

2024 Summer Camp Merit Badge Selection Form

Submit form by May 10, 2024 to 2024.strake.leaders@troop55htx.com

Scout: _____ (name exactly as listed in Scoutbook) **BSA ID:** _____ **Age:** ____ (during camp)

Diet: No special diet or _____ (diet details: shac.org/summer-camp#participant-guide)
 Yes, specify: Vegetarian Vegan Kosher Halal No pork No beef Nut allergy Gluten free Dairy free Lactose intolerant
 Diet requires that I bring my own food Other _____
 If yes, parent email: _____ & phone _____

Accommodations needed. No Yes if yes, describe: _____

Preferences <small>Indicate 1st-10th choice</small>	Class <small>(click to view requirements)</small>	Age	Notes
	First Year Camper: Pathfinder		(3 periods) for first-year Scouts
	Animal Science		
	Animation		
	Archery		(1.5 periods) Print and read Study Guide .
	Art		#6 not covered
	Astronomy		day & evening classes; includes an evening observation session
	Basketry		
	Bird Study		
	Camping		(2 periods) #3, 4b, 5e, 7b, 8d, 9a, 9b not covered
	Canoeing		Must pass BSA swim test
	Chemistry		
	Chess		day & evening classes; #6
	Citizenship in the Nation	13+	evening; #2, 3, 6 not covered; bring #8
	Citizenship in the World	13+	evening; prepare #3; bring #4, 7
	Climbing	13+	(2 periods) Must be physically able to climb.
	Cooking		Prepare #8; #4-7 not covered
	Communication	13+	day & evening classes; not covered #5, 8; bring #2, 3
	Digital Technology		
	Emergency Preparedness		day & evening classes; prereq: #1; #2c, 7a, 9 not covered; bring #8b
	Engineering		#2, 3, 9 not covered
	Environmental Science	14+	(2 periods), bring #1, 2, 3e1 or 2, 3g1 or 2
	Fingerprinting		evening
	First Aid		prereq #1; complete #5b prior to camp; bring #5a (first aid kit)
	Fishing		#9 is not covered at camp
	Fish and Wildlife Management		
	Forestry		
	Game Design		
	Geocaching & Orienteering		(2 periods) Geocaching: #7 not covered; Orienteering #10 not covered
	Geology		
	Golf		disk golf
	Hiking & Backpacking		(3 periods) Hiking #4, Backpacking #6b, 8c, 8d, 9a, 9e, 10, 11 not covered; bring 9c, 9d
	Insect Study		

Preferences <small>Indicate 1st-10th choice</small>	Class <small>(click to view requirements)</small>	Age	Notes
	Instructional Swim		swimming instruction to help pass swim test.
	Kayaking	14+	Must pass BSA swim test; be physically fit
	Leatherwork		
	Lifesaving	12+	Bring long pants, long-sleeved button-down shirt, shoes; must pass BSA swim test
	Mammal Study		
	Moviemaking		
	Nature		
	Nuclear Science		
	Oceanography		
	Painting		
	Photography		#7 not covered; bring camera; complete Cyber Chip before camp
	Pioneering		
	Plant Science		
	Pulp and Paper		
	Radio		
	Rifle Shooting		(1.5 periods) Bring Study Guide .
	Robotics		
	Rowing		Must pass a BSA swim test.
	Salesmanship		evening; #5 not covered
	Shotgun Shooting	12+	(1.5 periods), must be physically able to handle the recoil of gun. Bring Study Guide .
	Small-Boat Sailing	13+	Must pass a BSA swim test.
	Space Exploration		
	Sustainability		day and evening classes
	Swimming		
	Weather		evening
	Wilderness Survival	12+	Bring #5 to camp
	Wood Carving		
	Mission Lone Star: High Adventure Program	14+	(all week) Trip to NASA, Train Like an Astronaut Program or Underwater Helicopter Rescue Program, ATV, zipline, high ropes, COPE, climbing, shooting sports, aquatics, primitive camping on Lone Star Trail, Extra \$250. See mandatory ATV prerequisites: shac.org/summer-camp#program
	BSA Lifeguard	15+	(all week). Be strong swimmer; able to perform requirements .

2024 Merit Badge Classes	Periods						Program Area	Age Recommendations	Prerequisite and other notes
	1	2	3	4	5	E			
Animal Science	♦						Nature		• Prerequisite: Read merit badge book.
Animation	♦		♦		♦		Handicraft		• Prerequisite: Read merit badge book.
Archery	♦	♦					Shooting Sports		(1.5 periods) • Prerequisites: Print and read Study Guide. Read merit badge book. Learn more.
Art	♦		♦	♦			Handicraft		• <u>Prerequisite: Read merit badge book.</u> • <u>Not covered: #6</u>
Astronomy					♦	♦	STEM		• Prerequisite: Read merit badge book. • Includes an evening observation session
Basketry			♦	♦			Handicraft		• Prerequisite: Read merit badge book.
Bird Study		♦					Nature		• Prerequisite: Read merit badge book.
Camping				♦	♦		Scoutcraft		(2 periods) • <u>Prerequisite: Read merit badge book.</u> • <u>Not covered: #3, 4b, 5e, 7b, 8d, 9</u>
Canoeing	♦	♦		♦			Aquatics		• Prerequisite: Read merit badge book. Must be able to pass a BSA swim test; be physically fit
Chemistry		♦			♦		STEM		• Prerequisite: Read merit badge book.
Chess					♦	♦	STEM		• <u>Prerequisite: Read merit badge book</u> • <u>Not covered: #6 (complete after class)</u>
Citizenship in the Nation						♦	Evening Program	13+	• Prerequisite: Read merit badge book. Start watching the national news. • Not covered: #2, 3, 6 • Bring #8 (letters) and recommend bringing completed worksheet • Due to limited spots, we are reserving this class for older Scouts. If there are spaces available, we can add younger Scouts onsite.
Citizenship in the World						♦	Evening Program	13+	• Prerequisite: Read merit badge book. Prepare #3 (a current world event or geography topic to discuss during class). • Bring #4, 7; recommend preparing using worksheet • Due to limited spots, we are reserving this class for older Scouts. If there are spaces available, we can add younger Scouts onsite.
Climbing		♦			♦		Climbing	13+	(1.5 periods) • Prerequisite: Read merit badge book. Must be physically able to handle climbing. • Recommended for older Scouts due to strength required and heights.
Communication			♦		♦	♦	STEM - Day & Evening Class	13+	• Prerequisite: Read merit badge book. • Requirements not covered: #5, 8 • Bring #2, completed workbook • Due to limited spots, we are reserving this class for older Scouts. If there are spaces available, we can add younger Scouts onsite.
Cooking				♦			Skills		• 2 periods • Prerequisite: Read merit badge book • Requirements not covered: #4, 6
Digital Technology			♦	♦			STEM		• <u>Prerequisite: Read merit badge book; bring verification of completing the Cyber Chip</u> • <u>Bring a tablet or laptop with wifi, merit badge book, email address</u>
Emergency Preparedness				♦		♦	Scout Skills	12+	• Prerequisite: Read merit badge book, #1 (already earned First Aid Merit Badge) is a required prerequisite • Requirements not covered: #2c, 7a, 9 • Bring: #8b (picture of family emergency pack)
Engineering			♦	♦			STEM		• <u>Prerequisite: Read merit badge book.</u> • <u>Requirements not covered: #2, 3, 9</u>

Environmental Science			♦				Nature	14+	(2 periods) • Prerequisite: Read merit badge book. • Bring: completed worksheet; #1, 2, 3e1 or 2, 3g1 or 2 to get signed off at camp • Due to the work required, this badge is recommended for older Scouts.
Fingerprinting						♦	Evening Program		• Prerequisite: Read merit badge book.
First Aid	♦	♦				♦	Scoutcraft		• Prerequisite: Read merit badge book; must have completed all first aid requirements for Tenderfoot through First Class rank (refer to #1) and #5b. • Prerequisite: Read merit badge book. • Bring: #5a (first aid kit), recommend preparing using worksheet
Fish and Wildlife Management			♦				Fishing Pavilion		• Prerequisite: Read merit badge book.
Fishing		♦		♦	♦		Fishing Pavilion		• Prerequisite: Read merit badge book. • Not covered: #9
Forestry	♦						Nature		• Prerequisite: Read merit badge book.
Game Design	♦		♦	♦	♦		STEM		• Prerequisite: Read merit badge book.
Geocaching		♦					Skills		• 2 periods • Prerequisite: Read merit badge book. • Requirements not covered: #7
Geology			♦		♦		STEM		• Prerequisite: Read merit badge book.
Golf	♦					♦	Scout Skills		• Prerequisite: Read merit badge book (disk golf)
Hiking / Backpacking		♦					Skills		• 3 periods • Prerequisite: Read merit badge book. • Not covered: #4
Insect Study			♦				Nature		• Prerequisite: Read merit badge book.
Instructional Swim			♦				Aquatics		A class for Scouts who need swimming instruction to pass the Swim Test. Not a merit badge.
Kayaking	♦	♦				♦	Aquatics	14+	• Prerequisite: Read merit badge book. Must be able to pass a BSA swim test; be physically fit • Recommended for older Scouts
Leatherwork	♦			♦	♦		Handicraft		• Prerequisite: Read merit badge book.
Lifesaving		♦			♦		Aquatics	12+	• 2 periods • Prerequisite: Read merit badge book; must be able to pass a BSA swim test. • Bring: long pants, a long-sleeved button-down shirt, shoes • Recommended for Scouts ages 12+
Mammal Study	♦					♦	Nature		• Prerequisite: Read merit badge book.
Moviemaking			♦				STEM		• 2 periods • Bring cell phone or video camera and computer with video editing software
Nature	♦					♦			• Prerequisite: Read merit badge book.
Nuclear Science			♦	♦			STEM		• Prerequisite: Read merit badge book.
Oceanography			♦				Nature		• Prerequisite: Read merit badge book.
Painting			♦	♦	♦		Handicraft		• Prerequisite: Read merit badge book.
Photography				♦	♦		STEM		• Requirements not covered: #7 • Prerequisite: Read merit badge book; bring verification of completing the Cyber Chip • Bring camera, and 12 digital pictures that you are willing to share for #4, 5.
Pioneering				♦	♦		Handicraft		• Prerequisite: Read merit badge book.
Plant Science					♦		Nature		• Prerequisite: Read merit badge book.
Pulp and Paper	♦								• Prerequisite: Read merit badge book.
Radio		♦				♦	STEM		• Prerequisite: Read merit badge book.

Rifle Shooting	♦	♦	♦				Shooting		(1.5 periods) • Prerequisites: Print and read Study Guide. Read merit badge book. Learn more
Robotics		♦	♦	♦			STEM		• Prerequisite: Read merit badge book.
Rowing				♦	♦				• Prerequisite: Read merit badge book; must be able to pass a BSA swim test.
Salesmanship						♦			• Prerequisite: Read merit badge book • Requirements not covered: #5 • Bring: completed worksheet
Shotgun Shooting	♦	♦		♦			Shooting	13+	(1.5 periods) • Prerequisites: Print and read Study Guide. Read merit badge book; must be physically able to handle the recoil of the gun. Might be a partial if Scout is unable to qualify shooting skills. Learn more • Recommended for Scouts ages 13+ due to physical strength required
Small-Boat Sailing					♦			13+	• Prerequisite: Read merit badge book. • Not covered: TBD • Recommended for Scouts ages 13+
Space Exploration		♦	♦	♦			STEM		• Prerequisite: Read merit badge book.
Sustainability		♦	♦		♦	♦	Nature	13+	• Prerequisite: Read merit badge book • Not covered: TBD • <u>Due to limited spots, we are reserving this class for older Scouts. If there are spaces available, we can add younger Scouts onsite.</u>
Swimming	♦	♦		♦	♦		Aquatics		• Prerequisite: Read merit badge book.
Weather						♦	Nature		• Prerequisite: Read merit badge book
Wilderness Survival	♦				♦		Scoutcraft	12+	• Prerequisite: Read merit badge book . • Bring: #5 (survival kit) • Recommended for ages 12+ due
Wood Carving	♦				♦		Handicraft		• Prerequisite: Read merit badge book.