 3e, & 4: Although some of these requirements may be completed at Summer Camp, the wise Scout will work on these in advance of arriving at Bartle.

Fire Safety - Req. 6, 11 & 12: Bring documentation to camp.

First Aid - Req. 1 & 7: Complete all first aid requirements for ranks thru First Class. CPR & AED.

Insect Study - Req. 9. Bring documentation to camp. Bring notebook for insect scrapbook.

Indian Lore - Req. 5. Bring documentation to camp.

Motorboating - Missouri or Kansas State Safety Training and Photo ID Required. On-line course available: <http://www.boat-ed.com>

Nature - Req. 4: Bring evidence (pictures, records, logbook) of completed projects. **Req: 4a1; 4b1, 4b2; 4c1, 4c2, 4c3; 4g1 & 4g2; and 4h1 & 4h2** can be completed at camp.

Plant Science - Bring notebook for plant pressing

Pottery - Req. 7: Visit kiln yard, museum or research pottery

Reptile and Amphibian Study - Req. 8: Keep a reptile or amphibian healthy for one month. Report on food consumption, health, skin shedding, and general habits. Bring evidence (pictures, records, logbook)

Signs, Signals and Codes - Req. 7: Lay out a trail. **Req. 9a, 9c & 10**

Weather - Req. 9A: Bring "weather instruments" you have made to camp and bring your Daily Weather Log.

Wilderness Survival - Req. 5: Bring "survival kit" to camp.

Be Prepared.

