

CAMP LOWDEN MERIT BADGE GUIDE 2009

MERIT BADGE	DIFFICULTY LEVEL	COMMENTS	RECOMMENDED REQUIREMENTS TO WORK ON BEFORE ATTENDING CAMP	MERIT BADGE BOOK EDITION	\$
ARCHERY	D	Recommended for 2 nd year or older camper. Extensive practice needed for required accuracy.	3b, 3c	2004	\$5
ART	M	Good for newer Scouts	1, 2, 3, 4, 5, 6	2006	\$5
ASTRONOMY	M	Recommended for 2 nd year or older camper. Requires overnight observation.	5, 6, 7, 10 Weather conditions may prevent completion at camp	2004	
BASKETRY	E	Good for newer Scouts		2003	\$10
BIRD STUDY	D	Takes a lot of study and observation	2, 5, 6, 7, 8	2005	
CAMPING	M	Requirement 7c, 8c, 9 completed in troop	2, 3, 4, 5a, 7, 8c, 9	2005	
CANOEING	M	Recommended for 2 nd year or older camper. Minimum of 10 hours.	Must be a blue swimmer. Need full set of clothes and shoes that can get wet.	2004	
CITIZENSHIP IN THE NATION	M	Recommended for 2 nd year or older camper. Takes a lot of study.	2, 3, 5, 8	2005	
CITIZENSHIP IN THE WORLD	H	Recommended for 2 nd year or older camper. Takes a lot of study.	4, 7	2005	
COOKING	M	Takes a lot of study.	2, 3, 5, 7, 8	2007	
EMERGENCY PREPAREDNESS	M	Takes a lot of preparation and paperwork completion.	1, 2b, 2c, 6c, 8a, 8c, 9b, 9c	2003	
ENERGY	H	For older Scouts	1a, 2b, 4, 5, 6, 8	2005	
ENVIRONMENTAL SCIENCE	H	Not good for 1 st year campers-takes time. 2 hours needed each day for field study.	Review and start work on all requirements.	2006	
FIRST AID	M	Must have completed 1 st Aid for Tenderfoot to 1 st Class.	2b, CPR Have home first aid kit to show counselor.	2007	
FISH & WILDLIFE MANAGEMENT	M	Time consuming but very informative. Recommended for 3 rd year or older camper.	5, 6, 7, 8	2004	
FISHING	E	Bring fishing equipment to camp. Buy live bait in town.	Review all requirements	2002	
FORESTRY	M	Recommended for 2 nd year or older camper.	Review and start work on all requirements.	2005	
GEOLOGY	M	Takes a lot of study and time.	Review and start work on all requirements	2005	
HIKING	H	Need be in good physical condition. Difficult to complete at camp.	3, 4, 5, 6, 7	2007	
INDIAN LORE	M	Good for all scouts.	Review and start work on all requirements	2003	\$10

MERIT BADGE	DIFFICULTY LEVEL	COMMENTS	RECOMMENDED REQUIREMENTS TO WORK ON BEFORE ATTENDING CAMP	MERIT BADGE BOOK EDITION	\$
INSECT STUDY	H	Takes a lot of study.	3, 7, 9	2002	
LEATHERWORK	E	Good for new Scouts.	4	2002	\$10
LIFESAVING	H	Recommended for 3 rd year or older camper. 10 hours required.	1, 13 Need clothes and shoes that can get wet.	2001	
MAMMAL STUDY	M	Requires service project.	2, 3, 4	2003	
NATURE	M	Time consuming and challenging.	Review and start work on all requirements.	2003	
PIONEERING	M	Excellent badge to earn at camp. Not good for 1 st year campers	2, 5, 7 Practicing knots, splices, and basic lashings will be very helpful	2006	
PLANT SCIENCE	H	Requires a lot of time to complete	1, 4, 5, 6, 7	2005	
REPTILE & AMPHIBIAN STUDY	M	Recommended for older Scouts. Requires a lot of study.	Review and start work on all requirements.	2005	
RIFLE SHOOTING	H	Older Scouts. Good shooting skills required!	Study merit badge pamphlet.	2001	\$10
ROWING	M	Physically challenging. Recommended for 2 nd year or older camper. Requires a lot of practice.	Must be a blue swimmer.	2006	
SCULPTURE	E	Popular for newer Scouts	2c, 3	2007	
SHOTGUN SHOOTING	H	Older Scouts. Good shooting skills required.	Must hit 24 of 50 clay birds.	2005	\$15
SOIL & WATER CONVERSATION	M	Recommended for 2 nd year or older camper. Requires extensive paperwork.	7, Study merit badge pamphlet.	2004	
SWIMMING	M	A "must do" for every Scout. Must be a good swimmer.	Must be a blue swimmer. Need full set of clothes and shoes that can get wet.	2002	
WEATHER	M	Need small radio to listen to weather forecasts	3, 6, 8 Need material to make wind vane and rain gauge.	2006	
WILDERNESS SURVIVAL	M	Recommended for 2 nd year or older camper. Requires overnight trip	5	2007	
WOOD CARVING	M	Popular for newer Scouts.		2006	\$10

Difficulty Level

E - Easy M - Moderate H - Hard D - Difficult

\$ = Designates an additional equipment cost or material fee above the regular camp fee.

- > **Archery:** Fee for supplies to make arrow
- > **Rifle and Shotgun:** Fee for ammunition
- > **Handicraft Kits:** \$10-\$15