



Cole Canoe Base Scouts BSA Resident Camp 2026

Class Catalog

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Class Catalog

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Cole238 Animation (2015 version)

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

10-11 AM **Days:** Mo Tu We Th **Room:** John Dumas Pavilion
Maximum number of participants: 20

Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** John Dumas Pavilion
Maximum number of participants: 20

Sessions: All

Prerequisites: #4a



Cole117 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 **Room:** Dedene Archery Range
Maximum number of participants: 16

Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Dedene Archery Range
Maximum number of participants: 16

Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Dedene Archery Range
Maximum number of participants: 16

Sessions: All

Prerequisites: None. This badge is not recommended for first year scouts. Scouts should be familiar with local and state laws regarding Archery equipment, ownership, and usage.



Cole118 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

9-10 AM **Days:** Mo Tu **Room:** Crafts Pavilion
Maximum number of participants: 20

Sessions: All

2-3 PM **Days:** Mo Tu **Room:** Crafts Pavilion
Maximum number of participants: 20

Sessions: All

Prerequisites: #6



Cole119 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.

4-5 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Maximum number of participants: 30

Sessions: All

Prerequisites: It is recommended that scouts complete 4c (Big Dipper or Cassiopeia), 5b (visible planets), 5d (observe a planet), 6b (moon phases), and one of the options for 8 (observation activities), prior to arrival due to potentially unfavorable weather for observations.

CHA3 ATV Off-Site Trail Ride

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9-5 PM **Days:** Fr **Room:** Life Jacket and Paddle Building
Additional Fee: \$110.00
Minimum Age: 16
Maximum number of participants: 8
Sessions: All
Prerequisites: Participants must have a parent or guardian sign the "ATV Program Participant Hold Harmless Agreement," and have already earned the ATV Safety Institute's Safe Rider Certificate a prior year at camp.

CHA2 ATV On-Site Trail Ride

2-5 PM **Days:** Mo **Room:** Life Jacket and Paddle Building
Additional Fee: \$35.00
Minimum Age: 14
Maximum number of participants: 12
Sessions: All

2-5 PM **Days:** Tu **Room:** Life Jacket and Paddle Building
Additional Fee: \$35.00
Minimum Age: 14
Maximum number of participants: 12
Sessions: All

2-5 PM **Days:** We **Room:** Life Jacket and Paddle Building
Additional Fee: \$35.00
Minimum Age: 14
Maximum number of participants: 12
Sessions: All

2-5 PM **Days:** Th **Room:** Life Jacket and Paddle Building
Additional Fee: \$35.00
Minimum Age: 14
Maximum number of participants: 12
Sessions: All
Prerequisites: Participants must have a parent or guardian sign the "ATV Program Participant Hold Harmless Agreement," and have already earned the ATV Safety Institute's Safe Rider Certificate a prior year at camp.

CHA1 ATV Safety Instruction

This ATV Safety Institute course includes safety training and discussion, and then participants can ride the trails. Participants must be 14 years old.

The associated class fee covers ATV maintenance.

Upon completion of the course, participants will receive a "Safe Rider" certificate and become eligible for any experienced rider treks held at through Cole Canoe Base or Michigan High Adventure.

9-12 PM **Days:** Mo Tu **Room:** Life Jacket and Paddle Building
Additional Fee: \$65.00
Minimum Age: 14
Maximum number of participants: 6
Sessions: All

9-12 PM **Days:** We Th **Room:** Life Jacket and Paddle Building
Additional Fee: \$65.00
Minimum Age: 14
Maximum number of participants: 6
Sessions: All
Prerequisites: Participants must have a parent or guardian sign the "ATV Program Participant Hold Harmless Agreement" before arriving at camp.

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Cole122 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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop
Minimum Age: 14
Maximum number of participants: 15
Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop
Minimum Age: 14
Maximum number of participants: 15
Sessions: All
Prerequisites: If living outside the State of Michigan, 1g (State's emissions and safety inspection). For safety around shop equipment, scouts should be at least 14 years old.



Cole227 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.

3-4 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion
Maximum number of participants: 20
Sessions: All
Prerequisites: One round basket kit and one square basket kit are needed. The correct kits contain a pre-measured piece for the base of the basket and are available at no charge.



Cole125 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 **Room:** Claycomb Ecology-Conservation Center
Maximum number of participants: 20
Sessions: All
Prerequisites: #5a; #5b; #5c



Cole127 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 **Room:** Outdoor Skills Area
Maximum number of participants: 20
Sessions: All

10-11 AM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Maximum number of participants: 20
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Maximum number of participants: 20
Sessions: All
Prerequisites: #4a; #4b; #5e; #7a; #7b; #8c; #8d; #9a; #9b(1)

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Cole100 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.

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

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

Prerequisites: 2 (BSA Swimmer test) will be conducted at the start of camp. Scouts should be First Class Rank and at least 13 years old due to the physical demands of this badge.



Cole128 Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

2-3 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Maximum number of participants: 16
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Maximum number of participants: 16
Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Maximum number of participants: 16
Sessions: All

Prerequisites: It is suggested that scouts bring a chess set. If this is not possible, a limited amount of equipment is available at camp.



Cole129 Citizenship in the Community

A nation is a patchwork of communities that differ from each other and may be governed differently. But regardless of how local communities differ, they all have one point in common: In the United States, local government means self-government. Good citizens help to make decisions about their community through their elected local officials.

9-10 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Maximum number of participants: 30
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Maximum number of participants: 30
Sessions: All

Prerequisites: #2(a)(1); #3(a); #3(b); #4(a); #7(a); #7(b); #7(c)



Cole130 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.

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Maximum number of participants: 30
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Maximum number of participants: 30
Sessions: All

Prerequisites: #5; #7a; #7b; #7c; #7d

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Cole131 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.

11-12 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Maximum number of participants: 30

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Maximum number of participants: 30

Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Maximum number of participants: 30

Sessions: All

Prerequisites: It is recommended that scouts research current world events and visit the websites for requirements 3 and 7 to be prepared for a group discussion.



Cole132 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 **Room:** Climbing Tower

Maximum number of participants: 16

Sessions: All

Prerequisites: None. Scouts need appropriate clothing and footwear (closed-toed shoes). For safety, participants should be at least First Class Rank and fit to belay.



Cole135 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."

9-10 AM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Maximum number of participants: 25

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Maximum number of participants: 25

Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Maximum number of participants: 25

Sessions: All

Prerequisites: #5



Cole136 Composite Materials

Composites can be found just about everywhere: in airplanes and sports cars, golf clubs and guitars, boats and baseball bats, bathtubs and circuit boards, and even bridges. Composites make bicycles and skis lighter, kayaks and canoes stronger, houses warmer, and helmets tougher.

10-11 AM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Maximum number of participants: 20

Sessions: All

Prerequisites: #4(a); #4(b)

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Cole137 Cooking

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.

10-12 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Maximum number of participants: 33
Sessions: All

3-5 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Maximum number of participants: 33
Sessions: All
Prerequisites: #2c.; #4a.; #4b.; #4c.; #4d.; #4e.; #4f.; #5a.; #5b.; #5c.; #5d.; #5e.; #5f.; #5g.; #5h.; #6a.; #6b.; #6c.; #6d.; #6e.; #6f.



Cole138 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.

9-10 AM **Days:** Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All
Prerequisites: #4b.; #4c.; #10



Cole112 Digital Technology

Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age.

10-11 AM **Days:** Mo Tu We Th **Room:** Cosgro Production Company
Maximum number of participants: 20
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company
Maximum number of participants: 20
Sessions: All
Prerequisites: #1; #7(c); #8(a); #8(b); #8(c); #8(d); #8(e)



Cole143 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 **Room:** Ranger's Corner/ Maintenance Shop
Maximum number of participants: 20
Sessions: All

3-4 PM **Days:** Mo Tu **Room:** Ranger's Corner/ Maintenance Shop
Maximum number of participants: 20
Sessions: All
Prerequisites: #2; #6d; #7

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Cole145 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.

- 11-12 PM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center
Maximum number of participants: 30
Sessions: All
- 4-5 PM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center
Maximum number of participants: 30
Sessions: All
Prerequisites: #1(b)(1); #8(b); #9



Cole148 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.

- 10-11 AM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Maximum number of participants: 30
Sessions: All
- 2-3 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Maximum number of participants: 30
Sessions: All
- 4-5 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Maximum number of participants: 30
Sessions: All
Prerequisites: #7c



Cole150 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.

- 9-10 AM **Days:** Mo **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All
- 10-11 AM **Days:** Fr **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All
- 11-12 PM **Days:** Fr **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All
Prerequisites: None. Fingerprinting is a one session merit badge, and is offered at 9 AM Monday morning, or at 10 AM and 11 AM Friday morning. 9 AM Crime Prevention and Fingerprinting are instructed at the same time on different days. Scout are not required to enroll in both badges.



Cole151 Fire Safety

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.

- 10-11 AM **Days:** We Th **Room:** Ranger's Corner/ Maintenance Shop
Sessions: All
- 3-4 PM **Days:** We Th **Room:** Ranger's Corner/ Maintenance Shop
Sessions: All
Prerequisites: #5e; #5g

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Cole144 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.

- 9-11 AM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center
Maximum number of participants: 20
Sessions: All
- 2-4 PM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center
Maximum number of participants: 20
Sessions: All
Prerequisites: #2(b)(1); #2(b)(2)



Cole152 First Class Emphasis / First Year Camper

Scouts BSA Scout rank, Tenderfoot, Second Class and First Class rank advancement

- 10-12 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Maximum number of participants: 60
Sessions: All
- 2-4 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Maximum number of participants: 60
Sessions: All
Prerequisites: None. This class is intended to teach young scouts some of the skills required for rank advancement through First Class. Camp staff will not sign off requirements in a scout's handbook, but documentation of the skills covered will be provided. It is at the discretion of the unit leader to sign off requirements. This course is instructed in two daily two-hour blocks. Scouts should sign up and attend both sessions (total 4 hours per day) to cover the maximum available requirements. The 2023 FYC Program Schedule is available at https://scoutingevent.com/attachment/BSA272/document_16718246600_9981.pdf



Cole153 Fish and Wildlife Management

Wildlife management is the science and art of managing the wildlife - both animals and fish - with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.

- 10-11 AM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Maximum number of participants: 30
Sessions: All
Prerequisites: #5a; #5b; #5c; #5d; #7a; #7b; #7c; #7d



Cole154 Fishing

In Scouting for Boys, Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."

- 9-10 AM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Maximum number of participants: 20
Sessions: All
- 11-12 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Maximum number of participants: 20
Sessions: All
- 4-5 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Maximum number of participants: 20
Sessions: All
Prerequisites: Scouts are encouraged to attempt requirements 9 and 10 prior to camp. Non-Michigan residents should obtain their State's game fishing regulations. It is recommended that scouts bring fishing gear to camp. If this is not possible, a limited amount of camp equipment is available.

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Cole155 Fly-Fishing

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

2-4 PM

Days: Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Maximum number of participants: 10

Sessions: All

Prerequisites: Recommended for second year scouts. Scouts are encouraged to attempt requirements 10 and 11 prior to camp. Non-Michigan residents should obtain their State's game fishing regulations. It is suggested that scouts have some casting experience and bring fishing gear to camp. If this is not possible, a limited amount of camp equipment is available.



Cole157 Game Design

Games also come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.

11-12 PM

Days: Mo Tu We Th **Room:** Crafts Pavilion

Maximum number of participants: 20

Sessions: All

Prerequisites: #8a; #8b



Cole159 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.

9-10 AM

Days: Mo Tu We Th **Room:** Outdoor Skills Area

Maximum number of participants: 25

Sessions: All

11-12 PM

Days: Mo Tu We Th **Room:** Outdoor Skills Area

Maximum number of participants: 25

Sessions: All

3-4 PM

Days: Mo Tu We Th **Room:** Outdoor Skills Area

Maximum number of participants: 25

Sessions: All

Prerequisites: #7; #8a; #8b; #8c; #8d; #9



Cole160 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 **Room:** Claycomb Ecology-Conservation Center

Maximum number of participants: 30

Sessions: All

Prerequisites: None. Recommended for first year scouts.

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Cole162 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.

- 9-10 AM **Days:** Mo Tu We Th **Room:** John Dumas Pavilion
Maximum number of participants: 15
Sessions: All
- 3-4 PM **Days:** Mo Tu We Th **Room:** John Dumas Pavilion
Maximum number of participants: 15
Sessions: All
Prerequisites: #6a; #6b; #6c; #6d



Cole101 Kayaking

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

- 10-11 AM **Days:** Mo Tu We Th **Room:** Bosco Lake
Maximum number of participants: 20
Sessions: All
- 11-12 PM **Days:** Mo Tu We Th **Room:** Bosco Lake
Maximum number of participants: 20
Sessions: All
- 2-3 PM **Days:** Mo Tu We Th **Room:** Bosco Lake
Maximum number of participants: 20
Sessions: All
- 3-4 PM **Days:** Mo Tu We Th **Room:** Bosco Lake
Maximum number of participants: 20
Sessions: All
Prerequisites: 2 (BSA Swimmer Test, can be completed at camp).



Cole171 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.

- 2-3 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion
Maximum number of participants: 15
Sessions: All
- 3-4 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion
Maximum number of participants: 15
Sessions: All
- 4-5 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion
Maximum number of participants: 15
Sessions: All
Prerequisites: #5a; #5b; #5c; #5d



Cole102 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.

- 9-11 AM **Days:** Mo Tu We Th **Room:** Bosco Lake
Maximum number of participants: 20
Sessions: All
Prerequisites: #2a

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Cole172 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:** We Th **Room:** Claycomb Ecology-Conservation Center
Maximum number of participants: 30
Sessions: All

3-4 PM **Days:** Mo Tu **Room:** Claycomb Ecology-Conservation Center
Maximum number of participants: 30
Sessions: All

Prerequisites: None. It is suggested scouts research for requirements 3c (nongame mammal), unless they choose to do 3a at camp OR 3b prior to camp. Recommended for first-year scouts.



Cole174 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.

10:30-12 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop
Minimum Age: 14
Maximum number of participants: 8
Sessions: All

3:30-5 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop
Minimum Age: 14
Maximum number of participants: 8
Sessions: All

Prerequisites: None. For safety, scouts must be at least 14 years old and have close-fitting long sleeve shirt and long pants made of natural fibers. Leather work boots are also required (steel toe preferred).



Cole176 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 **Room:** Cosgro Production Company
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company
Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company
Sessions: All

Prerequisites: None. It is suggested scouts bring their own camera. If this is not possible, a limited amount of camp equipment may be available.



Cole177 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.

9-10 AM **Days:** We Th **Room:** Crafts Pavilion
Maximum number of participants: 12
Sessions: All

2-3 PM **Days:** We Th **Room:** Crafts Pavilion
Maximum number of participants: 12
Sessions: All
Prerequisites: #3(a); #3(b); #3(c)

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Cole178 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Maximum number of participants: 30
Sessions: All
Prerequisites: 4 (collect items and identify species) is strongly recommended prior to camp. Recommended for second or third year scouts.



Cole241 Night Zip

Requires participants to climb to the top of the climbing tower. Recommended for ages 14+ We cannot accept late arrivals due to the Safety Talk.

8:30-9 PM **Days:** Th **Room:** Climbing Tower
Maximum number of participants: 30
Sessions: All
9-9:30 PM **Days:** Tu **Room:** Climbing Tower
Maximum number of participants: 30
Sessions: All
Prerequisites: Online Registration Strongly Recommended



Cole246 Oceanography (2013 version)

The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.

3-4 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Maximum number of participants: 30
Sessions: All
Prerequisites: #8(a); #8(b)(1); #8(b)(2); #8(c)



Cole181 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 **Room:** Outdoor Skills Area
Maximum number of participants: 30
Sessions: All
4-5 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Maximum number of participants: 30
Sessions: All
Prerequisites: #7a; #7b; #8a; #8b; #9



Cole182 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 **Room:** Ranger's Corner/ Maintenance Shop
Maximum number of participants: 20
Sessions: All
3-4 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop
Maximum number of participants: 20
Sessions: All
Prerequisites: None.

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Cole183 Personal Fitness

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.

- 9-10 AM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Maximum number of participants: 33
Sessions: All
- 11-12 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Maximum number of participants: 33
Sessions: All
- 2-3 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Maximum number of participants: 33
Sessions: All
Prerequisites: #4(a); #4(b); #4(c); #5(a); #5(b); #5(c); #5(d); #6(a); #6(b); #6(c); #6(d); #6(e); #6(f); #7(a); #7(b); #7(c); #7(d)



Cole184 Personal Management

Personal management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training, and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities.

- 10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Maximum number of participants: 20
Sessions: All
- 3-4 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Maximum number of participants: 20
Sessions: All
- 4-5 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Maximum number of participants: 20
Sessions: All
Prerequisites: #1a; #1b[1]; #1c[1]; #2a; #2b[1]; #8a; #8b; #8c; #8d



Cole186 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.

- 10-11 AM **Days:** Mo Tu We Th **Room:** Cosgro Production Company
Maximum number of participants: 25
Sessions: All
- 3-4 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company
Maximum number of participants: 25
Sessions: All
Prerequisites: #1b



Cole187 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.

- 9-11 AM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Maximum number of participants: 15
Sessions: All
Prerequisites: None. Recommended for second or third year Scouts.

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Cole192 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.

4-5 PM

Days: Mo Tu We Th **Room:** Cosgro Production Company

Maximum number of participants: 25

Sessions: All

Prerequisites: None. Requirement 4 is suggested to be finished, but can be completed at camp.



Cole193 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. Independent Study.

3-4 PM

Days: We Th **Room:** Claycomb Ecology-Conservation Center

Maximum number of participants: 30

Sessions: All

Prerequisites: #6



Cole196 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.

11-12 PM

Days: Mo Tu **Room:** Claycomb Ecology-Conservation Center

Maximum number of participants: 30

Sessions: All

Prerequisites: #8a; #8b



Cole197 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.

9-11 AM

Days: Mo Tu We Th **Room:** Rifle Range

Maximum number of participants: 16

Sessions: All

2-4 PM

Days: Mo Tu We Th **Room:** Rifle Range

Maximum number of participants: 16

Sessions: All

Prerequisites: None



Cole203 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.

4-5 PM

Days: Mo Tu **Room:** Crafts Pavilion

Maximum number of participants: 20

Sessions: All

Prerequisites: #2(a); #2(b); #2(c)



Cole204 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.

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2-3 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Requirement 7 occurs at camp outside of scheduled merit badge time. First Aid merit badge is highly recommended. This badge is not recommended for first year scouts.



Cole206 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.

10-12 PM **Days:** Mo Tu We Th **Room:** Otto F. Kamman Shotgun Facility
Maximum number of participants: 8
Sessions: All

2-4 PM **Days:** Mo Tu We Th **Room:** Otto F. Kamman Shotgun Facility
Maximum number of participants: 8
Sessions: All

Prerequisites: First-Year scouts are discouraged from taking this badge due to the difficulty of handling and aiming shotguns. All scouts are welcome at Open Shoot sessions to determine their comfort level with shotguns. Please check the Weekly Schedule of Events for Shotgun Open Shoot times.



Cole205 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 **Room:** Outdoor Skills Area
Maximum number of participants: 25
Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Maximum number of participants: 25
Sessions: All

Prerequisites: Scouts should work on requirement 7 prior to camp. Recommended for second year scouts.



Cole107 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 **Room:** Bosco Lake
Minimum Age: 12

Maximum number of participants: 14

Sessions: All

Prerequisites: 2 (BSA Swimmer Test). This is a two-hour per day badge. Scouts must be at least 12 years old.



Cole242 Snork Hike

Snorkel around Lake Bosco exploring our various underwater features.

4-5:30 PM **Days:** We **Room:** Bosco Lake
Maximum number of participants: 20

Sessions: All

Prerequisites: Online sign up is strongly recommended. Check with the Aquatics staff if space is still available at camp.

We cannot accept late arrivals due to the Safety Talk. Snorkeling gear is limited so participants must sign up in advance.

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Cole207 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.

2-3 PM

Days: Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Maximum number of participants: 30

Sessions: All

Prerequisites: None. Scouts are encouraged to work on their 500 word (requirement 7) prior to camp if choosing that option.



Cole208 Space Exploration

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.

11-12 PM

Days: Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Maximum number of participants: 20

Sessions: All

Prerequisites: Please bring rockets and engines for two launches to complete requirement 3, ensuring they are stored safely with an adult.



Cole248 Stand Up Paddleboarding

Stand Up Paddleboarding

10-11 AM

Days: Mo Tu **Room:** Bosco Lake

Maximum number of participants: 4

Sessions: All

10-11 AM

Days: We Th **Room:** Bosco Lake

Maximum number of participants: 4

Sessions: All

3-4 PM

Days: Mo Tu **Room:** Bosco Lake

Maximum number of participants: 4

Sessions: All

3-4 PM

Days: We Th **Room:** Bosco Lake

Maximum number of participants: 4

Sessions: All



Cole108 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 **Room:** Bosco Lake

Maximum number of participants: 25

Sessions: All

10:30-12 PM

Days: Mo Tu We Th **Room:** Bosco Lake

Maximum number of participants: 25

Sessions: All

2-3:30 PM

Days: Mo Tu We Th **Room:** Bosco Lake

Maximum number of participants: 25

Sessions: All

Prerequisites: 2 (BSA Swimmer Test) and 3 (150 yard swim) need to be completed at camp. Young scouts often find that this badge is more physically demanding than they anticipate.

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Cole247 Textile (2004 version)

People use countless fibers and fabrics in their everyday lives: clothes, carpets, curtains, towels, sheets, upholstered furniture. Add to that list boat sails, book bindings, bandages, flags, sleeping bags, mailbags, airbags, seat belts, backpacks, parachutes, umbrellas, basketball nets, and more.

4-5 PM **Days:** We Th **Room:** Crafts Pavilion
Maximum number of participants: 20
Sessions: All
Prerequisites: None.



Cole212 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.

2-3 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company
Maximum number of participants: 25
Sessions: All
Prerequisites: #1; #3a; #3b; #3c; #3d; #3e; #3f; #3g; #3h; #3i; #3j



Cole216 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 **Room:** Ranger's Corner/ Maintenance Shop
Minimum Age: 14
Maximum number of participants: 8
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop
Minimum Age: 14
Maximum number of participants: 8
Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop
Minimum Age: 14
Maximum number of participants: 8
Sessions: All

Prerequisites: None. Scouts must be at least 14 and have close-fitting long sleeve shirt and long pants made of natural fibers. Leather work boots are also required (steel toe preferred).



Cole218 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.

11-12 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Minimum Age: 13
Maximum number of participants: 20
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Minimum Age: 13
Maximum number of participants: 20
Sessions: All
Prerequisites: #4.

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Cole219 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.

- | | |
|----------|---|
| 9-10 AM | Days: Mo Tu We Th Room: Crafts Pavilion
Maximum number of participants: 20
Sessions: All |
| 10-11 AM | Days: Mo Tu We Th Room: Crafts Pavilion
Maximum number of participants: 20
Sessions: All |
| 11-12 PM | Days: Mo Tu We Th Room: Crafts Pavilion
Maximum number of participants: 20
Sessions: All
Prerequisites: #2(a) |