



PFEFFER SCOUT RESERVATION

AQUATICS

The waterfront area on Kentucky Lake is very active. Open programming is offered every afternoon so Scouts can come out and cool off at the beach, take out a canoe or sailboat with a friend! Our Aquatics Area is home to many different merit badges and various activities throughout the week at camp!

Aquatics Merit Badges:

	Pre-requisites	Difficulty 1= Average 2= Moderate 3= Challenging	Recommend for	Complete at Camp
	Canoeing -Successfully complete the Scouting America Swim Test (Req 2). -Bring close-toed shoes that can get wet.	2	2nd year+	Y
	Kayaking -Successfully complete the Scouting America Swim Test (Req 2). -Bring close-toed shoes that can get wet.	2	2 nd year+	Y
	Lifesaving -Must have earned the Swimming Merit Badge (Req 2a). -Must pass the Scouting America Swim Test.	3	2nd year+	Y
	Motorboating -Successfully complete the Scouting America Swim Test (Req 2). -Bring close-toed shoes that can get wet.	2	2nd year+	Y
	Rowing -Successfully complete the Scouting America Swim Test (Req 2). -Bring close-toed shoes that can get wet. -Prior knowledge of knots in requirement 4a#5 is helpful.	2	2nd year+	Y
	Small Boat Sailing -Successfully complete the Scouting America Swim Test (Req 2). -Bring close-toed shoes that can get wet. -Knowledge of knots and splices is helpful. -Prior knowledge of knots in requirement 7a is helpful.	2	2nd year+	Y

	Water Sports (Water Skiing) -Successfully complete the Scouting America Swim Test (Req 3). -Some Experience with Water Skiing is RECOMMENDED .	3	2nd Year+	Y
	Swimming -Must successfully complete the Scouting America Swim Test. -This is <i>not</i> an instructional swim but rather a badge to improve and perfect skills.	1	All Scouts	Y

Other Aquatics Opportunities:

	BSA Mile Swim -Successfully complete the Scouting America Swim Test. -This is not a merit badge.	3	2nd Year+	Y
	BSA Stand Up Paddleboarding -Successfully complete the Scouting America Swim Test. -This is not a merit badge.	2	2nd Year+	Y
	Instructional Swim -Available to scouts desiring to learn how to swim or improve their skills before taking the swimming merit badge. -As a reminder, the Swimming merit badge is not designed to teach Scouts how to swim.	1	All Scouts	N/A
	Tubing -Scouts must be 12 years of age or older to participate. -Successfully complete the Scouting America Swim Test.	2	Age 14+	N/A

OUTDOOR SKILLS

Whether it's merit badges or just to sharpen your skills, the Outdoor Skills area has something for you. Scouts will put their basic outdoor skills to the test! Where else can you start fires and build bridges all in one place?

	Pre-requisites	Difficulty 1= Average 2= Moderate 3= Challenging	Recommend for	Complete at Camp
	Camping -Requirements 4b, 8c, 8d, and 9a-c should be done prior to camp.	1	All Scouts	N
	Search and Rescue -No prerequisites	1	All Scouts	Y

	Emergency Preparedness -Must have earned First Aid MB prior to taking this badge. -Requirement 3 must be completed prior to camp. -Recommend bringing an emergency pack to inspect for 9c.	2	Age 13+	Y
	First Aid -No prerequisites with the 2025 edition of Merit Badge.	2	All Scouts	Y
	Fishing -Scouts age 16 or older must have a valid KY Fishing License. -Scouts are highly encouraged to bring their own fishing gear.	1	All Scouts	Y
	Orienteering -Requirements 7, 8, and 9 -Good map and compass skills are recommended.	3	All Scouts	N
	Geocaching -Requirements 7, 8, and 9	2		N
	Pioneering -No prerequisites. -Good working knowledge of knots and lashings is recommended.	2	2nd year+	Y
	Fire Safety -No prerequisites.	1	All Scouts	Y
	Wildland Fire Management (TEST LAB) -This is NOT a current Merit Badge but is in the Scouting America Test Lab. -Scouts will receive a certificate to prove completion. -If this becomes an official Merit Badge, Scouts will present their certificate to be awarded the completed Merit Badge.	1		Y
	Signs, Signals, and Codes -Requirement 7.	1	2nd year+	Y
	Wilderness Survival -Requirement 4 (personal first aid kit) should be prepared in advance and brought to camp. -Scouts should be prepared to complete requirement 8 at Camp (weather permitting).	2	Age 13+	Y

HANDICRAFT

Whether you are just interested in learning a new skill or sharing your talents with others, the Handicraft area gives you plenty of opportunities to be creative. The staff is dedicated to helping Scouts create projects with quality workmanship and instilling safe work practices.

	Pre-requisites	Difficulty 1= Average 2= Moderate 3= Challenging	Recommend for	Complete at Camp
	Art -No prerequisites. -Merit badge supplies will be provided at Handicraft.	1	All Scouts	Y
	Animation -No prerequisites. -Merit badge supplies will be provided at Handicraft.	1		Y
	Basketry -No prerequisites. -Merit badge supplies will be provided at Handicraft.	1	All Scouts	Y
	American Indian Culture -No prerequisites.	1	All Scouts	Y
	Fingerprinting -No prerequisites.	1	All Scouts	Y
	Leatherwork -No prerequisites. -Merit badge supplies will be provided at Handicraft.	1	All Scouts	Y
	Metalwork -No prerequisites. -Merit badge supplies will be provided at Handicraft.	3	Age 13+	Y
	Wood Carving -Must have a Totin' Chip (Requirement 2a). -Merit badge supplies will be provided at Handicraft. -Not recommended for first-year campers!	2	2nd year+	Y
	Woodwork -Must have a Totin' Chip (Requirement 1c). -Merit badge supplies will be provided at Handicraft. -Not recommended for first-year campers!	2	2nd year+	Y

RANGE AND TARGET ACTIVITIES

Range and Target Activities is one of the most popular areas in camp. All Scouts and Scouters are given the safety rules and regulations prior to being permitted to participate. The ranges are open each afternoon for practice shooting or just for fun!

Range and Target Activities Merit Badges:

	Pre-requisites	Difficulty 1= Average 2= Moderate 3= Challenging	Recommend for	Complete at Camp
	Archery -No prerequisites. -Merit badge supplies will be provided at the Archery Range.	1	All Scouts	Y
	Rifle Shooting -No prerequisites. -Recommended for older Scouts. -Maturity and the ability to follow directions are needed.	2	2nd Year+	Y
	Shotgun Shooting -No prerequisites. -Recommended for older Scouts. -Maturity and the ability to follow directions are needed.	3	Age 13+	Y

Other Range and Target Activities Opportunities:

	Leader Shoot -Leaders can come to the Archery, Rifle, or Shotgun Range on Monday from 4:30 to 5:30 to have some fun and try their hand at some shooting.
	Cowboy Action Shooting -MUST BE 14 YEARS OR OLDER OR 13 AND HAVE COMPLETED THE EIGHTH GRADE! -This program offers a fun and safe introduction to cowboy action shooting with pistols, rifles, and shotguns. Scouts and Venturers 14 years of age or older can take part in this special shooting experience with opportunities to shoot single-action .22-caliber pistols, lever-action .22-caliber rifles, and 12-gauge or 20-gauge shotguns. -In various old-time western scenarios, Scouts play "good guys" who prove their accuracy by shooting at things like spinning metal targets where they hit the spinner to "ring the bell." -All Scouts will choose their own cowboy action names before starting, so that the instructors can call them by those names.

STEM / PERSONAL DEVELOPMENT

The STEM / Personal Development area provides scouts with opportunities to work on Eagle-Required Merit Badges. Additionally, some non-eagle-required badges allow the scouts to expand their skills or knowledge.

	Pre-requisites <i>Completion at Camp depends on scout having completed Prerequisites prior to camp and shows to merit badge counselor.</i>	Difficulty 1= Average 2= Moderate 3= Challenging	Recommend for	Complete at Camp
	Photography -No prerequisites. -It is recommended that Scouts bring a digital camera or smart-phone with them to take pictures with.	2	Age 14+	Y
	Citizenship in the Nation -Requirements 5, and 7 should be completed before camp.	1	All Scouts	Y
	Citizenship in the World -Requirement 7 should be completed before camp.	1	All Scouts	Y
	Scouting Heritage -Requirements 5 and 6 should be completed before camp.	1	All Scouts	Y
	Communications -Requirements 5, 7, and 8 should be completed before camp.	2	Ages 13+	Y
	Public Speaking -No prerequisites.	1		Y
	Entrepreneurship -No prerequisites.	2	Ages 13+	Y
	Salesmanship -Requirement 5 should be completed before camp	2		Y
	Game Design -No prerequisites. -Recommended for creative scouts.	2	All Scouts	Y

	Chess -No prerequisites.	1	All Scouts	Y
	Robotics -No prerequisites.	2		Y
	Engineering -No prerequisites.	2	All Scouts	Y

ECOLOGY

The nature area offers something for everyone. Of course, we offer merit badges, live animals, and a nature trail. Whatever your interests, there is something there for you.

Nature Merit Badges:

	Pre-requisites <i>Completion at Camp depends on scout having completed Prerequisites prior to camp and presents to merit badge counselor.</i>	Difficulty 1=Average 2=Moderate 3=Challenging	Recommend for	Complete at Camp
	Nature -No prerequisites	1	2 nd Year+	Y
	Environmental Science -Recommended for older Scouts. -Some independent project work may be required.	2	Ages 13+	Y
	Forestry -No prerequisites.	1	All Scouts	Y
	Collections -Requirement 1, Have a Collection	1	All Scouts	Y
	Mammal Study -No prerequisites.	2	All Scouts	Y
	Archaeology -No prerequisites.	2	All Scouts	Y

 	<p>Astronomy -It may include some late-night observation with a telescope. -The ability to complete other requirements is affected by the weather.</p> <p>Space Exploration -No prerequisites. -Merit badge supplies will be provided.</p>	1	All Scouts	Y
	<p>Sustainability -No prerequisites.</p>	1	Age 13+	Y
 	<p>Weather -No prerequisites.</p> <p>Soil and Water Conservation -No prerequisites. -Does require work on a conservation project</p>	3	All Scouts	Y

Other Nature Opportunities:

	<p>Nature Trail -Take a nature hike to view the flora, fauna, and other natural features of our camp. The trail is both educational and relaxing.</p>
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EAGLE BOUND (FIRST-YEAR CAMPER PROGRAM)

Pfeffer Scout Reservation is home to the Eagle Bound First-Year Camper Program and takes pride in offering an excellent program for your Scouts. The original First-Year Camper Program was held at Pfeffer Scout Reservation and was later adopted by National and implemented nationwide.

	<p>Eagle Bound -Scouts will work on rank requirements for Scout, Tenderfoot, Second Class, and First Class, as well as their Firem'n Chit and Totin' Chip. -This is a half-day program (all morning, or all afternoon). Scouts should attend only one session.</p>
	<p>Firem'n Chit -The Firem'n Chit is awarded to Scouts who learn basic fire safety and subscribe to the Outdoor Code. -This will be earned through the Eagle Bound Area (First-Year Camper Program).</p>
	<p>Totin' Chip -Very popular award among new Scouts since it grants them the privilege of using wood tools. -This will be earned through the Eagle Bound Area (First-Year Camper Program).</p>

PROGRAMS FOR OLDER SCOUTS

What about the older Scouts who have taken most of the merit badges offered at Pfeffer Scout Reservation? What activities are available to them? We also have some excellent programs designed to meet their needs.

	<p>Aquabase</p> <ul style="list-style-type: none">-Spend your week at summer camp on one of the largest man-made lakes in the world on a 25-foot sailboat with your Scouting friends, experiencing teamwork and learning nautical skills!-Crews of 3-5 Scouts will manage their very own sailboat for the entire week under the leadership of the Aquabase Staff. They will sail to numerous ports throughout the lake and spend each night on the boat. Scouts will enjoy cooking their own meals, but will also experience some local "Ports of Call."-Age 14 or older.-Must have earned the Small Boat Sailing Merit Badge.-Successfully complete the Scouting America Swim Test.
	<p>BSA Mile Swim</p> <ul style="list-style-type: none">-Successfully complete the Scouting America Swim Test.-This is not a merit badge.
	<p>BSA Stand Up Paddleboarding</p> <ul style="list-style-type: none">-Successfully complete the Scouting America Swim Test.-This is not a merit badge.
	<p>Tubing</p> <ul style="list-style-type: none">-Scouts must be 14 years of age or older to participate.-Successfully complete the Scouting America Swim Test.
	<p>Cowboy Action Shooting</p> <p>-MUST BE 14 YEARS OR OLDER OR 13 AND HAVE COMPLETED THE EIGHTH GRADE!</p> <ul style="list-style-type: none">-This program offers a fun and safe introduction to cowboy action shooting with pistols, rifles, and shotguns. Scouts and Venturers 14 years of age or older can take part in this special shooting experience with opportunities to shoot single-action .22-caliber pistols, lever-action .22-caliber rifles, and 12-gauge or 20-gauge shotguns.-In various old-time western scenarios, Scouts play "good guys" who prove their accuracy by shooting at things like spinning metal targets where they hit the spinner to "ring the bell."-All Scouts will choose their own cowboy action names before starting, so that the instructors can call them by those names.