Winter Camp 2026 Class Schedule

December 27-30 • Mabee Scout Reservation

Leaders, please review this schedule with your Scouts before selecting classes. Scouts may attend one class in each of the four blocks; each selected class meets in the same block on all three class days. While we do not expect major changes to the schedule, adjustments may be necessary due to attendance, staffing or weather.

Block A	Block B	Block C	Block D
8:30-10:15 a.m.	1:30-3:15 p.m.	3:30-5:15 p.m.	6:30-8:15 p.m.
Dec. 28, 29 and 30	Dec. 27, 28 and 29	Dec. 27, 28 and 29	Dec. 27, 28 and 29

Merit badge locations

Location	Block A	Block B	Block C	Block D
Bartlett Pavilion	Golf	Golf	American Indian Culture	American Indian Culture
Bartlett Training 1	Citizenship in the Community*	Citizenship in the Nation*	Citizenship in the Community*	Citizenship in the Nation*
Bartlett Training 2	Chemistry	Citizenship in the World*	Chemistry	Citizenship in the World*
Dining Hall	First Aid*	Health Care Professions	Competitive Gaming	Competitive Gaming
Hardesty Campsite	Pioneering	Wilderness Survival	Pioneering	Wilderness Survival
Outdoor Kitchen 1	Cooking*	Public Health	Cooking*	Public Health
Outdoor Kitchen 2	Entrepreneurship	Radio	Radio	Entrepreneurship
Outdoor Kitchen 3	Scouting Heritage	Open	Open	Scouting Heritage
Podpechan Park	Hiking*	Hiking*		
Siegfried Hall 1	Artificial Intelligence	Cybersecurity	Artificial Intelligence	Cybersecurity
Siegfried Hall 2	Communications*	Law	Communications*	Law
Siegfried Hall Porch	Signs, Signals & Codes	Disabilities Awareness	Signs, Signals & Codes	Disabilities Awareness
Siegfried Tent	Environmental Science*	Sustainability*	Environmental Science*	Sustainability*
Warehouse	Automotive Maintenance	Safety / Traffic Safety / Fire Safety	Automotive Maintenance	Safety / Traffic Safety / Fire Safety
Wozencraft Campsite	Emergency Preparedness*	Orienteering	Emergency Preparedness*	Orienteering

* Eagle-required merit badge or Eagle-required option. Safety / Traffic Safety / Fire Safety is listed as a combined class offering.

Class registration opens November 2 at 5 p.m. and runs through December 22. Scouts must be paid in full and select classes online to reserve a space. Classes have enrollment limits and no additional merit badge fees. For changes after December 22, email rfindahl@okscouts.org.

Free Time and Adult Training

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Morning free time

December 28 and 29 • 10:30 a.m.–12:15 p.m.

Activity	Location
Open rifle, shotgun and archery	Respective ranges
Climbing wall	Dining Hall
Pedal carts	Parade Ground
RC construction vehicle sand pit	Siegfried Hall

Evening activities

8:30–10:30 p.m. each evening, December 27–29

Date	Activities and locations
Dec. 27	Board games and Mario Kart tournament — Dining Hall Dungeons & Dragons — Siegfried Hall
Dec. 28	Movie night — Dining Hall Super Smash Bros. tournament — Bartlett Training Center Dungeons & Dragons — Siegfried Hall
Dec. 29	Trivia night — Dining Hall Frost-Fire Fellowship — Amphitheater
All three nights	Branding — Dining Hall Porch

Register online for video game tournaments along with merit badge selections. Sign up early for Dungeons & Dragons to reserve a seat. Bring an item suitable for branding, such as a hiking stick, hat or leather item.

Adult leader training

Training	Dates and times	Fee
Red Cross First Aid and CPR/AED	Dec. 27 • 1:30–8:30 p.m.	$75
Red Cross Wilderness First Aid	Dec. 28–29 • 8:30 a.m.–5:15 p.m. both days	$90
Introduction to Outdoor Leader Skills	Dec. 28–29 • 8:30 a.m.–5:15 p.m. both days	Free for registered camp leaders

Both days are required for Wilderness First Aid and IOLS. Wilderness First Aid requires current CPR certification; CPR/AED is not included in that course.

Leader reminders

Check in December 27 from 9–11 a.m.; the leaders meeting is at noon in Siegfried Hall. Scoutmaster coffee is at 7 a.m. December 28–30. Camp concludes after Block A on December 30; depart by 11 a.m.

Earn the Yeti Squad patch: Youth enroll in three merit badge classes, participate in two different free-time activities and three nightly activities, and have an item branded. Adults attend a Scoutmaster coffee, participate in three nightly activities, volunteer in a program area, dining hall or trading post, and have an item branded.