

2026 MERIT BADGE PROGRAM

6:30AM							
Fishing Merit Badge				I	Polar Bear Swim		
9:00AM - 9:50AM							
Woodcarving \$	Forestry	American Heritage	Bird Study	Camping	Canoeing	Architecture	Environmental Science ¹
Plumbing	Geocaching	Pottery \$	Kayaking	Lifesaving	Sculpture	Athletics	Photography
Swimming	Wilderness Survival ⁵	Digital Technology	Artificial Intelligence (AI)				First Class Path - Basic Skills Session A
9:00AM - 10:30AM							
Archery	First Aid ⁸	Rifle Shooting	Shotgun Shooting \$	Welding ^{1, \$}	PWC \$ 2 (Age 16+)	ATV Power Sports Section A \$ ⁷	
Climbing ^{4, 12}							
10:00AM - 10:50AM							
Art	Basketry \$	Camping	Canoeing	Engineering	Graphic Arts	Environmental Science ¹	Soil & Water Conservation
Electronics	Wilderness Survival ⁵	Kayaking	Leatherwork \$	Nature	Weather	Salesmanship	Sports
Swimming	Automotive Maintenance	Rowing	Electricity	Auctioneering **	First Class Path - Merit Badge Session 1		
10:30AM - 12:00PM							
Archery	Rifle Shooting	Shotgun Shooting \$	Welding ^{1, \$}	ATV Power Sports Section B \$ ⁷	Search & Rescue	PWC \$ 2 (Age 16+)	
11:00AM - 11:50AM							
Art	Geocaching	Basketry \$	Camping	Canoeing	Citizenship in the Nation	Animation	Nuclear Science
Environmental Science ¹	Archeology	Golf \$ ⁴	Game Design	Leatherwork	Cybersecurity	Nature	Signs Signals & Codes
Small Boat Sailing ¹	Swimming	Whitewater \$ ⁴	Fire Safety ⁴	Public Speaking	First Class Path - Merit Badge Session 2		
2:00PM - 2:50PM							
Animal Science ¹	Pulp & Paper Production	Moviemaking	Chemistry	Chess	Cycling ⁴	Wildland Fire Management **	Exploration
Painting	Composite Materials	Kayaking	Lifesaving	Fly Fishing	Metalworking ¹	Orienteering	Pioneering ¹⁰
Pottery \$	Robotics ¹	Rowing	Small Boat Sailing ¹	Woodcarving \$	Entrepreneurship	ATV Section C \$ ⁷ - Class runs until 2:00 PM to 3:30 PM	
First Class Path - Basic Skills Session B				PWC \$ 2 (Age 16+) - Class runs until 2:00 PM to 3:30 PM		ATV Section D \$ ⁷ - Class runs until 3:30 to 5:00 PM	
3:00PM - 5:00PM							
Project COPE - High & Low Course							
7:00PM - 8:00PM							
Fingerprinting	Astronomy	Motor Boating ²	Paddle Boarding BSA	JNW Paul Bunyan Woodsman	Radio	Snorkeling BSA	Space Exploration \$
BY APPOINTMENT				OTHER			
Bugling	Music	Personal Fitness	Scouting Heritage	Water Sports ⁶	Sustainability ¹	Aviation \$ (Monday 3:15-4:45) Another afternoon will be the Airport & Hanger Trip	
Multisport							
<p>NOTES</p> <p>** Test Lab Merit Badge (Won't count towards advancement until approved by the BSA, will have an emblem)</p> <p>¹ Significant additional out of class time will be needed</p> <p>² Must Have a State or Coast Guard Boating Safety License/Certificate</p> <p>^{\$} Extra program fee (Beyond what is reasonably included in the general camp fee)</p> <p>⁴ Off site trip included</p> <p>⁵ Thursday night outpost camp overnight</p> <p>⁶ Must be an accomplished wake boarder or water skier (May want to bring your own gear)</p> <p>⁷ Limited Number of participants per session, Pre-camp on-line registration required (Age 14+)</p> <p>⁸ Must be First Class Rank</p> <p>¹⁰ Friday class runs from 2:00PM until 3:30PM</p> <p>¹² Not recommended for younger scouts</p>							
						<p>NOTE Basketry, Pottery, Woodcarving & Leatherworking has a 1 time Handcraft Suply Fee of \$10. Meaning if a Scout takes one of the classes or all 4, its ONLY a 1 time fee. This ends the practice of having to purchase kits in the Trading Post.</p>	
						<p>Weeks 2 & 7 have the Whitewater Rafting Trip on Thursday. This is not a merit badge but an Aquatics Award open to anyone in camp. Those weeks, Whitewater MB will automatically be enrolled.</p>	