



Camp Daniel Boone

2022 MERIT BADGE SCHEDULE

	FULL DAY CLASSES <i>Run from 9am - 12pm; 2pm - 5pm</i>				HALF DAY CLASSES <i>Run from 9am - 12:00pm</i>					Age Req.	Class Fee
	MON	TUES	WED	THUR	M AM	TU AM	W AM	TH AM	F AM		
CLIMBING	X		X							13	None
C.O.P.E.	X	X	X	X						All Ages	None
ECOLOGY											
Environmental Science	X	X	X	X						14	None
Fish/Wildlife Mgmt.								X	X	All Ages	None
Fishing^	X	X		X						All Ages	None
Forestry*						X	X	X		All Ages	\$5
Geology					X		X		X	All Ages	None
Insect Study^					X				X	All Ages	None
Mammal Study						X	X		X	All Ages	None
GOIN' GREAT											
SESSION A	X								HIKE	All Ages	None
SESSION B			X						HIKE	All Ages	None
HANDICRAFT											
Art^					X	X	X	X	X	All Ages	\$20
Basketry					X		X			All Ages	\$20
Indian Lore						X		X	X	All Ages	\$20
Leatherwork					X	X	X	X	X	All Ages	\$20
Woodcarving^					X	X	X	X	X	All Ages	\$25
LEADERSHIP											
Cit. in the Nation^						X	X	X	X	15	None
Cit. in the World^						X	X	X	X	15	None
Communications^						X	X	X	X	15	None
Public Health^					X		X			All Ages	None
Music/Theater^	X									All Ages	None
Public Speaking					X	X			X	All Ages	None
Salesmanship					X			X		13	\$10
SCOUTCRAFT											
Camping^	X	X	X	X						All Ages	None
Cooking^	X	X	X	X						14	\$15

Emergency Prep.^	X	X	X	X						13	None
First Aid^	X	X	X	X						All Ages	None
Geocaching^	X	X	X	X						All Ages	None
Orienteering^	X	X	X	X						All Ages	None
Pioneering	X	X	X	X						14	None
Search/Rescue	X	X	X	X						13	None
Wilderness Survival*^	X	X	X	X						12	None
SHOOTING SPORTS											
Archery	X	X	X	X						All Ages	\$10
Rifle	X	X	X	X						All Ages	\$20
Shotgun	X	X	X	X						13	\$30
S.T.E.M.											
Archaeology	X	X								All Ages	None
Architecture							X	X		All Ages	None
Chemistry^					X		X	X	X	All Ages	None
Digital Technology^					X	X				All Ages	None
Electricity & Electronics		X		X						All Ages	None
Nuclear Science^							X	X	X	All Ages	None
Photography					X		X		X	All Ages	None
Railroading (9am Session)								X		All Ages	None
Railroading (2pm Session)								X		All Ages	None
Robotics		X	X	X						All Ages	None
Signs, Signals & Codes	X	X								All Ages	None
Space Exploration	X	X								All Ages	\$20
STOCKTON FARMS											
Animal Science	Tues. and Thurs., 7-9 pm									All Ages	*\$60
Horsemanship	Mon. and Wed., 7-9 pm									All Ages	*\$60
WATERFRONT											
BSA Lifeguard^	X									15	None
Canoeing^	X		X							All Ages	None
Kayaking^		X		X						14	None
Lifesaving^	X		X							14	None
Rowing^					X		X			All Ages	None
Swimming (Session A, 2pm)^					X					All Ages	None
Swimming (Session B, 2pm)^							X			All Ages	None

* Horsemanship and Animal Science Merit Badges are taught off-site at Stockton Farms. You can take both Merit Badge classes for a package cost of \$100, or \$60 for either individual class.

* Wilderness Survival has an overnight requirement- **please see MB Registration FAQs (page 4) for more information.**

* All Forestry Classes will attend a fieldtrip to the Cradle of Forestry on Thursday afternoon (2-4 pm). Scouts taking this class should leave their Thursday afternoon schedules open so they can attend the fieldtrip. Cost is \$5 at the door.

^ This class has at least one prerequisite- **please see Prerequisite List (page 7) for more information.**



Camp Daniel Boone

HOW TO REGISTER FOR MERIT BADGES

HOW TO REGISTER FOR MERIT BADGES:

1. Log in to your unit account (campdanielboone.org). *Chrome works best!*
2. Click on your week.
3. Scroll down to 'Participants'
4. If you already put names in, select the name of the person and go to step 8 below...
Otherwise, select ADD Participant and proceed to Step 5.
- 5 Choose 'New Youth'
6. Complete fields. REQUIRED: Name, Date of Birth, Gender!
7. Hit '**NEXT**' at the bottom.
8. Click on 'YOUTH' on the next page.
9. Click '**NEXT**' at the bottom.
10. The next screen shows you ALL the classes we offer. There is a search bar at the top where you can type in the name of the class you're looking for to narrow things down.
11. Choose the specific class you're looking for (check the class day and time!) - It will put that class on the right side of the screen.
12. Continue adding classes for that scout until you have what you want.
13. Hit **COMPLETE** at the bottom.
14. YOU ARE ALMOST THERE: **CHECK OUT!**

Your balance will be increased based on class fees, but no actual payments are required at this time. You can check out without spending money.

REPEAT THIS PROCESS FOR ALL YOUTH UNTIL YOU ARE FINISHED.

NOW GET YOURSELF A REFRESHING BEVERAGE.
YOU HAVE EARNED IT!



Camp Daniel Boone

MERIT BADGE REGISTRATION FAQ

Q: What is the schedule for registration?

- A:
- Week 1 April 4, 2022
 - Week 2 April 5, 2022
 - Week 3 April 6, 2022
 - Week 4 April 7, 2022
 - Week 5 April 8, 2022
 - Week 6 April 11, 2022
 - Week 7 April 12, 2022

Registration opens at 10:00 am EST each of these days.
Once opening day has passed for your week, you can still get in and register.

Q: This schedule is not like other camps we have been to, can you explain it, please?

- A: Certainly! Each class is one day, either all day or half day. The classes are listed by program area with the full day classes on the left (orange) and the half day classes on the right (yellow). For the most part, a scout will attend each class one time. Look closely at the X to see where the class is offered.

Q: How do I know if a class covers multiple days?

- A: One 'X' will be positioned in a cell that covers the days that the class is offered.

Q: Is there anything special about Wilderness Survival?

- A: Yes- Scouts taking this class will be required to attend the classes' overnighter and they won't sleep much! So, you may want to leave their next morning open to allow them to catch up on rest. The Monday and Tuesday classes will have their overnighter on Tuesday night and the Wednesday and Thursday classes will have theirs on Thursday night.

Q: Are there any afternoon only classes?

- A: Yes! Swimming and Railroading.

Q: What are the scouts doing in the afternoon?

- A: There will be PLENTY of fun-based activities to take part in, such as tug-O-war, tie-dye parties, capture the flag, kickball, frisbee golf, 'slushie trivia', fishing, and visits to Boonesboro Village, as well as other 'special' Merit Badge offerings (such as Chess and Fingerprinting) that will be offered on a first-come-first-serve basis.

Q: What's the deal with Goin' Great?

- A: Our Goin' Great (First Year Camper) program is split up into two different sessions (A & B) *but the instruction in each session is the same!* Each session will run for 2 full, consecutive days and Scouts in this program can sign up to take Merit Badges on other days. Both sessions will come together on Friday morning for the 5-Mile Hike, which will take until lunchtime to complete, so you may not want to schedule these Scouts for classes during that time.

Q: Why are there so few classes on Friday?

A: Friday is set aside for fun! Climbing, Rifle, Shotgun, Archery, COPE, and the Waterfront will be open all day on Friday for scouts to come and check it out. (Be sure to get your ammo tickets from the trading post ahead of time so you can show up ready to shoot.) You can go fishing or take a unit hike together on the Red Trail. The Goin' Great Hike starts at 9:00 am!

Q: How can I front load the scout names ahead of time?

A: Log in and choose Manage My Group on the right side of the screen.
You can enter all youth/adults so they are ready to go on registration day.
REQUIRED info: Name, Date of Birth, Gender

Q: How will I know about class size limits?

A: MOST classes are 30 per class. Some, such as Robotics, are capped at 20, and others are 10 – like shooting sports and climbing. When you register, the class icon will show the limit and how many spots are left.

Q: What if a class is full?

A: If a class time is full, it will not appear as a choice.

Q: What does 'conflicting classes mean?

A: As you choose classes, all other options that fit will disappear from the list. *For example, if you choose Archery on Monday, all other Archery and all Monday classes will disappear. Because of this, your list will get shorter and shorter as you move along. (If you want to see the other options, you can click on conflicting classes and see them. They will have RED buttons telling you that you cannot add them.)

Q: What if I need to change a schedule?

A: REMOVE the class you do not want from the right side of the screen and the choices will repopulate so you can select another. *For example, if you deleted Archery on Monday, all the Archery classes will show up again as well as all other Monday classes.

Q: What strategies do you suggest?

A: 1. Enter names and pertinent data before April.
2. Stack your information so that the smaller classes are chosen first (they fill up faster). This is primarily shooting sports and climbing. Eagle Required classes fill up fast, too!

Q: Can we have more than one computer logged in at the same time?

A: Yes, you can. However, multiple people making changes often trip each other up and some people get pushed out. It generally **does not work well**. We encourage you to designate a person and help with by having all the information they need at the ready (also, chocolate and coffee).

Q: Why is checking out such a big deal?

A: Changes (of any kind) will not stick until you fully Check Out. It's like Amazon, it may be in your cart, but until you check out, it is not really yours. Keep hitting the Check Out buttons until you have hit PLACE ORDER at the bottom left of the screen. THAT is the end of the process. You will not have to pay fees for classes, but you must FULLY CHECK OUT.

Q: What if I get conflicts when I check out?

A: It could mean you chose 2 classes in the same time slot for a given scout or that someone else got classes between the time you added them to the scout's schedule and the actual check out. Sorry. This is exactly why checking out often is so important.

Q: What if I don't owe any money, do I still have to check out?

A: YES! MB class registration gives you the option of making payment (or not) at that time. But fully check out, regardless.

Q: Who am I competing with on registration day?

A: Only the other troops that have registered for your week will be registering at the same time for the same classes. That is 40+ troops. (WOW! I know, right?!)

Q: Can I see this process done?

A: As a matter of fact, you can! Follow this link:

<https://www.youtube.com/watch?v=K6tYao1qj3M&feature=youtu.be>

Skip to the middle...about 4 minutes in to see exactly this part of the process.

BE ADVISED: This video includes components that our camp does not use and can be confusing. CDB does *not* use products OR campsite selection. AND the video says to complete all youth before checking out, but you do not want to wait until the end. **Check out frequently- you'll be glad you did!**

BONUS QUESTIONS that come up from the video:

Q: How do we get camp gear if CDB is not using the products module?

A: Get your CDB gear at the Trading Post at camp.

Q: What about the campsite selection part (seems like a great idea)?

A: CDB will listen if you have a specific campsite request, but we cannot guarantee placement. Camp is typically very full and the commissioners setting camp are doing their absolute best to get everyone in as comfortably as possible, working through the parameters of boys/girls and men/women. We thank you, now and forever, for your understanding and patience.

SUPER BONUS QUESTION:

Q: Is there any other program where I can stress so much AND have so much fun doing it, while investing in the future in such a positive way?

A: NO. Scouting. That is all. Parenting is a close second, but unless you navigate your own website...Scouting!

STILL HAVE QUESTIONS?

We knew you would :)
Feel Free to reach out to:

Tucker Shealy, Program Executive
(828) 254-6189 ext. 127
tucker.shealy@scouting.org

Melinda Kuehn, Camp Director
(828) 254-6189 ext. 121
melinda.kuehn@scouting.org



Camp Daniel Boone

MERIT BADGE PREREQUISITES

The following requirements cannot be completed at summer camp and should be completed by Scouts, if possible, prior to arriving at Camp Daniel Boone. If a Scout completes any prerequisites before their trip to summer camp, they will need to bring a proof of completion in the form of a note from their Scoutmaster stating the requirements completed, with a signature. If a Scout is unable to complete the prerequisites listed for a class, they will simply receive partial credit for the Merit Badge until they check off the prerequisites, which can be completed after summer camp, if necessary.

	PREREQUISITES	THINGS TO BRING
CLIMBING	None!	N/A
C.O.P.E.	None!	N/A
ECOLOGY		
Environmental Science	None!	Notebook, writing utensil
Fish/Wildlife Mgmt.	None!	Notebook, writing utensil
Fishing	Requirements 9, 10 (can be completed at Camp, if the fish are biting and your troop is prepared to have a fish fry!)	Optional: Fishing rod, bait, tackle
Forestry	None!	N/A
Geology	None!	N/A
Insect Study	Requirement 9	Notebook, writing utensil
Mammal Study	None!	N/A
GOIN' GREAT		
SESSION A	None!	N/A
SESSION B	None!	N/A
HANDICRAFT		
Art	Requirement 6	N/A
Basketry	None!	N/A
Indian Lore	None!	N/A
Leatherwork	None!	N/A
Woodcarving	Totin' Chip	Please bring proof of Totin' Chip completion to class!
LEADERSHIP		
Citizenship in the Nation	Requirement 2, 3 (can be completed at Camp but may be difficult due to limited internet access)	Notebook, writing utensil, name & contact info for the Scout's US Senators and Congressman/Congresswoman

Citizenship in the World	Requirement 7 (may be completed at Camp, if an international Scout or Staff member is available during your week to speak to the class)	Notebook, writing utensil
Communications	Requirement 5, 7, 8	Notebook, writing utensil
Public Health	Requirement 7	Notebook, writing utensil
Music/Theater	Music Requirement 3b, Theater Requirement 3 (3c and 3d will be completed at Camp)	Notebook, writing utensil
Public Speaking	None!	Notebook, writing utensil
Salesmanship	None!	Notebook, writing utensil
SCOUTCRAFT		
Camping	Requirements 3, 4, 5e, 8d, 9a, 9b	N/A
Cooking	Requirement 4 , wash your hands!	N/A
Emergency Preparedness	Requirement 2c, 8b	If requirement 8b is completed before Camp, please bring your Emergency Service Pack to class, if able
First Aid	Requirement 5	If requirement 5 is completed before Camp, please bring your First Aid Kit to class, if able.
Geocaching	Requirements 7, 8	Optional: GPS
Orienteering	Requirement 7 (its best if completed after a Scout takes this class at Camp), 9	Optional: Compass
Pioneering	Basic knowledge of required knots, lashing, and splicing.	N/A
Search/Rescue	None!	Notebook, writing utensil
Wilderness Survival	Requirement 5	Survival Kit (Req. 5)
SHOOTING SPORTS		
Archery	None!	N/A
Rifle	None!	N/A
Shotgun	None!	N/A
S.T.E.M.		
Archaeology	None!	Notebook, writing utensil
Architecture	None!	Notebook, writing utensil
Chemistry	None!	Notebook, writing utensil
Digital Technology	Requirement 1	Notebook, writing utensil
Electricity & Electronics	None!	Notebook, writing utensil
Nuclear Science	Requirement 4	Notebook, writing utensil
Photography	Requirement 1a	Required: Digital Camera (a cellphone will work for this, if necessary)
Railroading (AM Session)	None!	Notebook, writing utensil
Railroading (PM Session)	None!	Notebook, writing utensil
Robotics	None!	Notebook, writing utensil
Signs, Signals & Codes	None!	Notebook, writing utensil
Space Exploration	None!	Notebook, writing utensil

STOCKTON FARMS		
Animal Science	None!	Long pants/jeans
Horsemanship	None!	Long pants/jeans
WATERFRONT		
BSA Lifeguard	Must pass BSA Swim Test (at CDB)	Swimsuit, towel
Canoeing	Must pass BSA Swim Test (at CDB)	Swimsuit, towel
Kayaking	Must pass BSA Swim Test (at CDB)	Swimsuit, towel
Lifesaving	Must pass BSA Swim Test (at CDB)	Swimsuit, towel
Rowing	Must pass BSA Swim Test (at CDB)	Swimsuit, towel + shoes, socks, long pants, belt, and long sleeve shirt THAT CAN GET WET!
Swimming (Session A, PM)	Must pass BSA Swim Test (at CDB)	Swimsuit, towel
Swimming (Session B, PM)	Must pass BSA Swim Test (at CDB)	Swimsuit, towel