

Winter Camp Merit Badge Selection Form

Submit form by _____ to _____

Scout: _____ Age: _____ Rank: _____ Patrol: _____
(during camp)







Yes No **Special diet.** If yes, submit the online dietary form at shac.org/winter-camp by Dec 1st.


Yes No **Special accommodations needed.** If yes, describe:

Instructions: Indicate 1st, 2nd, and 3rd choice of merit badges for each time slot below.

Period 1	Period 2	Period 3	Period 4	Period 5
<input type="checkbox"/> Animation (2 periods)	<input type="checkbox"/> Art	<input type="checkbox"/> Archery (2 periods)	<input type="checkbox"/> Animation (2 periods)	<input type="checkbox"/> Basketry
<input type="checkbox"/> Archery (2 periods)	<input type="checkbox"/> Aviation	<input type="checkbox"/> Art	<input type="checkbox"/> Bugling	<input type="checkbox"/> Chess
<input type="checkbox"/> Artic Adventure [^] (age 14+, 2 periods)	<input type="checkbox"/> Chemistry	<input type="checkbox"/> Artic Adventure [^] (age 14+, 2 periods)	<input type="checkbox"/> Chemistry	<input type="checkbox"/> Cit in Community
<input type="checkbox"/> Automotive Maintenance (2 periods)	<input type="checkbox"/> Cit in Community	<input type="checkbox"/> Automotive Maintenance (2 periods)	<input type="checkbox"/> Cit in Community	<input type="checkbox"/> Cit in Nation
<input type="checkbox"/> Aviation	<input type="checkbox"/> Cit in Nation	<input type="checkbox"/> Camping (2 periods)	<input type="checkbox"/> Cit in Nation	<input type="checkbox"/> Cit in World
<input type="checkbox"/> Camping (2 periods)	<input type="checkbox"/> Cit in World	<input type="checkbox"/> Chess	<input type="checkbox"/> Cit in World	<input type="checkbox"/> Communication
<input type="checkbox"/> Cit in Community	<input type="checkbox"/> Communication	<input type="checkbox"/> Cit in Community	<input type="checkbox"/> Climbing (2 periods)	<input type="checkbox"/> Crime Prevention / Fingerprinting (evening)
<input type="checkbox"/> Cit in Nation	<input type="checkbox"/> Dentistry	<input type="checkbox"/> Cit in Nation	<input type="checkbox"/> Communication	<input type="checkbox"/> Digital Technology
<input type="checkbox"/> Cit in World	<input type="checkbox"/> Electricity	<input type="checkbox"/> Cit in World	<input type="checkbox"/> Digital Technology	<input type="checkbox"/> Energy
<input type="checkbox"/> Climbing (age 13+; 2 periods)	<input type="checkbox"/> Energy	<input type="checkbox"/> Communication	<input type="checkbox"/> First Aid	<input type="checkbox"/> First Aid
<input type="checkbox"/> Communication	<input type="checkbox"/> First Aid	<input type="checkbox"/> Cycling (age 13+; 3 periods)	<input type="checkbox"/> Forestry	<input type="checkbox"/> Leatherwork
<input type="checkbox"/> Dentistry	<input type="checkbox"/> Geology	<input type="checkbox"/> Digital Technology	<input type="checkbox"/> FYC: First Class Emphasis (2 periods)	<input type="checkbox"/> Model Design and Building
<input type="checkbox"/> Electricity	<input type="checkbox"/> Indian Lore	<input type="checkbox"/> Electronics / Radio (2 periods)	<input type="checkbox"/> Game Design	<input type="checkbox"/> Programming
<input type="checkbox"/> Emergency Prep (age 13+, 2 periods)	<input type="checkbox"/> Law	<input type="checkbox"/> Emergency Prep (age 13+, 2 periods)	<input type="checkbox"/> Geocaching (2 periods)	<input type="checkbox"/> Salesmanship
<input type="checkbox"/> Entrepreneurship	<input type="checkbox"/> Nature	<input type="checkbox"/> Environmental Sci (age 13+, 2 periods)	<input type="checkbox"/> Geology	<input type="checkbox"/> Scouting Heritage
<input type="checkbox"/> Environmental Sci (age 13+, 2 periods)	<input type="checkbox"/> Nuclear Science	<input type="checkbox"/> Fly Fishing (2 periods)	<input type="checkbox"/> Indian Lore	<input type="checkbox"/> Space Exploration
<input type="checkbox"/> FYC: Second Class Emphasis (2 periods)	<input type="checkbox"/> Painting	<input type="checkbox"/> First Aid	<input type="checkbox"/> Law	<input type="checkbox"/> Traffic Safety
<input type="checkbox"/> Fire Safety	<input type="checkbox"/> Photography	<input type="checkbox"/> Fish & Wildlife Mgt. (2 periods)	<input type="checkbox"/> Model Design and Building	<input type="checkbox"/> Woodcarving
<input type="checkbox"/> First Aid	<input type="checkbox"/> Truck Transportation	<input type="checkbox"/> Forestry	<input type="checkbox"/> Nuclear Science	<input type="checkbox"/> Zipline/COPE* (age 14+)
<input type="checkbox"/> Fishing (2 periods)	<input type="checkbox"/> Weather	<input type="checkbox"/> FYC: Tenderfoot Emphasis	<input type="checkbox"/> Oceanography	
<input type="checkbox"/> Health Care Professions/ Public Health (age 14+; 2 periods)	<input type="checkbox"/> Zipline/COPE* (age 14+)	<input type="checkbox"/> Game Design	<input type="checkbox"/> Plumbing	
<input type="checkbox"/> Hiking (3 periods)		<input type="checkbox"/> Health Care Professions/ Public Health (age 14+; 2 periods)	<input type="checkbox"/> Railroadng	
<input type="checkbox"/> Law		<input type="checkbox"/> Law	<input type="checkbox"/> Robotics	
<input type="checkbox"/> Moviemaking (2 periods)		<input type="checkbox"/> Metalwork	<input type="checkbox"/> Space Exploration	
<input type="checkbox"/> Nature		<input type="checkbox"/> Moviemaking (2 periods)	<input type="checkbox"/> Truck Transportation	
<input type="checkbox"/> Orienteering (2 periods)		<input type="checkbox"/> Music	<input type="checkbox"/> Welding (age 13+, 2 periods)	
<input type="checkbox"/> Painting		<input type="checkbox"/> Oceanography (2 periods)	<input type="checkbox"/> Zipline/COPE* (age 14+)	
<input type="checkbox"/> Pioneering (age 13+, 2 periods)		<input type="checkbox"/> Orienteering (2 periods)		
<input type="checkbox"/> Plumbing		<input type="checkbox"/> Photography		
<input type="checkbox"/> Programming		<input type="checkbox"/> Pioneering (age 13+, 2 periods)		
<input type="checkbox"/> Rifle Shooting (2 periods)		<input type="checkbox"/> Programming		
<input type="checkbox"/> Search and Rescue (2 periods)		<input type="checkbox"/> Railroadng		
<input type="checkbox"/> Shotgun Shooting (age 13+, 2 periods)		<input type="checkbox"/> Rifle Shooting (2 periods)		
<input type="checkbox"/> Traffic Safety		<input type="checkbox"/> Robotics		
<input type="checkbox"/> Welding (age 13+, 2 periods)		<input type="checkbox"/> Search and Rescue (2 periods)		
<input type="checkbox"/> Woodwork (2 periods)		<input type="checkbox"/> Shotgun Shooting (age 13+, 2 periods)		
<input type="checkbox"/> Zipline/COPE* (age 14+)		<input type="checkbox"/> Space Exploration		
		<input type="checkbox"/> Traffic Safety		
		<input type="checkbox"/> Weather		
		<input type="checkbox"/> Woodwork (2 periods)		
		<input type="checkbox"/> Zipline/COPE* (age 14+)		
Evening Classes (optional):	Astronomy	Basketry	Fingerprinting	Leatherwork
			Photography	Metalwork
				Wood Carving

Tentative Winter Camp Merit Badge Prerequisites

Merit Badge/Class <small>(click on class for requirements)</small>	Age	Tentative prerequisites & requirements not covered. See shac.org/winter-camp for updates and what to bring for each class. Read the merit badge book.	
Animation			
Archery			
Art		#6	
Astronomy			
Automotive Maintenance			
Aviation			
Basketry			
Bugling		#6	
Camping		#3, 4b, 5e, 7b, 8d, 9	
Chemistry			
Chess			
Cit in Community		#2, 3, 4, 7, 8	
Cit in Nation		#2, 3, 6, 8	
Cit in the World		#3, 4, 7	
Climbing	13+	physically demanding	
Communication		#2, 5, 8	
Crime Prevention & Fingerprinting			
Cycling		#6d	
Dentistry		#3	
Digital Technology			
Electricity		#2	
Electronics & Radio			
Emergency Prep	13+	Prereq First Aid Merit; #2c, 8b	
Energy		#4	
Entrepreneurship			
Environmental Science	13+	#1, 2, 3e1 or 2, 3g1 or 2	
Fire Safety		#6, 11	
First Aid		Prereq #1; #5a, #5b	
Fishing			
Fish and Wildlife Mgt			
Fly Fishing			
Forestry		#5	
Game Design		#5, 6, 7, 8	

Merit Badge/Class <small>(click on class for requirements)</small>	Age	Tentative prerequisites & requirements not covered. See shac.org/winter-camp for updates and what to bring for each class. Read the merit badge book.	
Geocaching		#7	
Geology			
Health Care Professions & Public Health	14+	HC: #5, 6; PH: # 1, 7, 8	
Hiking		#4	
Indian Lore		#3,4	
Law			
Leatherwork			
Metalwork			
Model Design & Building		#7a	
Moviemaking			
Music		#3, 4	
Nature		#3	
Oceanography			
Orienteering			
Painting			
Photography		#7a, 7b	
Pioneering	13+		
Plumbing			
Programming			
Railroading		#8	
Rifle Shooting			
Robotics			
Salesmanship		#5	
Scouting Heritage		#4, 5, 6	
Search and Rescue			
Shotgun Shooting	13+	must be able to handle gun recoil	
Space Exploration			
Traffic Safety			
Truck Transportation			
Weather			
Welding	13+		
Wood Carving			
Woodwork			

Merit badges and requirements not covered are subject to change based on merit badge counselor availability and their preferences. See shac.org/winter-camp for latest information.

***Arctic Adventure:** The high adventure program is a half-day program designed for older Scouts (ages 14+). On day one, participants will complete a course to learn how to properly ride an ATV. The youth will then plan their own activities such as ATV trail riding, shooting sports, high-ropes, climbing, zipline, and/or forging. Scouts must take a 1.5 hours online course before camp. shac.org/winter-camp#program.

***Zipline / High Ropes:** This is not a merit badge class, but an opportunity for older Scouts (ages 14+) to participate in high adventure activities. On the high ropes course, Scouts move across suspended platforms and obstacles in midair. There are two routes to choose with different levels of difficulty. Scouts wear a harness and use a belay or clip on clip off system, so Scouts can take leaps of faith without worrying about that will happen if they misjudge the gaps. The zipline offers Scouts a bird's eye view of camp while soaring over the beautiful lake on one of two 850' ziplines.