

2022 Boxwell Merit Badge Selections -Alphabetical Order

Course	Location	Recommendation	Course Notes/ Prerequisites	Add \$\$	Capacity	8	9	10	11	1	2	3	4
Advanced COPE	COPE & Climbing Area	BASIC COPE	not a merit badge	\$40.00	5	-xxx-					-xxx-		
Advanced Sailing Experience	Boat Harbor	15 and older	not a merit badge- small boating sailing mb required	\$7.00	6							-xx-	
American Business and American Labor	Skilled Trades Center	3rd year	Pencil and Paper		15		-xx-						
American Heritage and American Culture	Green Bar Area	1st year	complete at camp		20				-x-				
Animation	STEM Center	2nd Year	1, 2, 3, 4b, 5	\$15.00	10		-x-		-x-				
Archery	SS-Archery Range	2nd year	complete at camp	\$15.00	16		-xx-					-xx-	
Architecture	Skilled Trades Center	3rd year	Prerequisites 1 a Bring to camp/ Pencil and paper	\$15.00	8							-x-	
Astronomy	Con Yard	1st Year	complete at camp		15				-x-				
ATV Rider Safety Course (Stahlman 8 am or 1 pm) (Craig 10 am or 3 pm)	Beany Elam	15 and older	not a merit badge.Must take e-online course. MUST TURN IN WAVIER. Bring appreciate clothing	\$40.00	6	-x-			-x-		-x-		-x-
Automotive Maintenance	Skilled Trades Center	14 and older	Work Clothing / Closed toed Shoes	\$15.00	8				-xx-			-xx-	
Basic COPE	COPE & Climbing Area	13 and older	not a merit badge	\$35.00	16	-xxx-						-xxx-	
Basketry	Handicraft	1st Year	complete at camp	\$17.00	20		-x-		-x-				
Basketry/Leatherwork/Woodcarving	Handicraft	1st Year	complete at camp	\$34.00	15							-xx-	
BSA Lifeguard	Aquatic -Waterfront	15 and older	Show evidence of current training in American Red Cross First Aid and American Red Cross CPR/AED for the Professional Rescuer or equivalent.		5							-xxxxxx-	
Camping	Activity Yard	2nd Year	1,2,3,4a,5a-d, 6, 7a, 8a-c		20	-x-			-x-		-x-	-x-	
Canoeing	Aquatic -Waterfront	3rd Year	complete (weather permitting). Must be a swimmer		24	-xx-						-xx-	
Chemistry	STEM Center	2nd Year	1, 2, 3, 4, 5, 6, 7b	\$15.00	10		-xx-					-xx-	
Climbing	COPE & Climbing Area	3rd Year	complete (weather permitting)		11		-xx-					-xx-	
Cowboy Action Shooting	SS-Parnell Range	16 and older	not a merit badge	\$25.00	6				-xx-			-xx-	
Cycling	HA Building	3rd Year	complete 1,2,3,4,5,6 partials 7		18				-xx-			-xx-	
Drafting	STEM Center	2nd Year	1, 2 (any), 3, 4, 5 6b	\$15.00	10							-xx-	
Electricity	Skilled Trades Center	2nd Year	1, 3, 4, 5, 6, 7, 8, 9b, 10, 11(any)	\$15.00	10		-x-						
Electronics	STEM Center	2nd Year	1, 2,3, 4, 5, 6	\$15.00	10		-xx-						
Emergency Preparedness	Activity Yard	2nd Year	2, 3, 4, 5, 6, 7a, 8a, 9		20				-xx-			-xx-	
Engineering	STEM Center	2nd Year	1, 2, 3, 4, 5 (any), 6 (a, b, c or e), 7, 8, 9	\$15.00	10							-xx-	
Environmental Science	Con Yard	completed 7th grade	complete at camp		20		-xx-					-xx-	
First Aid	Activity Yard	1st Year	bring requirement 5 to complete at camp		20	-x-			-x-			-x-	
Fish and Wildlife Management	Con Yard	3rd year	complete at camp		15							-x-	
Fishing	Activity Yard	1st Year	Must catch and cook fish to complete		10	-x-	-x-		-x-				
Forestry	Con Yard	2nd Year	complete at camp		20		-xx-						
Game Design	Activity Yard	1st Year	complete at camp		20							-x-	-x-
Geocaching	Activity Yard	1st Year	complete at camp		12				-x-			-x-	
Green Bar First Class	Green Bar Area	1st Year	choose morning or afternoon		24		-xx-					-xx-	
Green Bar Second Class	Green Bar Area	1st Year	choose morning or afternoon		24		-xx-					-xx-	
Green Bar Tenderfoot	Green Bar Area	1st Year	choose morning or afternoon		24		-xx-					-xx-	
Home Repair	Skilled Trades Center	3rd year	Work Clothes, Closed toed shoes	\$30.00	6							-xx-	
Indian Lore	OA Lodge	1st Year	complete at camp		12				-x-			-x-	
Insect Study	Con Yard	1st year	complete 1, 2, 3, 4, 5a		25	-x-							
Instructional Swim	Aquatic -Waterfront	all			12				-x-			-x-	
Jet Ski/TWRA Boat License	Boat Harbor	14 and older	not a merit badge	\$45.00	7		-xx-					-xx-	
Kayaking	Aquatic -Waterfront	2nd Year	complete (weather permitting). Must be a swimmer		10				-xx-			-xx-	
Leatherwork	Handicraft	1st Year	complete at camp	\$11.00	20							-x-	
Leatherwork/Woodcarving	Handicraft	1st Year	complete at camp	\$17.00	15	-x-			-x-			-x-	

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Course	Location	Recommendation	Course Notes/ Prerequisites	Add \$\$	Capacity	8	9	10	11	1	2	3	4
Lifesaving	Aquatic -Waterfront	3rd Year	complete (weather permitting). Must be a swimmer. Scout must be to swim continuously for 400 yards using each of the following strokes in a strong manner, in good form with rhythmic breathing, for at least 50 continuous yards: front crawl, sidestroke, breaststroke, and elementary backstroke.		16		-xx-					-xx-	
Mammal Study	Con Yard	2nd Year	complete at camp		25			-x-					
Marksmanship Rifle Program - 3 Position	SS-Parnell Range	3rd year	Must have earned the Rifle MB.	\$30.00	8							-xx-	
Marksmanship Rifle Program - Benchrest	SS-Parnell Range	3rd year	Must have earned the Rifle MB.	\$30.00	8				-x-				
Marksmanship Rifle Program - Prone	SS-Parnell Range	3rd year	Must have earned the Rifle MB.	\$30.00	8			-x-					
Mile Swim	Aquatic -Waterfront	2nd year			15				-x-				
Motorboating 8-10 S, 9-11 both, 10-12 C, 2-4 C, 3-5 S	Boat Harbor	14 and older	complete (weather permitting).	\$30.00	8 /16	-xx-	-xx-	-xx-			-xx-	-xx-	
Music	HA Building	1st Year	complete at camp		15				-xx-			-xx-	
Nature	Con Yard	2nd Year	complete at camp		20							-xx-	
Nuclear Science	STEM Center	2nd Year	1, 2, 3b, 4 (a and b) 5a, 6, 7, 8	\$15.00	10				-x-				
Painting	Skilled Trades Center	2nd year	Work Clothing and Closed Toed shoes	\$15.00	8			-x-					
Personal Fitness	Activity Yard	14 and older	1, 2, 3, 4, 5, 6, 7, 9		20			-x-			-x-		
Pioneering and Orienteering	Activity Yard	14 and older	complete at camp		15			-xx-				-xx-	
Plumbing	Skilled Trades Center	2nd Year	Work Clothing and Closed Toed Shoes	\$15.00	10				-x-				
Programming	STEM Center	2nd Year		\$15.00	10			-xx-					
Radio	STEM Center	2nd Year		\$15.00	10				-x-				
Reptile and Amphibian Study	Con Yard	2nd Year	1, 2, 3, 4, 5, 7 (6 if a snake is found)		25				-x-				
Rifle Shooting	SS-Rifle Range	2nd Year	complete at camp	\$25.00	16		-xx-					-xx-	
Robotics	STEM Center	2nd Year	1, 2, 3, 4, 5, 6, 7	\$15.00	10		-xx-					-xx-	
Rowing	Aquatic -Waterfront	14 and older	complete (weather permitting)		8		-xx-						
SCUBA BSA Experience	Aquatic -Pool	all	Thursday Only, lunch is provided at the pool.	\$40.00	8				-xx-				
Sculpture and Inventing	Handicraft	2nd Year	complete at camp		10			-x-				-x-	
Shotgun Shooting	SS-Shotgun Range	3rd Year	complete at camp	\$30.00	10				-xx-			-xx-	
Small Boat Sailing	Boat Harbor	14 and older			6		-xx-					-xx-	
Snorkeling BSA	Aquatic -Pool	all	Tuesday or Thursday not both days. We encourage Scouts to bring their own gear to ensure fit. Full Face Snorkeling masks and Intergrated snorkels are no allowed.		10								-xx-
Soil and Water Conservation	Con Yard	2nd Year	complete at camp		15						-x-		
Space Exploration	Handicraft	2nd year	complete at camp	\$12.00	20			-x-	-x-		-x-	-x-	
Stroke Development	Aquatic -Pool	all	Must have passed BSA Swimmer Test. This class will help improve Strokes to complete the Swimming Merit Badge		10								-x-
Swimming	Aquatic -Pool	2nd Year	Complete (weather permitting). Must be a swimmer Scouts must be able to swim the following strokes properly: Front Crawl/Trudgen, Back Crawl, Breaststroke, Side Stroke, and Elementary Backstroke." [Scouts would be tested during first session and if unable to do the basic stroke, would be asked to find another session		12		-x-	-x-			-x-	-x-	
TWRA Boat License	Boat Harbor	14 and older	not a merit badge	\$18.00	7				-x-				
Water Sports	Boat Harbor	14 and older		\$40.00	6		-xx-					-xx-	
Weather	Con Yard	1st Year	complete at camp		20				-x-			-x-	
Welding	Skilled Trades Center	4th year	Work Clothes, Long sleeves, closed toed shoes	\$40.00	6		-xx-					-xx-	
Wilderness Survival	Activity Yard	3rd Year	bring requirement 5 to complete at camp		20							-xx-	
Woodcarving	Handicraft	1st Year		\$6.00	16			-x-					