



Heritage High School
3960 Poplar Springs Rd, Ringgold

Check-in starts at 8:00am

2026 Merit Badge College

Class Catalog

Event Contacts

Name	Title	Phone	Email
Jonathan Raines	Merit Badge College Chair		jraines1976@yahoo.com
Brent Baker	Council Program Director	4237137637	brent.baker@scouting.org

Visit www.scoutingevent.com/556-MBCollege to register

Scouting America
Cherokee Area Council (TN)



Class Catalog
2026 Merit Badge College 045 at Heritage High School

Merit Badge College (Scheduled Classes)

MBC2 9-12 PM



American Heritage

Every Scout swears to an oath that includes duty to his country. A better understanding of American heritage, the ways in which the past has lead to our present nation, is key to truly knowing what it means to be an American.

Maximum number of participants: 15

Prerequisites: Scouts should prepare for Req 3c in advance.

NOTE: COMPLETE

MBC64 9-12 PM



American Labor

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

Maximum number of participants: 15

NOTE: COMPLETE

MBC65 9-12 PM



Animation

In Animation merit badge you'll learn how to create animations, the ways in which animation is used and the fun and exciting career opportunities in animation.

Maximum number of participants: 15

NOTE: COMPLETE

MBC66 9-4 PM



Archery - FULL DAY

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.

Additional Fee: \$15.00

Maximum number of participants: 8

NOTE: COMPLETE

MBC44 9-12 PM



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

Maximum number of participants: 15

NOTE: COMPLETE

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MBC67 9-12 PM



Artificial Intelligence (AI)

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

Maximum number of participants: 15

Prerequisites: Scouts must bring a laptop computer for this class.

NOTE: COMPLETE

MBC68 9-12 PM



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.

Maximum number of participants: 15

Prerequisites: Scouts must bring a notebook to class.

NOTE: COMPLETE

MBC84 9-4 PM



Camping - FULL DAY

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.

Maximum number of participants: 15

Prerequisites: Scouts should bring a loaded backpack for a gear shakedown.

NOTE: PARTIAL - Reqs not covered: 4b, 8d, 9, 10

MBC36 9-12 PM



Chemistry

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you become a chemist.

Maximum number of participants: 15

NOTE: COMPLETE

MBC3 9-12 PM



Chess

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

Maximum number of participants: 14

NOTE: COMPLETE

MBC4 9-12 PM



Citizenship in Society

The focus of the Citizenship in Society merit badge is to provide you with information on diversity, equity, inclusion, and ethical leadership. You'll learn why these qualities are important in society and in Scouting, as well as how to help other people at all times and serve as a leader and an upstander.

Maximum number of participants: 10

NOTE: COMPLETE - Scouts will be divided into groups of 5, each with its own MB Counselor.

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MBC45 9-12 PM



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.

Maximum number of participants: 15

NOTE: PARTIAL - Reqs not covered: 3a, 3b, 5, 7c

MBC5 9-12 PM



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.

Maximum number of participants: 15

NOTE: COMPLETE

MBC69 9-12 PM



Collections

Discover how collecting can be an educational and financially rewarding pastime with the Collections Merit Badge. Scouts will prepare a brief written report, give a detailed description, and explain the development of their collection while demonstrating the knowledge of preserving and displaying their most prized possessions.

Maximum number of participants: 15

Prerequisites: Scouts must bring a portion of their personal collection to class. (Coin and Stamp collections do not count as part of this MB.)

NOTE: COMPLETE

MBC6 9-12 PM



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."

Maximum number of participants: 15

NOTE: PARTIAL - Reqs not covered: 8

MBC70 9-12 PM



Cybersecurity

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

Maximum number of participants: 15

Prerequisites: Scouts must bring a laptop computer for this class.

NOTE: COMPLETE

MBC7 9-12 PM



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.

Maximum number of participants: 15

Prerequisites: Scouts should bring a laptop computer, iPad, or other digital device.

NOTE: COMPLETE

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MBC71 9-12 PM



Drafting

Drafting is a highly refined form of drawing used to communicate ideas to engineers, architects, and craftspeople. In earning this badge, Scouts learn the importance of accuracy and simplicity in developing a drawing that shows precise details in a simple format.

Maximum number of participants: 10

NOTE: COMPLETE

MBC72 9-12 PM



Electricity

Learn why electricity plays a significant role in the economy and how energy consumption impacts our daily lives with the Electricity Merit badge. Scouts will demonstrate how to respond to electrical emergencies, explain how a fuse blows or a circuit breaker trips, and complete an electrical home safety inspection. The Electricity Merit Badge is an excellent opportunity for Scouts to learn how to read an electric meter and determine their household's energy cost from meter readings.

Maximum number of participants: 15

NOTE: PARTIAL - Reqs not covered: 2

MBC38 9-4 PM



Emergency Preparedness - FULL DAY

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.

Maximum number of participants: 15

NOTE: PARTIAL - Reqs not covered: 2a, 2c, 9

MBC47 9-12 PM



Entrepreneurship

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

Maximum number of participants: 15

NOTE: COMPLETE

MBC8 9-12 PM



Family Life

The family is the basic unit of society and is important to both individuals and communities. The world is rapidly changing, making today's society much more complex than ever before. As Scouts earn this merit badge, they will realize why it is important to know more about family life and how to strengthen their families.

Maximum number of participants: 15

NOTE: PARTIAL - Reqs not covered: 3, 4, 5a-c, 6b

MBC23 9-12 PM



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.

Maximum number of participants: 15

NOTE: COMPLETE

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MBC55 9-12 PM



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.

Maximum number of participants: 15

NOTE: COMPLETE

MBC61 9-12 PM



Genealogy

Exploring your roots - where your family name came from, why your family lives where it does, what your parents and grandparents did for fun when they were your age - can be fascinating. Discovering your ancestors back through history is what genealogy is all about.

Maximum number of participants: 15

NOTE: COMPLETE

MBC57 9-12 PM



Health Care Professions

Explore the different types of the healthcare fields and professions with the Health Care Professions Merit Badge. Scouts will learn how professionals in different health care fields work together to keep people healthy. The Health Care Professions Merit Badge generates excitement for a possible career in the healthcare industry.

Maximum number of participants: 15

NOTE: COMPLETE

MBC80 9-4 PM



Lifesaving - FULL DAY

No 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.

Maximum number of participants: 10

Prerequisites: #2a

NOTE: SCOUTS WILL ARRIVE AND DEPART AT CHOO CHOO DIVE SHOP (3739 Powers Court, Chattanooga). DO NOT COME TO HERITAGE HIGH SCHOOL FOR THIS CLASS.

MBC50 9-12 PM



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.

Maximum number of participants: 15

NOTE: COMPLETE

MBC51 9-12 PM



Oceanography

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.

Maximum number of participants: 15

NOTE: COMPLETE

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MBC27 9-12 PM



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.

Maximum number of participants: 15

NOTE: PARTIAL - Reqs not covered: 1b(2), 2c, 2d, 8c, 8d

MBC14 9-12 PM



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.

Maximum number of participants: 15

NOTE: COMPLETE

MBC79 9-4 PM



Pioneering - FULL DAY

Pioneering—the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars—is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

Maximum number of participants: 15

NOTE: COMPLETE

MBC16 9-12 PM



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.

Maximum number of participants: 15

NOTE: COMPLETE

MBC30 9-12 PM



Radio

Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can't reply) as well as two-way radio (where the same person can both receive and send messages).

Maximum number of participants: 15

NOTE: COMPLETE

MBC81 9-12 PM



Safety

Knowing about safety helps Scouts to make the right choices and to take the best actions to avoid accidents by making informed choices in their everyday activities and to respond appropriately during an emergency situation.

Maximum number of participants: 15

NOTE: COMPLETE

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MBC82 9-12 PM



Search and Rescue

A search is an emergency situation requiring a team of trained searchers to locate a missing person. A rescue is an emergency situation where a person's location is known - perhaps having just been found by searchers - and he or she must be removed from danger and returned to safety. By working on the Search and Rescue merit badge, you will learn and practice many skills that may someday save a life.

Maximum number of participants: 15

NOTE: COMPLETE

MBC59 9-12 PM



Sustainability

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

Maximum number of participants: 15

NOTE: COMPLETE

MBC1 1-4 PM



American Business

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

Maximum number of participants: 15

NOTE: COMPLETE

MBC63 1-4 PM



American Indian Culture

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

Maximum number of participants: 15

NOTE: COMPLETE

MBC43 1-4 PM



Architecture

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

Maximum number of participants: 15

NOTE: COMPLETE

MBC67 1-4 PM



Artificial Intelligence (AI)

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

Maximum number of participants: 15

Prerequisites: Scouts must bring a laptop computer for this class.

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NOTE: COMPLETE

MBC4 1-4 PM



Citizenship in Society

The focus of the Citizenship in Society merit badge is to provide you with information on diversity, equity, inclusion, and ethical leadership. You'll learn why these qualities are important in society and in Scouting, as well as how to help other people at all times and serve as a leader and an upstander.

Maximum number of participants: 10

NOTE: COMPLETE - Scouts will be divided into groups of 5, each with its own MB Counselor.

MBC21 1-4 PM



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.

Maximum number of participants: 15

NOTE: COMPLETE

MBC53 1-4 PM



Coin Collecting

Coin collecting is one of the oldest of all hobbies. Hoards of ancient coins found in excavations indicate that coins were one of the first collectibles. From earliest times, people valued coins not only as a means of trading and storing wealth, but also as miniature works of art.

Maximum number of participants: 15

NOTE: COMPLETE

MBC70 1-4 PM



Cybersecurity

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

Maximum number of participants: 15

Prerequisites: Scouts must bring a laptop computer for this class.

NOTE: COMPLETE

MBC22 1-4 PM



Disabilities Awareness

Look around at the Scouts in your unit, the members of your sports teams, and the kids in your class - you will see that each person has their own personalities, distinct interests and ideas, different physical features, and different strengths and needs.

Maximum number of participants: 15

NOTE: PARTIAL - Reqs not covered: 2

MBC73 1-4 PM



Electronics

The Electronics Merit Badge is a fun, STEM-based merit badge that will inspire Scouts to pursue a possible career in Electronics. Scouts will learn about capacitors, transistors, and resistors while grasping the basic principles of digital techniques and demonstrating how to build a control device circuit. Understand the behaviors of

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electronics and learn safety precautions when using, building, altering, or repairing electronic devices with the Electronics Merit Badge.

Maximum number of participants: 15

NOTE: COMPLETE

MBC39 1-4 PM



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.

Maximum number of participants: 15

Prerequisites: Scouts should prepare for Req 1 & 2 in advance.

NOTE: PARTIAL - Reqs not covered: 1, 2

MBC54 1-4 PM



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.

Maximum number of participants: 15

NOTE: PARTIAL - Reqs not covered: 2a, 2b

MBC11 1-4 PM



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.

Maximum number of participants: 15

NOTE: COMPLETE

MBC74 1-4 PM



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.

Maximum number of participants: 15

NOTE: PARTIAL - Reqs not covered: 5

MBC75 1-4 PM



Golf (Disc Golf Track)

Golf is unique because the players police themselves. Other sports depend upon referees or umpires to apply penalties when there are infractions of the rules. In golf, every player is expected to act honorably, and the welfare and integrity of the game rely on every player's honesty. This is why golf often is referred to as a "gentleman's game."

Maximum number of participants: 15

NOTE: COMPLETE

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MBC76

1-4 PM



Landscape Architecture

Landscape architects design and plan the various outdoor spaces in modern communities - neighborhood parks, soccer fields, school grounds, places of worship, office parks, shopping malls, cemeteries, and lakes - creating outdoor places that people will care about and want to visit.

Maximum number of participants: 10

NOTE: COMPLETE

MBC13

1-4 PM



Law

Earning this merit badge enables a Scout to learn about the history and kinds of laws, the purpose and methods of law enforcement, consumer protection agencies, emerging law, and careers in the legal profession.

Maximum number of participants: 15

NOTE: COMPLETE

MBC77

1-4 PM



Mining in Society

The Mining in Society merit badge covers the history of mining, explores the status of mining in the 21st century, and introduces Scouts to modern mining careers.

Maximum number of participants: 15

NOTE: COMPLETE

MBC78

1-4 PM



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.

Maximum number of participants: 15

NOTE: COMPLETE

MBC25

1-4 PM



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.

Maximum number of participants: 15

NOTE: COMPLETE

MBC26

1-4 PM



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.

Maximum number of participants: 15

NOTE: PARTIAL - Reqs not covered: 5c, 7

MBC28

1-4 PM



Pets

Pet ownership is a mixture of fun, excitement, responsibility, commitment, expense, and learning. Besides providing a window into the animal world, owning pets gives us opportunities to participate in activities that strengthen the human-animal bond. Pet ownership teaches us about the responsibility we have to the other living beings on this planet, and pets can be just plain fun.

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Maximum number of participants: 15

NOTE: PARTIAL - Reqs not covered: 1, 4a, 4b

MBC29 1-4 PM



Programming

Earning the Programming merit badge will take you "behind the screen" for a look at the complex codes that make digital devices useful and fun.

Maximum number of participants: 15

Prerequisites: Scouts should bring a laptop computer, iPad, or other digital device.

NOTE: COMPLETE

MBC15 1-4 PM



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.

Maximum number of participants: 15

Prerequisites: Scouts should prepare their speech for Req 4 in advance.

NOTE: COMPLETE

MBC58 1-4 PM



Salesmanship

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

Maximum number of participants: 15

NOTE: PARTIAL - Reqs not covered: 5

MBC31 1-4 PM



Scouting Heritage

Introduces youth 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.

Maximum number of participants: 15

NOTE: COMPLETE

MBC83 1-4 PM



Signs, Signals, and Codes

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

Maximum number of participants: 15

NOTE: COMPLETE

MBC42 1-4 PM



Skating - Inline Skates

This merit badge introduces Scouts to the exciting world of ice skating, roller skating, and in-line skating. In addition to being an enjoyable leisure activity that promotes fitness, there are a variety of athletic careers in skating.

Maximum number of participants: 15

Prerequisites: Scouts MUST provide their own skates, helmet, elbow and knee pads.

NOTE: COMPLETE

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MBC18 1-4 PM



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.

Maximum number of participants: 15

NOTE: COMPLETE

MBC32 1-4 PM



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.

Additional Fee: \$15.00

Maximum number of participants: 15

NOTE: COMPLETE

MBC34 1-4 PM



Traffic Safety

Staying safe in traffic wherever you live is getting more difficult all the time, as more and more people take to the road. Earning the Traffic Safety merit badge and will give Scouts some crucial tools to stay safer, when driving a car on a highway, riding a bike across town, or jogging across a busy street.

Maximum number of participants: 15

NOTE: COMPLETE