ADVANCEMENT PROGRAM DETAILS

Many badges will require work outside the scheduled time. Keep this in mind when choosing badges and other programs at camp. Registration for programs begins in April. **Bolded** MBs are Eagle Required.

Badge/Activity	Minimum Age by 8/31/26	Difficulty Rating	Capacity	Cost	Pre-requisites/Extra Commitments/Notes
American Indian Culture MB	11	Easy	16	None	Only offered with Archaeology MB.
Archaeology MB	11	Easy	16	None	Only offered with American Indian Culture MB.
Archery MB	12	Difficult	18	$5	Scouts may need to attend open range times to complete shooting requirements.
Art MB	11	Easy	30	None	
Artificial Intelligence	11	Easy	24	None	Scouts will need access to a cellular device during class.
Basketry MB	11	Easy	50	$18	Scouts should plan on spending time working on their baskets outside of class time or go to handicrafts in the evenings. Units must send one adult to class to help.
Camping MB	12	Moderate	30	None	Complete reqs. 4b, 8c, 8d, 9a prior to camp.
Canoeing MB	12	Difficult	24	None	Must be Swimmer Level Must have req. 2 completed to attend MB.
Chess MB	11	Moderate	32	None	Scouts should plan on spending time playing games and teaching another Scout outside of class.
Citizenship in the World	13	Difficult	None	None	Eagles Nest- Complete reqs. 2, 3, 4, and 7 before coming to camp.
Climbing MB	12	Difficult	12	None	
Communication MB	13	Moderate	24	None	Complete req. 5 prior to camp.
Emergency Preparedness MB	13	Difficult	24	None	Must be enrolled in or have earned First Aid MB. Bring Personal Emergency Service Pack described in req. 8c to camp. Complete reqs. 1b, 2ab&c before coming to camp.
Environmental Science MB	12	Moderate	30	None	Make sure to bring a notebook and pencil/pen to this merit badge.
Family Life	13	Difficult	None	None	Only offered as an Independent Study. Complete Reqs. 1-6 before coming to camp.
Fingerprinting MB	11	Easy	None	None	Only offered as an Independent Study

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Fire Safety MB	12	Easy	24	None	Complete req. 5g before coming to camp.
First Aid MB	12	Moderate	24	None	Prepare a first aid kit as described in req. 2b1 and bring it to class.
First Class Adventure	11	Easy	75	None	Must have at least one adult attend class to assist.
First Class Aquatics	11	Easy	75	None	Must have at least one adult attend class to assist.
Fish & Wildlife Management MB	11	Moderate	30	None	Only offered with Mammal Study MB.
Fishing MB	12	Easy	24	$5	Only offered with Fly Fishing MB. Plan extra time for fishing in the evenings or mornings. Scouts aged 16+ need a MN fishing license.
Fly Fishing MB	12	Moderate	24	$5	Only offered with Fishing MB. Plan extra time for fishing in the evenings or mornings. Scouts aged 16+ need a MN fishing license.
Forestry MB	12	Moderate	16	None	Only offered with Pulp and Paper Merit Badge.
Geology MB	11	Moderate	None	None	Only offered as an Independent Study
Golf (Disc Golf) MB	11	Moderate	24	None	
Hiking MB	12	Difficult	None	None	Only offered as Independent Study. Only Possible if Scouts have at least one buddy and an adult leader willing to spend most of their time at camp hiking.
Kayaking MB	11	Moderate	24	None	Must have req. 2 complete to attend MB. Must be Swimmer Level.
Leatherwork MB	11	Easy	50	$12	Only offered with Textiles MB. Units must send one adult to class to help.
Lifesaving MB	13	Difficult	12	None	Must have completed swimming MB and be able to swim 400 yards as described in req. 2b to attend class
Mammal Study MB	11	Easy	30	None	Only offered with Fish and Wildlife Management MB.
Motorboating MB	14	Moderate	24	$60	Can only be earned in Watersports Outpost. Must be Swimmer Level
Multisport MB	12	Moderate	30	None	Must have completed swimming MB. Must have req. 5 completed to attend MB. (Aquathlon option used)

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Badge/Activity	Min. Age by 8/31/26	Difficulty Rating	Capacity	Cost	Pre-requisites/Extra Commitments/Notes
Orienteering MB	13	Moderate	24	None	
Photography MB	11	Moderate	30	None	Suggested that you bring a camera or smart phone. Will need time outside of class to take and organize photos. Must have req. 1b completed to attend MB.
Plumbing MB	13	Moderate	12	None	
Pottery MB	11	Moderate	16	None	Bring clothes you are okay getting clay on to class.
Pulp & Paper MB	12	Easy	16	None	Only offered with Forestry MB.
Rifle Shooting MB	12	Difficult	24	$5	Scouts should plan on attending open range times to complete the shooting requirements.
Robotics MB	12	Difficult	14	$30	Can only be earned in Robotics Outpost.
Scouting Heritage MB	11	Moderate	None	None	Offered Thursday evening at the History Center. Complete reqs. 5, 6 and 8 before camp and bring to class.
SCUBA MB	14	Difficult	6	$500	Can only be earned in All Things SCUBA. Must be Swimmer Level. Must have req. 2 completed to earn MB.
Shotgun Shooting MB	13	Difficult	12	$25	Scouts should plan on attending open range times to complete the shooting requirements.
Signs, Signals, and Codes MB	11	Easy	24	None	
Small Boat Sailing MB	12	Difficult	30	None	Must be Swimmer Level. Must have req. 2 completed before class.
Snorkeling Award	11	Easy	20	None	Must be Swimmer Level. Not a MB.
Soil and Water Conservation MB	11	Easy	24	None	
Sustainability MB	12	Moderate	24	None	
Swimming MB	11	Moderate	30	None	Must be Swimmer Level
Swimming Lessons	11	Easy	20	None	
Textile MB	11	Easy	50	None	Only offered with Leatherwork MB.
Weather MB	11	Moderate	24	None	Daily weather log entries required. Units should bring a weather radio or plan to use the weather app on a smart phone. Discuss safety rules for five dangerous weather conditions with your family.
Wilderness Survival MB	11	Moderate	24	None	Scouts will need to construct and sleep in an improvised shelter for one night at their campsite.
Wood Carving MB	12	Moderate	24	$5	Scouts should plan on spending time working on their carvings outside of class or go to handicrafts in the evenings.

OLDER SCOUT PROGRAM DETAILS

Badge/Activity	Min. Age by 8/31/26	Capacity	Days Offered	Cost	Pre-requisites/Extra Commitments/Notes
All Things SCUBA	14	6	All	$500	Week-long adventure. You will get to pick between a morning or afternoon session. Scout must be a swimmer. Only offered week 3.
ATV Safety Training	14*	6	M-F	$45	Single day program from 2pm - 5pm. Scouts must be at least 14 years of age on the day they ride. Must bring signed ASI ATV Waiver to camp and have completed the Online ASI Training to participate.
ATV Trail Ride	15*	6	T, W, TH	$25	Single evening program from 7pm-9pm. Scouts must have previously completed the full ASI certification course, provide their certification card and bring signed ASI ATV Waiver to camp to participate.
Big Boat Sailing	13	12	M, W, F	None	Single day program from 2pm-5pm. Scout must be a swimmer.
Bike Trek	13	12	T, TH, F	None	Single day program from 2pm – 5pm. Bikes are provided.
Character Adventure Challenge	12	12	W	$60	Single day offsite program from 1pm-5:30pm. Transportation provided. Must bring signed Character Challenge Waiver to camp to participate.
Fishing Outpost	13	16	T, W, TH	None	Single overnight program from 5:30pm - 7:30am. Scout must be a beginner or swimmer to participate. Fishing equipment is provided.
Five Stand	13	10	M, T, TH, F	$35	Single day program from 2pm- 5pm. It is recommended Scouts have shot a shotgun previously.
Huck Finn	13	16	M, T, Th	None	Single overnight program from 5:30pm - 7:30am. Scout must be a swimmer to participate.
Mountain Bike Outpost	14	12	All	$30	Week-long program from 9am-12pm. Bikes/helmets are provided.
Older Scout Adventure Blast	14*	12	All	$60	Week-long program from 9am – 12pm. Must bring signed ASI ATV Waiver to camp and have completed the Online ASI Training.
Robotics Outpost	12	14	All	$30	Week-long program from 9am – 12pm.Scouts will have the opportunity to work on Robotics MB.
Tree House	13	16	M, T, W	None	Single overnight program from 5:30pm - 7:30am.
Water Skiing	13	6	T, W, Th	$15	Single evening program from 7pm-9pm. Scout must be a swimmer.
Watersports Outpost	14	24	All	$60	Week-long program from 9am – 12pm. Scout must be a swimmer and bring a signed PWC Waiver and a completed MN Watercraft Operators Permit to camp to participate.

*Scouts MUST be 14 at the time of the program to participate due to manufacturers requirements.