

Camp Wolfeboro Rockers

Ascension

1. Complete all requirements for the Climbing Merit Badge
2. Climb a route rated 5.8 or higher at Camp Wolfeboro
3. Tie the following knots
 - a. Butterfly
 - b. Prussik
 - c. Canadian 8
 - d. Girth Hitch
4. Set up a top rope anchor
5. Complete a Service Project to better the Hike Shack

Bard

1. Participate in the Wolfeboro Work Party and another service project of at least 1 hour to help camp.
2. Attend the Polaris Overnight and sleep on Polaris Rock.
3. Participate in the Indian Lore Campfire
4. Participate in the Friday Campfire
5. Attend the tale of the 13 gold crosses
6. Write a story, poem, song, ballad, or another masterpiece about camping, the adventure of the outdoors, or about the splendors of nature.

Conservationist

1. Organize and lead a conservation project of at least 2 hours. It must not only help the environment but also serve to educate your fellow Scouts and Scouters.
2. Keep a journal of at least 500 words detailing the history of the conservation movement in the United States, including contributions made by the Boy Scouts of America.

3. Keep a journal of at least five endangered species present in the Sierra Nevada range, as well as at Camp Wolfeboro. Include the date these species were placed on the endangered species list, the reason they were placed on the list, the reason they became endangered, what is being done to protect them, how many are left in the wild, as well as a description of their habitats eating habits and geographic range.
4. Explain to your troop why conservation is important both at camp Wolfeboro and at home. Explain at least ten different ways for your troop to conserve resources at home and here at Camp Wolfeboro.
5. Do the following:
 - a) Write a meaningful haiku (5-7-5) about conservation.
 - b) Paint your haiku on to a suitable piece of wood as well as your name. and place it in the nature lodge.

Craftsman

1. Complete with pride two separate master projects not to be used as merit badge requirements but that would qualify for the following requirements:
 - a. Art 1, 3, 4, 6
 - b. Basketry 1, 2
 - c. Leather Work 2
 - d. Wood Carving 4, 5Projects must be from two different badges.
2. Participate at the Indian Lore Games and Campfire by teaching and leading an Indian game and telling an Indian story
3. Complete a service project to help the Handicraft Area

Grizzly

1. Earn the following Merit Badges:
 - a. Camping
 - b. Wilderness Survival
 - c. Hiking or Backpacking
2. Build and sleep in (Without sleeping bag) a wilderness survival shelter
3. Find ten or more controls in 40 minutes or less on the Score-O orienteering course.
4. Participate in the Emergency Preparedness drill or the Pioneering Project

5. Participate in Scoutcraft Baseball

Iceman

1. Pass the Swim Test
2. Swim $\frac{1}{4}$ mile (16 laps)
3. Be trained in Safe Swim Defense and Safety Afloat
4. Show aquatics staff member your knowledge of proper rowing and canoeing techniques
5. Perform two hours of service to the waterfront (to be decided by the waterfront director)
6. Take part in 2 of 3 Polar Bear swims

John Muir

1. Do the following:
 - a. Indian Lore campfire
 - b. Polar Bear swim
 - c. Cooking demonstration
 - d. Orienteering Course
 - e. Environmental Science Hike
 - f. Astronomy Hike
 - g. Bird Study Hike
2. Keep a journal exploring the following (It should exude your best effort.):
 - a. The natural history of the Sierra Nevada, including the effects of glaciations and erosion
 - b. The limiting factors and general ecosystem of the Sierras
 - c. Wilderness survival in the Sierra Nevada, including edible indigenous plants, building materials, and navigation
 - d. Natural dangers, including heat stroke, hypothermia, snake bites, and fractures
 - e. Possible futures for humanity including population growth, pollution, technological advances, and resource depletion
 - f. Your spiritual relationship with nature
3. Build a wilderness survival shelter and so the following:
 - a. Sleep in it without a sleeping bag

- b. Stay in or near it from sundown to sunup
 - c. Write a poem during your stay
 - d. Brew tea on an open fire including both English tea and a native tea of your design
 - e. Take a loaf of bread with you (you are not required to eat it)
 - f. Speak no words to another person during this night (if no one is present you may sing to yourself or animals)
4. Find a suitable tree, climb it, hug it, and sway with it in the wind

Marksman

1. Shoot 5 in a quarter with a .22 rifle
2. Shoot 3/5 clay targets with a shotgun
3. Score 21 on a medium target in archery with 3 arrows
4. Stick 3 in a row at the tomahawk range

Naturalist

1. Explain the Outdoor Code. Why is it important to understand and follow? Why is it important to foster, care for, and respect nature? What do you do to help others appreciate and work towards improving the outdoors?
2.
 - a. Be able to identify and plant or animal in the field using available tools and resources
 - b. Demonstrate to a group of scouts how to properly use a dichotomous key to identify plants and animals
3. Lead an effective nature hike
4. Lead a successful "Nature Games" or equivalent outdoor teaching tool and effectually debrief the participants afterward.
5. Organize and lead an approved conservation project of 2 hours or more. It must not only help the environment but also serve to educate your fellow scouts.

6. Earn Environmental Science, Soil and Water Conservation, and Fish and Wildlife Management.

- a. Earn one of the following;
 - i. Bird Study
 - ii. Mammal Study
 - iii. Reptile and Amphibian Study

- b. Earn one of the following
 - i. Geology
 - ii. Forestry
 - iii. Weather

Trek

- 1. Go on a Trek greater than 20 miles