FALL SCOUTS BSA CAMP · MCGIMSEY SCOUT PARK

Merit Badge Quick Reference

November 21–24, 2026

6 sessions · 3 hours each · one merit badge per session

Each class meets **once** for a full 3-hour session and finishes, so a Scout may sign up for up to **six merit badges**, one in each session. Pick one badge from each row.

SESSION	RATA	HANDICRAFTS	HANDIWORK	OUTDOOR SKILLS	ECOLOGY	CYBERWORK
PM **Session 1** Saturday, Nov 21 2:00–5:00 PM	Archery Rifle Shooting	Basketry	Movie Making Plumbing Welding	Geocaching	Environmental Science	—
AM **Session 2** Sunday, Nov 22 9:00 AM–Noon	Archery	Landscape Architecture	Foundry Plumbing Inventing	First Aid	Psychology Nuclear Science	Cybersecurity
PM **Session 3** Sunday, Nov 22 2:00–5:00 PM	Rifle Shooting	Painting	Movie Making Welding	First Aid Wilderness Survival *	Sustainability Nuclear Science	Artificial Intelligence
AM **Session 4** Monday, Nov 23 9:00 AM–Noon	—	Wood Carving Painting Sculpture	Sheet Metal Woodwork	Auctioneering Emergency Preparedness	—	Artificial Intelligence
PM **Session 5** Monday, Nov 23 2:00–5:00 PM	—	Landscape Architecture Sculpture	Woodwork Model Design & Building	Geocaching Orienteering	Sustainability	Competitive Gaming
AM **Session 6** Tuesday, Nov 24 9:00 AM–Noon	—	Landscape Architecture	Electricity Inventing Woodwork	Wildland Fire Management	—	Programming

*** Wilderness Survival** also includes a required overnight campout, **Sunday 6:30 PM to Monday 5:00 AM**. Scouts in this class should plan their gear and rest accordingly.

Prerequisites: Visit **mycouncil.alamoareascouting.org/Event/15629**, click the **Program** tab, and review each badge's information before camp.