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<b>Archery</b> 	<b>Archery</b> 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.	Block A, B, C, or D	Qualifying takes dedication; expect to spend time practicing during open shooting
<b>Art</b> 	<b>Art</b> 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.	Block D	
<b>Astronomy</b> 	In <b>Astronomy</b> , Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers, shooting stars; the moon, planets, and stars.	Buddy Adventure M, Th	MB completion will require individual work
<b>Bird Study</b> 	<b>Bird Study</b> focuses on some of 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 (ornithologists).	Block C	
<b>Bugling</b> 	<b>Bugling</b> What would summer camp be without the bugle sounding “Reveille” in the morning and “Taps” in the evening? Camp and the bugle go together. The ability to read music is not necessary, because the tunes are familiar and can be played by ear.	AM & PM revelry	
<b>Camping</b> 	<b>Camping</b> 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.	Block C	<b>Eagle</b>
<b>Canoeing</b> 	<b>Canoeing</b> was a primary method of travel for explorers and settlers for several centuries. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.	Block A	blue swimmer
<b>Chess</b> 	<b>Chess</b> 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 international tournaments.	Buddy Adventure M W Th F	Merit Badge will not be completed at camp, Scouts will just get to try it out.
<b>Climbing</b> 	<b>Climbing</b> is not a sport that requires tremendous muscular strength, it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.	Block A	
<b>COPE low/high</b> 	<b>COPE low/high</b> stands for Challenging Outdoor Personal Experience. Scouts will learn games to work on teamwork skills and to test their skills at the same time.	Block C	16+ Must be comfortable with heights
<b>Cycling</b> 	<b>Cycling MOUNTAIN BIKE option</b> ; Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge.	Block B AND D,  Buddy Adventure M W Th F	<b>Eagle*</b> Merit Badge will not be completed during Buddy Adventure.
<b>Electricity</b> 	<b>Electricity</b> plays a significant role in the economy and how energy consumption impacts our daily lives. Scouts will demonstrate how to respond to electrical emergencies, explain how a fuse blows or a circuit breaker trips, and complete an electrical home safety inspection. This is an excellent opportunity to learn how to read an electric meter and determine their household’s energy costs.	Block B	
<b>Environmental Science</b> 	In <b>Environmental Science</b> , 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.	Block B	<b>Eagle*</b>

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<b>Farm Mechanics</b> 	<b>Farm Mechanics:</b> From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder—this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.	Block C	
<b>First Aid</b> 	<b>First Aid:</b> 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.	Block B	<b>Eagle</b>
<b>Fishing</b> 	<b>Fishing</b> is one of Scouting’s essential skills and teaches Scouts to feed themselves, their troops, and their families. Scouts will demonstrate how to use fishing equipment properly, tie various fishing knots, identify natural fishing baits and artificial lures, and explain safety practices to follow while fishing.	Block A	
<b>Game Design</b> 	<b>Game Design:</b> 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.	Buddy Adventure M Tu W Th F	Merit Badge will not be completed at camp, Scouts will just get to try it out.
<b>Geocaching</b> 	<b>Geocaching:</b> 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.	Buddy Adventure M, Th	Merit Badge will not be completed at camp, Scouts will just get to try it out.
<b>Disc Golf</b> 	<b>Disc Golf</b> is unique because the players police themselves. Other sports depend upon referees or umpires to apply penalties when there are infractions of the rules. In golf, every player is expected to act honorably, and the welfare and integrity of the game rely on every player’s honesty. This is why golf often is referred to as a “gentleman’s game.”	Buddy Adventure M Tu W Th F	Merit Badge will not be completed at camp, Scouts will just get to try it out.
<b>Home Repair</b> 	<b>Home Repair:</b> Successfully completing this badge’s requirements can lead to a lifetime of personal and financial rewards: Doing basic home repairs provides a sense of personal pride in one’s achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family thousands of dollars in repair bills over the years.	Block D	
<b>Indian Lore</b> 	<b>Indian Lore:</b> Far different from the stereotypes or common images that are portrayed on film, television, and in 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.	Buddy Adventure M, Tu	Merit Badge will not be completed at camp, Scouts will just get to try it out.
<b>Journalism</b> 	<b>Journalism:</b> One thing is for sure about journalism: It is never boring. For a reporter, almost every day is different from the last. One day you might interview the mayor of the city, the next day report on a car accident, and the day after that preview a new movie.	Block A	
<b>Kayaking</b> 	<b>Kayaking</b> has become one of the fastest-growing paddlesports in the US. An estimated nine million Americans enjoy this sport. This merit badge will introduce you to recreational kayaking and help prepare you for advanced paddle sports such as tour/sea and whitewater kayaking.	Block C	blue swimmer
<b>Leatherwork</b> 	<b>Leatherwork</b> explores leather’s history and its endless uses. Scouts 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.	Block B or D	

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<b>Lifesaving</b> 	<b>Lifesaving</b> : 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.	Block A or C	<b>Eagle*</b> blue swimmer
<b>Mammal Study</b> 	<b>Mammal Study</b> : 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.	Block D	
<b>Motorboating</b> 	<b>Motorboating</b> : Scouts learn about different types of motorboats and motors, so they can safely navigate the open waters. Scouts will get hands-on experience driving and handling a motorboat while learning about the various types of personal floatation devices and explaining the rules and laws that apply to recreational boating in their communities.	Buddy Adventure M W Th F	Merit Badge will not be completed. blue swimmer and accompanied by 18+
<b>Moviemaking</b> 	<b>Moviemaking</b> is a way to tell stories visually through the art and science of motion picture photography.	Block D	
<b>Multisport</b> 	<b>Multisport</b> is a racing competition that includes any combination of running, biking, or swimming. Scouts active in one of these sports, gain a fun opportunity to expand into another fitness area and enjoy the benefits of cross-training. Scouts proficient in two sports can discover new ways to combine their skills, which offers both immediate and long-term benefits for well-being, personal growth, and athletic endeavors.		
<b>Nature</b> 	<b>Nature</b> : 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.	Block A	
<b>Orienteering</b> 	<b>Orienteering</b> , 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.	Buddy Adventure Tu, F	Merit Badge will not be completed at camp, Scouts will just get to try it out.
<b>Photography</b> 	Beyond capturing family memories, <b>Photography</b> offers a chance to be creative. Many photographers use it to express their creativity, using lighting, composition, depth, color, and content to make their photographs more than snapshots. Good photographs tell about a person, news event, a product, place, scientific breakthrough, an endangered animal, or a time in history.	Block B	
<b>Pioneering</b> 	<b>Pioneering</b> : 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 ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.	Block A	
<b>Plumbing</b> 	<b>Plumbing</b> , including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes.	Block D	
<b>Pottery</b> 	<b>Pottery</b> provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish.	Block B	
<b>Programming</b> 	The <b>Programming</b> merit badge will take you "behind the screen" for a look at the complex codes that make digital devices useful and fun.	Block C	

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<b>Rifle Shooting</b> 	<p>The <b>Rifle Shooting</b> merit badge shows you how a rifle works, how to handle it safely, and how to care for it. There is much more to shooting than squeezing the trigger. Once you have learned the fundamentals of rifle shooting, you can begin to apply them to various rifle-shooting sports and activities.</p>	Block B or D	Qualifying takes dedication, expect to spend time practicing during open shooting 13+
<b>Robotics</b> 	<p><b>Robotics</b> lets Scouts build their own working robot. Learn about the robotics industry, discover the different fields of robotics, explore the available career options in robotics, and design, build, program and test your own robot.</p>	Block C	
<b>Rowing</b> 	<p><b>Rowing</b> 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.</p>	Buddy Adventure M W Th F	Merit Badge will not be completed . blue swimmer or buddy
<b>Scouting Heritage</b> 	<p>Explore the origins of the Scouting movement by earning the Scouting Heritage Merit Badge. Scouts will learn about the life and times of Lord Baden-Powell, discover how Scouting grew in the United States, and understand how Scouting’s programs have developed and adapted over time.</p>	Buddy Adventure Tu, F	Merit Badge will not be completed at camp, Scouts will just
<b>Shotgun Shooting</b> 	<p>The <b>Shotgun Shooting</b> Merit badge is an introduction to safely using basic skills to hit the target. Once you have mastered the fundamentals, you can begin to apply them to a variety of shotgun activities. Learning to shoot is like mastering any other skill — it takes study and practice.</p>	Block A	Qualifying takes dedication, expect to spend time practicing during open shooting 13+
<b>Space Exploration</b> 	<p><b>Space Exploration:</b> Discover the why and how we explore space. Learn about current and historic space systems along with how they work. Design a future station to survive on other worlds. Gain hands-on experience in building and launching model rockets. Finish your studies learning about the careers that make space exploration possible.</p>	Buddy Adventure Tu, F	Merit Badge will not be completed at camp, Scouts will just get to try it out.
<b>Swimming</b> 	<p><b>Swimming</b> 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.</p>	Block B or D	<b>Eagle</b>
<b>Trail to First Class</b> 	<p><b>Trail to First Class:</b> Learn many of the scouting skills from Scout to First Class every morning for the week of summer camp.</p>	BOTH Block A AND C	
<b>Welding</b> 	<p><b>Welding</b> is the process of joining or combining similar pieces of metal by heating them with a flame torch or an electric current, then hammering or pressing them together while they are soft. Welding plays a major role in our modern world, and mastery of the skill can lead to exciting career opportunities.</p>	Block A	
<b>Wilderness Survival</b> 	<p><b>Wilderness Survival:</b> 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.</p>	Block D	
<b>Wood Carving</b> 	<p>As with any art, <b>Wood Carving</b> 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>	Block A or C	Must have Totin’ Chip

## Monday and Thursday Classes

To reduce travel and ensure Scouts have buddies when hiking around camp, we are trying block schedules for 2026.

Each block is 2.5 hours in either the morning or the afternoon of BOTH days, for a total of 5 class hours. Scouts choose one class from each column on the M&Th list AND the Tu&F list to pick their classes for summer camp.

The exceptions: T1 Scouts will attend all AM blocks, Cycling will attend all PM blocks to complete the requirements.

Bugling is not a class, but Buglers get to call the AM and PM revelry to complete their 10 calls.

The Buddy Adventures are a taste of the Merit Badges, but if Scouts want to attend both sessions and work on their own, they could earn the MBs associated with the Buddy Adventures.

Monday & Thursday	9-11:30AM BLOCK A	1:30-4PM BLOCK B	4:15-5:15PM Buddy Adventure
<b>Shooting Sports</b>	Archery Block A	Archery Block B	Open Archery
	Shotgun Shooting (13+)	Rifle Shooting (13+)	Open Shotgun (13+)
	-----	-----	Open Rifle (13+)
<b>Aquatics</b>	Lifesaving (blue swimmer)	Swimming	-----
<b>Waterfront</b>	Canoeing (blue swimmer)	-----	M/Th Open Motorboating (blue swimmer WITH 18+ buddy)
	-----	-----	M/Th Open Rowing (blue swimmer or blue buddy)
			M/Th Open Canoe (blue swimmer or blue buddy)
			M/Th Open Kayak (blue swimmer)
<b>Around Base Adventure</b>	-----	Cycling MOUNTAIN BIKE option	M/Th Open Cycling
	-----	-----	Geocaching
<b>Ecology/Waterfront</b>	Fishing	-----	-----
<b>Ecology</b>	Nature	Environmental Science*	Astronomy
<b>Scoutcraft</b>	Trail to First Class ALL AM BLOCKS	-----	-----
	Pioneering	First Aid	-----
<b>STEM</b>	Journalism	Photography	Game Design
<b>Skill/Trade/Career</b>	Welding	Electricity	-----
<b>COPE</b>	Climbing	-----	Open Climb
<b>Handicraft</b>	Wood Carving	Pottery	-----
	-----	Leatherwork	-----
<b>History</b>	-----	-----	Indian Lore
<b>Hobby</b>	-----	-----	Disc Golf
			Chess
			Bugling daily AM & PM Revelry (Sunday check in with Bugling counselor)

## Tuesday and Friday Classes

To reduce travel and ensure Scouts have buddies when hiking around camp, we are trying block schedules for 2026.

Each block is 2.5 hours in either the morning or the afternoon of BOTH days, for a total of 5 class hours. Scouts choose one class from each column on the M&Th list AND the Tu&F list to pick their classes for summer camp.

The exceptions: T1 Scouts will attend all AM blocks, Cycling will attend all PM blocks to complete the requirements.

Bugling is not a class, but Buglers get to call the AM and PM revelry to complete their 10 calls.

The Buddy Adventures are a taste of the Merit Badges, but if Scouts want to attend both sessions and work on their own, they could earn the MBs associated with the Buddy Adventures.

<b>Tuesday &amp; Friday</b>	<b>9-11:30AM BLOCK C</b>	<b>1:30-4PM BLOCK D</b>	<b>4:15-5:15PM Buddy Adventure</b>
<b>Target &amp; Range Sports</b>	Archery Block C	Archery Block D	Open Archery
	-----	Rifle Shooting (13+)	Open Shotgun (13+)
	-----	-----	Open Rifle (13+)
<b>Aquatics</b>	Lifesaving (blue swimmer)	Swimming	-----
<b>Waterfront</b>	Kayaking (blue swimmer)	-----	Fri Open Motorboating (blue swimmer WITH 18+ buddy)
	-----	-----	Fri Open Rowing (blue swimmer or blue buddy)
			Fri Open Canoe (blue swimmer or blue buddy)
			Fri Open Kayak (blue swimmer)
<b>Around Base Adventure</b>	-----	Cycling MOUNTAIN BIKE option	Fri Open Cycling
	-----	Multisport	Orienteering
<b>Ecology</b>	Bird Study	Mammal Study	Space Exploration
<b>Scoutcraft</b>	Trail to First Class ALL am BLOCKS	-----	-----
	Camping	Wilderness Survival	-----
<b>STEM</b>	Programming or Robotics	Moviemaking	Game Design
<b>Skill/Trade/Career</b>	Farm Mechanics	Home Repair or Plumbing	-----
<b>COPE</b>	COPE low/high (16+)	-----	Open COPE games (maybe in the shade)
<b>Handicraft</b>	Wood Carving	Art	-----
	-----	Leatherwork	-----
<b>History</b>	-----	-----	Scouting Heritage
<b>Hobby</b>	-----	-----	Disc Golf
	-----	-----	Chess
			Bugling daily AM & PM Revelry (Sunday check in with Bugling counselor)