

Avondale Winter Camp

2021 Merit Badges

Archery: Physical strength and stamina required to pull bow back. 2 Session Class. Requires approximately \$8.00 for supplies.

Art: Requires approximately \$10.00 for supplies.

Astronomy: Meets at night. Binoculars are recommended. Partial completion at camp (Pre-requisites may be completed prior to camp).

Aviation: Partial completion at camp (Pre-requisites may be completed prior to camp).

Basketry: Approximately \$20.00 needed for supplies. (3 projects)

Bird Study: Bring paper and pencil for sketching and making a field notebook Bring Binoculars if you can.

Camping: Scouts need backpack, tent, sleeping bag, flashlight, and water bottle. Be prepared to sleep away from your campsite. Partial completion at camp.

Citizenship in the Nation: Difficult merit badge, 14 year old minimum age.

Citizenship in the World: Difficult merit badge, 14 year old minimum age.

Collections: Bring pictures of your collections. Note: cannot be coin or stamp.

Communications: Partial completion at camp (Pre-requisites may be completed prior to camp).

Electricity: Learn electricity fundamentals.

Emergency Preparedness: Must have First Aid merit badge. Partial completion at camp (Pre-requisites may be completed prior to camp).

Engineering: Scouts must bring a small appliance that is broken to take apart (i.e. a broken hair dryer is great).

Environmental Science: Cannot be completed at Camp.

Fire Safety: Learn how to be safe from fire. Partial completion at camp.

First Aid: Must have completed Tenderfoot, 2nd and 1st class first aid requirements. Prepare your first aid kit and bring to camp.

Fish & Wildlife Management, Fishing and Fly Fishing: Take 3 merit badges in one session.

Fish & Wildlife Management: Cannot be completed at Camp.

Fishing: Fishing equipment is available at camp but feel free to bring your own. Bring your own bait.

Fly Fishing: Fly-fishing is a specialized form of fishing that combines skill and artistry. For older scout 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.

Geocaching: May not be able to complete at camp. If you have a GPS, please bring it.

Geology: May not be able to complete at camp.

Home Repairs: Cannot be completed at camp.

Law: Learn about Law, different types of law and requirements to become a lawyer.

Leatherwork: Approximately \$25.00 needed for supplies.

Medicine: Learn about important people in medicine. Learn the different types of medicine.

Oceanography: Learn secrets of the ocean.

Orienteering: Partial completion at camp. Bring a compass.

Personal Fitness: Partial completion at camp. Wear clothes that you can run and exercise in.

Personal Management: Partial completion at camp (Pre-requisites may be completed prior to camp).

Public Speaking: Fun merit badge, lots of hard work, and you will be able to complete this badge at camp.

Robotics: Learn how to build and program machines.

Pulp and Paper: Find out how paper is made.

Rail Roding: Rail Roads are more than just rails and trains.

Rifle Shooting: Approximately \$20.00 needed for supplies.

Shotgun Shooting: Approximately \$35.00 needed for supplies.

Sustainability: Cannot be completed at camp.

Welding: Approximately \$15.00 for supplies.

Wilderness Survival: Be prepared to spend a "survival" night away from camp without a tent. Not recommended for first year campers.

Woodcarving: Must have Totin' Chip. Approximately \$20.00 needed for supplies.