

Camp Winton 2026

Merit Badge and Program Catalog

Merit Badge Offerings and Schedule

All Program and Merit Badge Fees are Included in Registration

Waterfront Main Dock	9:00am	10:00am	11:00am	1:30pm	2:30pm	Additional Information	Difficulty 1-5	Minimum Age	Suggested Age
Canoeing	X	X				Must pass BSA Swimmer Test	4		
Kayaking		X	X			Must pass BSA Swimmer Test	3		
Lifesaving	X			X		Physically demanding. Must have Swimming MB prior to camp	5	13	13+
Swimming	X		X	X	X	Must pass BSA Swimmer Test. Not suitable for Scouts without basic swimming skills	3		

Large Boat Dock	9:00am	10:00am	11:00am	1:30pm	2:30pm	Additional Information	Difficulty 1-5	Minimum Age	Suggested Age
Water Sports				X		Physically demanding. Must pass BSA Swimmer Test	4	14	14+
Motor Boating	X					Highly encouraged for Scouts to get their CA Boater Card online	4	14	14+
Small Boat Sailing		X		X		Must pass BSA Swimmer Test	3	13	14+
Winton Advanced Sailing Program (WASP)				X		Must have Small Boat Sailing MB prior to camp. Special award, NOT a merit badge	4	14	14+

Climbing	9:00am	10:00am	11:00am	1:30pm	2:30pm	Additional Information	Difficulty 1-5	Minimum Age	Suggested Age
Climbing	X			X		Physically demanding. Permission slip required	4		

Handicraft	9:00am	10:00am	11:00am	1:30pm	2:30pm	Additional Information	Difficulty 1-5	Minimum Age	Suggested Age
Art		X					1		
Chess	X	X				No previous chess knowledge required	3		
Leatherwork				X	X	Requires patience and hand eye coordination, time to complete projects	5		13
Music			X			Bring your own instrument if you have one	2		
Home Repairs			X			Requires maturity, difficult tools to work with	4		14
Wood Carving	X			X		Requires Totin Chip, patience, hand eye coordination, time to complete projects	5		13

Life Skills	9:00am	10:00am	11:00am	1:30pm	2:30pm	Additional Information	Difficulty 1-5	Minimum Age	Suggested Age
Citizenship in the World	X		X				2		
Communications & Public Speaking	X				X	Will earn both Merit Badges listed. Communications requirements 5 & 7 will not be completed at camp	4		
Emergency Preparedness & Safety		X		X		Will earn both Merit Badges listed. Emergency Prep requirements 2C & 8 will not be completed at camp. Can concurrently take First Aid MB to satisfy requirement 1	4		
First Aid & Search and Rescue		X	X	X		Will earn both Merit Badges listed. Must have completed Second Class and First Class First Aid requirements. Must bring prepared first aid kit to satisfy requirement 2D	5		
Law, Crime Prevention, & Fingerprinting					X	Will earn all three Merit Badges listed.	2		

Range and Target Activities	9:00am	10:00am	11:00am	1:30pm	2:30pm	Additional Information	Difficulty 1-5	Minimum Age	Suggested Age
Archery	X			X		Permission slip required	2		12+
Rifle				X		Permission slip required	2		12+
Shotgun	X					Permission slip required	3		12+

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Nature Lodge	9:00am	10:00am	11:00am	1:30pm	2:30pm	Additional Information	Difficulty 1-5	Minimum Age	Suggested Age
Astronomy & Weather		X		X		Will earn both Merit Badges listed. Must attend one astronomy night	3		
Environmental Science			X	X	X	Has homework outside of class	4		
Forestry					X		3		
Fish and Wildlife Management & Mammal Study	X		X			Will earn both Merit Badges listed.	3		
Fishing	X					Highly recommended to bring your own fishing pole and gear	4		
Geology & Soil and Water Conservation			X	X		Will earn both Merit Badges listed.	2		

Winton Wild	9:00am	10:00am	11:00am	1:30pm	2:30pm	Additional Information	Difficulty 1-5	Minimum Age	Suggested Age
Winton Wild					X	For Scouts looking to deepen their knowledge of the natural world around them. Special award, NOT a Merit Badge. Firem'n Chit recommended.	4		15+

Scoutcraft	9:00am	10:00am	11:00am	1:30pm	2:30pm	Additional Information	Difficulty 1-5	Minimum Age	Suggested Age
Trail to First Class (TTFC)	X			X		Please provide individual history report and Scout Handbook	0		
Camping	X		X			Requirements 5e, 7b, 8d, and 9 will not be completed at camp	1		
Orienteering				X		Please bring a compass	3		
Wilderness Survival	X		X		X	Requires Wednesday night overnight	4		

Winton Institute of Technology (WIT)	9:00am	10:00am	11:00am	1:30pm	2:30pm	Additional Information	Difficulty 1-5	Minimum Age	Suggested Age
Chemistry			X				4		
Electricity	X						3		
Electronics	X						4		13+
Engineering		X		X			3		
Photography					X		3		13+
Robotics					X		3		
Space Exploration		X		X			2		
Game Design			X			Requires maturity and self motivation	3		

TTFC Drop Ins	Mon	Tues	Wed	Thurs	Fri	Additional Information	Difficulty 1-5	Minimum Age	Suggested Age
Open Time (3:30- 4:30pm)	X	X	X	X		Drop in. Please bring individual history report and Handbook	1		
Totin' Chip (7:15- 7:45pm)	X			X		Drop in. Will also receive credit for Tenderfoot requirement 3d	1		
Firem'n Chit (7:15- 7:45pm)		X		X		Drop in. Will also receive credit for Second Class requirement 2abc	1		
5 Mile Hike (9:00am- 12:00pm)					X	Drop in. Please bring good hiking shoes and a water bottle	1		

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Open Time Events for Scouts and Adult Leaders

3:30- 4:30pm Daily

Open Time (3:30- 4:30pm)	Mon	Tues	Wed	Thurs	Additional Information
Aquatics- Open Swim & Paddle craft	x	x	x	x	Open to all swimming ability levels. Canoes, kayaks, and open swim available. Participants must arrive in buddy groups of two to be allowed in the Waterfront. No exceptions.
Handicraft- Chess Club	x		x		All skill levels welcome, come play some games!
WIT Game Pit		x	x		Come make or play games with your fellow Scouters or Staff!
Scoutcraft- Tomahawk Toss	x	x		x	Test your accuracy with a tomahawk toss into log rounds!
Rifle & Archery Open Shoot	x	x	x	x	No additional fees required. Priority will be given in the following order: 1. Scouts qualifying. 2. Scouts participating. 3. Adults participating

Specialized Programs and Trainings for Adult Leaders

Main Lodge	Mon	Tues	Wed	Thurs	Fri	Additional information
Adult Leaders Meeting (10:00am)	X	X	X	X	X	Inside the lodge. Please have at least one leader per unit present to stay updated with camp events and policies.

Aquatics	Mon	Tues	Wed	Thurs	Fri	Additional Information
Adult Sail (3:30- 4:30pm)	x	x	x	x		Opportunity for Adult leaders to take a cruise on the Bear River Reservoir with our Sailing Director. Sailing experience highly recommended.

Scoutmaster Merit Badge	Merit Badges aren't just for the Scouts! Complete the requirements to earn the Baden Powell Scoutmaster Merit Badge Award! Information available in the Lodge				
Scoutmaster Wood Carving Competition	Looking for a way to whittle away at your time? Put your carving skills to the test. All submissions are due to the Handicraft Director by dinner on Friday.				
Scoutmaster Special Training	Join us Thursday night in Handicraft for a very special Scoutmaster training session and dinner. A chance to give feedback on the week thus far and ideas for 2027!				
Merit Badge Report, Patches, Medical Forms Pickup	On Saturday morning starting at 7:00am, Scoutmasters can start picking up all Merit badge reports and patches from the lodge, and medical forms from the Med Lodge.				

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Campfires and the Trail of Winton

Event	Day / Time	Where to Meet	Required Items to bring	Description
Opening Campfire	Sun 8:30- 9:30pm	In front of the Lodge	Water bottle, full Field Uniform recommended, Adults may bring chairs	The staff puts on a campfire to kick off the week!
First Year Camper Cracker Barrel	Sun 9:30- 10pm	Inside the Lodge	Water bottle, full Field Uniform recommended	First year campers meet the staff and have snacks
Troop Campfire	Wed 8:30- 9:30pm	In front of the Lodge	Water bottle, full Field Uniform recommended, Adults may bring chairs	Troops perform their songs and skits!
The Trail of Winton	Thurs 8:15- 9:30pm	In front of the Lodge	First Year members meet at 8:30, Second or more year members meet at 8:15. Bring a water bottle, full Field Uniform and Bead Awards recommended, Adults may bring chairs	A deeper look into the true meaning of Scouting
Closing Campfire	Fri 8:30- 9:30pm	In front of the Lodge	Water bottle, full Field Uniform recommended. Seating is on benches	The staff puts on their final campfire to celebrate a great week at Winton

Adventure Team Events

Must Attend Three Events to Earn the Patch

Event	Day / Time	Where to Meet	Rank/ Required Items to Bring	Description
Adventure Team Hike	Mon 8:30- 10:00pm	In front of the Lodge	First Class or above. Bring long pants, flashlight, water bottle	A Team staff will lead you on an adventure hike. Come see where the night takes you!
Nighttime Capture the Flag	Tues 7:30- 10:00pm	In front of the Lodge	First Class or above. Bring long pants, flashlight, water bottle	A chance to run and play a game under the stars!
Ultimate Frisbee	Wed 4:45- 5:15pm	In front of the Lodge	First class or above. Bring a water bottle	Test your agility in a fun game against fellow Scouts
Tomahawk-a-thon	Thurs 4:45- 5:15pm	In Scoutcraft	First class or above. Bring a water bottle	Compete to be the best tomahawk tosser in camp!
Staff Hunt	Fri 4:00- 5:00pm	In front of the Lodge	Open to all Scouts! Bring a water bottle	Compete as a Troop to find the staff hiding around camp!

Specialized Waterfront Programs

Event	Day / Time	Where to Meet	Required Items to Bring	Other Info
Polar Bear Swim	Mon- Thurs 6:30am	Main Waterfront	Water bottle, towel, inhaler/ EpiPen, open toed shoes to wear on WF (optional)	Must attend two sessions to earn patch
Mile Swim Practice	Mon- Thurs 7:00pm	Main Waterfront	Water bottle, towel, inhaler/ EpiPen, open toed shoes to wear on WF (optional)	Must attend three training sessions to swim mile. See Waterfront Director for more information
CPR Training for Lifesaving, First Aid MB	Tues, Wed 7:15pm	In front of the Lodge	This session is <i>NOT</i> a CPR certification. Fulfills CPR requirements for applicable merit badges. Bring water bottle	Must attend one session to fulfill requirement
Canoe Trek	Mon- Thurs 4:45pm	Main Waterfront	Signups required. Packing list will be provided by the Waterfront Director	Must sign up in the Lodge and complete all requirements
Mile Swim	Fri 6:00am	Main Waterfront	Each participant must bring two spotters who are "swimmers" (can be staff). Bring water bottle, towel, inhaler/EpiPen, open-toed shoes to wear on WF (optional)	Qualifies individual to earn the Mile Swim Award and Patch
Boat Departure for Gear Transport	Sat 8:30am	Large Boat Dock	Ensure all gear you'd like taken across the lake is in front of the boating dock	All gear must be clearly labeled with Troop number

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Other Important Events and Programs

Event	Day / Time	Where to Meet	Required Items to Bring	Description
Merit Badge Info Session	Sun 7:15pm	In front of Lodge	N/A	Get questions/ concerns about badges answered
SPL Meeting	Mon- Fri 12:30pm	In the Lodge	Pick up and bring lunch, notebook and writing utensil, water bottle	Covers daily events and Troop signups
Interfaith Worship Service	Sun 7:15pm	Parker's Place	Water bottle	A Scout is reverent. Join us for a brief worship session
Order of the Arrow Dinner	Tues 6:00pm	Parker's Place	Pick up and bring dinner, wear OA Sash if you have it	A time for fun and fellowship between OA members
Stew Dinner Ingredients Pickup	Wed 4:00 -5:00pm	Inside the Lodge	Scouts carry all food/ equipment back to campsite	Feel free to invite other Troops or Staff Members!
Wilderness Survival Overnight	Wed 5:00pm- Thurs 5:30am	Scoutcraft	All clothing you can wear, water bottle, medications	Required for Wilderness Survival MB. See Scoutcraft Director for more information
Astronomy Stargazing Night One	Wed after Campfire	Nature	Notebook and writing utensil for drawings, water bottle, chair	One session required for Astronomy MB
Merit Badge Makeup Time	Fri 9:00am- 12:00pm	All Program Areas	Documentation of work to earn any missing Merit Badge requirements	Last chance to earn remaining requirements and finish MBs
Staff / CIT Informational Meeting	Fri 7:15pm	Parker's Place	Notebook and writing utensil to take notes, water bottle	Come learn what it takes to be a Winton CIT or Staff Member!
Astronomy Stargazing Night Two	Fri after Campfire	Nature	Notebook and writing utensil for drawings, water bottle, chair	Only required if you did not attend night one
Check Out and Depart Camp	Sat 8:30am	N/A	Ensure personal and Troop gear are taken (check lost and found)	Don't forget all MB reports, patches, and forms