

## 2023 OWASIPPE ACTIVITY PREREQUISITES & FEES

Area	Badge / Activity	Prerequisite	Equipment	Notes	Age Restrictions	Fees
Aquatics	Canoeing	Req 2	Wet Shoes Recommended	Must Pass BSA Swimmer Test		-
	Kayaking	Req 2	Wet Shoes Recommended	Must Pass BSA Swimmer Test		-
	Lifesaving	Req 2a, 2b		Must Pass BSA Swimmer Test		-
	Rowing	Req 2	Wet Shoes Recommended	Must Pass BSA Swimmer Test		-
	Snorkeling			Must Pass BSA Swimmer Test		-
	Stand-Up Paddleboarding		Wet Shoes Recommended	Must Pass BSA Swimmer Test. This is an award, not a Merit Badge. Available Schedule with Aquatics Staff		-
Boating	Swimming	Req 2		Must Pass BSA Swimmer Test		-
	Lake Tubing			Must Pass BSA Swimmer Test		\$12
	Motorboating		Wet Shoes Recommended	Must Pass BSA Swimmer Test		\$10
	Small Boat Sailing	Req 2	Wet Shoes Recommended	Must Pass BSA Swimmer Test		-
	Watersports (Waterskiing)	Req 3		Must Pass BSA Swimmer Test		\$25
	Fishing Outpost		Some fishing supplies will be available, but personal gear is welcome and recommended	Wolverine - trolling motor and rowboat fishing with buddy Blackhawk - pontine boat fishing as a group		- \$5
Eco / Nature	Pontoon Cruise			Troop or patrol oriented registration (4-10 people, price per person)		\$5
	Environmental Science	Req 3E				-
	Insect Study	9				-
	Energy	4a, 4b				-
Handicraft, Flintlock, and STEAM	Bird Study	Req 5		This requirement will be worked on at camp, but often takes longer than a week to complete.		-
	Art	Req 6		Offered in combination with Sculpture MB		-
	Basketry		All necessary supplies are included, Scouts may purchase additional kits in the trading post	Open Merit Badge time, Scouts can attend as much or as little as needed		\$15
	Digital Technology	Req 1		Scouts should complete their Cyber Chip before coming to camp		-
	Engineering	Req 4				-
	Game Design	Req 8		Primarily involves board and field games, not video games		-
	Leatherwork		All necessary supplies are included, Scouts may purchase additional kits in the trading post	Open Merit Badge time, Scouts can attend as much or as little as needed		\$11
	Metalwork					\$10
	Photography	Req 1A		Scouts should complete their Cyber Chip before coming to camp		-
	Sculpture			Offered in combination with Art MB		-
High Adventure	Space Exploration		All necessary supplies are included, Scouts may purchase additional kits in the trading post			\$10
	Woodcarving		All necessary supplies are included, Scouts may purchase additional kits in the trading post	Open Merit Badge time, Scouts can attend as much or as little as needed		\$5
	ATV Certification Class - Week-long course	Must have signed waiver	Must have long pants, long sleeve shirt, gloves, and over-the-ankle boots	Scouts MUST attend all sessions to be certified and participate in trail rides	Minimum Age of 14	\$50
	ATV Certification Class - Accelerated Course	Must have signed waiver as well as Certificate of Completion for the online "E-Course"	Must have long pants, long sleeve shirt, gloves, and over-the-ankle boots	Scouts MUST arrive on time, with their E-Course certificate of completion, in order to participate	Minimum Age of 16	\$35
	ATV Trail Rides	Must have signed waiver	Must have completed ATV Ridercourse Certification. Must have long pants, long sleeve shirts, and over-the-ankle boots	Please arrive 10 minutes early to program. Trail rides will leave on time, even if participants are late. Participants Must be BSA Safe Rider Course Certified and have proof of certification on hand.	Minimum Age of 14	\$25
	Climbing / Open Climbing		Wear closed toe shoes. Avoid excessively baggy clothing. Water bottle recommended.	250lb weight limit		-
	High COPE		Must have long pants and closed-toe shoes	250lb weight limit	Minimum Age of 13	\$10
	Low COPE				Minimum Age of 10	-
	Crate Stacking		Must have long pants and closed-toe shoes	250lb weight limit		\$5
	Cycling	Req 7B(E)	Participants should wear closed toe shoes and shorts or non-baggy pants (loose fabric may get caught in chain). OSR Water bottle provided.	The 22-mile ride will be offered outside of the scheduled Merit Badge class time, for Scouts who wish to complete at camp. Meet at Ad Center Bike Shop		\$5
	Mountain Bike Trail Rides	Must be 5 Feet tall	Participants should wear closed toe shoes and shorts or non-baggy pants (loose fabric may get caught in chain).	Bring a water bottle.		-
	Horse Trail Rides	Must have Equine Liability Waiver signed by parent or legal guardian	Must have jeans and sturdy, closed-toe shoes	250lb Weight Limit, please arrive 15 minutes early	Minimum Age of 12	\$25
	Horsemanship	Must have Equine Liability Waiver signed by parent or legal guardian	Must have jeans and sturdy, closed-toe shoes	250lb Weight Limit, please arrive 15 minutes early	Minimum Age of 12	\$30
	Junior Wrangler Program	Must have Equine Liability Waiver signed by parent or legal guardian. Must have Horsemanship Merit Badge.	Wear long pants and closed toe shoes. Boots with a heel are preferred - participants will ride each day.	Must have already earned Horsemanship MB 250 lb weight limit	Minimum Age of 14	\$30
	River Trips (tubing or canoeing)		Must wear shoes on the river	Beginner swimmers can participate in canoe trips provided that they have two swimmers in their canoe		\$10
	Ultimate Owaspippe Adventure	Must Pass BSA Swimmer Test and must have Equine Liability waiver signed by parent or legal guardian	See UOA Information page for details	250lb weight limit	Minimum Age of 14	\$35
Wrangler Outpost	Must have Equine Liability Waiver signed by parent or legal guardian	Must have jeans and sturdy, closed-toe shoes. Overnight experience, bring overnight gear	250lb Weight Limit. Scouts should be picked up from the Diamond O Horse Ranch at 6:45am the following morning	Minimum Age of 13	\$35	
Zipline		Wear long pants and closed toe shoes. Avoid excessively baggy clothing. Water bottle recommended. Program is held at the C.O.P.E. course on the road to Carlen/Crown.	250lb weight limit	Minimum Age of 11	\$5	
Pathfinder	Citizenship in the Nation	Req 5, 7, 8				-
	Citizenship in the World	Req 7				-
	Cooking	Req 4, 5, 6		Cooking Merit Badge time will be spent discussing health, nutrition, and various cooking methods. In order to maintain the integrity of the badge, many of the actual cooking requirements cannot be completed while at camp.		\$5
Scoutcraft	Communication	Req 5, 7, 8				-
	Camping	Req 4B, 5E, 7B, 8D, 9		Rappelling is available to Camping MB students outside the regular class time		-
	Emergency Preparedness	Req 1, 2C, 8B, 9		Must have already earned First Aid Merit Badge		-
	First Aid	Req 1, 5		Bring personal first aid kit to show your counselor		-
	Geocaching	Req 9				-
	Orienteering	Req 7a, 7b, 10		Scouts will not complete a "cross-country" course		-
Shooting Sports	Wilderness Survival	Req 5				-
	Archery			May require extra shooting time during open shoot		-
	Rifle			May require extra shooting time during open shoot		\$15
	Shotgun			May require extra shooting time during open shoot		\$25