



Camp John J. Barnhardt
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Camp Barnhardt Activity Notes and “Prerequisites”

We are often asked if our scouts should try to complete requirements before camp or do “prerequisites.” The only true “prerequisites” we have are those listed on the schedule chart. Most deal with age or swimming ability. Some badges do have requirements that will need to be done outside of camp (like those that require work with the family for family life), but they can be done **before or after camp**. We will never exclude a Scout from an activity for any reason other than safety (e.g. swimming ability in sessions at the lake) or legal restrictions (e.g., minimum age to operate ATVs). They can take **Art** merit badge even if they haven’t been to a museum; they’ll just need to do Requirement 6 later to complete the badge. We haven't offered anything that Scouts can't finish after camp with a little time or work with their families.

The notes below detail whether Scouts can complete the badges. We can’t guarantee all Scouts will complete those that can be completed at camp as some have challenging requirements. For those that can’t be completed, we list the requirements that will need to be done at home or with the troop. If your leader would like, he/she may turn in the attached form detailing the requirements that individuals have done in advance. That way, your advancement report will show completed merit badges if it’s something Scouts have already done (like visited a museum for **Art** or attended two concerts/shows for **Music**). Scoutmasters are also welcome to skip this form and handle these requirements afterwards. We briefly describe what these requirements are below, but please look at the full requirement text in a merit badge pamphlet or online for more information.

Not all badges listed below are offered every summer. See the current year’s schedule for badge offerings and schedule. Remember that activity registration opens on February 8th each year and that one adult should enter the registration for the entire unit!

Aquatics

- **Barnhardt Brand—Poseidon:** Scouts should be at least 13 years old, have earned Swimming merit badge and be a strong swimmer. This activity will prepare Scouts to take a lifeguarding class in the future and successful participants can also earn a Counselor in Training position in Aquatics. The activity is limited to 6 Scouts and 3 Adults.

- **Canoeing:** Scouts must complete the swim check on Sunday to take this merit badge. This badge can be completed at camp.
- **Instructional Swim:** This is not a merit badge, but a session that helps Scouts develop as swimmers. We encourage those that do not complete the swim check or struggle with it to take **Instructional Swim** all week. It will prepare less experienced swimmer for attempting **Swimming** merit badge in the future. Nighthawks do not need to sign up for **Instructional Swim**; their instructors will take them to the pool at the scheduled time.
- **Kayaking:** Scouts must complete the swim check on Sunday to take this merit badge. This badge can be completed at camp.
- **Lifesaving:** This is a required merit badge (Emergency Preparedness is an alternative). Scouts must complete the swim check on Sunday to take this merit badge. Scouts should have previously earned **Swimming** merit badge. **Lifesaving** is a week-long class and the badge can be completed at camp.
- **Motorboating:** Scouts must complete the swim check on Sunday to take this merit badge. First aid and general aquatic safety requirements will not be covered during the class periods. Scouts can pass them off during free-time on Wednesday or show the staff that they covered that material in any boating class earlier in the week (canoeing, rowing, kayaking, etc.). This badge can be completed at camp.
- **Rowing:** Scouts must complete the swim check on Sunday to take this merit badge. This badge can be completed at camp.
- **Stand-up Paddleboarding:** Scouts must complete the swim check on Sunday. This is not a merit badge, but scouts can earn the BSA Paddleboarding patch.
- **Swimming:** This is a required merit badge (Hiking and Cycling are alternatives) and is a week-long class. Scouts must complete the swim check on Sunday to take this merit badge. **Swimming** can be completed at camp.
- **Watersports (Water Skiing):** Scouts must complete the swim check on Sunday to take this merit badge. First aid and general aquatic safety requirements will not be covered during the class periods. Scouts can pass them off during open recreational on Wednesday or show the staff that they covered that material in any boating class earlier in the week (canoeing, rowing, kayaking, etc.). This badge can be completed at camp; about half to 2/3 of participants are able to requirement 5.

Eagles' Nest

- **American Business:** This badge can be completed at camp.
- **American Culture:** This badge can be completed at camp.
- **American Heritage:** Requirement 5a should be done in advance (watch two movies set in historical America).
- **American Labor:** This badge requires Scouts to attend a local union meeting or an employee organization or ask questions of that organization via email/internet (Requirement 2). Scouts completing this before camp will

need to explore the topics in Requirement 1 in order to develop the questions they will need to ask.

- **Aviation:** This badge can be completed at camp. Scouts will need Scoutmaster permission to leave camp to see a plane. We recommend they sign up for a badge in Eagles' Nest or Outdoor Skills for E block since they may return to camp too late for them to reach more distant areas.
- **Communications:** This is a required merit badge. To complete this badge, Scouts should attend a public meeting (city council, school board, etc.) and bring their notes from the meeting with them to camp. Otherwise, requirement 5 can be completed after camp.
- **Citizenship in the Nation:** This is a required badge. To complete this badge, Scouts should have visited a national landmark, federal facility, or the state capital (Requirement 2a., 2b, or 2c.).
- **Citizenship in the World:** This is a required badge and may be completed at camp.
- **Cyber Chip:** This is not a merit badge, but it must be earned to complete some merit badges. Cyber Chip is offered during an additional optional evening session (tentatively scheduled for Wednesday). There is no need to sign up in advance.
- **Digital Technology:** Scouts must have earned Cyber Chip (Requirement 1) before or at camp to complete this badge. We strongly encourage Scouts to complete Requirements 5b and 6 at home (create files on a word processor, print information from the web, etc.) so they have time to complete other requirements at camp.
- **Drafting:** This badge can be completed at camp.
- **Family Life:** This is a required merit badge for Eagle. This badge is offered during an additional optional evening session but cannot be completed at camp. Scouts will need to hold a family meeting, have discussions with their parents, complete chores, etc. after camp to earn the badge. There is no need to sign up in advance (most weeks the class will be held on Monday evening, but weather may affect timing).
- **Journalism:** Scouts will need to visit a radio, television, or newspaper office prior to or after camp to complete this badge.
- **Personal Management:** This is a required merit badge. This badge requires the Scout to develop and maintain a budget over a 13-week period (Requirement 2). We recommend this be done after the Scout has received instruction at camp.
- **Photography:** Scouts should bring a digital camera or phone with photo capabilities. Scouts must have earned Cyber Chip (Requirement 1b) before or at camp to complete this badge.
- **Public Speaking:** This badge can be completed at camp.
- **Radio:** This is only available select weeks. The badge can be completed if Scouts are willing to work into open recreational time on the requirements.
- **Scouting Heritage:** Requirements 5 and 6 will need to be completed before or after camp (Scouts will need to interview present and former members of

their troop to create a presentation for the troop and organize their patch collection for presentation).

Ecology

- **Archaeology:** This badge cannot be completed at camp. Requirements 7, 8, and 9 will need to be completed before or after camp.
- **Astronomy:** This badge may not be completed at camp. Scouts can complete requirement 8 before or after camp.
- **Chemistry:** This badge can be completed at camp, but may require additional work during open recreational time.
- **Environmental Science:** This is a required merit badge (Sustainability is an alternative) that can be completed at camp.
- **Forestry:** Some weeks may not complete requirement 8 at camp. Scouts can complete requirement 8 before or after camp.
- **Fish and Wildlife Management:** This merit badge can be completed at camp.
- **Landscape Architecture:** This badge is offered during an additional optional evening session and can be completed at camp. There is no need to sign up in advance (most weeks the class will be held on Monday evening, but weather may affect timing).
- **Mammal Study:** This badge is offered during an additional optional evening session and can be completed at camp. There is no need to sign up in advance (most weeks the class will be held on Monday evening, but weather may affect timing).
- **Nature:** This merit badge can be completed at camp.
- **Nuclear Science:** This merit badge cannot be completed at camp. Scouts will need to visit an area where X-rays are taken before or after camp to complete this badge (Requirement 5c).
- **Pulp and Paper:** This merit badge can be completed at camp.
- **Reptiles and Amphibian Study:** This merit badge cannot be completed at camp. Scouts must keep a reptile pet to complete requirement 8.a.
- **Soil and Water Conservation:** This merit badge can be completed at camp.
- **Space Exploration:** This merit badge can be completed at camp.
- **Weather:** This merit badge can be completed at camp (scouts will need to log weather conditions throughout the week in addition to during class).

Handicraft

- **Barnhardt Brand—Master Craftsman:** Scouts should be at least 13 years old and have earned Woodcarving and Leatherwork merit badges. Successful participants can earn a Counselor in Training position in Handicraft. The activity is limited to 6 Scouts and 3 Adults.
- **Art.** To complete this badge Scouts will need to visit a museum or art gallery before or after camp (Requirement 6).
- **Auto Mechanics:** This merit badge can be completed at camp.

- **Chess:** Prior chess experience is not necessary. This badge can be completed at camp.
- **Indian Lore:** This badge can be completed at camp.
- **Leatherwork:** This badge can be completed at camp.
- **Metalwork:** This badge can be completed at camp.
- **Music:** Scouts cannot complete this badge at camp. To earn the badge they must interview a family member about music, be in a band or chorus for six months, or attend two live musical performances (one of Requirements 3a, 3b, or 3c). This may be done before or after camp.
- **Plumbing:** This badge can be completed at camp. Scoutmaster assistance is helpful on the day requirement 7 is completed.
- **Woodcarving:** This badge can be completed at camp.
- **Woodworking:** This badge can be completed at camp, but Scouts may need to stay into open recreational time to complete their projects.

High Adventure

- **Barnhardt Brand—Mountaineering:** Scouts should be at least 13 years old and have earned Climbing merit badge. Successful participants can earn a Counselor in Training position. The activity is limited to 6 Scouts and 6 Adults.
- **Barnhardt Brand—ATV:** This is not a merit badge but participants can earn the ATV certification (ATV Safety Institute). Scouts should wear long pants, boots, and long sleeves each day. Scouts must be 14 to ride an ATV.
- **Cycling:** We have great mountain bikes that were just purchased for camp in 2019- no need to bring your own bike! Requirement 7.b.4 will need to be completed after camp.
- **Climbing:** We have the tallest Scout climbing tower in the state! This merit badge can be completed at camp. Scouts should have closed toed shoes and shorts/pants made of thick material (no gym shorts) in order to participate. This badge can be completed at camp.
- **COPE:** COPE is a team-building activity that utilizes our low-ropes challenge course. It is not a merit badge, but it's great fun for any age.

NightHawks

- Camp Barnhardt is home to the South's premier first-year camper program. It is an excellent introduction to summer camp and the Scouting program for those that have been in your troop for less than six months. It is a fun, week-long, full day experience in a relaxed environment. The program will show Scouts many of the exciting opportunities scouting offers and give them a better understanding of Scouting. The program follows the troop structure and patrol method. All scouts are placed into patrols which work together to learn Scouting basics, complete a good deal of Tenderfoot, Second Class and First Class advancement, compete in games and challenges, and earn the Tot'n chip and Firem'n chit.

Outdoor Skills

- **Barnhardt Brand—Chuckwagon:** Scouts should be at least 13 years old and have earned Cooking merit badge. Successful participants can also earn a Counselor in Training position in Outdoor Skills for either 2020 or 2021. The activity is limited to 6 Scouts and 3 Adults.
- **Barnhardt Brand—Wilderness First Aid:** Scouts should be at least 13 years old and have earned First Aid and Emergency Preparedness merit badges. Successful participants can also earn a Counselor in Training position in Outdoor Skills. The activity is limited to 6 Scouts and 3 Adults.
- **Camping:** This is a required merit badge. Scouts will need to complete several requirements with their troop (this includes camping for at least 20 nights; Requirements 4, 5, and 7-9 have segments that must be done with their patrol and/or troop)
- **Cooking:** This is a required merit badge. Requirements 4, 5, and 6 will need to be completed after camp at home and on troop camping trips.
- **Disc Golf:** This is not a merit badge. Camp Barnhardt now has a full 18 hole course!
- **Emergency Preparedness:** This is a required merit badge (Lifesaving is an alternative). Scouts should have earned First Aid prior to taking this badge. To complete this badge Scouts will need to complete requirements 8 and 9 with their family. This may be done before or after camp.
- **First Aid:** This is a required merit badge. Scouts will need to prepare a home first aid kit and inspect their troop's first aid kit to complete this badge (Requirement 5).
- **Fishing:** Scouts should bring their own gear. This badge can be completed at camp (depending on the Scout's skill and luck).
- **Geocaching:** To complete this badge Scouts will need to complete the geohunt and "travel bug" expectations with their family (Requirements 8 and 9). Scouts should bring a GPS enabled phone or other GPS device with them to this session.
- **Mountainboarding:** This is not a merit badge. We will provide helmets and safety gear.
- **Orienteering:** Scouts should bring their compass. Scouts will need to design and run orienteering activities for their troop to complete this badge (requirements 7-9).
- **Personal Fitness:** This is a required merit badge. Requirements 7 and 8 involve a 12 week fitness program and will need to be completed after camp. Scouts also need to visit the dentist although they can do this before or after camp (Requirement 1b; all Scouts also need to have seen a physician to complete Requirement 1a, but the physical is necessary for camp attendance so all will have meet that expectation).
- **Pioneering:** Scouts can complete this badge at camp. We recommend they practice the knots and rope skills required for Tenderfoot, Second, and First Class ranks.
- **Search and Rescue:** This badge can be completed at camp.

- **Sports:** To complete this badge Scouts will need to participate in one team sport for a full season and track their practice and performance (Requirements 4 and 5).
- **Theater:** Scouts will need to attend or read three full-length plays and write reviews of them to complete this badge (Requirement 1). This may be done before or after camp.
- **Wilderness Survival:** To complete this merit badge scouts will need to participate in the wilderness survival overnight camping trip during the week and bring a homemade personal survival kit with them to camp.

Shooting Sports

- **Barnhardt Brand—Marksman:** Scouts should be at least 13 years old and have earned two of the shooting sports badges. Successful participants can earn a Counselor in Training position in Shooting Sports. The activity is limited to 6 Scouts and 3 Adults.
- **Archery:** This is great choice for a Scout's first shooting sports badge. Some scouts will need to practice shooting during open recreational time to qualify.
- **Rifle:** Minimum age of 12. Some scouts will need to practice shooting during open recreational time to qualify. Scouts that complete shooting qualification requirements by Wednesday can switch to another activity for Thursday and Friday. This badge can be completed at camp.
- **Shotgun:** Minimum age of 13. Some scouts will need to practice shooting during open recreational time to qualify. Scouts that complete shooting qualification requirements by Wednesday can switch to another activity for Thursday and Friday. This badge can be completed at camp.
- **Tomahawk Throwing:** This is not a merit badge, but a fun opportunity for Scouts that want to try their hand at another skill.

Camp John J. Barnhardt does not require any merit badge prerequisites to be completed before coming to camp. There are some merit badges that cannot be completed at camp. In some cases (see descriptions), we think that Scouts may learn more by doing the additional requirements after being taught by our staff. In other cases, it doesn't matter if the Scouts fulfill those requirements before or after camp (for example watching plays, being in the band, or going to a dentist). Since some troops like to see the week wrap up with completed merit badges rather than "homework," we've developed the form below. If Scouts have completed any of the requirements prior to camp, a leader can fill out this form and submit it after check-in. We'll include that in the advancement report and they'll see the those badges as complete when appropriate. There's no need to list all Scouts, just those that have completed one of these requirements and taking that class.

	Art 6	American Heritage 5.a.	American Labor 2	Archaeology 7	Archaeology 8	Astronomy 9	Communications 8	Cit. Nation 2a or 2b or 2c	Cycling 7.b.4	Digital Tech 1 (cyber chip)	Digital Tech 5.b.	Digital Tech 6	Emerg. Prep 8	Emerg. Prep 9	First Aid 5	Geocaching 8	Geocaching 9	Journalism 2	Music 3a or 3b or 3c	Nuclear Science 5c	Orienteering 7	Orienteering 8	Orienteering 9	Personal Fit. 1b	Personal Fit. 7	Personal Fit 8	Photograph 1 (cyber chip)	Reptiles 8.a.	Scouting Heritage 2	Scouting Heritage 5	Scouting Heritage 6	Sports 4	Sports 5	Theater 1	
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Family Life, Cooking, and Camping have numerous requirements should be completed after camp with the family and troop. They are not listed here and are best done after camp.