

## TK Summer Camp Age Specifications

Merit Badge	Prerequisites	Cost	Notes
Angler Adventure		See Trek Prices	Age 12. Week Long fishing trek giving scouts the opportunity to earn Fishing, and Fish and Wildlife Mgmt while exploring Florida Ecosystems. Must have fishing license if 16 or older.
C.O.P.E.			Age 13+; Bring Long pants with pockets and shoes with a good grip
First Aid	Requirement: 2d		1st Class and/or Mature; Scouts should bring a personal first aid kit
Lifesaving			Scouts must be at least 1st Class; Bring Clothes for Requirement 9; Must take and pass BSA Swim Test
Mammal Study			
Metalworking			Bring long sleeved shirt and long pants
Motorboating		\$15	Age 13+; Must take and pass BSA Swim Test; Bring shoes that can get wet (water shoes preferred)
<b>Ocean Adventure</b>		See Trek Prices	Age 12, Week long Tropical Trek giving scouts the opportunity to earn Kayaking BSA, SUP BSA, BSA Snorkeling; Must take and pass BSA Swim Test.
<b>SCUBA Adventure</b>		See Trek Prices	Age 13+; Must meet BSA Height/ Weight Requirements; Must take and pass BSA Swim Test; Must bring all required signed paperwork, including PADI Medical Form.
Shotgun Shooting	Requirement: 1 a, d, e, f, h	\$30	No age minimum, but should be physically capable. Read Merit Badge Book
Watersports		\$15	Age 13+; Must meet BSA Height/ Weight Requirements; Must take and pass BSA Swim Test; Bring shoes that can get wet (water shoes preferred)