

Class Schedule - Youth

	<p>A18 - Weather (MB) Time: 9:00AM Available To: High Adventure Outback Youth (Y), Normal Program Youth (Y) Seats Available: Unlimited</p> <p>Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.</p>
	<p>A46 - Archery (MB) Time: 9:00AM Available To: Normal Program Youth (Y) Seats Available: 5</p> <p>Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.</p>
	<p>E1 - Lifesaving (MB) Time: 9:00AM Available To: Normal Program Youth (Y), Adult Full Week (A) Seats Available: 18</p> <p>No Boy 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.</p>
	<p>FC1 - Frontier Camp 1 Time: 9:00AM Available To: Normal Program Youth (Y) Seats Available: 24</p> <p>This period of Frontier Camp covers Scout and Tenderfoot rank requirements.</p>
	<p>A1 - Canoeing (MB) Time: 9:00AM Days: M, TU, W, TH, F Available To: Normal Program Youth (Y) Seats Available: 17</p> <p>For several centuries, 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.</p>
	<p>A10 - Indian Lore (MB) Time: 9:00AM Days: M, TU, W, TH, F Available To: Normal Program Youth (Y) Amount: \$15.00 Seats Available: 17</p>

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.



A11 - Leatherwork (MB)

Time: 9:00AM

Days: M, W

Available To: Normal Program Youth (Y)

Amount: \$10.00

Seats Available: 7

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.



A15 - Environmental Science (MB)

Time: 9:00AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 11

While earning the Environmental Science merit badge, Scouts 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.



A16 - Fishing (MB)

Time: 9:00AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 12

Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish.



A17 - Mammal Study (MB)

Time: 9:00AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 15

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.



A3 - Small-Boat Sailing (MB)

Time: 9:00AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 14

Sailing is one of the most enjoyable pastimes on the open water. The quiet and

peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.



A30 - Graphic Arts (MB)

Time: 9:00AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 19

The field of graphic arts includes many kinds of work in the printing and publishing industries. Graphic arts professionals are involved in the creation of all kinds of printed communication, from business cards to books to billboards. The scope of printing communications is huge.



A34 - Robotics (MB)

Time: 9:00AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 16

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career.



A35 - Space Exploration (MB)

Time: 9:00AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Amount: \$16.00

Seats Available: 15

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 there. If you are taking this Merit Badge at Summer Camp, you will need to purchase of a model rocket kit from FSR Trading Post. Cost range \$15-\$25



A4 - Swimming (MB)

Time: 9:00AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 9

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills



A43 - Pioneering (MB)

Time: 9:00AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 9

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 allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.



A47 - Rifle Shooting (MB)

Time: 9:00AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Minimum Age: 12

Amount: \$12.00

Seats Available: 0 On Waiting List

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.



A49 - Geocaching (MB)

Time: 9:00AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 20

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. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.



A9 - Fingerprinting (MB)

Time: 9:00AM

Days: M, W

Available To: Normal Program Youth (Y)

Seats Available: 20

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.



E4 - First Aid (MB)

Time: 9:00AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 12

First aid — 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, a Scout 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. It could even save a limb or a life.



E5 - Kayaking (MB)

Time: 9:00AM

Days: M, W

	<p>Available To: Normal Program Youth (Y) Seats Available: 16</p>
	<p>P1 - Outback Time: 9:00AM Days: M, TU, W, TH, F Available To: High Adventure Outback Youth (Y), High Adventure Outback Adult (A) Minimum Age: 14 Seats Available: 16</p>
	<p>T4 - Swimming and Water Rescue Time: 9:00AM Days: M, TU, W, TH Available To: Normal Program Youth (Y), Adult Full Week (A) Minimum Age: 16 Seats Available: 20</p>
	<p>T5 - Paddle Craft Safety Time: 9:00AM Days: M, TU, W, TH Available To: Normal Program Youth (Y), Adult Full Week (A) Minimum Age: 16 Seats Available: 20</p>
	<p>A12 - Photography (MB) Time: 9:00AM Days: TU, TH Available To: Normal Program Youth (Y) Seats Available: 19</p> <p>Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.</p>
	<p>A14 - Woodcarving (MB) Time: 9:00AM Days: TU, TH Available To: Normal Program Youth (Y) Amount: \$6.00 Seats Available: 10</p> <p>As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.</p>
	<p>E6 - Stand Up Paddleboard Time: 9:00AM Days: TU, TH Available To: Normal Program Youth (Y) Seats Available: 15</p>

FC2 - Frontier Camp 2**Time:** 10:15AM**Available To:** Normal Program Youth (Y)**Seats Available:** 18

This period of Frontier Camp covers Second Class rank requirements.

**B13 - Sculpture (MB)****Time:** 10:15AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 18

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

**B15 - Environmental Science (MB)****Time:** 10:15AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 15

While earning the Environmental Science merit badge, Scouts 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.

**B16 - Fishing (MB)****Time:** 10:15AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 15

Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish.

**B18 - Nature (MB)****Time:** 10:15AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 16

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

**B2 - Rowing (MB)****Time:** 10:15AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 14

Rowing is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.

**B26 - Electricity (MB)****Time:** 10:15AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 20

Electricity is a powerful and fascinating force of nature. As early as 600 BC, observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

**B27 - Electronics (MB)****Time:** 10:15AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Amount:** \$8.00**Seats Available:** 16

Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field.

**B29 - Engineering (MB)****Time:** 10:15AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 18

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

**B3 - Small-Boat Sailing (MB)****Time:** 10:15AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 16

Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.

**B33 - Radio (MB)****Time:** 10:15AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 18

Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can't reply) as well as two-way radio (where the same person can both receive and send messages).

**B36 - Camping (MB)****Time:** 10:15AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 11

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 out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.



B39 - Communication (MB)

Time: 10:15AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 19

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication.



B42 - Orienteering (MB)

Time: 10:15AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 18

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.



B46 - Archery (MB)

Time: 10:15AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 15

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.



B48 - Shotgun Shooting (MB)

Time: 10:15AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Minimum Age: 14

Amount: \$25.00

Seats Available: 6

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

B5 - Instructional Swim

Time: 10:15AM

Days: M, TU, W, TH

Available To: Normal Program Youth (Y)

Seats Available: 15

Instructional Swim, not swimming Merit Badge



B7 - Basketry (MB)

Time: 10:15AM

Days: M, W

Available To: Normal Program Youth (Y)

Amount: \$20.00

Seats Available: 15

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.



B9 - Fingerprinting (MB)

Time: 10:15AM

Days: M, W

Available To: Normal Program Youth (Y)

Seats Available: 9

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.

P3 - Buckskin Camper Program

Time: 10:15AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 18

A First Year program that covers requirements from Tenderfoot to First Class Scout. Buckskin Campers will also have an opportunity to earn merit badges of their choice in Periods A and C. Scouts will receive a "Report Card" at the end of the week, reporting their completions.



B12 - Photography (MB)

Time: 10:15AM

Days: TU, TH

Available To: Normal Program Youth (Y)

Seats Available: 16

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.



B6 - Art (MB)







Time: 10:15AM

Days: TU, TH

Available To: Normal Program Youth (Y)

Seats Available: 9

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields

	<p>of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.</p>
	<p>F1 - Lifesaving (MB) Time: 11:00AM Available To: Normal Program Youth (Y) Minimum Age: 11 Seats Available: 17</p> <p>No Boy 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.</p>
	<p>F4 - First Aid (MB) Time: 11:00AM Days: M, TU, W, TH, F Available To: Normal Program Youth (Y) Seats Available: 20</p> <p>First aid — 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, a Scout 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. It could even save a limb or a life.</p>
	<p>F5 - Kayaking (MB) Time: 11:00AM Days: M, W Available To: Normal Program Youth (Y) Seats Available: 17</p>
	<p>F6 - Stand Up Paddleboard Time: 11:00AM Days: TU, TH Available To: Normal Program Youth (Y) Seats Available: 17</p>
	<p>C48 - Oceanography (MB) Time: 11:30AM Available To: High Adventure Outback Youth (Y), Normal Program Youth (Y) Seats Available: 15</p> <p>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.</p>
	<p>C1 - Canoeing (MB) Time: 11:30AM Days: M, TU, W, TH, F Available To: Normal Program Youth (Y) Seats Available: 14</p> <p>For several centuries, 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.</p>

**C11 - Leatherwork (MB)****Time:** 11:30AM**Days:** M, W**Available To:** Normal Program Youth (Y)**Amount:** \$10.00**Seats Available:** 13

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

**C15 - Environmental Science (MB)****Time:** 11:30AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 17

While earning the Environmental Science merit badge, Scouts 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.

**C19 - Plant Science (MB)****Time:** 11:30AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** Unlimited

Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.

**C21 - Soil & Water Conservation (MB)****Time:** 11:30AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 19

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

**C24 - Chemistry (MB)****Time:** 11:30AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 14

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. Stretch your imagination to envision molecules that cannot be seen—but can be proven to exist—and you become a chemist.

**C3 - Small-Boat Sailing (MB)****Time:** 11:30AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 7

Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.

**C31 - Nuclear Science (MB)****Time:** 11:30AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 16

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.

**C32 - Programming (MB)****Time:** 11:30AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 16**C35 - Space Exploration (MB)****Time:** 11:30AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Amount:** \$16.00**Seats Available:** 16

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 there. If you are taking this Merit Badge at Summer Camp, you will need to purchase of a model rocket kit from FSR Trading Post. Cost range \$15-\$25

**C39 - Communication (MB)****Time:** 11:30AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 19

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication.

**C4 - Swimming (MB)****Time:** 11:30AM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 3

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills



C40 - Emergency Preparedness (MB)

Time: 11:30AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 14

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. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.



C45 - Wilderness Survival (MB)

Time: 11:30AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 10

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, the skills of wilderness survival can help make everything right again.



C46 - Archery (MB)

Time: 11:30AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 11

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.



C47 - Rifle Shooting (MB)

Time: 11:30AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Minimum Age: 12

Amount: \$12.00

Seats Available: 14

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.



C7 - Basketry (MB)

Time: 11:30AM

Days: M, W

Available To: Normal Program Youth (Y)

Amount: \$20.00

Seats Available: 19

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

FC3 - Frontier Camp 3

Time: 11:30AM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 20

This period of Frontier Camp covers First Class rank requirements.



C14 - Woodcarving (MB)

Time: 11:30AM

Days: TU, TH

Available To: Normal Program Youth (Y)

Amount: \$6.00

Seats Available: 15

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.



C6 - Art (MB)

Time: 11:30AM

Days: TU, TH

Available To: Normal Program Youth (Y)

Seats Available: 17

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.



T2 - BSA Lifeguard

Time: 2:30PM

Available To: Normal Program Youth (Y), Adult Full Week (A)

Minimum Age: 15

Seats Available: 19

The primary purpose of the BSA Lifeguard training program is to provide professional lifeguards for BSA operated facilities, council aquatics committees, and year-round aquatics programming. In addition, this training is intended to meet the requirements of government agencies for operations at a regulated swimming venue.

FC4 - Frontier Camp 4

Time: 2:30PM

Days: M, TU, W, TH, F

Available To: Normal Program Youth (Y)

Seats Available: 24

This period of Frontier Camp goes over general skills instead of focussing on specific requirements.

**G11 - Leatherwork (MB)****Time:** 2:30PM**Days:** M, W**Available To:** Normal Program Youth (Y)**Amount:** \$10.00**Seats Available:** 16

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

**G15 - Environmental Science (MB)****Time:** 2:30PM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 15

While earning the Environmental Science merit badge, Scouts 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.

**G16 - Fishing (MB)****Time:** 2:30PM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 9

Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish.

**G20 - Reptile & Amphibian Study (MB)****Time:** 2:30PM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 13

Boys always have 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; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

**G22 - Animation (MB)****Time:** 2:30PM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 14

Computer or traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities.

**G23 - Astronomy (MB)****Time:** 2:30PM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 18

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

**G25 - Digital Technology (MB)****Time:** 2:30PM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 13

Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age.

**G34 - Robotics (MB)****Time:** 2:30PM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 12

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career.

**G36 - Camping (MB)****Time:** 2:30PM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 15

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 out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

**G39 - Communication (MB)****Time:** 2:30PM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 13

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication.

**G4 - Swimming (MB)****Time:** 2:30PM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 9

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills

**G40 - Emergency Preparedness (MB)****Time:** 2:30PM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 19

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. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

**G44 - Signs, Signals & Codes (MB)****Time:** 2:30PM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Seats Available:** 15

The requirements of the Signs, Signals, and Codes merit badge will not only introduce Scouts to important skills that can be used throughout their Scouting career and throughout their lives, but will give your scouts the best opportunity to learn about non-verbal communication.

**G48 - Shotgun Shooting (MB)****Time:** 2:30PM**Days:** M, TU, W, TH, F**Available To:** Normal Program Youth (Y)**Minimum Age:** 14**Amount:** \$25.00**Seats Available:** 5

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

**G7 - Basketry (MB)****Time:** 2:30PM**Days:** M, W**Available To:** Normal Program Youth (Y)**Amount:** \$20.00**Seats Available:** 16

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

**G9 - Fingerprinting (MB)****Time:** 2:30PM**Days:** M, W**Available To:** Normal Program Youth (Y)**Seats Available:** 6

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.

T1 - Ham Radio License**Time:** 2:30PM**Days:** M, TU, W, TH**Available To:** Normal Program Youth (Y), Adult Full Week (A)**Amount:** \$45.00**Seats Available:** 22**G12 - Photography (MB)****Time:** 2:30PM**Days:** TU, TH**Available To:** Normal Program Youth (Y)**Seats Available:** 19

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

**G14 - Woodcarving (MB)****Time:** 2:30PM**Days:** TU, TH**Available To:** Normal Program Youth (Y)**Amount:** \$6.00**Seats Available:** 11

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

**G6 - Art (MB)****Time:** 2:30PM**Days:** TU, TH**Available To:** Normal Program Youth (Y)**Seats Available:** 18

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.

**P2 - Cooking Workshop (MB)****Time:** 3:30PM**Days:** M, TU, W, TH**Available To:** High Adventure Outback Youth (Y), Normal Program Youth (Y)**Seats Available:** 14

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.