



2026 Summer Camp - Trevor Rees-Jones Scout Camp Class Catalog

Event Contacts

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Class Catalog

2026 Summer Camp - Trevor Rees-Jones Scout Camp: Week 1 at Clements Scout Ranch/Trevor Rees-Jones Scout

2026 TRJ Summer Camp (Scheduled Classes)



26TR47 Animal Science (2025 version), Veterinary Medicine (2026 version)

Cattle, horses, sheep, goats, hogs, poultry, and other domesticated animals are important to people for many reasons. They supply us with food and clothing, we use them for recreational purposes, they work with and for us.

The field of veterinary medicine in the 21st century is one of the most exciting medical professions in which to work. The skills of a veterinarian are practiced with cutting-edge technology and treatment options, and the profession offers a wide range of career choices.

9-10:50 AM **Days:** Mo Tu We Th **Room:** Lower Corral
Additional Fee: \$20.00
Maximum number of participants: 20
Sessions: Week 1



26TR1 Animation (2015 version)

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.

9-9:50 AM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 1
2-2:50 PM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 1



26TR20 Archery (2025 version)

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.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Shooting Sports Area
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1
11-11:50 AM **Days:** Mo Tu We Th **Room:** Shooting Sports Area
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1
3-3:50 PM **Days:** Mo Tu We Th **Room:** Shooting Sports Area
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1



26TR11 Art (2014 version)

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

9-9:50 AM **Days:** Mo Tu We Th **Room:** Handicraft Area
Additional Fee: \$5.00
Maximum number of participants: 20
Sessions: Week 1
11-11:50 AM **Days:** Mo Tu We Th **Room:** Handicraft Area
Additional Fee: \$5.00
Maximum number of participants: 20
Sessions: Week 1
3-3:50 PM **Days:** Mo Tu We Th **Room:** Handicraft Area
Additional Fee: \$5.00
Maximum number of participants: 20
Sessions: Week 1

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26TR16 Astronomy (2025 version)

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

10-10:50 AM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 20
Sessions: Week 1

3-3:50 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 20
Sessions: Week 1

Prerequisites: Note: The Stargazing Party will take place one evening (late). Completion of this merit badge is dependent on weather conditions, as stargazing is a required element of the merit badge.



26TR37 ATV (unknown version)

We are pleased to feature a fleet of Polaris 4-wheelers as one of the program offerings this summer. This opportunity is for Scouts 14 years of age and older. There will be an additional \$100 charge to participate in the program which will be added to the unit invoice in Black Pug. During the course, the Scouts will earn the ATV Safety Institute Rider certification and get a chance to experience a rare opportunity to see some of the over 2,000 acres of land on the back of a four-wheeler.

9-10:50 AM **Days:** Mo Tu We Th **Room:** ATV Area
Additional Fee: \$100.00
Maximum number of participants: 8
Sessions: Week 1

2-3:50 PM **Days:** Mo Tu We Th **Room:** ATV Area
Additional Fee: \$100.00
Maximum number of participants: 8
Sessions: Week 1

Prerequisites: IMPORTANT NOTE: Scouts taking the ATV Experience MUST take the online safety course PRIOR to attending summer camp at atvsafety.org. Please keep in mind that this course is about 2 hours long and Scouts will need to bring a copy of their certificate of completion (<https://atvsafety.org/atv-ecourse/>) and a signed ASI ATV safety course general release waiver.

Required items: Long sleeved shirt, pants (no shorts), and shoes that cover the ankles are required to be worn during class.



26TR12 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.

11-11:50 AM **Days:** Mo Tu We Th **Room:** Handicraft Area
Additional Fee: \$10.00
Maximum number of participants: 20
Sessions: Week 1

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26TR30 Camping (2024 version)

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.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Scout Skills Area
Maximum number of participants: 20
Sessions: Week 1

11-11:50 AM **Days:** Mo Tu We Th **Room:** Scout Skills Area
Maximum number of participants: 20
Sessions: Week 1

3-3:50 PM **Days:** Mo Tu We Th **Room:** Scout Skills Area
Maximum number of participants: 20
Sessions: Week 1



26TR25 Canoeing (2024 version)

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.

10-10:50 AM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 20
Sessions: Week 1

2-2:50 PM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 20
Sessions: Week 1
Prerequisites: Must be classified as a Swimmer before taking the course.



26TR2 Chess (2013 version)

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

10-10:50 AM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 1

3-3:50 PM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 1



26TR6 Citizenship in the Community (2025 version)

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.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Maximum number of participants: 20
Sessions: Week 1

2-2:50 PM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Maximum number of participants: 20
Sessions: Week 1

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26TR7 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.

10-10:50 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Maximum number of participants: 20
Sessions: Week 1

2-2:50 PM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Maximum number of participants: 20
Sessions: Week 1



26TR8 Citizenship in the World (2016 version)

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.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Maximum number of participants: 20
Sessions: Week 1

10-10:50 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Maximum number of participants: 20
Sessions: Week 1

11-11:50 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Maximum number of participants: 20
Sessions: Week 1

2-2:50 PM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Maximum number of participants: 20
Sessions: Week 1



26TR38 Climbing (2025 version)

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.

2-3:50 PM **Days:** Mo Tu We Th **Room:** Climbing Tower
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1



26TR9 Communication (2014 version), Public Speaking (2003 version)

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."

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.

10-10:50 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Maximum number of participants: 20
Sessions: Week 1

11-11:50 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Maximum number of participants: 20
Sessions: Week 1

2-2:50 PM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Maximum number of participants: 20
Sessions: Week 1

3-3:50 PM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Maximum number of participants: 20
Sessions: Week 1

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26TR31 Cooking (2025 version)

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.

- 9-9:50 AM **Days:** Mo Tu We Th **Room:** Scout Skills Area
Additional Fee: \$20.00
Maximum number of participants: 20
Sessions: Week 1
- 10-10:50 AM **Days:** Mo Tu We Th **Room:** Scout Skills Area
Additional Fee: \$20.00
Maximum number of participants: 20
Sessions: Week 1
- 11-11:50 AM **Days:** Mo Tu We Th **Room:** Scout Skills Area
Additional Fee: \$20.00
Maximum number of participants: 20
Sessions: Week 1
- 2-2:50 PM **Days:** Mo Tu We Th **Room:** Scout Skills Area
Additional Fee: \$20.00
Maximum number of participants: 20
Sessions: Week 1
- 3-3:50 PM **Days:** Mo Tu We Th **Room:** Scout Skills Area
Additional Fee: \$20.00
Maximum number of participants: 20
Sessions: Week 1



26TR39 COPE (Challenging Outdoor Personal Experience)

Youth 13 years of age and older can sign up to be tested on our week-long course. COPE stands for Challenging Outdoor Personal Experience and our focus at COPE is to have Scouts take a step outside of their comfort zone while accomplishing activities they did not think they were capable of.

Scouts will be immersed in learning leadership skills, teamwork, trust, and communication. The whole week will be spent engaging in team building activities that test their mental fortitude by participating in low and high ropes course elements. The final day of COPE is spent having fun doing the high elements such as the zipline, power pole, and screamer.

- 9-11:50 AM **Days:** Mo Tu We Th Fr **Room:** COPE Area
Additional Fee: \$15.00
Maximum number of participants: 10
Sessions: Week 1
Prerequisites: Required Items: You must wear closed-toed shoes (no crocs), long hair needs to be pulled back, and bring a water bottle.



26TR49 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.

- 11-11:50 AM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 1

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26TR32 Emergency Preparedness (2025 version)

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.

11-11:50 AM **Days:** Mo Tu We Th **Room:** Scout Skills Area
Maximum number of participants: 20
Sessions: Week 1

3-3:50 PM **Days:** Mo Tu We Th **Room:** Scout Skills Area
Maximum number of participants: 20
Sessions: Week 1



26TR17 Environmental Science (2025 version)

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.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 20
Sessions: Week 1

11-11:50 AM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 20
Sessions: Week 1



26TR51 Fingerprinting (2025 version)

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.

7:15-8 PM **Days:** We **Room:** Scout Skills Area
Sessions: Week 1

8-8:45 PM **Days:** We **Room:** Scout Skills Area
Sessions: Week 1
Prerequisites: NOTE: This is offered ONLY at Wild West Wednesday during evening program.



26TR48 Fire Safety (2025 version)

The ability to use fire safety 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.

10-10:50 AM **Days:** Mo Tu We Th **Room:** Scout Skills Area
Maximum number of participants: 20
Sessions: Week 1

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26TR33 First Aid (2025 version)

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.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Scout Skills Area

Maximum number of participants: 20

Sessions: Week 1

10-10:50 AM **Days:** Mo Tu We Th **Room:** Scout Skills Area

Maximum number of participants: 20

Sessions: Week 1

2-2:50 PM **Days:** Mo Tu We Th **Room:** Scout Skills Area

Maximum number of participants: 20

Sessions: Week 1

3-3:50 PM **Days:** Mo Tu We Th **Room:** Scout Skills Area

Maximum number of participants: 20

Sessions: Week 1

Prerequisites: Note: To complete this badge, you will need to demonstrate to your counselor that you have current knowledge of all first-aid requirements for Tenderfoot, Second Class, and First Class ranks.



26TR46 First Year Camper

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

This is a 2-hour class that we offer from 9 a.m. to 11 a.m. and 2 p.m. to 4 p.m. We designed this program for the Scouts in their first year with a Scout BSA troop. They will spend their time focusing on basic Scouting skills and having FUN!!!

9-10:50 AM **Days:** Mo Tu We Th **Room:** First Year Camper Area

Maximum number of participants: 20

Sessions: Week 1

2-3:50 PM **Days:** Mo Tu We Th **Room:** First Year Camper Area

Maximum number of participants: 20

Sessions: Week 1



26TR18 Fishing (2021 version)

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."

9-9:50 AM **Days:** Mo Tu We Th **Room:** Fishing Dock and Pavilion

Maximum number of participants: 20

Sessions: Week 1

10-10:50 AM **Days:** Mo Tu We Th **Room:** Fishing Dock and Pavilion

Maximum number of participants: 20

Sessions: Week 1

11-11:50 AM **Days:** Mo Tu We Th **Room:** Fishing Dock and Pavilion

Maximum number of participants: 20

Sessions: Week 1



26TR19 Fly Fishing (2024 version)

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.

2-3:50 PM **Days:** Mo Tu We Th **Room:** Fishing Dock and Pavilion

Maximum number of participants: 20

Sessions: Week 1

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26TR45 High Adventure Program

The High Adventure Program at Trevor Rees-Jones Scout Camp is built for Scouts ready to take full advantage of everything camp has to offer. Participants will shoot black powder rifles, ride horseback on the trail, and hike to Meisenbach for lunch on the trail. The program also includes an off-site zipline experience at New York Zip Adventures and the potential opportunity to experience scuba diving on Friday or an ATV trail ride (ASI Rider card required).

Designed for older Scouts seeking challenge and adventure, this program pushes participants to try new skills, step outside their comfort zone, and make the most of their week at camp.

9-11:50 AM **Days:** Mo Tu We Th **Room:** High Adventure Area
Additional Fee: \$100.00
Maximum number of participants: 10
Sessions: Week 1
Prerequisites: Note: For horseback riding/ATVs (Monday/Friday), Scouts must wear long pants and closed-toe shoes, and a long-sleeved shirt is recommended. Long hair must be tied back. For the hike (Tuesday), Scouts should bring comfortable shoes and a water bottle.



26TR41 Horsemanship (2014 version)

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.

11-11:50 AM **Days:** Mo Tu We Th **Room:** Lower Corral
Additional Fee: \$50.00
Maximum number of participants: 10
Sessions: Week 1

2-2:50 PM **Days:** Mo Tu We Th **Room:** Lower Corral
Additional Fee: \$50.00
Maximum number of participants: 10
Sessions: Week 1

3-3:50 PM **Days:** Mo Tu We Th **Room:** Lower Corral
Additional Fee: \$50.00
Maximum number of participants: 10
Sessions: Week 1
Prerequisites: Note: Scouts must wear long pants and closed-toe shoes, and a long-sleeved shirt is recommended. Long hair must be tied back.



26TR52 Insect Study (2025 version), Nature (2025 version)

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

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.

2-2:50 PM **Days:** Mo Tu We Th **Room:** Nature Area
Additional Fee: \$5.00
Maximum number of participants: 20
Sessions: Week 1

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26TR43 Instructional Swim

Swimming is a lot of fun and can be a great part of a camp experience. We want to help you learn to swim with confidence and help you with skills needed to pass the BSA Swim Test.

10-10:50 AM **Days:** Mo Tu We Th **Room:** Swimming Pool Pavilion
Maximum number of participants: 20
Sessions: Week 1

2-2:50 PM **Days:** Mo Tu We Th **Room:** Swimming Pool Pavilion
Maximum number of participants: 20
Sessions: Week 1



26TR26 Kayaking (2020 version)

Kayaking has become one of the fastest-growing paddlesports in the United States. This merit badge will introduce you to recreational kayaking and help prepare you for advanced paddlesports such as tour/sea and whitewater kayaking.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Waterfront
Additional Fee: \$10.00
Maximum number of participants: 20
Sessions: Week 1

3-3:50 PM **Days:** Mo Tu We Th **Room:** Waterfront
Additional Fee: \$10.00
Maximum number of participants: 20
Sessions: Week 1
Prerequisites: Must be classified as a Swimmer to take this course.



26TR13 Leatherwork (2017 version)

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.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Handicraft Area
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1

11-11:50 AM **Days:** Mo Tu We Th **Room:** Handicraft Area
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1

2-2:50 PM **Days:** Mo Tu We Th **Room:** Handicraft Area
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1



26TR27 Lifesaving (2021 version)

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.

9-10:50 AM **Days:** Mo Tu We Th **Room:** Swimming Pool Pavilion
Maximum number of participants: 20
Sessions: Week 1

2-3:50 PM **Days:** Mo Tu We Th **Room:** Swimming Pool Pavilion
Maximum number of participants: 20
Sessions: Week 1
Prerequisites: Note: Must have already earned the Swimming Merit Badge before starting the Lifesaving Merit Badge.

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26TR3 **Moviemaking (2014 version), Photography (2024 version)**

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.

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

11-11:50 AM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20

Sessions: Week 1

3-3:50 PM **Days:** Mo Tu We Th **Room:** STEM
Maximum number of participants: 20
Sessions: Week 1



26TR50 **NRA FIRST Steps Pistol**

The FIRST Steps program is designed to be a four-hour safety and marksmanship training course. Scouts BSA members who are over the age of 14, or are 13 and have completed the eighth grade, may participate in this activity. All youth participants are required to have written permission from their parent or guardian to fire a handgun before they can take part in the program.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Shooting Sports Area
Additional Fee: \$35.00

Maximum number of participants: 15

Sessions: Week 1

Prerequisites: Note: Scouts must be either 14 or 13 and completed the 8th grade. A signed waiver is required to participate.



26TR34 **Orienteering (2013 version)**

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.

10-10:50 AM **Days:** Mo Tu We Th **Room:** Scout Skills Area
Maximum number of participants: 20

Sessions: Week 1

2-2:50 PM **Days:** Mo Tu We Th **Room:** Scout Skills Area
Maximum number of participants: 20
Sessions: Week 1



26TR10 **Personal Fitness (2023 version), Sports (2025 version)**

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.

Millions of people participate in sports every year. For some the appeal is the close friendships that come with being part of a team. Some revel in the joy of victory and lessons of defeat. For some, the personal fitness is so important that exercise becomes a daily need. And still others desire the feeling of achievement, that feeling of measurable improvement that comes with dedication to a sport.

11-11:50 AM **Days:** Mo Tu We Th **Room:** Eagle's Landing
Maximum number of participants: 20

Sessions: Week 1

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26TR35 Pioneering (2022 version)

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.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Scout Skills Area
Maximum number of participants: 20
Sessions: Week 1



26TR21 Rifle Shooting (2025 version)

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.

10-11:50 AM **Days:** Mo Tu We Th **Room:** Shooting Sports Area
Additional Fee: \$20.00
Maximum number of participants: 20
Sessions: Week 1

2-3:50 PM **Days:** Mo Tu We Th **Room:** Shooting Sports Area
Additional Fee: \$20.00
Maximum number of participants: 20
Sessions: Week 1
Prerequisites: Rifle Shooting (Option A - Modern Cartridge) (2019)



26TR4 Robotics (2011 version)

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.

9-9:50 AM **Days:** Mo Tu We Th **Room:** STEM
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1



26TR28 Rowing (2021 version)

Rowing is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.

11-11:50 AM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 20
Sessions: Week 1
Prerequisites: Note: Must be classified as a Swimmer to take this course.



26TR14 Sculpture (2008 version)

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.

2-2:50 PM **Days:** Mo Tu We Th **Room:** Handicraft Area
Additional Fee: \$5.00
Maximum number of participants: 20
Sessions: Week 1

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26TR22 Shotgun Shooting (2025 version)

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.

2-3:50 PM **Days:** Mo Tu We Th **Room:** Shooting Sports Area
Additional Fee: \$55.00
Maximum number of participants: 20
Sessions: Week 1
Prerequisites: IMPORTANT NOTE: the Shotgun requires a certain amount of strength and control to use. It is the responsibility of the Shotgun instructor to decide if the Scout's ability is sufficient for safe operation of a shotgun. If the Scout does not meet the minimum they will be reassigned to a different merit badge.



26TR5 Space Exploration (2020 version)

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.

10-10:50 AM **Days:** Mo Tu We Th **Room:** STEM
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1
 2-2:50 PM **Days:** Mo Tu We Th
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Week 1



26TR29 Swimming (2024 version)

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.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Swimming Pool Pavilion
Maximum number of participants: 20
Sessions: Week 1
 10-10:50 AM **Days:** Mo Tu We Th **Room:** Swimming Pool Pavilion
Maximum number of participants: 20
Sessions: Week 1
 11-11:50 AM **Days:** Mo Tu We Th **Room:** Swimming Pool Pavilion
Maximum number of participants: 20
Sessions: Week 1
 2-2:50 PM **Days:** Mo Tu We Th **Room:** Swimming Pool Pavilion
Maximum number of participants: 20
Sessions: Week 1
 3-3:50 PM **Days:** Mo Tu We Th **Room:** Swimming Pool Pavilion
Maximum number of participants: 20
Sessions: Week 1
Prerequisites: Note: Must be classified as a Swimmer to take this course.

Class Catalog

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26TR42 Welding (2012 version)

Welding is the process of joining with a weld - joining or combining similar pieces of metal by heating them with a flame torch or an electric current, then hammering or pressing them together while they are soft. Welding plays a major role in our modern world, and mastery of the skill can lead to exciting career opportunities. Someday, you may have an opportunity to experience exciting new career paths in welding.

10-10:50 AM **Days:** Mo Tu We Th **Room:** Welding Pavilion
Additional Fee: \$30.00
Maximum number of participants: 8
Sessions: Week 1

3-3:50 PM **Days:** Mo Tu We Th **Room:** Welding Pavilion
Additional Fee: \$30.00
Maximum number of participants: 8
Sessions: Week 1

Prerequisites: Important: Scouts must wear long pants and closed-toe shoes. Long hair must be tied back.

Cost includes a welding project that Scouts will be able to take home iwth them.



26TR36 Wilderness Survival (2013 version)

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.

10-10:50 AM **Days:** Mo Tu We Th **Room:** Scout Skills Area
Maximum number of participants: 20
Sessions: Week 1

2-2:50 PM **Days:** Mo Tu We Th **Room:** Scout Skills Area
Maximum number of participants: 20
Sessions: Week 1

Prerequisites: Note: This involves an overnighiter in a makeshift shelter per requirement #8.



26TR15 Wood Carving (2015 version)

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.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft Area
Additional Fee: \$5.00
Maximum number of participants: 20
Sessions: Week 1

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft Area
Additional Fee: \$5.00
Maximum number of participants: 20
Sessions: Week 1

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft Area
Additional Fee: \$5.00
Maximum number of participants: 20
Sessions: Week 1