



Summer Camp 2025

Class Catalog

Event Contacts

Name	Title	Phone	Email
Wyatt Corbin	Program Director		
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MB276 Animation (2015 version)

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

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Dining Hall
Maximum number of participants: 8
Sessions: All



MB108 Archery

To qualify for this Merit Badge, Scouts shoot archery bulls-eye targets and at a distance as defined in the Merit Badge Pamphlet. Although age is not a factor, some consideration should be given to physical maturity as compound bows are used and the draw weight is slightly higher than a standard bow. Correct equipment use and range safety is taught and must be demonstrated.

9-10 AM **Days:** Mo Tu We Th **Room:** Archery
Additional Fee: \$10.00
Maximum number of participants: 8
Sessions: All

10-11 AM **Days:** Mo Tu We Th **Room:** Archery
Additional Fee: \$10.00
Maximum number of participants: 8
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Archery
Additional Fee: \$10.00
Maximum number of participants: 8
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Archery
Additional Fee: \$10.00
Maximum number of participants: 8
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Archery
Additional Fee: \$10.00
Maximum number of participants: 8
Sessions: All



MB272 Art & Sculpture

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

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.

9-10 AM **Days:** Mo Tu We Th **Room:** Big Heart
Maximum number of participants: 8
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Big Heart
Maximum number of participants: 8
Sessions: All



MB111 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.

3-4 PM **Days:** Mo Tu We Th **Room:** Ted Shed
Maximum number of participants: 8
Sessions: All

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MB243 ATV Program

We have 9 BRAND NEW Polaris ATV's!!! Make sure you sign up early to guarantee your spot!

Scouts will learn care and proper maintenance of the ATVs and the safety equipment, ATV safety procedures, respect for the environment, and basic operation and handling of the ATV. AND have BLAST on our New and BIGGER ATV Course!

Although riding in an ATV requires moving your body around over a heavy machine and can be significantly more exhausting than new riders expect, participants need no prior ATV experience, just a readiness to get dirty and push their limits!

9-11 AM

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

Additional Fee: \$50.00

Minimum Age: 14

Maximum number of participants: 3

Sessions: All

2-4 PM

Days: Mo Tu We Th **Room:** ATV Pavilion **Instructor:** James Gary

Additional Fee: \$50.00

Minimum Age: 14

Maximum number of participants: 6

Sessions: All

Prerequisites: To be eligible to participate in the ATV Program Scouts must:

- Be at least 14 years old
- Have a photo ID with name, date of birth, & home address
- Bring: Long pants (blue jean or heavy cotton preferred), long sleeve shirt, leather over the ankle boot
- Have a parent or guardian sign a Hold Harmless Agreement to participate in the ATV program
- Email us your online ATV Safety Certificate
- Pay the \$50 add-on fee for fuel and maintenance

The ATV safety program on STSR has a MANDATORY online prerequisite course. This course MUST be completed prior to arrival at camp. You may access the course at the website below. There is NO COST for this course, however you must register to take the course and email us the certificate. Online course: <https://atvsafety.org/>

The practical course requires personal protective equipment (PPE) long sleeve shirt, long pants (no sweatpants or leggings), and over the ankle boots. If you don't have a Helmet or gloves these items will be provided. You may wear your own DOT helmet if it meets the safety requirements.



MB113 Automotive Maintenance

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

10-11 AM

Days: Mo Tu We Th **Room:** Ted Shed

Maximum number of participants: 5

Sessions: All

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MB114 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.

Students will have the opportunity to fly, weather permitting. Waiver must be signed by parents and submitted in order to fly.

9-10 AM **Days:** Mo Tu We Th **Room:** Euchee Tech
Additional Fee: \$20.00
Maximum number of participants: 8
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Euchee Tech
Additional Fee: \$20.00
Maximum number of participants: 8
Sessions: All



MB119 Canoeing

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

9-10 AM **Days:** Mo Tu We Th **Room:** Waterfront **Instructor:** Don Smith
Maximum number of participants: 12
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Waterfront **Instructor:** Don Smith
Maximum number of participants: 12
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 12
Sessions: All



MB264 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Dining Hall
Minimum Age: 14
Maximum Age: 17
Maximum number of participants: 8
Sessions: All



MB123 Citizenship in the Nation

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

10-11 AM **Days:** Mo Tu We Th **Room:** Dining Hall
Maximum number of participants: 10
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Dining Hall
Maximum number of participants: 10
Sessions: All

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MB124 Citizenship in the World

Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.

11-12 PM **Days:** Mo Tu We Th **Room:** Dining Hall

Maximum number of participants: 10

Sessions: All

3-4 PM **Days:** Mo Tu We Th Fr **Room:** Dining Hall

Maximum number of participants: 10

Sessions: All



STSR1 Climbing Gym Offsite Adventure

Troops could spend Friday morning bouldering, climbing, and challenging themselves at the Emerald Coast's premier indoor rock climbing facility owned by Eagle Scout Ken. Hungry Howie's Pizza is close by for lunch before you head back to camp for the Water Carnival Games.

This is an off-site Troop adventure. It is the responsibility of the Troop to provide transportation and two-deep leadership.

9-10 AM **Days:** Fr **Room:** Trading Post **Instructor:** Chris Sams

Additional Fee: \$30.00

Sessions: All

Prerequisites: This is an off-site Troop adventure. It is the responsibility of the Troop to provide transportation and two-deep leadership.



MB270 Communication & Public Speaking

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.

11-12 PM **Days:** Mo Tu We Th **Room:** Square Ground

Maximum number of participants: 6

Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Square Ground

Maximum number of participants: 6

Sessions: All



MB131 Cooking

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

11-12 PM **Days:** Mo Tu We Th **Room:** Dining Hall

Maximum number of participants: 6

Sessions: All

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MB271 Crime Prevention & Fingerprinting

Preventing crime, which can be as simple as reducing the opportunities for crime to occur, is far less costly than apprehending and bringing legal action against those who break the law and it helps save people from the anguish of being victims.

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.

10-11 AM **Days:** Mo Tu We Th **Room:** Trading Post Tent
Maximum number of participants: 8
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Trading Post Tent
Maximum number of participants: 8
Sessions: All



STSR2 Deep Sea Fishing (6 hour Friday morning trip)

Troops can wake up early and grab a to-go breakfast from the Dining Hall on their way to Destin Harbor to spend Friday morning Deep Sea Fishing in the Gulf of Mexico waters south of beautiful Destin, FL.

Please remember to bring cash to tip the captain and deck crew that will be helping you reel in and clean your big catch! Troops should bring a cooler, sunscreen, and lunch. Some boats have a lunch cafe below deck that you can buy lunch from. This is a Troop off-site adventure. Troops are responsible for providing transportation and two-deep leadership.

9-10 AM **Days:** Fr **Room:** Trading Post **Instructor:** Chris Sams
Additional Fee: \$105.00
Maximum number of participants: 8
Sessions: All
Prerequisites: This is a Troop off-site adventure. Troops are responsible for providing transportation and two-deep leadership. The price includes lunch and the reservation cost. Tip is not included in the price.



MB236 Digital Technology

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

10-11 AM **Days:** Mo Tu We Th **Room:** Euchee Tech
Maximum number of participants: 8
Sessions: All



MB138 Electricity

Electricity is a powerful and fascinating force of nature. As early as 600 b.c., observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

10-11 AM **Days:** Mo Tu We Th **Room:** Ted Shed
Maximum number of participants: 8
Sessions: All



MB139 Electronics

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.

This is a hands on class: Scouts will learn to solder and will build their own LED blinking light kit.

11-12 PM **Days:** Mo Tu We Th **Room:** Ted Shed
Additional Fee: \$10.00
Maximum number of participants: 8
Sessions: All

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MB140 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:** Health Lodge Pavilion

Maximum number of participants: 8

Sessions: All

10-11 AM **Days:** Mo Tu We Th **Room:** Health Lodge Pavilion **Instructor:** Dru Flowers

Maximum number of participants: 8

Sessions: All

Prerequisites: First Aid Merit Badge must be completed prior to starting this class.



MB144 Environmental Science

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

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

Minimum Age: 14

Maximum number of participants: 8

Sessions: All



MB148 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Ted Shed

Maximum number of participants: 8

Sessions: All



MB149 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.

11-12 PM **Days:** Mo Tu We Th **Room:** Health Lodge Pavilion

Maximum number of participants: 10

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Health Lodge Pavilion

Maximum number of participants: 10

Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Health Lodge Pavilion

Maximum number of participants: 10

Sessions: All



MB151 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:** Outdoor Skills

Maximum number of participants: 6

Sessions: All

10-11 AM **Days:** Mo Tu We Th **Room:** Outdoor Skills

Maximum number of participants: 6

Sessions: All



MB224 Geocaching

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

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9-10 AM **Days:** Mo Tu We Th **Room:** Square Ground
Maximum number of participants: 10
Sessions: All



MB157 Golf (Disc Golf)

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."

11-12 PM **Days:** Mo Tu We Th **Room:** ATV Pavilion
Maximum number of participants: 8
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** ATV Pavilion
Maximum number of participants: 8
Sessions: All



MB241 Health Care Professions (2021 version)

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.

3-4 PM **Days:** Mo Tu We Th **Room:** Health Lodge Pavilion
Maximum number of participants: 8
Sessions: All



MB275 Home Repairs (2013 version), Plumbing (2025 version)

Successfully completing this badge's requirements can lead to a lifetime of personal and financial rewards: Doing basic home repairs provides a sense of personal pride in one's achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family thousands of dollars in repair bills over the years.

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:** Ted Shed **Instructor:** Chris Sams
Maximum number of participants: 6
Sessions: All



MB225 Kayaking

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

10-11 AM **Days:** Mo Tu We Th **Room:** Waterfront **Instructor:** Don Smith
Maximum number of participants: 6
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Waterfront **Instructor:** Don Smith
Maximum number of participants: 6
Sessions: All



MB168 Lifesaving

No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

9-11 AM **Days:** Mo Tu We Th **Room:** Waterfront **Instructor:** Don Smith
Maximum number of participants: 10
Sessions: All

2-4 PM **Days:** Mo Tu We Th **Room:** Waterfront **Instructor:** Don Smith
Maximum number of participants: 10
Sessions: All
Prerequisites: Must have Swimming Merit Badge

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MB171 Metalwork - Blacksmith

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.

Scouts will be using a forge. Cost is materials.

11-12 PM **Days:** Mo Tu We Th **Room:** Trading Post Tent
Additional Fee: \$10.00
Minimum Age: 14

Maximum number of participants: 6

Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Trading Post Tent
Additional Fee: \$10.00
Minimum Age: 14

Maximum number of participants: 6

Sessions: All



STSR3 Morrison Springs Canoe Adventure

3.5-mile canoe trip on the Choctawhatchee River that ends with you paddling into the popular Morrison Springs. Price includes lunch. This is a Unit event and must adhere 2 deep leadership and Guide to Safe Scouting. Troops will use their vehicles and follow the Camp's Canoe trailers to the starting boat ramp upriver. Attendees must know how to canoe; this is not for beginners.

9-10 AM **Days:** Fr **Room:** Trading Post **Instructor:** Chris Sams
Additional Fee: \$35.00

Maximum number of participants: 30

Sessions: All

Prerequisites: Must know how to canoe.



MB255 NRA Marksman Program

Become a certified NRA Marksman.

11-12 PM **Days:** Mo Tu We Th **Room:** Rifle Range **Instructor:** Chuck Kuzma
Additional Fee: \$50.00

Maximum number of participants: 8

Sessions: All



MB245 Pathfinder 1 - Tenderfoot

Our new Pathfinder (First Year Camper) program allows scouts to concentrate on the ranks they need by teaching a different rank requirements per class period. This 9:00 am class period will concentrate on Tenderfoot Rank requirements only.

9-10 AM **Days:** Mo Tu We Th **Room:** Pathfinder Pavilion

Sessions: All

Prerequisites: Scouts who already have Tenderfoot should not enroll in this class.



MB246 Pathfinder 2 - Second Class

Our new Pathfinder (First Year Camper) program allows scouts to concentrate on the ranks they need by teaching a different rank requirements per class period. This 10:00 am class period will concentrate on 2nd Class Rank requirements only.

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

Sessions: All

Prerequisites: 1.a.; 1.c.; 3.b.; 7.a.; 7.b.; 7.c.; 8.c.; 8.d.; 8.e.; 11.; 12.

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MB247 Pathfinder 3 - First Class

Our new Pathfinder (First Year Camper) program allows scouts to concentrate on the ranks they need by teaching a different rank requirements per class period. This 11:00 am class period will concentrate on 1st Class Rank requirements only.

11-12 PM **Days:** Mo Tu We Th **Room:** Pathfinder Pavilion

Sessions: All

Prerequisites: If a Scout is not already Second Class or Tenderfoot, they can enroll in this class but they should also be enrolled in the other appropriate Pathfinder classes.



MB102 Personal Fitness

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

9-10 AM **Days:** Mo Tu We Th **Room:** Athletic Field

Maximum number of participants: 10

Sessions: All

10-11 AM **Days:** Mo Tu We Th **Room:** Athletic Field

Maximum number of participants: 10

Sessions: All



MB185 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.

11-3 PM **Days:** Mo Tu We Th **Room:** Ted Shed

Maximum number of participants: 6

Sessions: All



MB188 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.

10-11 AM **Days:** Mo Tu We Th **Room:** Big Heart

Maximum number of participants: 8

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Big Heart

Maximum number of participants: 8

Sessions: All



MB192 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).

11-12 PM **Days:** Mo Tu We Th **Room:** Euchee Tech

Maximum number of participants: 5

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Euchee Tech

Maximum number of participants: 5

Sessions: All

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MB196 Rifle Shooting

To qualify for this Merit Badge, Scouts shoot a .22 caliber Bolt-action single-shot target rifle from the seated bench-rest position at 5-bullseye paper targets at 50 feet. A series of qualifying targets must be shot to complete the requirements for this MB. A knowledge of safe gun handling and responsible gun ownership and use is taught and must be demonstrated. Age and physical maturity are not a factor to be considered for this Merit Badge.

9-10 AM	Days: Mo Tu We Th Room: Rifle Range Instructor: Chuck Kuzma Additional Fee: \$10.00 Maximum number of participants: 8 Sessions: All
10-11 AM	Days: Mo Tu We Th Room: Rifle Range Instructor: Chuck Kuzma Additional Fee: \$10.00 Maximum number of participants: 8 Sessions: All
2-3 PM	Days: Mo Tu We Th Room: Rifle Range Instructor: Chuck Kuzma Additional Fee: \$10.00 Maximum number of participants: 8 Sessions: All
3-4 PM	Days: Mo Tu We Th Room: Rifle Range Instructor: Chuck Kuzma Additional Fee: \$10.00 Maximum number of participants: 8 Sessions: All



MB202 Shotgun Shooting

To qualify for this Merit Badge, Scouts must shoot a 20-gauge shotgun from the standing position with the gun positioned against the shoulder. Shooting is done at a clay target launched straight-away. The shooter must break 48% of the clays launched. A knowledge of safe gun handling and responsible gun ownership and use is taught and must be demonstrated. Although age is not a factor, unlike archery or rifle shooting, consideration should be given to a Scouts physical maturity because of the weight of the shotgun before signing us for this MB.

9-10 AM	Days: Mo Tu We Th Room: Shotgun Range Instructor: John Easley Additional Fee: \$20.00 Maximum number of participants: 6 Sessions: All
10-11 AM	Days: Mo Tu We Th Room: Shotgun Range Instructor: John Easley Additional Fee: \$20.00 Maximum number of participants: 6 Sessions: All
11-12 PM	Days: Mo Tu We Th Room: Shotgun Range Instructor: John Easley Additional Fee: \$20.00 Maximum number of participants: 6 Sessions: All
2-3 PM	Days: Mo Tu We Th Room: Shotgun Range Additional Fee: \$20.00 Maximum number of participants: 6 Sessions: All
3-4 PM	Days: Mo Tu We Th Room: Shotgun Range Instructor: John Easley Additional Fee: \$20.00 Maximum number of participants: 6 Sessions: All

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MB238 Signs, Signals, and Codes

American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives?

10-11 AM **Days:** Mo Tu We Th **Room:** Outdoor Skills
Maximum number of participants: 8
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills
Maximum number of participants: 8
Sessions: All



MB204 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.

3-4 PM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Maximum number of participants: 8
Sessions: All



MB206 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Ecology
Maximum number of participants: 8
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Ecology
Maximum number of participants: 8
Sessions: All



MB207 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.

Scouts will have fun building their own rockets that they will launch and try to retrieve.

2-3 PM **Days:** Mo Tu We Th **Room:** Pathfinder Pavilion
Maximum number of participants: 8
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Pathfinder Pavilion
Maximum number of participants: 8
Sessions: All



PRG109 Stand Up Paddleboarding

Requirements

- 1) Review the BSA Safety Afloat policy. Explain to your instructor how this applies to stand up paddleboarding.
- 2) Before fulfilling other requirements, successfully complete the BSA swimmer test: Jump feetfirst into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include one sharp turn. After completing the swim, rest by floating.
- 3) Explain safety considerations for stand up paddleboarding in the following environments: lake, moving water, whitewater, open ocean, ocean surf.
- 4) Review the characteristics of life jackets most appropriate for stand up paddleboarding and understand why one must always be worn while paddling. Then demonstrate how to select and fit a life jacket for stand up paddleboarding.
- 5) Describe the correct type of leash to wear in the appropriate water venues.
- 6) Name and point out:
 - 1) The major parts of a stand up paddleboard
 - 2) The parts of a paddle for stand up paddleboarding

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- 7) Discuss:
- 1) The different types of stand up paddleboards
 - 2) How to correctly size and hold a paddle for stand up paddleboarding
 - 3) Using a properly outfitted stand up paddleboard, demonstrate the following:
 - 4) How to safely carry a stand up paddleboard
 - 5) How to safely paddle away from a dock or shoreline (on knees)
 - 6) How to stand and balance on a board in the neutral position
 - 7) How to appropriately fall off a board
 - 8) How to remount the board
 - 9) Forward stroke
 - 10) Back stroke
 - 11) Forward sweep
 - 12) Reverse sweep
 - 13) Draw stroke
 - 14) One self-rescue technique-lay on your stomach and paddle with your hands
- 8) With supervision from your instructor, paddle a course that involves:
- 1) A straight line for 25 yards and stop within one board length
 - 2) A figure 8
 - 3) Moving abeam to the right 10 feet and to the left 10 feet

11-12 PM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 6
Sessions: All



MB235 Sustainability

2-3 PM **Days:** Mo Tu We Th **Room:** Ecology
Maximum number of participants: 8
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Ecology
Maximum number of participants: 8
Sessions: All



MB211 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.

2-3 PM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 10
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 10
Sessions: All



MB249 Swimming Lessons

(NOT A MERIT BADGE) Swim instruction for non-swimmers or beginners

2-3 PM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 10
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 10
Sessions: All

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MB219 Weather

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.

11-12 PM

Days: Mo Tu We Th **Room:** Outdoor Skills **Instructor:** Don Snyder

Maximum number of participants: 8

Sessions: All



MB232 Welding

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

9-11 AM

Days: Mo Tu We Th **Room:** Ranger Hanger

Additional Fee: \$15.00

Minimum Age: 14

Maximum number of participants: 6

Sessions: All



MB221 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.

3-4 PM

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

Maximum number of participants: 10

Sessions: All



MB116 Basketry

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends. Cost includes kit and supplies.

4-4:01 PM

Days: Mo Tu **Room:** Big Heart

Additional Fee: \$10.00

Sessions: All

PRG101 Firem'n Chit

This certification grants a Scout the right to carry matches and build campfires. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility to do the following:

4-4:01 PM

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

Sessions: All



MB167 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.

Cost includes kit and supplies.

4-4:01 PM

Days: Mo Tu **Room:** Big Heart

Additional Fee: \$10.00

Sessions: All



PRG110 Totin' Chip

This certification grants a Scout the right to carry and use woods tools. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility to do the following:

- 1) Read and understand woods tools use and safety rules from the Boy Scout Handbook.
- 2) Demonstrate proper handling, care, and use of the pocket knife, ax, and saw.
- 3) Use knife, ax, and saw as tools, not playthings.
- 4) Respect all safety rules to protect others.

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- 5) Respect property. Cut living and dead trees only with permission and good reason.
6) Subscribe to the Outdoor Code.

The Scout's "Totin' Rights" can be taken from him if he fails in his responsibility.

4-4:01 PM **Days:** Mo Tu We Th **Room:** Pathfinder Pavilion
Sessions: All



MB222 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.

4-4:01 PM **Days:** Mo Tu **Room:** Big Heart
Sessions: All