



Camp Rotary Scouts BSA Resident Camp 2026

Class Catalog

Event Contacts

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Camp Rotary - PATH (Scheduled Classes)



PATH3 PATH Nature

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.

10:30-12 PM **Days:** Mo Tu We Th **Room:** PATH Pavilion
Sessions: All
Prerequisites: Pre-requisites: NONE

Other Information: THIS CLASS IS FOR PATH SCOUTS ONLY!



PATH4 PATH Program

PATH (Primary Abilities Training Huddle) is a special program designed for your 1st year campers who have not yet reached the rank of 1st Class. PATH Scouts visit most every program area at camp as they work on the "skill instruction" requirements for their Tenderfoot, 2nd & 1st Class ranks. PATH Scouts also take part in a special overnight camp-out, where they cook their own meals, and enjoy an evening campfire program. PATH Scouts are encouraged to bring their own tent, backpack, and an adult leader or two who can assist with the PATH program.

PATH provides your Scouts with the skill instruction needed to be tested by your unit's adult leadership - our staff does not sign-off on advancement. Adult participation is required for your Scouts to receive the maximum benefit from PATH.

Adults that attend the PATH program for the whole week will receive their Introduction to Outdoor Leadership Skills (IOLS) training.

1:30-4:30 PM **Days:** Mo Tu We Th Fr **Room:** PATH Pavilion
https://scoutingevent.com/attachment/BSA272/document_15729825380_2154.pdf
Sessions: All
Prerequisites: NOTE TO UNIT LEADERS: Please be advised that the Camp Rotary PATH Staff will provide your PATH scouts with the skill instruction as required by the rank advancement standard. It is the responsibility of the adult unit leadership to determine if the Scout has mastered proficiency in the skill being tested for rank advancement. The PATH Staff does not sign-off on rank requirements.

If your Unit is sending Scouts to the PATH Program, your Unit is required to provide adult leadership at PATH while your Unit is present.

ALL WEEK, AFTERNOON CLASS



PATH2 PATH Search and Rescue

The process and safety methods of working around specialized teams such as aircraft, canine, and aquatic rescue teams. Identifying differences between search and rescue environments, such as coastal, wilderness, rural, and urban landscapes. Determining when Universal Transverse Mercator (UTM) and latitude and longitude (Lat/Lon) should be used.

9-10:30 AM **Days:** Mo Tu We Th **Room:** PATH Pavilion
Sessions: All
Prerequisites: Pre-requisites: NONE

Other Information: THIS CLASS IS FOR PATH SCOUTS ONLY!

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Camp Rotary - Summer Training/Awards (Scheduled Classes)



CRTR100 BSA Stand Up Paddleboarding

The BSA Stand Up Paddleboarding award introduces Scouts to the basics of stand up paddleboarding (SUP) on calm water, including skills, equipment, self rescue, and safety precautions. This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation.

11-12 PM **Days:** Mo Tu We **Room:** Aquatics
Maximum number of participants: 10
Sessions: All
Prerequisites: This award is available to both youth and adults; must pass the BSA swim test



CRTR102 Introduction to Outdoor Leadership Skills (IOLS)

Introduction to Outdoor Leader Skills (IOLS) training is part of the required basic training for all Scoutmasters and Assistant Scoutmasters. Outdoor skills are critical to the success of the Scouting program, and Introduction to Outdoor Leader Skills will provide leaders with the basic outdoor skills information needed to start a program right. The skills taught are based on the outdoor skills found in The Boy Scout Handbook.

1:30-4:30 PM **Days:** Mo Tu We Th Fr **Room:** PATH Pavilion
Minimum Age: 18
Sessions: All
Prerequisites: Participants must attend all of the PATH program plus a supplementary session on Monday night.
NOTE: This Training follows the PATH Program



CRTR105 Mile Swim BSA (2024 version)

The Mile Swim BSA award was introduced in 1961 by the BSA Health and Safety Service. The original purpose of the award was for Scouts to learn to swim a mile safely with ease. It was, and remains, a challenging recognition that contributes to fitness and safety. The last time the award requirements were updated was in 1981 when the purpose shifted from a worthwhile accomplishment promoting both safety and physical fitness to "encourage the development of physical fitness by introducing the youth to swimming as regular exercise." Four hours of required training before swimming the mile was added as a requirement.

Drawing from feedback gathered from BSA Aquatics personnel at camps nationwide, the revised Mile Swim BSA award is refocusing on enhancing swimming stroke effectiveness and efficiency, particularly for individuals seeking improvement. Most Scouts who can walk or bike on level ground for an hour or so without stopping will likely have enough stamina to swim a mile and there are numerous other Scouts BSA programs that promote and develop regular exercise. The Mile Swim BSA award purpose is to build confidence and improve water competency.

3:30-4:30 PM **Days:** Mo Tu **Room:** Aquatics
Maximum number of participants: 10
Sessions: All
3:30-4:30 PM **Days:** We Th **Room:** Aquatics
Maximum number of participants: 10
Sessions: All



CRTR111 Nightcrawler

Spend an evening of challenge & excitement attempting to climb & rappel in the dark at our climbing/rappelling tower and take the plunge down our 75' Zip Line - if you dare! Tuesday night, first 15 participants to sign-up, must be 13 years of age & have climbing experience (i.e. the Climbing Merit badge).

9-10 PM **Days:** Tu **Room:** Climbing Tower
Additional Fee: \$15.00
Minimum Age: 13
Maximum number of participants: 16
Sessions: All

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CRTR106 Paddle Craft Safety

Float trips are popular Boy Scout, Venturing, and Sea Scout activities. Safety Afloat awareness training provides guidelines for safe float trips and is required of unit leaders, but does not provide the skill training mandated by those guidelines. BSA Paddle Craft Safety expands Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water. Persons completing the training should be better able to access their preparation to supervise paddle craft activities. The training is open to any registered adult leader, Scout, Venturer, Sea Scout, or Explorer who is age 16 or older. The training must be conducted by a council approved instructor, takes roughly eight hours and is valid for three years.

10-2 PM **Days:** Th **Room:** Aquatics
Minimum Age: 16
Maximum number of participants: 10
Sessions: All



CRTR107 Project Cope

Open to both older Scouts AND adult leaders, COPE is an acronym for Challenging Outdoor Personal Experience. It comprises a series of outdoor challenges, beginning with basic group initiative games and progressing to more complicated low-course and high-course activities. Some of these events involve a group effort, whereas others test individual skills and agility. Participants climb, swing, balance, and jump, as well as think through solutions to a variety of challenges. Most participants find that they can do much more than they initially thought that they could.

Project COPE is an exciting outdoor activity that can attract and keep older Scouts involved in the Scouting program. It is designed to meet the needs of today's youth who are seeking greater physical and mental challenges. The underlying goals of a Project COPE course are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and developing leadership. Individual activities help promote personal growth. Participation is entirely voluntary.

1:30-4:30 PM **Days:** Mo Tu We **Room:** COPE Pavilion
Minimum Age: 13
Maximum number of participants: 12
Sessions: All
Prerequisites: Participants must be at least 13 years of age.



CRTR109 Swimming and Water Rescue

Training for BSA Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training. Persons completing the training should be better able to assess their preparation to supervise unit swimming events. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. This training is open to any registered adult leader, Scout, Venturer, or Explorer who is age 16 or older. A council approved instructor must directly supervise all training. The course takes approximately eight hours and is valid for three years.

10-2 PM **Days:** Tu **Room:** Aquatics
Minimum Age: 16
Maximum number of participants: 10
Sessions: All
Prerequisites: Must be at least 16 years old to participate.

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Merit Badge - Camp Rotary Summer (Scheduled Classes)



CRMB201 American Business / American Labor

Earning the 'American Business merit badge can help Scouts learn practical business matters that will be useful throughout life. Learning how businesses function will help you understand society and uncover a number of career options.

The labor movement in America seeks to ensure that the civil rights of laborers are protected in the workplace, especially in regard to wages, hours, and working conditions.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Trading Post Pavilion
Maximum number of participants: 12
Sessions: All
Prerequisites: #1; #2a; #2b; #2c



CRMB183 Animation

Computer or traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities.

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepayshowink Lodge)
Maximum number of participants: 15
Sessions: All
Prerequisites: Pre-requisites: None



CRMB100 Archaeology

Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Pavilion
Maximum number of participants: 16
Sessions: All
Prerequisites: #7a; #7b; #7c; #11a; #11b



CRMB101 Archery

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.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Archery Range
Maximum number of participants: 16
Sessions: All
10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Archery Range
Maximum number of participants: 16
Sessions: All
1:30-3 PM **Days:** Mo Tu We Th Fr **Room:** Archery Range
Maximum number of participants: 16
Sessions: All
Prerequisites: Pre-requisites: NONE

Other Information: Recommended for Scouts age 13+
Scouts may need to budget time to attend Open Shoot to complete qualification targets

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CRMB102 Art / Sculpture

Art: This merit badge 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.

Sculpture: This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 12

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 12

Sessions: All

Prerequisites: #6



CRMB103 Astronomy

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Nature Center
Maximum number of participants: 18

Sessions: All

Prerequisites: #5b



CRMB191 Automotive Maintenance

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Industrial Arts Area
Maximum number of participants: 10

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th Fr **Room:** Industrial Arts Area
Maximum number of participants: 10

Sessions: All

Prerequisites: #1(h)



CRMB105 Basketry

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 10

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 10

Sessions: All

Prerequisites: Pre-requisites: NONE

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CRMB106 Bird Study

Birds are among 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. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Nature Center
Maximum number of participants: 16
Sessions: All
Prerequisites: Pre-requisites: None

Recommended Materials: Bird Field Guide, Binoculars



CRMB202 Bugling

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 bugle is an ideal instrument for the beginning musician because most of the music uses only four notes. The ability to read music is not necessary, because the tunes are familiar and can be played ear.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepayshowink Lodge)
Maximum number of participants: 8
Sessions: All
Prerequisites: #6.



CRMB107 Camping

Camping 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.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Pavilion
Maximum number of participants: 12
Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Pavilion
Maximum number of participants: 12
Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Pavilion
Maximum number of participants: 12
Sessions: All
Prerequisites: #4b; #5e; #7b; #8d; #9a; #9b(1); #9b(2); #9b(3); #9b(4); #9b(5); #9b(6); #9c



CRMB108 Canoeing

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics
Maximum number of participants: 10
Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics
Maximum number of participants: 10
Sessions: All
Prerequisites: #2.

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CRMB109 Chess

Chess 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 formal international tournaments.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepayshowink Lodge)
Maximum number of participants: 16
Sessions: All
Prerequisites: Pre-requisites: NONE



CRMB110 Citizenship in the Nation

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.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepayshowink Lodge)
Maximum number of participants: 20
Sessions: All
 3:30-4:30 PM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepayshowink Lodge)
Maximum number of participants: 20
Sessions: All
Prerequisites: #7a; #7b; #7c



CRMB111 Citizenship in the World

Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepayshowink Lodge)
Maximum number of participants: 20
Sessions: All
 1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepayshowink Lodge)
Maximum number of participants: 20
Sessions: All
Prerequisites: Pre-requisites: None

Other Information: This MB will require Scouts to work outside of class time



CRMB112 Climbing

Climbing 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.

10-12 PM **Days:** Mo Tu We Th Fr **Room:** Climbing Tower
Maximum number of participants: 18
Sessions: All
Prerequisites: Pre-requisites: NONE

Other Information: Any climbing must be done in closed-toed shoes. No sandals, water shoes, Crocs, or Hey Dudes.

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CRMB114 Collections

Collecting can be an educational and financially rewarding pastime: a collector must educate himself about a specific subject, be able to tell which items are worth preserving, how to catalog and organize his collection, and how to evaluate the value of items.

7-8 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 20
Sessions: All
Prerequisites: #5b



CRMB115 Communication

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

10-11 AM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepayshowink Lodge)
Maximum number of participants: 12
Sessions: All
2:30-3:30 PM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepayshowink Lodge)
Maximum number of participants: 12
Sessions: All
Prerequisites: #3; #5; #7a; #7b; #7c; #8



CRMB203 Crime Prevention

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.

2:30-3:30 PM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepayshowink Lodge)
Maximum number of participants: 16
Sessions: All
Prerequisites: #10



CRMB204 Disabilities Awareness

Understand various disabilities and how they affect your friends, family, and community members with the Disability Awareness Merit Badge. Scouts will learn about the experiences of someone with a disability, explain the significance of disability etiquette, and how it may differ depending on the specific disability.

2:30-3:30 PM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepayshowink Lodge)
Maximum number of participants: 12
Sessions: All
Prerequisites: #2; #4a.in.Option.A; #4b.in.Option.A; #4c.in.Option.A; #4d.in.Option.A; #4a.in.Option.B; #4b.in.Option.B; #4c.in.Option.B; #4d.in.Option.B; #5a; #5b; #5c



CRMB118 Electricity

Electricity is a powerful and fascinating force of nature. As early as 600 b.c., observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Industrial Arts Area
Maximum number of participants: 10
Sessions: All
2:30-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Industrial Arts Area
Maximum number of participants: 10
Sessions: All
Prerequisites: #2; #6a; #7

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CRMB119 Emergency Preparedness

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

2:30-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Health Lodge (Carney Lodge)
Maximum number of participants: 24
Sessions: All
Prerequisites: #2(a); #2(b); #2(c); #7(b); #8(b); #8(c); #9



CRMB120 Entrepreneurship / Salesmanship

Entrepreneurship: By earning the Entrepreneurship merit badge, Scouts will learn about identifying opportunities, creating and evaluating business ideas, and exploring the feasibility (how doable it is) of an idea for a new business. They will also have the chance to fit everything together as they start and run their own business ventures.

Salesmanship: By studying salesmanship, Scouts can learn self-confidence, motivation, friendliness, and the persistence necessary to overcome obstacles and solve problems. Sales can offer a challenging and rewarding career for those who enjoy interacting with people from all walks of life.

2:30-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Trading Post Pavilion
Maximum number of participants: 12
Sessions: All
Prerequisites: #3



CRMB121 Environmental Science

While earning the Environmental Science merit badge, 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.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Nature Center
Maximum number of participants: 18
Sessions: All
1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Nature Center
Maximum number of participants: 18
Sessions: All
Prerequisites: #6a; #6b; #6c



CRMB123 Fingerprinting

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.

7-8 PM **Days:** Tu **Room:** PATH Pavilion
Maximum number of participants: 30
Sessions: All
Prerequisites: Pre-requisites: NONE

Other Information: Great choice for 1st year campers

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CRMB205 Fire Safety

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Pavilion
Maximum number of participants: 12
Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Pavilion
Maximum number of participants: 12
Sessions: All
Prerequisites: #5e; #5g



CRMB124 First Aid

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.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Health Lodge (Carney Lodge)
Maximum number of participants: 10
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Health Lodge (Carney Lodge)
Maximum number of participants: 10
Sessions: All
Prerequisites: #2(b)(1)



CRMB126 Fishing

Fishing is one of Scouting's essential skills and teaches Scouts to feed themselves, their troops, and their families. In their pursuit of the Fishing Merit Badge, 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.

7-9 PM **Days:** Mo **Room:** Scoutcraft Pavilion
Maximum number of participants: 20
Sessions: All
Prerequisites: Pre-requisites: NONE

Other Information: Scouts are encouraged to bring their own pole, tackle box, hooks, and lures - camp supply is limited; live bait is available for purchase in the Trading Post



CRMB130 Geocaching

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. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Pavilion
Maximum number of participants: 10
Sessions: All
Prerequisites: #7; #8a; #8b; #8c; #9

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CRMB131 Geology

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Nature Center
Maximum number of participants: 12
Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Nature Center
Maximum number of participants: 12
Sessions: All
Prerequisites: Pre-requisites: NONE



CRMB217 Graphic Arts

The field of graphic arts includes many kinds of work in the printing and publishing industries. Graphic arts professionals are involved in the creation of all kinds of printed communication, from business cards to books to billboards. The scope of printing communications is huge.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepayshowink Lodge)
Maximum number of participants: 15
Sessions: All
Prerequisites: Pre-requisites: None



CRMB206 Insect Study

In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Nature Center
Maximum number of participants: 10
Sessions: All
Prerequisites: Pre-requisites: NONE



CRMB207 Inventing

Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge, and discover your inner inventiveness.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 12
Sessions: All
Prerequisites: #3c; #8a; #8b



CRMB208 Journalism

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.

3:30-4:30 PM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepayshowink Lodge)
Maximum number of participants: 20
Sessions: All
Prerequisites: Pre-requisites: NONE

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CRMB134 Kayaking

Kayaking has become one of the fastest-growing paddle sports in the United States. An estimated nine million Americans enjoy this sport. The most popular style of kayaking is recreational kayaking, followed by touring/sea kayaking, and whitewater kayaking. This merit badge will introduce you to recreational kayaking and help prepare you for advanced paddle sports such as tour/sea and whitewater kayaking.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics
 Maximum number of participants: 10
 Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics
 Maximum number of participants: 10
 Sessions: All
 Prerequisites: #2



CRMB209 Law

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.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepayshowink Lodge)
 Maximum number of participants: 12
 Sessions: All
 Prerequisites: #7.



CRMB135 Leatherwork

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They 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.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
 Maximum number of participants: 12
 Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft
 Maximum number of participants: 12
 Sessions: All
 Prerequisites: Pre-requisites: NONE



CRMB136 Lifesaving

No Boy 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.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics
 Maximum number of participants: 10
 Sessions: All

10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics
 Maximum number of participants: 10
 Sessions: All

1:30-3 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics
 Maximum number of participants: 10
 Sessions: All
 Prerequisites: #2a

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CRMB137 Mammal Study

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.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Nature Center
Maximum number of participants: 16
Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th Fr **Room:** Nature Center
Maximum number of participants: 16
Sessions: All
Prerequisites: Pre-requisites: NONE

Other Information: Great choice for 1st year campers



CRMB186 Metalwork

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

7-9 PM **Days:** Mo Tu We Th Fr **Room:** Industrial Arts Area
Maximum number of participants: 6
Sessions: All
Prerequisites: Pre-requisites: None

Other Information: It is recommended to bring long pants and closed toed shoes. No polyester pants.



CRMB138 Model Design and Building / Architecture

Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby: it is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes.

Architecture is not just the special buildings like cathedrals, museums, or sports stadiums we read about or see on television; it is as normal as the homes, places of worship, schools, and shopping malls where we live, worship, work, learn, and play every day. However, architecture is more than just common shelter; building has always satisfied the human need to create something of meaning. Even the simplest form of architecture is a work of art that requires thought and planning.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 12
Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 12
Sessions: All
Prerequisites: Pre-requisites: NONE

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CRMB139 Motorboating

With the fun of operating a motor boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics
Maximum number of participants: 10
Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics
Maximum number of participants: 10
Sessions: All
Prerequisites: #2(a); #4(b)



CRMB140 Moviemaking

Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepayshowink Lodge)
Maximum number of participants: 20
Sessions: All
Prerequisites: Pre-requisites: NONE

Other Information: It is suggested that the participant bring a personal video camera or cell phone.



CRMB141 Music

The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. All the great music has not yet been written. Today, the possibilities for creating new music are limitless.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepayshowink Lodge)
Maximum number of participants: 20
Sessions: All
Prerequisites: #3(a); #3(b); #3(c)



CRMB145 Nature

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.

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Nature Center
Maximum number of participants: 10
Sessions: All
Prerequisites: Pre-requisites: NONE



CRMB147 Orienteering

Orienteering, 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.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Pavilion
Maximum number of participants: 15
Sessions: All
Prerequisites: #7a; #7b

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CRMB212 Painting

This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects.

- 11-12 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 6
Sessions: All
- 3:30-4:30 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 6
Sessions: All
Prerequisites: Pre-requisites: NONE



CRMB149 Photography

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

- 11-12 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 20
Sessions: All
Prerequisites: #1b



CRMB150 Pioneering

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.

- 1:30-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Pavilion
Maximum number of participants: 10
Sessions: All
Prerequisites: Pre-requisites: NONE



CRMB215 Public Speaking

A lot happens during the course of every person's life and your ability to communicate your feelings and ideas is the best way to connect to the larger world. Even if you haven't stood at a podium on the stage and find the whole idea scary, sooner or later, someone is going to ask you to get up and say a few words. If you are prepared, it won't be scary. It can even be fun.

- 1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** MADE (Kepadshowink Lodge)
Maximum number of participants: 12
Sessions: All
Prerequisites: #4



CRMB214 Pulp and Paper

Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.

- 7-8 PM **Days:** Mo **Room:** Nature Center
Maximum number of participants: 20
Sessions: All
- 7-8 PM **Days:** Tu **Room:** Nature Center
Maximum number of participants: 20
Sessions: All
Prerequisites: Pre-requisites: NONE

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CRMB152 Reptile and Amphibian Study

Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

2:30-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Nature Center
Maximum number of participants: 12
Sessions: All
Prerequisites: #8a; #8b



CRMB153 Rifle Shooting

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Rifle Range
Maximum number of participants: 16
Sessions: All

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Rifle Range
Maximum number of participants: 16
Sessions: All

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Rifle Range
Maximum number of participants: 16
Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Rifle Range
Maximum number of participants: 16
Sessions: All
Prerequisites: Pre-requisites: NONE

Other Information: Scouts may need to budget time to attend Open Shoot to complete qualification targets



CRMB158 Search and Rescue

The process and safety methods of working around specialized teams such as aircraft, canine, and aquatic rescue teams. Identifying differences between search and rescue environments, such as coastal, wilderness, rural, and urban landscapes. Determining when Universal Transverse Mercator (UTM) and latitude and longitude (Lat/Lon) should be used.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Pavilion
Maximum number of participants: 10
Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Pavilion
Maximum number of participants: 10
Sessions: All
Prerequisites: Pre-requisites: None

Other Information: Orienteering MB recommended

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CRMB159 Shotgun Shooting

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

- 9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Shotgun Range
Maximum number of participants: 8
Sessions: All
- 10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Shotgun Range
Maximum number of participants: 8
Sessions: All
- 1:30-3 PM **Days:** Mo Tu We Th Fr **Room:** Shotgun Range
Maximum number of participants: 8
Sessions: All
Prerequisites: Pre-requisites: NONE

Other Information: Recommended for Scouts age 13+
Strongly recommended that you have completed Rifle MB first



CRMB160 Signs, Signals, and Codes

American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives!

- 10-11 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Pavilion
Maximum number of participants: 12
Sessions: All
- 2:30-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Pavilion
Maximum number of participants: 12
Sessions: All
Prerequisites: Pre-requisites: NONE



CRMB161 Small-Boat Sailing

Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.

- 10-12 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics
Maximum number of participants: 10
Sessions: All
- 1:30-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics
Maximum number of participants: 10
Sessions: All
Prerequisites: #2



CRMB162 Soil and Water Conservation

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

- 11-12 PM **Days:** Mo Tu We Th Fr **Room:** Nature Center
Maximum number of participants: 12
Sessions: All
Prerequisites: Pre-requisites: NONE

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CRMB164 Sustainability

Sustainability is an Eagle-required merit badge that'll teach you the incredibly important skill of conserving our planet's resources! In answering each of the requirements, you'll learn how to reduce your family's waste, protect our planetary systems, spread sustainability to others, and more.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Nature Center
Maximum number of participants: 22
Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th Fr **Room:** Nature Center
Maximum number of participants: 22
Sessions: All
Prerequisites: Pre-requisites: NONE



CRMB165 Swimming

Swimming 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.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics
Maximum number of participants: 10
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics
Maximum number of participants: 10
Sessions: All

1:30-3 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics
Maximum number of participants: 10
Sessions: All
Prerequisites: #2.



CRMB166 Theater

While earning the Theater merit badge, Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side. Much more goes on in theater than ever meets the audience's eye.

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Maximum number of participants: 16
Sessions: All
Prerequisites: #1



CRMB167 Weather

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Nature Center
Maximum number of participants: 18
Sessions: All
Prerequisites: #10(a); #10(b)

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CRMB168 Welding

The new Welding badge and pamphlet was released by BSA, and Scouts could begin earning the badge on February 24, 2012.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Industrial Arts Area

Maximum number of participants: 10

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Industrial Arts Area

Maximum number of participants: 10

Sessions: All

Prerequisites: Pre-requisites: NONE

Other Information: It is **STRONGLY RECOMMENDED** that Scouts be at least 14 years of age before taking this MB; Scouts will need long pants (no polyester pants) and sturdy, closed-toed footwear (no tennis shoes) to participate



CRMB169 Wilderness Survival

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.

7-9 PM **Days:** Mo Th **Room:** Scoutcraft Pavilion

Maximum number of participants: 16

Sessions: All

Prerequisites: Pre-requisites: Totin' Chip, Firem'n Chit

Recommended Materials: Sleeping bag, Backpack, Tarp, Rope

Other Information: Scouts taking this MB will be required to attend the Thursday night overnigher where they will build a shelter and sleep under the stars



CRMB170 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.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Maximum number of participants: 10

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Maximum number of participants: 10

Sessions: All

Prerequisites: Pre-requisites: Totin' Chip

Other Information: Camp will supply the woodcarving kits necessary to complete the MB