



Merit Badges and Activities

- Remember all Scouts learn at different speeds. Eagle Quest is designed to assist your Scouts in advancing from Tenderfoot through First Class
- We will offer every requirement possible but there are some which must be done prior to arriving at camp.
- Please have all Scout handbooks and Blue Cards filled out as thoroughly as possible so there are no questions about requirements to be worked on at Camp.
- **Prerequisites listed for merit badges are the responsibility of the individual Scout.**
- Merit Badge Blue Cards must be filled out completely by the Troop and turned in on the first day of the merit badge. This is to ensure Scouts have worked with their leaders on their Camp plan.
- Please consider the Scouts size and development before signing up for “harder” merit badges. Please refer to the age appropriate guidelines set forth by the BSA.
- **In order for a Scout to complete a “partial” merit badge, we need to have the merit badge card with the completed requirements initialed and dated.**
- A CPR practical application course (not a certification) will be offered through the health lodge. It is the Scouts responsibility to sign up, attend the course and bring the completion card to the merit badge counsellor to receive credit.
- You will receive a tracking sheet to assist you in keeping tabs on your Scouts advancement three times during the week. If you find a discrepancy, please let the Area Director know as soon as possible. All questions and discrepancies should be directed to the Area Directors or Program Director.
- We provide a wide variety of programs and trainings specifically for adult leaders.



Aquatics

All Aquatics Merit Badges require you to be a swimmer and require a CPR familiarization course. We recommend getting certified.

Merit Badge	Pre-Camp Preparation-	Notes
Canoeing	All of 2	May be difficult for smaller Scouts.
Life Saving (E)	13B 1a1st Class	May be difficult for smaller Scouts. Bring street clothes.
Rowing	All of 2	-
Small Boat Sailing	1B, Read MB	-
Swimming (E)	All of 2 3 1st Class	Bring long pants & button down long sleeve shirt for inflation. Not recommended for first year scouts
Kayaking	-	-

*(E) = Eagle Required Merit Badge

Aquatics Activities

Activity badges are a lot of fun. It doesn't matter if you are a first year Scout or a Scout leader. All are welcome to come and test their skills at the waterfront. You never know, you might just learn something new!

Activity	Pre-Camp Preparation	Comments
BSA Lifeguard*	Swim a lot.	15 years of age, CPR for Pro Rescuer and First aid Cards fee \$35*
American Red Cross Lifeguard*	Swim a lot.	15 years of age, CPR for Pro Rescuer, First aid, and ARC Guard Cards fee \$40*
Snorkeling	Practice!	Must be a swimmer, feel free to bring personal equipment.
Mile Swim	-	Must have rower & spotter from troop when doing the mile swim on Thursday or Friday.
Learn to Swim	-	Come prepared to have fun! We want every scout to know how to swim.
Swimming & Water Rescue	-	Must be 15 years old & a swimmer
Paddle Craft Safety	-	Must be 15 years old & a swimmer

* **BSA Lifeguard/ARC Lifeguard** is a 35+ hour (all week) commitment. The training includes a certification in both first aid and Pro Rescuer CPR. Fees for this training Fees for Red Cross Pro Rescue and Lifeguard may change. These prices are set by the Red Cross. Gerber Scout Reservation is an Authorized provider. Must qualify as swimmer.



Climbing

Who doesn't come to the climbing area to have fun? The answer: Nobody! This area is especially geared towards older Scouts who are looking for a chance to be challenged and learn about an exciting new sport. Let us teach you how to belay, rappel and climb!

Merit Badge

Climbing

Pre-Camp Preparation

This is a physically demanding badge so come prepared.

Project C.O.P.E.

(Challenging Outdoor Personal Experience)

Project C.O.P.E. will give Scouts a chance to overcome challenges as a group and on an individual level. While developing leadership skills through unique situations and working on communications and trust, Scouts will start with group games and progress through low course challenges and eventually get to the ultimate challenge of the high ropes course.

Our C.O.P.E. Program is offered daily from 9:00 a.m. to 11:00 a.m. and leaders COPE from 11:00 a.m. until noon. This is a great activity to develop your troop leadership into a stronger team. We are really excited for Scouts to enjoy the experience of our high ropes course!



Eagle Quest

This is the headquarters for all your Scouts working on Rank Advancement up to First Class.

Eagle Quest is the first step toward a Scout earning his Eagle Scout Award. Eagle Quest will hold “Closed Sessions” in the morning for Scouts who are participating in the full Eagle Quest program. Scouts participating will be expected to attend all morning sessions every day. Scouts who wish to fulfill one or two requirements should visit this area in the afternoon.

Eagle Quest is designed to provide a program experience to your Scouts. We will meet advancement standards set forth by the Boy Scouts of America. We do not sign off on requirements in the Scout Handbook because it is the responsibility of the Troop Leadership to do so. You will be given a form at the end of the week with what each Scout has completed.

IMPORTANT: All Scouts working on “Eagle Quest” **MUST** bring their Boy Scout Handbook to **ALL** afternoon sessions! No merit badges should be scheduled during the Eagle Quest closed sessions if your Scout would like to participate.

LEADERS: YOUR HELP IS NEEDED AND REQUESTED. PLAN TO HAVE SCOUTS MEET THESE SCHEDULES AS WRITTEN AND LIMIT THEIR MERIT BADGE WORK TO ONLY AFTER-NOON BADGES.

Eagle Quest Continued...

Tenderfoot, Second Class & First Class

9:00 - 12:00 a.m.

Books are not required for morning session, units will receive tracking sheet for each scout at end of week.

Monday - Promise, law, flag service & Totin' Chit

Tuesday - Hike, Nature, Cooking Lunch

Wednesday - Aqua-Quest, Service Project, Fitness Cooking Breakfast

Thursday - Lashings, First Aid, Knots

Friday - Orienteering Camp Gadget

Pre Reqs:

Tenderfoot (Can't complete at camp) 1, 2, 13, 10b, 14.

Second Class (Can't complete at camp) 2ab, 8, 9, 10, 11.

First Class (Can't complete at camp) 3, 10, 11.

2:00 - 5:00 p.m.

Open instruction is only available from 4 to 5.

Afternoon Merit Badge @ Eagle Quest

Fire Safety - Prerequisite 6a (We will visit a fire station)

Cooking - Will be a two hour badge from 2-4.



Enviromental Resource Center

What better place to experience & learn about our beautiful camp than at the Environment Resource Center located along the creek between Mayo Lake & Big Britton. With a wide variety of merit badges to choose from we promise to bring out the nature lover in everyone!

Merit Badge	Pre-Camp Preparation	Comments
Weather	-	-
Astronomy	5B, 6	Will be night work.
Fish & Wild-life Management	5,8	Part of World Conservation Award.
Enviromental Science (E)	1	Must bring all information you record & developed. Not a first year badge.
Nature	-	-
Forestry	-	-
Geology	-	-

(E) = Eagle Required Merit Badge
Bold = New for this summer



The World Conservation Award @ The Environmental Resource Center

Earn the following merit badges:

1. Environmental Science
2. Either Soil & Water Conservation OR Fish & Wildlife Management.
3. Citizenship in the World.

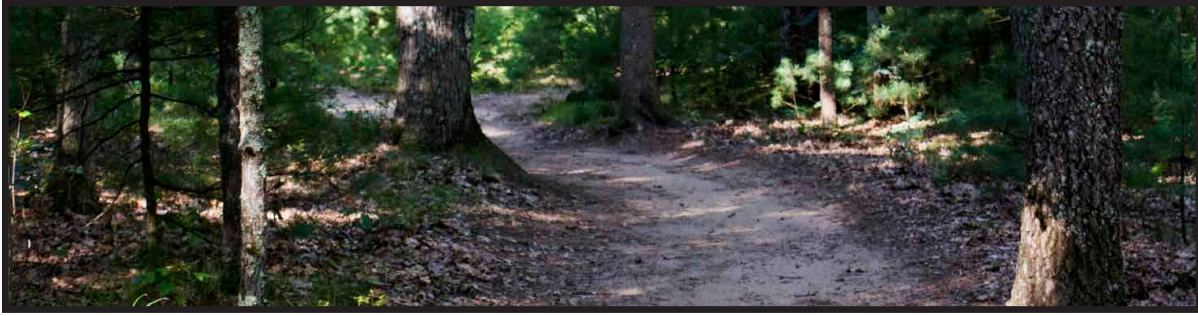
These awards are presented for distinguished service in natural resource conservation for Units, Scouts, Venturers & Scouters. Scouts may also earn the Hornady Badge or the Hornady Bronze or Silver Medal.

Leave No Trace Achievement Award

Come anytime during freetime to work towards this award.

Requirements:

1. Recite and explain in your own words the principles of Leave No Trace, and discuss how an ethical guideline differs from a rule.
2. On three separate camping trips with your troop or team, demonstrate and practice the Leave No Trace skills appropriate to the trip.
3. Earn the Camping and Environmental Science merit badges.
4. Participate in a Leave No Trace-related service project that reduces or rehabilitates recreational impacts. Discuss with your troop or team which recreational impacts were involved with the project.
5. Give a 10-minute presentation on a Leave No Trace topic approved by your unit leader to a Scouting unit or other interested group.
6. Teach a Leave No Trace-related skill to a Scouting unit or other interested group.



William T. Hornady Badge

@ The Environmental Resource Center

1. Earn First Class.
2. Plan, lead & carry out at least one project from the categories listed.
3. Complete the requirements for any three of the merit badges listed below.
In addition complete any two of the others listed.

Project Categories:

Energy Conservation
Soil & water Conservation
Fish & Wildlife Management
Forestry & Range Management
Air & Water Pollution Control
Resource Recovery (Recycling)
Invasive Species Control
Hazardous Material Disposal & Management

Merit Badges required for the Hornaday awards:

Energy, Insect Study, Environmental Science, Landscape Architecture, Fish & Wildlife Management, Mammal Study, Forestry, Nature, Public Health, Nuclear Science, Soil & Water Conservation, Oceanography, Bird Study, Plant Science, Fishing, Pulp & Paper, Gardening, Reptile & Amphibian Study, Geology, Weather



Handicraft

Highly visited and popular with younger Scouts, handicraft has a solid set of merit badges for the creative Scout. There are a few minimal costs involved, and with fantastic merit badges & cool area events make sure to stop by the Handicraft area during your stay at Gerber.

Merit Badge	Pre-Camp Prep	Comments
Art	4	-
Basketry	-	-
Leatherwork	-	-
Space Exploration	2	-
Woodcarving	Totin' Chip	-
Sculpture	2a	-
Game Design	-	-



Honor Ground

This area is designed for older scouts working on their Eagle Scout Award. Most of these merit badges cannot be completed at camp unless the designated prerequisites are met prior to arriving. Honor ground provides merit badge counselors for Eagle Scout Award required merit badges. During open sessions, you can request an Eagle required merit badge not listed offered. You should have prerequisites completed prior to making a request for a counselor.

Merit Badge

Pre-Camp Preparation

Cit in World (E)

7

First Aid (E)

2d, CPR Cert encouraged

Communications (E)

5, 7, 8

Cit in Nation (E)

2, 8

Personal Fitness (E)

1ab, 6, 7, 8

Emergency Prep (E)

2c, 6bc, 7, 8b

Personal MGMT (E)

2ab

Fingerprinting & Law

Law: 4,7 Taught together in a one-hour period.

(E) = Eagle Required Merit Badge



Performing Arts

Our Fire Bowl has been repurposed for use throughout the summer as the home of our performing arts area.

Merit Badge

Theater

Music

Public Speaking

Bugling

Pre-Camp preparation

1

Bring musical instrument you already play

Practice your bugle calls



Power Cut - meet behind Tryon

Activity

Pre-Camp Preparation

Comments

Mountain Boarding

Practice if possible. Bring proper pads and helmet if you have your own.

Must be 14 years of age or older.

Cycling

Limited number of mountain bikes available bring own if possible, front shocks recommended

Will use Mountain Biking Requirements, may not be able to finish at camp. 13y/0+

Bold = New for this summer



Skilled Trades

Here's your chance to hang out with Gerber Scout Camp's very own Ranger Charlie Brown (A real chance of a lifetime!) You can learn a little about the maintenance of camp and have the chance to give a little service to our beloved camp.

Merit Badges

Pre-Camp Preparation

Farm Mechanics

5

Welding

13 y/o+, Wear long pants and shirts

Metalwork

3 y/o+, Wear long pants and shirts

Transportation Hub

At 'The Hub' you have the chance to learn about different forms of transportation. Hop on board the Lakeshore and Wizen Oak Railroad (with a real 7 1/2 inch gauge train!) or visit a Big Rig, either way you'll be glad you stopped by.

Merit Badges

Pre-Camp Preparation

Railroading

8

Truck Transportation

-

Bold - New for this summer.



Scoutcraft

Are you lost and can't find your way? Do you draw a blank when looking at the knot section of your BSA Handbook? Do you have trouble lighting fires when matches are nowhere to be found? If so, stumble on down to Scoutcraft where you will be enlightened in all Scouting skills. At Scoutcraft you will be welcomed by our knowledgeable staff and spend the rest of your week experiencing the best the BSA has to offer.

Merit Badge	Pre Camp Prep	Comments
Camping (E)	4ab, 5e, 7b, 8cd, 9abc	Written statement from unit leaders to prove you have completed all of these
Orienteering	7ab, 8ab	Bring compass.
Pioneering	Tenderfoot Req. 4ab. First Class Req. 7abc, 8a.	Review knots. Two hour long session.
Wilderness Survival	5	Bring your survival kit to class.
Geocaching	7	Bring GPS - Limited Quantity At Camp
Search & Rescue	5	Take ICS-100 training online before camp

(E) = Eagle Required Merit Badge

Bold - New this Summer

Leave No Trace Awareness Workshops

Does your troop want to know more about Leave No Trace? Talk to the Scoutcraft Director about scheduling a Leave No Trace Workshop.



Awards & Activities

@ Scoutcraft

Paul Bunyan Woodsman

Come any time from 4:00 p.m. to 5:00 p.m. to earn your award.

Requirements:

1. Show that you have earned the Totin' Chip
2. Help a Scout or patrol earn the Totin' Chip and demonstrate to him (them) the value of proper woods-tools. Use on a troop camping trip.
3. With official approval and supervision, do ONE of the following:
 - (a) Clear Trails or fire lanes for two houses.
 - (b) Trim a downed tree, cut into four-foot lengths, and stack; make a brush with braches.
 - (c) Build a natural retaining wall or irrigation way to aid in a planned conservation effort.

Geocaching Course

There are two courses and a lot of ground to cover. If your troop can put together all the pieces of the puzzle you might find a neat prize! We strongly encourage troops to bring along a Global Positioning System (GPS) Unit to try and find all of the waypoints that lead to the final geocache point. What a great opportunity for your troop to hone their orienteering skills! You can check out a GPS at Scoutcraft. Have fun and happy Geocaching!



Shooting Sports

At shooting Sports, we're setting our sights high (Well actually we're setting them at our targets). With three "Bulls-eye" merit badges and some great extra activities, this area has everything to offer for the shooting enthusiast. Although we emphasize some important rules such as only going to the range when it is open. We also emphasize a lot of fun and bringing a good attitude.

Merit Badge	Pre-Camp Prep	Comments
Archery	Practice if possible.	Action Archery is available @ 11:00 (You must have the archery merit badge or be accompanied by a leader)
Rifle Shooting	Practice if possible.	
Shotgun Shooting	Practice if possible.	Recommended for 13 & older.

Trading Post

The camp Trading Post is open during all program times with a few bonus hours throughout the week. Check the schedule outside the door for specific times. The store is supplied with BSA camping items, books, shirts and other Scouting merchandise. It is also stocked with traditional beverages, snack items, personal hygiene and convenience store items. Plus, many custom designed Michigan Crossroads Council, Gerber Scout Camp and Order of the Arrow Lodge items will be available. Don't forget to pick up supplies to finish your merit badges!



Takachsin Longhouse

Takachsin Longhouse is the home of the Order of the Arrow, in camp and is open to all Arrowmen and non-Arrowmen who wish to learn more.

This is a place for all Arrowmen to make their own Native American regalia. Whether you want to try drumming, traditional dance or song, this will be the place you want to check out this summer.

Merit Badges

American Cultures

Indian Lore

Archaeology

Fishing

American Heritage

Pre-Camp Preparation

Look at req. 1

-

-

Practice!

3c

If you own your own regalia, bring it to camp!

Arrowmen who take the time to go above and beyond in their efforts to learn drumming, dancing or fire building may be asked to participate in the Wednesday Call Out Ceremony.

All day long activities

Drumming, Dancing, Tomahawk Throwing, Regalia Workshop, and Fire Building.



Tech Centre

The technology area will focus on the evolution of technology in the last century. Don't plan on being stuck in front of a computer for this program. We will be getting you out to see how technology has changed our world and how it affects us in everyday life here in the forests of Gerber Scout Camp.

Merit Badge	Pre-Camp Preparation	Comments
Computers	-	-
Electricity	2, 8, 9a	Look at req. 7
Photography	-	Bring digital camera, charger & cable
Electronics	-	Look at req. 6
Movie Making	-	-