

Hints for Success

1. Swimming Merit Badge

Recommend being a First Class Scout and at least a second year camper or 13 years of age.

2. Lifesaving Merit Badge

Must already have swimming merit badge and be at least a third year camper or 13 years of age.

3. Archery Merit Badge

Age appropriate – Scout must be at least a third year camper or 13 years of age.

4. Rifle Merit Badge

Age appropriate – Scout must be a third year camper or 13 years of age.

5. Shotgun Shooting Merit Badge

Age appropriate – Scout must be at least a third year camper or 13 years of age.

6. First Aid Merit Badge

Recommend being a First Class Scout, second year camper, or 13 years of age.

Program Fees

Tickets may be purchased at the Trading Post for the following:

Ammunition

Shotgun \$1.50 for 5 shells Includes clays

.22 Caliber \$0.75 for 10 rounds Includes targets

Black Powder \$1.50 for 5 Shots Includes targets

Hale's program will provide free .22 ammunition for scheduled adult and SPL shooting we request that troops NOT bring their own ammunition.

Scuba and Horsemanship

Please pay for Scuba and Horsemanship at Trading Post.