

# Troop 541/542 Merit Badges for 2026 Summer Camp

Resica Falls requires our Troop leaders to enter all the merit badges our Scouts plan to work on at summer camp into the camp's registration system. Because of limits on class sizes, some of the badges may fill up quickly, so it's best if we can get them in as early as possible.

In order for us to do that, each Scout will need to work out their own merit badge schedule following the guidance below and submit their selections to us online. Here's how:

## 1. Decide which badges you want to take:

- **Study the table** on pages 3 & 4 which lists the merit badges available this summer.
- **Know what you would need to do before camp** Some requirements must be completed before you arrive at camp. They are listed on the table. You can look up the requirements for each badge to find out what they are here: <http://usscouts.org/advancementTOC.asp#merit>
- **Be sure you have enough experience.** The "Level" column of the table indicates the years in Scouting you should have before attempting the badge. "Level 1" badges are recommended for first year Scouts. If this will be your first time at Resica, and you wish to take a badge that isn't Level 1, ask your Scoutmaster before submitting your request.

## 2. Work out a daily schedule by picking the time slot in for each badge:

- **Select a time period for each badge** Use the tables on page 5. Note that some badges require a double period. Most are offered more than once a day in different periods. You choose the period when you want to take that class and go every day all week. You can't schedule more than one badge in a given time period.
- **Schedule swimming at 9:00 if you don't already have it** - If you can swim and don't have swimming merit badge, we urge you to schedule swimming at 9:00. It's one of the few Eagle required badges a first year Scout can earn and will let you start the morning with all your friends.

## 3. Make sure you can get from one badge to the next in the time between sessions:

- The color codes in the tables tie to the map on page 6 and indicate the area in the camp where the class for the badge will be held. Consider how far you'll have to walk when you're working out your schedule.
  - Blue items are centrally located. It's easy to get from one of them to another.
  - Green items are North West of center. It's about a 5 or 10-minute walk between blue and green
  - Yellow items are South East of the center. Count on a 15 minute walk between blue and yellow or 20 minutes to go between yellow and green
  - Red items are at the lake. It takes 20 to 30 minutes to get to and from the lake.

So, for example, rather than scheduling yellow – green – yellow – blue, you should schedule yellow – yellow – blue – green. If that doesn't make sense, get a leader to explain it to you.

## 4. Submit your request using this form

[https://docs.google.com/forms/d/e/1FAIpQLSfFevBMzzbf5C4QvwSr3sa\\_JRHJqIUIN0TF40Lug8HhHm3upw/viewform?usp=sharing&oid=113242786917878882289](https://docs.google.com/forms/d/e/1FAIpQLSfFevBMzzbf5C4QvwSr3sa_JRHJqIUIN0TF40Lug8HhHm3upw/viewform?usp=sharing&oid=113242786917878882289)

# High Adventure Possibilities

Three activities that are not merit badges, but still require advance signup have been incorporated into the signup form.

## ATV:

- You must be 14 years old
- You must take this 2.5 hour online course before camp <https://atvsafety.org/atv-ecourse/> you'll need to pay \$25 to receive a certificate of completion
- There will be a waiver your parent will need to sign
- The camp charges \$45 for ATV payable now to reserve a spot
- You can select ATV in one of your double period slots (it's in the shop area)

You'll have a two hour, hands on, class each day.

Participants are required to wear long pants, long sleeved shirts, and sturdy boots that cover the ankle while on the course. Per manufacturers standards, participants may not weigh more than 215lbs.

## High Five:

- You must be 14 years old

You'll join a group of Scouts from many troops to go on a different adventures around Resica Falls and the Poconos each day. On Monday the group will pick their excursions for the week, so the activities will change each week depending on what that week of Scouts want to do. The excursion will meet every day at 2:15PM (unless decided otherwise). Here is a list of possible excursions for the Scouts to pick from:

- A hike to Look Out Point, one of the many scenic vistas in camp, followed by a swim in the Bushkill Creek
- A shotgun shooting competition that will feature challenging shooting angles
- A canoe trip on the Delaware River
- A COPE/Climbing day
- Action Archery/Atlatl/Sporting Arrows/Tomahawk Throwing/Knife Throwing
- Fly Fishing
- The World Famous Three Falls Hike

## COPE (Challenging Outdoor Physical Encounter)

Participants climb, swing, balance, jump, rappel and think of solutions. COPE takes up all morning every day. Patrol Leaders, Guides, and the SPL have other obligations in the morning, so none of them will be permitted to take COPE. Scouts must be First Class or higher and at least 13 years old the day you arrive at camp to be eligible for COPE.

What to bring for COPE: Jeans or dungarees, Work gloves (leather preferable,) Sweat shirt (long sleeved,) Strong belt (no large buckle,) Bandanna or neckerchief, Gym shoes or sneakers (with good tread)

To sign up for COPE, download an application from our troop's web site, complete it, and get the Scoutmaster and your parent to sign it, and email it to [hello@resicafalls.org](mailto:hello@resicafalls.org) or snail mail it to the camp.

<b>Badge Title</b>	<b>These Requirements Must Be Done Before Camp</b>	<b>Level</b>	<b>Class Size</b>	<b>Program Area</b>
Archery MB		3	16	Archery
Art MB	6 must be completed prior to camp.	1	25	Handicraft
Astronomy MB	5B Before camp. Additional night meetings are required.	2	20	Ecology
Athletics MB	3A, 3B, and 5 must be completed prior to camp.	2	20	Sports
Auto Maintenance MB		3	15	Shop
Basketry MB		1	25	Handicraft
Bird Study MB	8 Before camp. Early morning meetings are required.	2	20	Ecology
Camping MB	3, 4B, 5E, 7B, 8D, and 9 must be completed prior camp.	2	25	Scoutcraft
Canoeing MB	Must pass a swim test.	2	20	Lake
Chemistry MB		2	20	STEM
Chess MB		1	30	Sports
Citizenship in Nation MB	5, 7, and 8 must be completed prior to camp.	3	30	Civics
Citizenship in World MB	7 must be completed prior to camp.	3	30	Civics
Climbing MB		4	12	COPE
Cooking MB	Parts of 4 and 6 must be completed after camp camp.	3	20	Scoutcraft
Electricity MB	2 and 7 must be completed prior to camp	3	25	STEM
Electronics MB		3	20	STEM
Emergency Preparedness MB	1 & 2 Must be completed prior to camp.	3	20	Health Lodge
Engineering MB	4 must be completed prior to camp.	4	20	STEM
Environmental Science MB	6 must be completed prior to camp.	3	25	Ecology
Exploration MB	5 must be completed prior to camp.	3	25	Scoutcraft
Fingerprinting MB		1	25	Civics
Fire Safety MB	5D and 5G must be completed prior to camp.	1	25	Scoutcraft
First Aid MB	Scouts must bring a completed personal first aid kit.	1	25	Health Lodge
Fish and Wildlife Management MB	5 must be completed prior to camp.	2	20	Ecology
Fishing MB	10 must be completed prior to camp.	3	20	Lake
Fly Fishing MB	11 must be completed prior to camp.	3	15	Sports
Forestry MB	5 and 8 must be completed prior to camp.	1	20	Ecology
Geocaching MB	7 must be completed prior to camp.	2	20	Scoutcraft
Geology MB		1	20	Ecology
Graphic Arts MB	6 must be completed prior to camp.	2	15	Handicraft
Insect Study MB	3B and 5B must be completed prior to camp.	2	20	Ecology
Kayaking MB	Must pass a swim test.	2	20	Lake
Law MB	7 must be completed prior to camp.	1	20	Civics
Leatherwork MB		1	20	Handicraft
Lifesaving MB	Must pass swim test. Swimming Merit Badge must be completed	3	18	Pool
Mammal Study MB		1	25	Ecology
Metalwork MB		3	10	Shop
Moviemaking MB		3	20	STEM
Multisport MB	5 Before camp. Bring bike and safety equipment.	3	15	Sports
Music MB	3C must be completed prior to camp.	2	20	STEM
Nature MB		1	20	Ecology
Orienteering MB		2	20	Scoutcraft

<b>Badge Title</b>	<b>These Requirements Must Be Done Before Camp</b>	<b>Level</b>	<b>Class Size</b>	<b>Program Area</b>
Personal Fitness MB	1B before camp. 7 must be completed after camp.	3	30	Sports
Photography MB	1B must be completed before camp	2	20	STEM
Pioneering MB		3	15	Scoutcraft
Plumbing MB		2	16	Shop
Pottery MB		3	15	Handicraft
Public Health MB		2	20	Health Lodge
Public Speaking MB		2	15	Civics
Pulp and Paper MB		1	15	Handicraft
Radio MB		3	20	STEM
Reptile and Amphibian Stu	8 must be completed prior to camp.	2	20	Ecology
Rifle Shooting MB		3	16	Shooting Sports
Robotics MB		4	15	STEM
Rowing MB	Must pass a swim test.	3	8	Lake
Sculpture MB	2C must be completed prior to camp.	2	15	Handicraft
Search and Rescue MB		2	20	Health Lodge
Shotgun Shooting MB		3	12	Shooting Sports
Small-Boat Sailing MB	Must pass a swim test.	3	12	Lake
Soil and Water Conservatio		2	25	Ecology
Space Exploration MB		2	25	STEM
Sports MB	4 and 5 before camp. Bring chart for 5B to camp.	2	25	Sports
Swimming MB	Must pass a swim test	1	40	Pool
Weather MB	9 must be completed prior to camp.	2	20	Ecology
Welding MB		4	15	Shop
Wilderness Survival MB	4 must be prepared before camp and brought to class.	2	20	Scoutcraft
Wood Carving MB	Scouts must have Totin' Chip.	1	15	Handicraft
Woodwork MB	Scouts must have Totin' Chip.	2	15	Shop

Single Period Classes				
9:00 to 9:45	9:55 to 10:40	10:50 to 11:35	11:45 to 12:30	2:15 to 3:15
Astronomy MB	Art MB	Art MB	Basketry MB	Basketry MB
Basketry MB	Automotive Maintenance MB	Athletics MB	Camping MB	Camping MB
Bird Study MB	Camping MB	Automotive Maintenance MB	Chemistry MB	Chemistry MB
Chemistry MB	Citizenship in the Nation MB	Camping MB	Chess MB	Chess MB
Citizenship in the Nation MB	Citizenship in the World MB	Citizenship in the World MB	Citizenship in the Nation MB	Emergency Prep MB
Electricity MB	Electronics MB	Electronics MB	Citizenship in the World MB	Environmental Science MB
Emergency Prep MB	Emergency Prep MB	Emergency Prep MB	Electricity MB	Fingerprinting MB - MT or TF
Environmental Science MB	Engineering MB	Engineering MB	Environmental Science MB	Fire Safety MB
Exploration MB	Environmental Science MB	Environmental Science MB	First Aid MB	Fish and Wildlife Management MB
Fire Safety MB	First Aid MB	First Aid MB	Forestry MB	Forestry MB
Fly Fishing MB	Fly Fishing MB	Geocaching MB	Graphic Arts MB	High Five Adventure Club
Forestry MB	Geocaching MB	Insect Study MB	Leatherwork MB	Leatherwork MB
Law MB	Geology MB	Mammal Study MB	Metalwork MB	Movie Making MB
Leatherwork MB	Mammal Study MB	Movie Making MB	Nature MB	Music MB - MT or TF
Metalwork MB	Movie Making MB	Multisport MB	Personal Fitness MB	Orienteering MB
Personal Fitness MB	Multisport MB	Personal Fitness MB	Photography MB	Personal Fitness MB
Photography MB	Orienteering MB	Public Speaking MB	Plumbing MB	Photography MB
Radio MB	Personal Fitness MB	Pulp & Paper MB	Reptile & Amphibian Study MB	Plumbing MB
Sculpture MB	Radio MB	Radio MB	Search & Rescue MB	Public Health MB - MT or TF
Search & Rescue MB	Sculpture MB	Space Exploration MB	Space Exploration MB	Weather MB
Sports MB	Soil & Water Conservation MB	Swimming MB	Sports MB	Woodcarving MB
Swimming MB	Swimming MB	Woodcarving MB	Wilderness Survival MB	Woodwork MB
Wilderness Survival MB	Woodcarving MB	Woodwork MB		
Woodcarving MB				
Woodwork MB				

Double Period Classes		
9:00 to 10:40	10:50 to 12:30	2:15 to 4:30
Archery MB	Archery MB	ATV Certification
ATV Certification	ATV Certification	Climbing MB
Canoeing MB	Cooking MB	High Five Adventure Club
Cooking MB	Fishing MB	
Kayaking MB	Kayaking MB	
Lifesaving MB	Lifesaving MB	
Rifle Shooting MB	Pioneering MB	
Robotics MB	Pottery MB	
Rowing MB	Rifle Shooting MB	
Shotgun Shooting MB	Shotgun Shooting MB	
Welding MB	Small-Boat Sailing MB	
	Welding MB	

<b>All Morning</b>
COPE

# Resica Falls Program Areas

