

For ALL Aquatics Merit Badges, you MUST pass the SA Swim Test		
Aquatics	Canoeing	Pass BSA swim test 2 (can be done at camp)
	Kayaking	Pass BSA swim test 2 (can be done at camp)
	Lifesaving	Must have earned the Swimming merit badge, and must pass 2b to continue on with merit badge, 16b
	Rowing	Pass BSA swim test 2 (can be done at camp) , 4b (optional)
	Swimming	Pass BSA swim test 2 (can be done at camp)
COPE/Climbing	Climbing	Durable Shoes are required. No crocs.
	COPE	Durable Shoes are required. No crocs.
	Personal Fitness	4, 7, and 8
Ecology/Conservation	Astronomy	6b, 9a or b
	Environmental Science	6, 11
	Forestry	7
	Geology	6
	Mammal Studies	7
	Mining In Society	8
	Nature	7
	Plant Science	6, 7
	Soil & Water Conservation	7
	Sustainability	2, 8a , 9
Handicraft	Automotive Maintenance	Long pants & closed-toe shoes, 12
	Fingerprinting	6
	Fire Safety	5d, 5e, 5g, 8h, 10 b
	Home Repairs	Completion depends on project availability
	Leatherwork	\$10 fee for materials, 5
	Metalwork	Long pants & closed-toe shoes, 4
	Plumbing	\$10 fee for materials, 1b, 7
	Pottery	\$10 fee for materials, 7, 8
	Traffic Safety	8
	Welding	Long pants & closed-toe shoes, 7a
	Wood Carving	2a
	Woodwork	1c, 7 Long pant & closed toed shoes
Pathfinders	Finger Printing	6
	First Aid	2b(1), 2b(2), 15c
	Signs Signals and Codes	N/A
	Rank Advancement	All requirements that are being done at camp
Rainbow Voyagers	Outposts	Please come prepared with gear that may be applicable to a trek, such as backpacking tents, sleeping bags, etc. Gear availability is limited.
Scoutcraft	Basketry	N/A
	Camping	8c, 8d, 9a, 9b, 9c
	Cycling	6(b)4 5(b)5
	(Disc) Golf	2b3b, 2b3d, 2b7
	Emergency Preparedness	1, 2, 3, 9, 10
	Exploration	4,5,9
	First Aid	2b(1), 2b(2), 15c
	Fishing	9; dependent on Scout catching a fish
	Geocaching	7, 8
	Pioneering	N/A
	Search & Rescue	8
Wilderness Survival	10	
Shooting Sports	Archery	1e (bring workbook), \$15 fee, includes arrow kit
	Rifle	1e, 1g, 1i, 1j, 3 (bring workbook) , \$30 fee, \$3.50 for eye protection, may require extra rounds
	Shotgun	1e, 1g, 1i, 1j, 3 (bring workbook) , \$45 fee, \$3.50 for eye protection, may require extra rounds
STEAM	Architecture	1, 4, and 5
	Artificial Intelligence	8
	Art	6, 7
	Aviation	5d, 5e
	Chemistry	8
	Electricity	2, 7, 8a, 8b, 11
	Electronics	6
	Engineering	1, 9
	Inventing	2, 5, 8, 9
	Model design & Building	6
	Painting	8
	Robotics	7
	Sculpting	\$10 cost for materials, 2c optional, 3
	Space Exploration	2, 8
Trading Post	Coin Collecting	4, 7
	Collections	Must have a collection that meets the requirements. 7
	Communications	5, 8, 9
	Personal Management	1, 2, 8, 10
	Public Speaking	N/A
Kitchen	Cooking	4, 7
Outside Camp Property	Note: Camp does not provide means of travel to get to Rocking L Ranch	
	Horsemanship	\$50 fee, long pants & closed-toe shoes Address: 1075 Gore Rd, Morris, IL 60450

