

Winter Camp 2026

Class Catalog

Event Contacts

Name	Title	Phone	Email
Daniel Cole	Event Chair	229-251-0986	daniel.cole32@live.com
John Alford	District Director		john.alford@scouting.org

Visit www.scoutingevent.com/098-WinterCamp2026 to register

Scouting America
South Georgia Council

Class Catalog

Winter Camp 2026: Winter Camp at Camp Patten

WC11 8-8:30 PM
Copeland Center
Wade Brown
Days: Tu



American Heritage (2014 version)
Every Scout swears to an oath that includes duty to his country. A better understanding of American heritage, the ways in which the past has lead to our present nation, is key to truly knowing what it means to be an American.
Maximum number of participants: 12

WC31 1-5 PM
Archery Range
Nina Dey
Days: Su



Archery (Part 1)
Archery 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.
Maximum number of participants: 12
Prerequisites: Must sign up for Archery Part 2 on Wednesday 8:00AM - 12:00PM

WC34 8-12 PM
Archery Range
Nina Dey
Days: We



Archery (Part 2)
Second class for Archery that is to be completed by those Scouts that signed up for Archery (Part 1) .
Maximum number of participants: 12
Prerequisites: This is the follow on class for Archery. If you don't sign up for Archery (Part 1) you will not complete this merit badge.

WC41 8-12 PM
Copeland Center
Davy Shaw
Days: We



Artificial Intelligence (AI) (2025 version)
The Artificial Intelligence (AI) Merit Badge introduces Scouts to the fundamentals of AI and automation through hands-on activities and real-world examples. Scouts learn key terms, explore how AI and automation are used in daily life, school, and work, and examine ethical concerns like bias and privacy. They also investigate deepfakes, practice communicating effectively with AI, and apply their knowledge through a project or teaching activity. Finally, Scouts explore career paths in AI by researching or interviewing professionals in the field.
Maximum number of participants: 12

WC12 8-5 PM
Copeland Center
Wade Brown
Days: Mo



Citizenship in the Nation (2022 version)
As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.
Maximum number of participants: 12

WC43 1-5 PM
Copeland Center

Days: Su



Competitive Gaming (2026 version)

Maximum number of participants: 12
Prerequisites: Must sign up for Competitive Gaming Tournament on Monday 6:30-8:30pm

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WC45 6:30-10:30 PM
Copeland Center

Days: Mo



Competitive Gaming (Part 2) Tournament
Second class for Competitive Gaming that is to be completed by those Scouts that signed up for Competitive Gaming (Part 1).
Maximum number of participants: 12
Prerequisites: This is the follow on class for Competitive Gaming. If you don't sign up for Competitive Gaming (Part 1) you will removed from this class.

WC23 6:30-10:30 PM
Roquemore Pavilion

Days: Tu



Crime Prevention (2025 version), Fingerprinting (2025 version)
Preventing crime, which can be as simple as reducing the opportunities for crime to occur, is far less costly than apprehending and bringing legal action against those who break the law and it helps save people from the anguish of being victims.

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.
Maximum number of participants: 12

WC42 8-5 PM
Copeland Center
Rocky Rothwell
Days: Mo



Cybersecurity (2025 version)
The Cybersecurity Merit Badge equips Scouts with essential knowledge and skills to navigate and protect the digital world. Scouts learn about online safety, ethical behavior, cyber threats, and how to defend against them using tools like firewalls, antivirus software, and strong passwords. They explore encryption, connected devices, and the risks of public Wi-Fi, while also practicing safe habits like updating software and backing up data. Through hands-on activities, Scouts investigate real-world cyber incidents, participate in cybersecurity challenges, and explore career opportunities in the field.
Maximum number of participants: 12

WC22 8-12 PM
Roquemore Pavilion

Days: Mo



Fire Safety (2025 version)
The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to uses fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.
Maximum number of participants: 12

WC25 1-5 PM
Roquemore Pavilion
Davy Shaw
Days: Su



Firemn Chit (unknown version), Paul Bunyan Award (2024 version), Totin Chip (unknown version)
This certification grants a Scout the right to carry matches and build campfires. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility to do the following:

To encourage proper use of woods tools, training others in Totin' Chip skills, and creating a simple outdoor project using acquired woods tool skills.

This certification grants a Scout the right to carry and use woods tools. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility to do the following
Prerequisites: To complete the Paul Bunyan Award you must sign up for the Paul Bunyan Award Service Project on Wednesday Dec 30th 8:00AM - 12:00PM.

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WC21 8-5 PM
Roquemore Pavilion
Bill Tillman
Days: Tu



First Aid (2025 version)
First aid-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.
Maximum number of participants: 16

WC13 1-5 PM
Copeland Center
Jason Moon
Days: Su



Law (2025 version)
Earning this merit badge enables a Scout to learn about the history and kinds of laws, the purpose and methods of law enforcement, consumer protection agencies, emerging law, and careers in the legal profession.
Maximum number of participants: 12

WC15 8-12 PM
Copeland Center
Eamonn Oshea
Days: We



Military Service and Veterans (2026 version)
The Military Service & Veterans Badge invites Scouts to explore the values, history, and human stories behind military service. Designed to deepen understanding and foster respect, this badge connects Scouts with the heritage of our Armed Forces and the individuals who have served our nation with courage and commitment.

Through hands-on learning, meaningful conversations, and active community involvement, Scouts develop a richer appreciation for service, leadership, peace, and patriotism.
Maximum number of participants: 12

WC26 8-12 PM
Roquemore Pavilion

Days: We



Paul Bunyan Award Service Project
Service project required to complete the Paul Bunyan Award.
Prerequisites: This class is required to complete the Paul Bunyan Award. If you did not take the Firemn Chit (unknown version), Paul Bunyan Award (2024 version), Totin Chip (unknown version) class, you may still sign up to complete the service project.

WC51 1-5 PM
Vulcan
Daniel McCranie
Days: Su



Pioneering (2022 version)
Pioneering-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 past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.
Maximum number of participants: 12
Prerequisites: Must sign up for Pioneering Practical on Tuesday Dec 29th to complete merit badge.

WC56 8-8:30 PM
Vulcan
Daniel McCranie
Days: Tu



Pioneering (Part 2)
Second class for Pioneering that is to be completed by those Scouts that signed up for Pioneering (Part 1).
Maximum number of participants: 12
Prerequisites: This is the follow on class for Pioneering. If you don't sign up for Pioneering (Part 1) you will not complete this merit badge.

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WC44 8-5 PM
Copeland Center
Thomas McCracken
Days: Tu



Programming (2026 version)
Programming merit badge will take you "behind the screen" for a look at the complex codes that make digital devices useful and fun.
Maximum number of participants: 12

WC32 8-5 PM
Rifle Range
Nina Dey
Days: Mo



Rifle Shooting (2025 version)
The Rifle Shooting 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.
Additional Fee: $25.00
Maximum number of participants: 12

WC24 1-8:30 PM
Roquemore Pavilion

Days: Mo



Safety (2026 version)
Knowing about safety helps Scouts to make the right choices and to take the best actions to avoid accidents by making informed choices in their everyday activities and to respond appropriately during an emergency situation.
Maximum number of participants: 12

WC16 1-5 PM
Copeland Center

Days: Tu



Scouting Heritage (2026 version)
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.
Maximum number of participants: 12

WC33 8-5 PM
5 Stand Shotgun Range
Nina Dey
Days: Tu



Shotgun Shooting (2026 version)
Learning to shoot is like mastering any other skill - it takes study and practice. The Shotgun Shooting 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.
Additional Fee: $30.00
Minimum Age: 14
Maximum number of participants: 12

WC53 6:30-10:30 PM
Vulcan

Days: Mo



Signs, Signals, and Codes (2026 version)
The Signs, Signals and Codes merit badge covers a number of the nonverbal ways we communicate: emergency signaling, Morse code, American Sign Language, braille, trail signs, sports officiating hand signals, traffic signs, secret codes and more.
Maximum number of participants: 12

WC14 6:30-10:30 PM
Copeland Center
Wade Brown
Days: Mo



Sustainability (2024 version)
Learn to reduce waste and teach sustainable practices to others so you can help conserve Earth's resources with the Sustainability Merit Badge. Scouts will develop and implement a plan to reduce their water usage, household food waste, and learn about the sustainability of different energy sources, including fossil fuels, solar, wind, nuclear, hydropower, and geothermal.
Maximum number of participants: 12

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WC52 8-11:59 PM
Vulcan
John Alford
Days: Mo



Wilderness Survival (2026 version)
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.
Maximum number of participants: 12

WC54 8-12 PM
Vulcan
Merrill
Days: We



Wood Carving
As with any art, wood carving 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.
Additional Fee: $20.00
Maximum number of participants: 6
NOTE: Must have Totin' Chip Prior to Class. Scout will need to bring the Totin' Chip with them.

WC54 1-5 PM
Vulcan
Merrill
Days: Tu



Wood Carving
As with any art, wood carving 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.
Additional Fee: $20.00
Maximum number of participants: 6
NOTE: Must have Totin' Chip Prior to Class. Scout will need to bring the Totin' Chip with them.