

# Avondale Winter Camp

## 2018 Merit Badges

<b>Archery:</b>	Physical strength and stamina required to pull bow back. 2 Session Class. Requires approximately \$8.00 for supplies.
<b>Art:</b>	Requires approximately \$10.00 for supplies.
<b>Astronomy:</b>	Meets at night. Binoculars are recommended. Partial completion at camp (Pre-requisites may be completed prior to camp).
<b>Automotive Maintenance:</b>	You <u>will</u> get your hands dirty.
<b>Aviation:</b>	Partial completion at camp (Pre-requisites may be completed prior to camp).
<b>Basketry:</b>	Approximately \$20.00 needed for supplies. (2 baskets and a stool)
<b>Camping:</b>	Scouts need backpack, tent, sleeping bag, flashlight, and water bottle. Be prepared to sleep away from your campsite. Partial completion at camp.
<b>Citizenship in the Nation:</b>	Difficult merit badge, 14 year old minimum age.
<b>Citizenship in the World:</b>	Difficult merit badge, 14 year old minimum age.
<b>Communications:</b>	Partial completion at camp (Pre-requisites may be completed prior to camp).
<b>Electricity:</b>	Learn electricity fundamentals.
<b>Electronics:</b>	Approximately \$22.00 for supplies.
<b>Emergency Preparedness:</b>	Must have First Aid merit badge. Partial completion at camp (Pre-requisites may be completed prior to camp).
<b>Engineering:</b>	Scouts must bring a small appliance that is broken to take apart (i.e. a broken hair dryer is great).
<b>Fire Safety:</b>	Learn how to be safe from fire. Partial completion at camp.
<b>First Aid:</b>	Must have completed Tenderfoot, 2 <sup>nd</sup> and 1 <sup>st</sup> class first aid requirements. Prepare your first aid kit and bring to camp.
<b>Fishing:</b>	Fishing equipment is available at camp, but feel free to bring your own.
<b>Fly Fishing:</b>	Fly-fishing is a specialized form of fishing that combines skill and artistry. For older Scouts, 14 and up. Supplies, rods and reels will be furnished. Merit badge may not be able to be completed. Fee will be about \$10 per person.
<b>Geocaching:</b>	May not be able to complete at camp. If you have a GPS, please bring it.
<b>Home Repairs:</b>	Cannot be completed at camp.

<b>Indian Lore:</b>	Approximately \$18.00 for supplies.
<b>Leatherwork:</b>	Approximately \$25.00 needed for supplies.
<b>Nuclear Science:</b>	Learn about atomic energy
<b>Orienteering:</b>	Partial completion at camp. Bring a compass.
<b>Personal Fitness:</b>	Partial completion at camp. Wear clothes that you can run and exercise in.
<b>Personal Management:</b>	Partial completion at camp (Pre-requisites may be completed prior to camp).
<b>Plumbing:</b>	You will have to work. You will learn how to help keep things dry around the house.
<b>Public Speaking:</b>	Fun merit badge, lots of hard work, and you will be able to complete this badge at camp.
<b>Pulp and Paper:</b>	Find out how paper is made.
<b>Radio:</b>	Learn about radios and communicating with them.
<b>Rifle Shooting:</b>	Approximately \$20.00 needed for supplies.
<b>Shotgun Shooting:</b>	Approximately \$35.00 needed for supplies.
<b>Sustainability:</b>	Cannot be completed at camp.
<b>Welding:</b>	Approximately \$15.00 for supplies.
<b>Wilderness Survival:</b>	Be prepared to spend a “survival” night away from camp without a tent. Not recommended for first year campers.
<b>Woodcarving:</b>	<b>Must have Totin' Chip.</b> Approximately \$20.00 needed for supplies.

Merit Badge/Class	#1 7:40- 9:00	#2 9:10- 10:30	#3 10:40- 12:00	#4 12:55- 2:15	#5 2:25- 3:45	#6 3:55- 5:15	Night 7:00pm	Location	Maximum # of scouts
Animal Science (new for 2018)		X		X				Boozer Range	12
Archery		X + Qualify			X + Qualify			Archery Range	8
Art			X	X				Central Lodge Clsrm A	15
Astronomy							X	STEM Building	25
Auto Maintenance		X		X		X		Warehouse	15
Aviation			X			X		Spirit Center 2	15
Basketry	X			X				Classroom By Road	8
Camping	X			X				Spirit Center 3	12
Citizenship in Nation		X		X				Central Lodge	24
Citizenship in World			X		X			Central Lodge	22
Climbing		X-----X						COPE Pavilion	12
Coin Collecting (new for 2018)	X				X			Central Lodge Clsrm A	15
Communication		X-----X			X-----X			Spirit Center 1	30
COPE					X-----X			COPE Pavilion	12
Electricity		X		X				STEM Building	15
Electronics			X		X			STEM Building	8
Emergency Prep	X			X				Spirit Center 4	14
Engineering					X	X		Spirit Center 3	15
Farm Mechanics						X		Warehouse	12
Fire Safety	X				X			Blacksmith Shop	15
First Aid	X		X					Health Lodge	12
Fishing		X		X				Old Boating Area	15
Fly Fishing	X				X			Old Boating Area	6
Geocaching		X		X				STEM Classroom	15
Home Repair	X				X			Jean Vasquez Cabin	15
Indian Lore	X						X	Caddo house	15
Leatherwork		X			X			Classroom By Road	8
Oceanography	X					X		STEM Building	15
Orienteering		X			X			Aquatics Area	12
Personal Fitness		X	X	X				Chapel	10
Personal Management	X-----X			X-----X				Spirit Center 2	16
Photography (new for 2018)			X					Pavilion at Admin Bldg.	10
Plumbing			X	X				Jean Vasquez Cabin	15
Public Speaking			X			X		Spirit Center 4	10
Pulp & Paper (new for 2018)	X			X				Spirit Center 1	15
Radio	X					X		Central Lodge Clsrm A	10
Rifle Shooting	X		X					Rifle Range	12
Shotgun Shooting		X-----X		X-----X				Shotgun Range	12
Sustainability		X			X			Spirit Center 4	15
Welding			X	X				Warehouse	8
Wilderness Survival	X					X		Boozer Shooting	18
Woodcarving			X			X		Classroom By Road	16

