

2025 Camp Geronimo Merit Badges & Prerequisites

MERIT BADGE DIFFICULTY SCALE

Advanced Badge

Badges in this category are the most difficult to complete at summer camp due to the course content, number of prerequisites, and expected ability level of the Scouts. Advanced badges are highly recommended for your oldest Scouts who are First Class and above.

Moderate Badge

Badges in this category can be easily earned at camp by experienced Scouts **but have a few prerequisites to complete at home.**

Basic Badge

Badges in this category have few, if any, prerequisites. These courses are excellent for Scouts of all ages and ability levels.

MERIT BADGE SCHEDULE

Merit Badges classes are offered Monday through Friday during 1 of 4 morning periods. Each class runs for all 5 days. Some Merit Badge classes require two periods each day: they are Environmental Science, Cooking, Shotgun, Climbing and Animal Science/Horsemanship. Not every merit badge is offered each period.

MERIT BADGE PREREQUISITES

In order to complete some of the Merit Badges, some of the requirements are difficult to complete at camp. These Merit Badges have prerequisites, some of the requirements need to be done at home in order to earn the MB at camp and leave with a completion. Listed on the next few pages are the merit badges by area of instruction, along with any prerequisites, possible rank/ age requirements, and other information that will create a more successful experience when followed. Please note that aquatic Merit Badges and aquatic activities require a swim test at camp with our aquatics staff. Scouts must wear closed-toed shoes at camp and to all Merit Badge courses including all aquatic badges.

AQUATICS



BEGINNER SWIMMING • BASIC

Focused on passing the Beginner and Swimmer swim tests. This course involves one-on-one instruction to help Scouts become comfortable with the water. This is not a merit badge! Offered periods 3 and 4 only.



CANOEING • MODERATE

Requires physical strength and endurance. Prerequisites: Must complete BSA swimmer test at camp and have an extra pair of closed toed shoes that can get wet. Offered periods 2,3 and 4.



KAYAKING • MODERATE

Physical strength and endurance required. Prerequisite: Must Pass BSA Swim Test at camp and have an extra pair of closed toed shoes that can get wet. Offered periods 1, 3 and 4.



LIFESAVING • ADVANCED (EAGLE REQUIRED)

This challenging program is physically demanding and recommended for very strong swimmers who wish to learn aquatic lifesaving skills. Requires physical strength and endurance. Prerequisites: Swimming Merit Badge required; bring copy of merit badge card or note from Scoutmaster. Offered periods 1,2,3 and 4.



ROWING • MODERATE

This is a physically demanding program. It is more difficult to master than canoeing or kayaking. Have an extra pair of closed toed shoes that can get wet. Prerequisites: Must complete BSA swimmer test at camp. Offered periods 1 and 2.



SWIMMING • MODERATE (EAGLE REQUIRED)

This program is physically demanding and requires strength and endurance. Prerequisites: Must complete BSA swimmer test at camp. Offered periods 1 (cap of 20) ,2 (cap of 20), 3 (cap of 10) and 4 (cap of 10).

HANDICRAFT



ART • BASIC

Drawing or artistic experience recommended. Scouts will learn how to express their ideas and tell a story using pictures. Offered period 4 only.

Prerequisites:

- Requirement #6: Visit a museum, art exhibit, art gallery, artists' coop, or artist's workshop. Bring documentation of visit.



BASKETRY • BASIC

This is an excellent badge for young Scouts. Scouts will use weaving skills to make two baskets and a wooden stool. Required supplies are provided.



CHESS • BASIC

Learn the basics of Chess and how you can improve as a player even after you leave camp.

No prerequisites. Offered periods 1 and 2.



GAME DESIGN • BASIC

Design your very own board, card, or role-playing game and put it to the test with your fellow Scouts! No prerequisites. Offered periods 3 and 4 only.



LEATHERWORK • BASIC

While working with leather, Scouts will learn about making leather and techniques to create items from leather. Required supplies are provided.



METALWORK • ADVANCED

Scouts will learn about metals and make a project in their preferred technique. Requires physical strength and endurance. Scouts are required to be 13+. Offered periods 1,2,3 and 4.



POTTERY • BASIC

Working with clay, scouts will create pots, figurines, or sculptures. Scouts will work on a potter's wheel and learn about using a kiln. No prerequisites. Offered periods 1,2,3 and 4.



SPACE EXPLORATION • BASIC

Learn all about space exploration, and then build and launch your very own model rocket! No prerequisites. Offered periods 2 and 4 only.



WOODCARVING • MODERATE

This merit badge is not recommended for first year scouts due to safety concerns. Supplies are available at the Trading Post for purchase. Bring Totin' Chip Card and a small pocket knife (1-1/2 2in) lock blade.

HEALTH LODGE



EMERGENCY PREPAREDNESS • MODERATE (EAGLE REQUIRED)

This program requires Scouts to complete written materials and master many skills. A strong knowledge of knots is particularly important.

Prerequisites:

- Requirement #1 : Bring a copy of the First Aid Merit Badge card or a note from your Scoutmaster
- Requirement #2c: Complete with your family. Will require an understanding of Req. #2a and #2b
- Requirement #6c: Will require an understanding of #6b
- Requirement #8b: Bring a photo of your kit.



FIRST AID • MODERATE (EAGLE REQUIRED)

Improve your first aid knowledge in this Eagle-required merit badge.

Prerequisites:

- Requirement #1 : Be prepared to demonstrate to your counselor that you have current knowledge of all first-aid requirements for Tenderfoot, Second Class, and First Class ranks. Tenderfoot Requirement #4d
- Requirement #5a: Prepare a first aid kit for your home. Bring the kit to Camp or letter from parents
- Requirement #5b: Troop's first aid kit - Note from Troop Leader.



SEARCH & RESCUE • MODERATE

Learn how to plan and execute a search and rescue operations before practicing a hasty search scenario. No prerequisites.

Nature



ENVIRONMENTAL SCIENCE • ADVANCED (EAGLE REQUIRED)

This is a time consuming badge which requires Scouts to spend several hours outside of class each day observing, writing and experimenting. Maturity and high-level of concentration is required. Ideally for Scouts age 13+. **This class is taught in two-period block: Period 1 AND 2 together, or Period 3 AND 4 together.**

Prerequisites:

- Requirement #1 Bring a copy of the First Aid MB card or a note from your Scoutmaster
- Requirement #2c: Complete with your family
- Requirement #6c: Will require an understanding of requirement #6b
- Requirement #8b: Bring a photo of your kit



ASTRONOMY • BASIC

Take advantage of Camp Geronimo's dark skies and use our state of the art telescope. This merit badge will hold some extra class sessions in the evening. No prerequisites. **Offered period 3 only.**



CHEMISTRY • BASIC

Learn the basics of chemistry in this exciting, hands-on badge! No prerequisites. Offered periods 1 and 3 only.



SOIL & WATER CONSERVATION • MODERATE

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly. No prerequisites. Offered periods 1 and 3 only.



MAMMAL STUDY • BASIC

An opportunity to learn more about a chosen mammal or mammals and work on a conservation project. No prerequisites. **Offered period 4 only.**



NATURE • BASIC

An excellent introduction badge to nature that includes the study of plants, animals and soil. No prerequisites. Offered periods 1 and 3 only.



FORESTRY • BASIC

Scouts will identify trees and plants and explore the roles they play in a forest's life cycle. They will discover the resources forests provide to humans and understand why forest sustainability is important. No prerequisites. Offered periods 1 and 2 only.



WEATHER • BASIC

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe. No prerequisites. Offered periods 2 and 4 only.



REPTILE & AMPHIBIAN STUDY • BASIC

Scouts have always been interested in the different reptiles and amphibians found at camp. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife. Offered periods 2 and 4 only.

Prerequisites:

- Requirement #8 Bring a note from your Scoutmaster or other proof of completion**

TOWER/CORRALS



CLIMBING • ADVANCED – 13+

This program is physically challenging and requires a strong knowledge of knots, first aid, safety and care of equipment. Geronimo age requirement is 13+ for climbing tower. Bring clean dry non-loose fitting clothing and preferably tennis shoes (as it may be difficult to climb in boots.) **This class is taught in two-period block: Period 1 AND 2 together, or Period 3 AND 4 together.**



HORSEMANSHIP / ANIMAL SCIENCE • ADVANCED

Scouts will learn about horses and their required care. They will also work with and ride the horses. Requires physical strength and endurance. Scouts must wear jeans and closed toes shoes. No steel toed boots. Youth must bring a Horse Activity Release form signed by their parent or guardian.

This class is taught in a vigorous two-hour block where Scouts will earn two merit badges.



OUTDOOR SKILLS



COOKING • BASIC (EAGLE REQUIRED) Scouts learn about nutrition and hone their cooking skills. **This class is taught in two-period block: Period 1 AND 2 together, or Period 3 AND 4 together.**

Prerequisites:

- Requirement #4: Home cooking. Bring note from parent or Scoutmaster regarding completion.



ORIENTEERING • MODERATE Set up and run an orienteering course and Scouts utilize their map and compass skills. Recommended to bring an orienteering compass. Scouts will need to teach some basic orienteering skills to their troop. **Offered period 3 only.**



WILDERNESS SURVIVAL • MODERATE

Scouts will build a shelter during camp and sleep in it one night. Scouts should bring a backpack and sleeping bag. Recommended for Scouts First Class or above. Offered periods 1 and 3 only.

Prerequisites:

- Requirement #5: Prepare and bring a small survival kit. **DO NOT INCLUDE** any matches or fire starting devices/materials. Survival kits are available at the Trading Post for purchase.



GEOCACHING • BASIC

A treasure-hunting game using a GPS unit to hide and seek containers. We will have GPS units for scouts to share, but encourage them to bring their own so they can master their own GPS device. Offered periods 1 and 4 only.

Prerequisites:

- Requirement #7: Locate three public geocaches in your area. Pick one and find the cache. Bring a letter from your guardian regarding completion.



PIONEERING • ADVANCED

Scouts will work on a project and splicing's. **Offered period 2 only.**

Prerequisites:

- Know (have mastery of) the Knots required for Tenderfoot through First Class.
- Please bring a pair of leather work gloves



Engineering • BASIC

Scouts will learn about Engineering. **Offered period 4 only.**



ARCHEOLOGY • BASIC

Survey the skills and tool used by archaeologists and take part in hands-on activities to find out what we can learn from the past. No prerequisites. Offered periods 2 and 3 only.



CAMPING • MODERATE (EAGLE REQUIRED) Scouts learn camping skills and how to prepare for a campout. Requires a lot of written work and previous camping experience. Offered periods 2 and 4 only.

Prerequisites:

- Requirement #4b: Help a patrol or den prepare for a campout.
- Requirement #5e: Scoutmaster pack inspection
- Requirement #7b: Pack your own gear
- Requirement #8d: Cook in the outdoors
- Requirement #9a: Camp a total of at least 20 nights with a BSA unit.
- Requirement #9b: Do two of the list

SHOOTING SPORTS



RIFLE SHOOTING • BASIC

A challenging MB, to shoot qualifying scores with a .22 caliber single shot, bolt action rifle. Extra time may be needed at range to achieve required passing scores. Offered periods 1,2,3 and 4.



SHOTGUN SHOOTING • BASIC

This is a time consuming and challenging badge. Scouts will likely need time outside of class to qualify. **This class is taught in two-period block: Period 1 AND 2 together, or Period 3 AND 4 together.**

Prerequisite:

- Scouts should be at least 13 years old and at least 100 pounds.



ARCHERY • BASIC

This is a difficult badge to master. Participants should plan on spending a large portion of their free time at the range to qualify. **Requires physical strength and endurance.** Extra time may be required at range to achieve a passing score. Offered periods 1,2,3 and 4.

