



Hale Scout Reservation 2026

Class Catalog

Event Contacts

| Name | Title | Phone | Email |
|---------------|----------------|------------|-----------------------|
| Roger Findahl | Camp Director | 9183921214 | rfindahl@okscouts.org |
| Paige Draffin | Office Manager | 9183921231 | pdraffin@okscouts.org |



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Hale Scout Reservation 2026: Week 1 at Hale Scout Reservation



HSR69 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 AM **Days:** Mo Tu We Th **Room:** Shooting Sports Complex
Maximum number of participants: 16
Sessions: Week 1

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Shooting Sports Complex
Maximum number of participants: 16
Sessions: Week 1

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Shooting Sports Complex
Maximum number of participants: 16
Sessions: Week 1

2:50-3:50 PM **Days:** Mo Tu We Th **Room:** Shooting Sports Complex
Maximum number of participants: 16
Sessions: Week 1
Prerequisites: Only 1 Period



HSR80 Artificial Intelligence (AI) (2025 version)

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

9-10:10 AM **Days:** Mo Tu We Th **Room:** Technology Center Building
Maximum number of participants: 18
Sessions: Week 1

1:30-2:40 PM **Days:** Mo Tu We Th **Room:** Technology Center Building
Maximum number of participants: 18
Sessions: Week 1



HSR71 ATV Experience

The ATV experience is a half day course. Participants will spend Monday-Thursday learning to operate the 4-wheelers, riding will be done each day of class. On Friday the participants will go on a half day trail ride in the Ouachita National Forest.

9-11:30 AM **Days:** Mo Tu We Th Fr **Room:** ATV Course
Additional Fee: \$125.00
Minimum Age: 14
Maximum number of participants: 10
Sessions: Week 1

1:30-4 PM **Days:** Mo Tu We Th Fr **Room:** ATV Course
Additional Fee: \$125.00
Minimum Age: 14
Maximum number of participants: 10
Sessions: Week 1
Prerequisites: The cost of the ATV course is \$125 and payment is due at the time of sign-up. Refunds can not be made for this course but funds can be transferred to another scout. Participants in the course will need to complete a short online training before arriving at camp. Scouts must bring appropriate riding clothing with them to camp, this consists of a lightweight long sleeve shirt, long pants or jeans and boots that cover the ankle.
NOTE: Must be 14 years or older, Payment must be made at time of sign up.

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HSR3 Aviation

For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird, to float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher than they ever could.

- 10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Technology Center Building
Maximum number of participants: 24
Sessions: Week 1
- 2:50-3:50 PM **Days:** Mo Tu We Th **Room:** Technology Center Building
Maximum number of participants: 24
Sessions: Week 1
Prerequisites: Requirement 4 not covered at camp.



HSR78 Basketry (2015 version)

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.

- 9-10:10 AM **Days:** Mo Tu We Th **Room:** Dutton Tool Craft Center
Maximum number of participants: 36
Sessions: Week 1
- 10:20-11:30 AM **Days:** Mo Tu We Th **Room:** Dutton Tool Craft Center
Maximum number of participants: 36
Sessions: Week 1



HSR5 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:** Scout Craft
Maximum number of participants: 24
Sessions: Week 1
- 10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Scout Craft
Maximum number of participants: 24
Sessions: Week 1
- 1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Scout Craft
Maximum number of participants: 24
Sessions: Week 1
Prerequisites: Requirements 4b, 7a, 7b, 8d, 9a not covered at camp.



HSR6 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.

- 10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Lake Bohannon Aquatics Center
Maximum number of participants: 24
Sessions: Week 1
- 1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Lake Bohannon Aquatics Center
Maximum number of participants: 24
Sessions: Week 1
- 2:50-3:50 PM **Days:** Mo Tu We Th **Room:** Lake Bohannon Aquatics Center
Maximum number of participants: 24
Sessions: Week 1
Prerequisites: must have swimmer's rating

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HSR82 Citizenship in the Nation (2022 version)

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.

10:20-11:30 AM **Days:** Mo Tu We Th **Room:** J. Inhoffe Civics Center
Maximum number of participants: 24
Sessions: Week 1

2:50-4 PM **Days:** Mo Tu We Th **Room:** J. Inhoffe Civics Center
Maximum number of participants: 24
Sessions: Week 1



HSR7 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 **Room:** J. Inhoffe Civics Center
Maximum number of participants: 35
Sessions: Week 1

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** J. Inhoffe Civics Center
Maximum number of participants: 35
Sessions: Week 1
Prerequisites: Requirements 7a, 7b, 7d, and 7e not covered at camp



HSR8 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.

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** AES Winding Stair Trail Center
Maximum number of participants: 24
Sessions: Week 1

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** AES Winding Stair Trail Center
Maximum number of participants: 24
Sessions: Week 1

2:50-3:50 PM **Days:** Mo Tu We Th **Room:** AES Winding Stair Trail Center
Maximum number of participants: 24
Sessions: Week 1



HSR9 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."

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** J. Inhoffe Civics Center
Maximum number of participants: 35
Sessions: Week 1

2:50-3:50 PM **Days:** Mo Tu We Th **Room:** J. Inhoffe Civics Center
Maximum number of participants: 35
Sessions: Week 1
Prerequisites: Requirements 5, 7, and 8 not covered at camp

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HSR64 COPE

Challenging Outdoor Personal Experience. Walk on top of trees as you navigate the HSR C.O.P.E. Course and learn leadership and teamwork in this immersive program.

9-10 AM **Days:** Mo Tu We Th **Room:** AES Winding Stair Trail Center
Minimum Age: 14
Maximum number of participants: 16
Sessions: Week 1
Prerequisites: Must be 14 years or older

23AT1 CPR PRO & First Aid

CPR Pro

9-4 PM **Days:** Mo **Room:** Dining Hall
Additional Fee: \$85.00
Maximum number of participants: 12
Sessions: Week 1
Prerequisites: Cost of class is \$85, payment for this class is due when signing up online and is non refundable but payment can be transfered to another adult. this course will take all afternoon and evening on Monday



HSR81 Cybersecurity (2025 version)

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

10:20-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Technology Center Building
Maximum number of participants: 24
Sessions: Week 1
 2:50-4 PM **Days:** Mo Tu We Th Fr **Room:** Technology Center Building
Maximum number of participants: 24
Sessions: Week 1



HSR11 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.

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Technology Center Building
Maximum number of participants: 24
Sessions: Week 1
 2:50-3:50 PM **Days:** Mo Tu We Th **Room:** Technology Center Building
Maximum number of participants: 24
Sessions: Week 1
Prerequisites: Requirement 1 (Cyber Chip) not covered at camp.

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HSR12 Electricity, Electronics

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.

Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field.

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** J. Inhoffe Civics Center
Maximum number of participants: 24

Sessions: Week 1

2:50-3:50 PM **Days:** Mo Tu We Th **Room:** J. Inhoffe Civics Center
Maximum number of participants: 24

Sessions: Week 1



HSR13 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Scout Craft
Maximum number of participants: 24

Sessions: Week 1

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Scout Craft
Maximum number of participants: 24

Sessions: Week 1

2:50-3:50 PM **Days:** Mo Tu We Th **Room:** Scout Craft
Maximum number of participants: 24

Sessions: Week 1

Prerequisites: You must earn First Aid Merit badge before enrolling in this class. Requirements 2c, 6c, 8b, and 9 not covered at camp.



HSR14 Engineering

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

9-10 AM **Days:** Mo Tu We Th **Room:** Technology Center Building
Maximum number of participants: 24

Sessions: Week 1

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Technology Center Building
Maximum number of participants: 24

Sessions: Week 1



HSR15 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 **Room:** Viersen Nature Center
Maximum number of participants: 24

Sessions: Week 1

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Viersen Nature Center
Maximum number of participants: 24

Sessions: Week 1

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Viersen Nature Center
Maximum number of participants: 24

Sessions: Week 1

2:50-3:50 PM **Days:** Mo Tu We Th **Room:** Viersen Nature Center
Maximum number of participants: 24

Sessions: Week 1

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HSR16 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 AM **Days:** Mo Tu We Th **Room:** Scout Craft

Maximum number of participants: 24

Sessions: Week 1

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Scout Craft

Maximum number of participants: 24

Sessions: Week 1

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Scout Craft

Maximum number of participants: 24

Sessions: Week 1

2:50-3:50 PM **Days:** Mo Tu We Th **Room:** Scout Craft

Maximum number of participants: 24

Sessions: Week 1

Prerequisites: Requirement 1 not covered at camp. Scouts must bring a first aid kit (requirement 2) from home.



HSR17 Fish and Wildlife Management, Soil and Water Conservation

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.

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.

2:50-3:50 PM **Days:** Mo Tu We Th **Room:** Viersen Nature Center

Maximum number of participants: 24

Sessions: Week 1



HSR18 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:** Viersen Nature Center

Maximum number of participants: 24

Sessions: Week 1

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Viersen Nature Center

Maximum number of participants: 24

Sessions: Week 1



HSR19 Forestry

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Viersen Nature Center

Maximum number of participants: 24

Sessions: Week 1

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HSR20 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.

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Dutton Tool Craft Center
Maximum number of participants: 24

Sessions: Week 1

2:50-3:50 PM **Days:** Mo Tu We Th **Room:** Dutton Tool Craft Center
Maximum number of participants: 24

Sessions: Week 1

Prerequisites: Note that this merit badge is NOT video game design.



HSR77 Geocaching (2019 version), Orienteering (2013 version)

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.

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.

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Scout Craft
Maximum number of participants: 24

Sessions: Week 1



HSR23 Horsemanship

In addition to learning how to safely ride and care for horses, Scouts who earn this merit badge will gain an understanding of the instincts and behaviors of horses and humane and effective methods for training horses.

9-10 AM **Days:** Mo Tu We Th **Room:** Horse Corral
Additional Fee: \$125.00

Maximum number of participants: 25

Sessions: Week 1

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Horse Corral
Additional Fee: \$125.00

Maximum number of participants: 25

Sessions: Week 1

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Horse Corral
Additional Fee: \$125.00

Maximum number of participants: 25

Sessions: Week 1

Prerequisites: Payment for this class must be made online at time of sign-up, no refunds can be given for this class but payments can be transferred to other scouts.

This class includes a Friday trail ride.

scouts must bring long pants with them for the Friday trail ride.



23AT3 Introduction to Outdoor Leadership Skills

The Introduction to Outdoor Leader Skills (IOLS) course builds and expands on the concepts and themes introduced in Scoutmaster Position-Specific Training and provides Scouters with the confidence to take youth into the outdoors.

9-4 PM **Days:** Tu We **Room:** Dining Hall
Maximum number of participants: 20

Sessions: Week 1

Prerequisites: Participation in this course is free. Students should expect to spend all day in class and part of free time on Tuesday & Wednesday.

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HSR25 Kayaking

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

- 9-10 AM **Days:** Mo Tu We Th **Room:** Lake Bohannon Aquatics Center
Maximum number of participants: 24
Sessions: Week 1
- 10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Lake Bohannon Aquatics Center
Maximum number of participants: 24
Sessions: Week 1
- 1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Lake Bohannon Aquatics Center
Maximum number of participants: 24
Sessions: Week 1
Prerequisites: Must have swimmer's rating



HSR26 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.

- 1:30-2:40 PM **Days:** Mo Tu We Th **Room:** Dutton Tool Craft Center
Maximum number of participants: 30
Sessions: Week 1
- 2:50-4 PM **Days:** Mo Tu We Th **Room:** Dutton Tool Craft Center
Maximum number of participants: 30
Sessions: Week 1
Prerequisites: Taught concurrently with Basketry.



HSR27 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 AM **Days:** Mo Tu We Th **Room:** Meinig Aquatics Center
Maximum number of participants: 24
Sessions: Week 1
- 1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Meinig Aquatics Center
Maximum number of participants: 24
Sessions: Week 1
Prerequisites: Must have earned Swimming Merit Badge. Only strong swimmers will be able to complete.



HSR28 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.

- 2:50-3:50 PM **Days:** Mo Tu We Th **Room:** Viersen Nature Center
Maximum number of participants: 24
Sessions: Week 1

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HSR68 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.

9-10 AM **Days:** Mo Tu We Th **Room:** J. Inhoffe Trades Building
Maximum number of participants: 24
Sessions: Week 1

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** J. Inhoffe Trades Building
Maximum number of participants: 24
Sessions: Week 1

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** J. Inhoffe Trades Building
Maximum number of participants: 24
Sessions: Week 1



HSR79 Model Design and Building (2026 version)

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.

10:20-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Technology Center Building
Maximum number of participants: 24
Sessions: Week 1

2:50-4 PM **Days:** Mo Tu We Th Fr **Room:** Technology Center Building
Maximum number of participants: 24
Sessions: Week 1



HSR29 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 **Room:** Lake Bohannon Aquatics Center
Maximum number of participants: 16
Sessions: Week 1

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Lake Bohannon Aquatics Center
Maximum number of participants: 16
Sessions: Week 1

2:50-3:50 PM **Days:** Mo Tu We Th **Room:** Lake Bohannon Aquatics Center
Maximum number of participants: 16
Sessions: Week 1
Prerequisites: Must have swimmer's rating. Recommended Scouts be at least 3rd year campers or 14 years of age.



HSR30 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:** Technology Center Building
Maximum number of participants: 24
Sessions: Week 1

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Technology Center Building
Maximum number of participants: 24
Sessions: Week 1

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HSR31 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:** Viersen Nature Center
Maximum number of participants: 24
Sessions: Week 1

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Viersen Nature Center
Maximum number of participants: 24
Sessions: Week 1



HSR33 Oceanography, Weather

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.

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.

9-10:10 AM **Days:** Mo Tu We Th **Room:** Viersen Nature Center
Sessions: Week 1

1:30-2:40 PM **Days:** Mo Tu We Th **Room:** Viersen Nature Center
Sessions: Week 1
Prerequisites: Taught concurrently with Weather



HSR34 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.

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Technology Center Building
Maximum number of participants: 24
Sessions: Week 1

2:50-3:50 PM **Days:** Mo Tu We Th **Room:** Technology Center Building
Maximum number of participants: 24
Sessions: Week 1



HSR35 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.

2:50-3:50 PM **Days:** Mo Tu We Th **Room:** Scout Craft
Maximum number of participants: 24
Sessions: Week 1
Prerequisites: A basic knowledge of knots, lashings and splices is needed.

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HSR36 Plumbing

Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes.

9-10 AM **Days:** Mo Tu We Th **Room:** J. Inhoffe Trades Building
Maximum number of participants: 24
Sessions: Week 1

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** J. Inhoffe Trades Building
Maximum number of participants: 24
Sessions: Week 1

2:50-3:50 PM **Days:** Mo Tu We Th **Room:** J. Inhoffe Trades Building
Maximum number of participants: 24
Sessions: Week 1
Prerequisites: Long pants/ sleeves required.



HSR37 Pottery

The Pottery merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish.

9-10 AM **Days:** Mo Tu We Th **Room:** Dutton Tool Craft Center
Maximum number of participants: 24
Sessions: Week 1



HSR67 Programming and Drone Pilots

Programming Merit Badge

9-10 AM **Days:** Mo Tu We Th **Room:** Technology Center Building
Maximum number of participants: 24
Sessions: Week 1

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Technology Center Building
Maximum number of participants: 24
Sessions: Week 1



HSR38 Reptile and Amphibian Study

Scouts have always 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.

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Viersen Nature Center
Maximum number of participants: 24
Sessions: Week 1
Prerequisites: Requirement 8 not covered at camp

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HSR39 Rifle Shooting (Option A - Modern Cartridge)

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 Room: Shooting Sports Complex Maximum number of participants: 16 Sessions: Week 1 |
| 10:20-11:20 AM | Days: Mo Tu We Th Room: Shooting Sports Complex Maximum number of participants: 16 Sessions: Week 1 |
| 1:30-2:30 PM | Days: Mo Tu We Th Room: Shooting Sports Complex Maximum number of participants: 16 Sessions: Week 1 |
| 2:50-3:50 PM | Days: Mo Tu We Th Room: Shooting Sports Complex Maximum number of participants: 16 Sessions: Week 1 Prerequisites: |



HSR40 Robotics

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career.

| | |
|--------------|--|
| 9-10 AM | Days: Mo Tu We Th Room: J. Inhoffe Civics Center Maximum number of participants: 24 Sessions: Week 1 |
| 1:30-2:30 PM | Days: Mo Tu We Th Room: J. Inhoffe Civics Center Maximum number of participants: 24 Sessions: Week 1 Prerequisites: Requirements 6a, 6b, and 7 not covered at camp |



HSR41 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 AM | Days: Mo Tu We Th Room: Shooting Sports Complex Maximum number of participants: 12 Sessions: Week 1 |
| 10:20-11:20 AM | Days: Mo Tu We Th Room: Shooting Sports Complex Maximum number of participants: 12 Sessions: Week 1 |
| 1:30-2:30 PM | Days: Mo Tu We Th Room: Shooting Sports Complex Maximum number of participants: 12 Sessions: Week 1 |
| 2:50-3:50 PM | Days: Mo Tu We Th Room: Shooting Sports Complex Maximum number of participants: 12 Sessions: Week 1 |

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HSR43 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.

- 10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Lake Bohannon Aquatics Center
Maximum number of participants: 16
Sessions: Week 1
- 1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Lake Bohannon Aquatics Center
Maximum number of participants: 16
Sessions: Week 1
- 2:50-3:50 PM **Days:** Mo Tu We Th **Room:** Lake Bohannon Aquatics Center
Maximum number of participants: 16
Sessions: Week 1
Prerequisites: Must have a swimmer's rating



HSR44 Snow Sports

Skiing and snowboarding are the fastest and most thrilling ways to travel on foot in snow country. These sports also provide the physical benefits of fresh air, rhythmic action, and strenuous exercise. Many games and contests give snow sports variety and added rewards.

- 9-10 AM **Days:** Mo Tu We Th **Room:** AES Winding Stair Trail Center
Maximum number of participants: 24
Sessions: Week 1
- 10:20-11:20 AM **Days:** Mo Tu We Th **Room:** AES Winding Stair Trail Center
Maximum number of participants: 24
Sessions: Week 1
- 1:30-2:30 PM **Days:** Mo Tu We Th **Room:** AES Winding Stair Trail Center
Maximum number of participants: 24
Sessions: Week 1
- 2:50-3:50 PM **Days:** Mo Tu We Th **Room:** AES Winding Stair Trail Center
Maximum number of participants: 24
Sessions: Week 1
Prerequisites: Must wear long pants. Not recommended for 1st year Scouts.



HSR65 Soaring to Eagle

Camp Hale's First Year Camper Program.

During Class time Scouts will focus their time on requirements that are not easy to earn in the troop setting. Our goal at Soaring to Eagle is to assist the scoutmaster with their troops rank advancement program. The new Soaring to Eagle Program is designed as an introduction to camp. Scouts will have the opportunity to explore camp and experience more of the fun activities HSR has to offer. Scouts will start the day at the Soaring to Eagle building, but they will spend most of the time out on the trails. Each day at soaring to eagle is a new experience at a new part of camp.

- 9-11:30 AM **Days:** Mo Tu We Th **Room:** Soaring To Eagle
Maximum number of participants: 50
Sessions: Week 1
- 1:30-4 PM **Days:** Mo Tu We Th **Room:** Soaring To Eagle
Maximum number of participants: 50
Sessions: Week 1
Prerequisites: Soaring to Eagle requires 2 blocks.

Scouts enrolled in Soaring to Eagle will earn the following rank requirements:
Tenderfoot: 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c,
2nd Class: 2a, 2b, 2c, 2d, 3a, 3c, 3d, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6d, 6e
1st Class: 3a, 3b, 3c, 3d, 5a, 6a, 6b, 6c, 6d, 6e, 7a, 7b, 7c

During evening free time, Scouts will be able to earn the Totin' Chip and Fireman Chit. Starting Tuesday, scouts who have already earned their Totin' Chip can work on earning the Paul Bunyan Award.

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HSR46 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Technology Center Building
Maximum number of participants: 24
Sessions: Week 1

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Technology Center Building
Maximum number of participants: 24
Sessions: Week 1



HSR84 Sustainability (2024 version)

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

10:20-11:30 AM **Days:** Mo Tu We Th **Room:** Viersen Nature Center
Maximum number of participants: 30
Sessions: Week 1

2:50-4 PM **Days:** Mo Tu We Th **Room:** Viersen Nature Center
Maximum number of participants: 30
Sessions: Week 1



HSR47 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 AM **Days:** Mo Tu We Th **Room:** Meinig Aquatics Center
Maximum number of participants: 24
Sessions: Week 1

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** Meinig Aquatics Center
Maximum number of participants: 24
Sessions: Week 1

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Meinig Aquatics Center
Maximum number of participants: 24
Sessions: Week 1

2:50-3:50 PM **Days:** Mo Tu We Th **Room:** Meinig Aquatics Center
Maximum number of participants: 24
Sessions: Week 1
Prerequisites: Must have a swimmer's rating



HSR76 Welding (2012 version)

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

10:20-11:20 AM **Days:** Mo Tu We Th **Room:** J. Inhoffe Trades Building
Maximum number of participants: 24
Sessions: Week 1

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** J. Inhoffe Trades Building
Maximum number of participants: 24
Sessions: Week 1

2:50-3:50 PM **Days:** Mo Tu We Th **Room:** J. Inhoffe Trades Building
Maximum number of participants: 24
Sessions: Week 1
Prerequisites: Long pants/ sleeves required.

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23AT2 Wilderness First Aid

Designed for scouts and scout leaders, outdoor enthusiasts and anyone who works or spends time in remote environments, this course teaches advanced skills to be used in emergencies when help from professional first responders may be far away. Based on the Boy Scouts of America Wilderness First Aid Curriculum and Doctrine Guidelines, this course aligns with OSHA's Best Practices for Workplace First Aid Training Programs.

9-4 PM

Days: Th Fr **Room:** Dining Hall

Additional Fee: \$95.00

Maximum number of participants: 10

Sessions: Week 1

Prerequisites: CPR & First Aid is a prerequisite for this course Payment for this course is due due at time of registering online, refunds cannot be given for this class but payments can be transferred . This course will take all day on Thursday & Friday. participants will need to make sure they are free during Thursday evening as well.



HSR52 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.

10:20-11:20 AM

Days: Mo Tu We Th **Room:** Scout Craft

Maximum number of participants: 24

Sessions: Week 1

2:50-3:50 PM

Days: Mo Tu We Th **Room:** Scout Craft

Maximum number of participants: 24

Sessions: Week 1

Prerequisites: Requirement 5 prior to camp. Scouts will need to bring their own survival kit. Must attend overnight camp out to complete.



HSR53 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.

10:20-11:20 AM

Days: Mo Tu We Th **Room:** Dutton Tool Craft Center

Maximum number of participants: 24

Sessions: Week 1

2:50-3:50 PM

Days: Mo Tu We Th **Room:** Dutton Tool Craft Center

Maximum number of participants: 24

Sessions: Week 1

Prerequisites: Scouts may bring their own pocket knife and sharpening stone (NO sheath knives)



HSR73 3D Printing

Discover the exciting world of 3D printing in this hands-on beginner class! Learn the fundamentals of 3D printing technology, including how printers work, filament types, and software. You'll gain experience setting up a print, troubleshooting common issues, and even creating your own simple 3D model.

7:15-7:16 PM

Days: Tu **Room:** Technology Center Building

Sessions: Week 1

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HSR54 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

- 7:15-7:16 PM **Days:** Mo **Room:** Dutton Tool Craft Center
Sessions: Week 1
- 7:15-7:16 PM **Days:** Tu **Room:** Dutton Tool Craft Center
Sessions: Week 1
- 7:15-7:16 PM **Days:** We **Room:** Dutton Tool Craft Center
Sessions: Week 1
- 7:15-7:16 PM **Days:** Th **Room:** Dutton Tool Craft Center
Sessions: Week 1



HSR55 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.

- 7:15-7:16 PM **Days:** Mo Tu **Room:** Viersen Nature Center
Sessions: Week 1
- 7:15-7:16 PM **Days:** We Th **Room:** Viersen Nature Center
Sessions: Week 1
Prerequisites: Requirement 6b not covered at camp



HSR61 BSA Stand Up Paddleboarding

Stand Up Paddleboarding

- 7:15-7:16 PM **Days:** Mo **Room:** Lake Bohannon Aquatics Center
Sessions: Week 1
- 7:15-7:16 PM **Days:** Tu **Room:** Lake Bohannon Aquatics Center
Sessions: Week 1
Prerequisites: Must have a swimmer's rating. NOT a merit badge.



HSR56 Chess

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

- 7:15-7:16 PM **Days:** Mo Tu **Room:** Viersen Nature Center
Sessions: Week 1
- 7:15-7:16 PM **Days:** We Th **Room:** Viersen Nature Center
Sessions: Week 1



HSR59 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.

- 7:15-7:16 PM **Days:** We **Room:** Scout Craft
Sessions: Week 1
- 7:15-7:16 PM **Days:** Th **Room:** Scout Craft
Sessions: Week 1

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HSR58 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.

7:15-7:16 PM **Days:** Mo **Room:** Scout Craft

Sessions: Week 1

7:15-7:16 PM **Days:** Tu **Room:** Scout Craft

Sessions: Week 1

Prerequisites: Requirement 11 and 13 not covered at camp



HSR60 Scouting Heritage

Introduces boys to the history of the Boy Scouts of America. They'll learn it all - from Scouting's beginnings under Lord Baden-Powell to the history of their own troop.

7:15-7:16 PM **Days:** Tu We **Room:** J. Inhoffe Civics Center

Sessions: Week 1



HSR62 Snorkeling BSA

Snorkeling BSA

7:15-7:16 PM **Days:** Tu **Room:** Meinig Aquatics Center

Sessions: Week 1

Prerequisites: Must have a swimmer's rating. NOT a merit badge