

CAMP

FIESTA ISLAND



SAN DIEGO • CALIFORNIA

Merit Badge & Class Catalog 2024



Crafts



Basketry MB

Since the dawn of humanity, we have been making baskets. In this merit badge you will learn the basics of this ancient art and its applications. By the end of the class you will understand the process of basket weaving and turn that knowledge into your own handmade basket.

Evening merit badge or during open craft time



Composite Materials MB

Composites can be found just about everywhere in the modern world, from items in your kitchen drawer, to the bikes in the Tour d' France. In this merit badge you will learn the principles of composite materials and their application in the world around us. Through the projects in this class you will demonstrate and demand real world applications of these materials.

Cost: \$15 (Paid on Double Knot)



Leatherwork MB

In the leatherworking merit badge Scouts will explore leather's endless uses and applications. While making a practical scouting item, you will understand the types and uses of leather, as well as the process of turning a piece of leather into a useful and personally designed item.

Cost: \$10-\$20 depending on which kit is chosen (Paid in Trading Post at Camp)



Metalwork MB

Metalworking has been such an important skill that it has literally sparked new eras in human history. In this merit badge you will learn the variety of metals, how they can be worked, and their real world applications. You will then use this knowledge to make your own metal projects.

Cost: \$15 (Paid in Double Knot) suggested age 14 and older



Sculpture & Art (2 Merit Badges)

Humans have been expressing their thoughts, emotions, and history through art for as long as we could put paint on cave walls. During these merit badges you will learn about the aspects of art pieces as well as the process of making art in a variety of different mediums.

Cost: \$15 (Paid in Double Knot)

Prerequisites: Art #6



Wood Carving MB

As a hobby near and dear to many scouts, woodcarving has been taught to scouts since the first days of the movement. This merit badge will teach you the skills to turn a piece of wood into a useful item, or a beautiful piece of art. Please note that the Scout must have their Totin' Chip or take the class at camp to participate in the merit badge.

Cost: \$10 (Kit Purchased in Trading Post at Camp)



Welding MB

Scouts will learn the basic principles of welding and have the ability to make a simple welding project.

Cost: \$20 (Paid in Double Knot) suggested age 14 and older

Scouts must wear long sleeve shirts and pants made of natural fibers such as cotton or denim

Media Hut



Moviemaking MB

Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture.



Public Speaking MB

While we think of public speaking as giving speeches like political, civic, and religious leader do on a regular basis, there is much more to the art of oration. Through this merit badge, you will learn about public speaking, and gain a practical understanding by participating in public speaking opportunities during your time at camp.

Prerequisites: Strongly suggest writing speeches prior to camp



Theater MB

Stemming from the masked performances of the ancient Greeks, theater has a long and treasured history. In this merit badge you will learn about the art of live performance, stagecraft, and set design. Through this, you will gain a new appreciation for the theater.



Animation & Digital Technology (2 merit badges)

While a relatively recent form of artistic expression, animation is prevalent in countless aspects of our media culture. Through this merit badge you will gain a better understanding of principles of animation, its development, and the different types of animation that exist. By the end, you will understand the process of creating an animation through creating your own. To add to the class, Digital Technology goes hand in hand with Animation. Scouts will make a stop motion video using Legos. Personal items may be used instead.

Prerequisites: Requirement: Cyber Chip



Graphic Arts MB

From printed designs and advertisements to the designs on the t-shirt you're wearing, graphic arts are a large part of our modern media environment. Through this merit badge you will understand some of the principles of this field, as well as participate in the creative process by taking a design from the sketch board to a final printed project.

Cost: \$10 (Paid on Double Knot)



Photography & Journalism (2 Merit Badges)

Understanding our world is an important part of being a responsible member of society, and these merit badges help you understand two ways that you can learn about the world. By the end of these merit badges you will understand the art of photography, and the process by which it reveals the world to the camera, and the process of fact-finding and reporting of the journalist. A limited number of cameras will be available for use. Scouts may wish to bring their own digital camera to use.

Scout Skills



Camping MB

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living outdoors. In this merit badge you will follow his advice and know how to make yourself at home in the great outdoors.

Prerequisites: Requirement: #4b, #7b, #8d, #9



Emergency Preparedness MB

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. By the time you finish this merit badge you will know how you can be prepared for and respond to a wide variety of emergencies.

Prerequisites: Requirement: #1, #2c, #6c, #8b



First Aid MB

Caring for injured or ill persons until they can receive professional medical care is an important skill for every Scout. With some knowledge of first aid, you can provide immediate care and help to someone who is hurt or who becomes ill. First Aid can help prevent infection and serious loss of blood and could even save a limb or a life.

Prerequisites: Requirement: #5



Fishing MB

Baden-Powell once argued that every Scout should be able to provide for themselves through a knowledge of fishing. You can follow his advice in this merit badge by learning about the equipment, knots, and skills that all go in to catching and preparing a fish to eat.

Prerequisites: Requirement: #9, #10



Fly Fishing MB

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

Prerequisites: #10



Orienteering MB & Geocaching MB

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

Prerequisites: #7

The word geocache is a combination of “geo,” which means “earth,” and “cache,” which means “a hiding place.” Geocaching describes a hiding place on planet Earth—a hiding place you can find using a GPS unit.

Prerequisites: #7



Pioneering MB

Pioneering—the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars—is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allows you to connect with past generations, including your ancestors who may have used many of these skills as they sailed the open seas and lived in America's forests and prairies.

Wilderness Survival MB



In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, you need to know what to do. By earning this merit badge you will know how to survive when things don't work as planned. Scouts will spend a night on the beach in a self built shelter.

Recommended age: 14 and up

Prerequisites: Requirement: #5



Mariner's Program (CFI's "Trail to 1st Class")

The Mariners Program is designed to be a "Trail to 1st Class" for Scouts who have recently joined a troop or crossed over from Webelos. This program is designed to aid new Scouts in navigating the world of Scouting. Here you will learn basic Scout skills and methods, in addition to earning your Totin' Chip, Firem'n Chit, First Aid Merit Badge, and Swimming Merit Badge. This program is not intended to advance from Scout to First Class in a week, though it may help. Our main goal is to make sure your first summer camp experience is one of the best and that your intro to the Scouting world ignites a fire in you for years to come.



The Mariner's Program is a 3-period class either...AM Periods 1- 3 OR PM Periods 3 - 5

Nature/Civics



Chemistry MB

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. It is the study of almost everything in our world. By learning how we understand what the world is made of, we can better understand the world around us.



Citizenship in the Nation MB

As you fulfill the requirements for this merit badge, you will learn how to become active citizens who are aware of and grateful for your liberties and rights, to participate in the governments and protect our freedom, helping to defend our country and standing up for individual rights on behalf of all its citizens.

Prerequisites: Requirement: #2, #8



Citizenship in the World MB

While citizens of our nation, we are also citizens of the world. Through this merit badge, you will learn about how countries work together, how other governments function, and the differences and similarities that exist between our own nations and the rest of the world.

Prerequisites: Requirement: #7



Communication MB

Whether through written, oral, or non-verbal methods, we communicate with people through a variety of methods each and every day. By taking this merit badge, you will learn about how we communicate, and practice these skills through a variety of practical communication activities.

Prerequisites: Requirement: #5, #7, #8, #4 (Interview before camp)



Environmental Science MB

While earning the Environmental Science merit badge, you will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

Prerequisites: Requirement: #4



Reptile & Amphibian Study MB

Scouts have always been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife. Understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history. Knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

Prerequisites: Requirement: #8



Salesmanship MB

By studying salesmanship, you can learn self-confidence, motivation, friendliness, and the persistence necessary to overcome obstacles and solve problems. Sales can offer a challenging and rewarding career for those who enjoy interacting with people from all walks of life.



Space Exploration & Astronomy (2 Merit Badges)

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is out there.

Fish & Wildlife Management MB & Oceanography MB



Learn how animal diversity impacts the planet and the longevity of communities across the globe with the Fish and Wildlife Management Merit Badge. The Fish and Wildlife Merit Badge is a conservation-based merit badge recognizing our ecological impact and responsibility to preserve and protect animal life. Scouts will learn the purpose of fish and wildlife conservation while listing at least three significant problems threatening fish and wildlife resources in their community.

The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.

Bird Study & Nature MB



Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

Nature merit badge help scouts learn about plants and wildlife and the connection of all living things. They identify different types of wildlife and consider their importance in ecosystems.

Aquatics

Flying Hull



Camp Fiesta Island's advanced catamaran sailing program is an intensive course for Scouts looking to learn the way of the winds. Scouts will learn catamaran sailing from start to finish including rigging, rules of the road, navigation, racing techniques, hiking out and "flying the hull." Scouts will master the waves out on the water! The maximum class size is 8. Scouts participating in the Flying Hull program will be able to participate in regular merit badge sessions 1 and 2. Adults are welcome to participate so long as there is space remaining when you arrive at camp.

Flying Hull is a 3-period class (4 & 5, including free time).

Recommended age: 14 and up

Maximum number of participants: 6

Prerequisites: Completed the Small-Boat Sailing Merit Badge or Equivalent Sailing Experience (Scoutmaster approval required)



Canoeing MB

The canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.



Swimming MB

Swimming is a leisure activity, a competitive sport, and a basic survival skill. In this merit badge class, you will refine your swimming skills. If your Scout would like to learn how to swim, we do offer a learn to swim program during free time.



Kayaking MB

Kayaking was once the preferred water transportation of the Inuit people, and has now become an incredibly popular source of exercise and competitive sport. In the kayaking merit badge scouts will learn the basics of kayaking in a flat water and calm environment.



Lifesaving MB

No Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

Prerequisites: Completed the Swimming Merit Badge



Motorboating MB

With the fun of operating a motor boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely.

Cost: \$5 (Paid in Double Knot)



Small-Boat Sailing MB

Sailing is one of the most enjoyable pastimes on the open water. Learn the basics of sailing and explore the waters on our fleet of Quba sailboats. CFI is located on an ideal cove for beginning sailors.



Nautical Survival (2 Merit Badges)

When things go wrong, the skills of Nautical Survival can help make everything right again. Scouts will earn both the Wilderness Survival and the Lifesaving merit badge. Participants will also earn the BSA mile swim patch. Scouts will spend a night on the beach in a self built shelter.



Nautical Survival is a 2-period class

Recommended age: 14 and up

Prerequisites: Completed the Swimming Merit Badge

Wilderness Survival Prerequisites: Requirement: #5



Paddle Boarding

Stand up paddle boarding, also known as “SUP” is a fun, relaxing activity that anyone can enjoy. Scouts will learn proper paddle technique and balance on the calm waters of the bay.

SUP is not a merit badge.

Wednesday Merit Badge



Signs, Signals & Codes

The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. By learning about these important forms of communications you will expand your ability to communicate on the trail with your troop, or with others in your community.



Fingerprinting MB

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.



Chess MB

Chess is among the oldest board games in the world, and it ranks among the most popular games ever created. Chess is played worldwide—even over the Internet. Players meet for fun and in competition, everywhere from kitchen tables and park benches to formal international tournaments.



Game Design MB

Games come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.



Disabilities Awareness MB

Understand various disabilities and how they affect your friends, family, and community members with the Disability Awareness Merit Badge. Scouts will learn about the experiences of someone with a disability, explain the significance of disability etiquette, and how it may differ depending on the specific disability.



Dog Care MB

The love and interdependence between humans and dogs has endured for thousands of years. Evidence suggests that dogs and humans started relying on each other thousands of years ago. Today, dogs are our coworkers and companions. They assist search-and-rescue teams, law enforcement officers, hunters, farmers, and people with disabilities. They also play with us and keep us company.



2024 CFI MERIT BADGE PREREQUISITE FORM



FULL NAME: _____ WEEK OF CAMP: _____

TROOP NUMBER: _____ COUNCIL: _____

The Scout named above acknowledges that certain designated merit badges cannot be completed at Camp Fiesta Island unless prerequisite requirements are met prior to arriving at camp. They also realize that this form must be completed correctly, signed, and Shown to the CFI Merit Badge Instructor the first day of their class. The camp can then grant the merit badge, upon successful completion in the camp course in the above-mentioned merit badge.

Please circle ALL the merit badges you are planning to complete at camp.

Art	Requirement: #6
Animation & Digital Technology	Requirement: Personal Safety Awareness
Camping	Requirements: #4b, #7b, #8d, #9
Citizenship in the Nation	Requirements: #2, #8
Citizenship in the World	Requirement: #7
Communications	Requirements: #4, #5, #7, #8,
Emergency Preparedness	Requirements: #1, #2c, #6c, #8b
Environmental Science	Requirements: #4
First Aid	Requirement: #5
Fishing	Requirements: #9, #10
Fly Fishing	Requirements: #10
Flying Hull	Requirement: Small Boat Sailing MB
Lifesaving	Requirement: Swimming MB
Nautical Survival	Requirement: Swimming MB & Wilderness Survival #5
Orienteering	Requirements: #7
Reptile and Amphibian Study	Requirement: #8
Safety	Requirement: #1, #2, #3b, #4, #6
Sculpture & Art	Requirement: Art #6
Wilderness Survival	Requirement: #5

I certify that the above-named Scout has met the following requirements:

Scoutmaster (or rep) Signature

Date

***Personal Safety Awareness training at:

<https://www.scouting.org/training/youth-protection/scouts-bsa/>