

# Camp Hi-Sierra Merit Badge & Program Schedule - Summer 2026

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	Block 1 9:00-10:00	Block 2 10:00-11:00	Block 3 11:00-12:00		Block 4 1:30-2:30	2:30 - 2:50	Block 5 2:50 - 3:50	3:50 - 4:10	Block 6 4:10 - 5:10	5:10 - 5:30	
<b>Scoutcraft</b>	Signs, Signals, and Codes	Exploration	Theater	<b>Lunch</b>	Theater		Exploration		Signs, Signals, and Codes		
	Orienteering	Hiking/ Backpacking	Orienteering		Wilderness Survival		Wilderness Survival				
	Wilderness Survival	Game Design + Chess			Game Design + Chess						
	Skills of the Day / Drop in Sports										
<b>Excursions</b>	Geocaching	Geocaching	Geocaching			Bike 1		Bike 2			
	Cycling + Multi Sport <b>New</b>		Cycling + Multi Sport <b>New</b>			Hike 1		Hike 2			
	Search and Rescue		Camping		Camping						
<b>Archery Range</b>	Archery MB	Archery MB	Archery MB		Archery Qualify 1		Archery Qualify 2		Archery Qualify 3 [may close early]		
	Activity / Skills of the Day										
<b>Climbing</b>	Climbing	Climbing	Climbing	<b>Lunch</b>	Wall Set-Up Time	Climbing Qualify	Climbing Qualify		Climbing Qualify	Wall Tear-Down Time	
	Activity										
<b>Trail to Eagle</b>	Trail to Tenderfoot	Trail to Second Class	Trail to Tenderfoot	<b>Lunch</b>	Salesmanship / Entrepreneurship		Trail to Tenderfoot		Trail to Second Class		
	Trail to Second Class	Trail to First Class	Trail to First Class		Citizenship in the World		Citizenship in the World		Citizenship in the World		
	Communicatoins	Citizenship in the Nation	Communicatoins		Citizenship in the Nation	Citizenship in the Nation		Citizenship in the Nation		Communicatoins	
<b>Home Improvement</b>	Welding	Welding	Nuclear Science <b>New</b>		Welding		Welding		Nuclear Science <b>New</b>		
				Electronics <b>New</b>							
<b>Handicraft</b>	Pottery	Pottery			Photography		Pottery		Woodcarving		
	Woodcarving	Photography	Woodcarving	Skills of the Day							
	Art MB (Thur Only)	Leathwork MB (Mon Only)	Fingerprinting MB (Tues Only)	Music MB (Wed Only)	<b>Drop-In Merit Badges</b>		Art MB (Thur Only)	Leathwork MB (Mon Only)	Fingerprinting MB (Tues Only)	Music MB (Wed Only)	<b>Drop-In Merit Badges</b>
<b>FoxFire</b>	Metalwork	Metalwork	Metalwork		Metalwork		Metalwork		Advanced Metalwork		
	American Indian Culture	Scouting/American Heritage	American Indian Culture		Archeology		Archeology		Fire Safety <b>New</b>		
	Skills of the Day										
<b>Nature</b>	Environmental Science	Mammal Study + Fish & Wildlife Management	Environmental Science	<b>Lunch</b>			Environmental Science		Mammal Study + Fish & Wildlife Management		
	Forestry	Soil & Water Cons. + Geology	Forestry		Space Exploration		Soil & Water Cons. + Geology		Space Exploration		
	Sustainability	Sustainability	Sustainability		Skills of the Day / Nature Walk						
<b>Rifle Range</b>	Rifle Shooting MB	Rifle Shooting MB	Rifle Qualify		Rifle Qualify		Rifle Qualify		Rifle Qualify		
	Rifle Open Shoot										
<b>Shotgun Range</b>	Shotgun Shooting MB				Shotgun Shooting MB						
		Shotgun Open Shoot	Shotgun Open Shoot			Shotgun Open Shoot					
<b>Aquatics</b>	Kayaking	Canoeing	Swimming	<b>Lunch</b>	Swimming		Activity / Skills of the Day				
	Rowing	Lifesaving			Lifesaving						
		First Aid			First Aid						
	First Aid				First Aid						
<b>Observatory</b>	Astronomy	Astronomy			Astronomy		Advanced Astronomy <b>New</b>		Advanced Astronomy <b>New</b>		
	Small Boat Sailing										
<b>Pinecrest</b>	[Bus departs at 1:00, returns at 3:30]										
	[Bus departs at 2:30, returns at 5:00]										
<b>Adult Ed. / Other Training</b>	IOLS					Adult Trainings (as bulletinized)			Scoutmaster Specific		
				SPL 101							

Merit Badge Classes	Limit	Age Restriction	Fee	Notes
American Indian Culture	15	All Ages	None	Formerly Indian Lore
Archeology	10	All Ages	None	
Archery / Archery Qualify	12	12+	\$15	Be able to pull 20 lb draw weight. Must sign up for Qualify Session
Astronomy	15	All Ages	None	Must attend Astronomy Overnighter
Astronomy Advanced *NEW* ( No Merit Badge )	12	12+	None	Focused on Astrophotography and More
Camping	15	All Ages	None	2nd Class Recommended; Pre-req: 4b, 5e, 7b, 8c, 8d, 9a, 9b, 9c.
Canoeing	10	All Ages	None	Must pass Swimmer Test at Camp.
Citizenship in the Nation	15	11+	None	Pre-req.: 7 Visit National places of interests, at least two.
Citizenship in the World	15	11+	None	
Climbing /Climbing Qualify	12	12+	None	Sign up for a qualify spot as well
Communications	12	11+	None	
Cycling + Multisport *NEW*	12	12+	None	Recommended to attend each bike ride Pre-Req: Multisport Req: 5a-d (make and complete a training plan for your chosen events)
Electronics *NEW*	15	All Ages	None	
Environmental Science	15	12+	None	
Exploration	15	All Ages	None	
First Aid	12	12+	None	Pre-req: Req. 1 (Rank Advancement First Aid), 5a (Make and at home first aid kit). Bring a bound notebook for "Forestry Notebook"
Forestry	15	All Ages	None	
Game Design + Chess	15	All Ages	None	
Geocaching	15	All Ages	None	
Hiking/Backpacking	15	All Ages	None	Pre-req: (Backpacking Req.: 8cd, 9bcde, 10, 11abc), (Hiking Req.: 4, 5)
Kayaking	10	All Ages	None	Must pass Swimmer Test at Camp.
Lifesaving	10	12+	None	pre-req: Swimming Merit Badge Must pass Swimmer Test at Camp.
Mammal Study + Fish & Wildlife Management	15	All Ages	None	
Metalwork	12	Recommend: 12+	\$20	Be able to easily lift 20 lbs. Must wear long sleeves and long pants (no Micropoly pants)
Metalwork Advanced (No Merit Badge)	8	Previously Earned Metalwork MB	\$20	
Fire Safety *NEW*	15	All Ages	None	Pre-req: Req. 5g (conduct home fire drill)
Nuclear Science *NEW*	15			
Orienteering	15	All Ages	None	
Photography	10	All Ages	None	Must have Cyber Chip
Pottery	8	All Ages	\$25	
Rifle Qualify	16	12+	None	
Rifle Shooting MB	15	12+	\$40	Must sign up for a qualifying session
Rowing	6	All Ages	None	Must pass Swimmer Test at Camp.
Salesmanship / Entrepreneurship	10	All Ages	None	

Merit Badge Classes	Limit	Age Restriction	Fee	Notes
Scouting/American Heritage	15	All Ages	None	
Search and Rescue	10	Recommend: 12+	None	
Shotgun Shooting MB	15	13+	\$45	Qualify time built-in
Signs, Signals, and Codes	15	All Ages	None	
Small Boat Sailing	10	13+	\$20	Must have Swimmer Status
Soil & Water Conservation + Geology	15	All Ages	None	
Space Exploration	15	All Ages	None	
Sustainability	15	All Ages	None	
Swimming	10	12+	None	Must pass Swimmer Test at Camp.
Theater	15	All Ages	None	
Trail to First Class	20	All Ages	None	
Trail to Second Class	20	All Ages	None	
Trail to Tenderfoot	20	All Ages	None	
Welding	12	11+	\$30	Must wear long sleeves and long pants (natural fibers)
Wilderness Survival	15	All Ages	None	Must attend WS Overnighter
Woodcarving	10	All Ages	None	Must present Totin' Chip
Drop-in Activities	Limit	Age Restriction	Fee	Notes
Archery Open Shoot	Drop-In	All Ages	None	
Art	Drop-In	All Ages	None	Pre-req.: 8 Visit an art museum or exhibit
Bike Ride	Drop-In	All Ages	None	
Daily Hike	Drop-In	All Ages	None	
Fingerprinting	Drop-In	All Ages	None	
Leatherwork	Drop-In	All Ages	None	
Music	Drop-In	All Ages	None	Must attend Catina night or have attended a live performance
Open Climbing	Drop-In	All Ages	None	
Open Swim	Drop-In	All Ages	None	Must pass Swimmer Test at Camp.
Rifle Open Shoot	Drop-In	All Ages	None	
Shotgun Open Shoot	Drop-In	All Ages	None	
Skill of the Day (aka SOD)	Drop-In	All Ages	None	
Adult Education/Other Training	Limit	Age Restriction	Fee	Notes
IOLS	10	Adults Only	None	
Other Adult Trainings (As Bulletinized)	15	Adults Only	None	Additional trainings based on availability
Scoutmaster Specific	Drop-In	Adults Only	None	
SPL 101		All Ages		