



2025 Scouts BSA Winter Camp

Class Catalog

Event Contacts

Name	Title	Phone	Email
Quin Gable	Program Director	850-582-2273	quin@gulfcoastcouncil.org
Wyatt Corbin	Program Director	781-357-7580	wyatt.corbin@gulfcoastcouncil.org
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Merit Badge - General use (Scheduled Classes)



MB276 Animation (2015 version)

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

11-12 PM **Days:** Su Mo Tu **Room:** Tent 5
Maximum number of participants: 14
2-3 PM **Days:** Su Mo Tu **Room:** Tent 5
Maximum number of participants: 12



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.

8:30-10:30 AM **Days:** Su Mo Tu **Room:** Archery **Instructor:** Bill Van DerTulip
Additional Fee: \$10.00
Maximum number of participants: 10
2-4 PM **Days:** Su Mo Tu **Room:** Archery **Instructor:** Bill Van DerTulip
Additional Fee: \$10.00
Maximum number of participants: 10



MB109 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.

8:30-9:30 AM **Days:** Su Mo Tu **Room:** Staff Lounge **Instructor:** Scott Sallis
Maximum number of participants: 10
9:45-10:45 AM **Days:** Su Mo Tu **Room:** Staff Lounge **Instructor:** Scott Sallis
Maximum number of participants: 10
11-12 PM **Days:** Su Mo Tu **Room:** Staff Lounge **Instructor:** Scott Sallis
Maximum number of participants: 10



MB279 Artificial Intelligence (AI) (2025 version)

8:30-9:30 AM **Days:** Su Mo Tu **Room:** Dining Hall North **Instructor:** Molly Ferguson
Maximum number of participants: 24



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!

8:30-10:45 AM **Days:** Su Mo Tu **Room:** ATV Pavilion **Instructor:** James Gary
Additional Fee: \$50.00
Minimum Age: 14
Maximum number of participants: 6
2-4:15 PM **Days:** Su Mo Tu **Room:** ATV Pavilion **Instructor:** James Gary
Additional Fee: \$50.00
Minimum Age: 14
Maximum number of participants: 6

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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.



MB277 Automotive Maintenance (2024 version), Farm Mechanics (2009 version)

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.

From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder - this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.

9:45-12 PM **Days:** Su Mo Tu **Room:** Vo-Tech Pavilion East **Instructor:** James Odom
Minimum Age: 14
Maximum number of participants: 8
2-4:15 PM **Days:** Su Mo Tu **Room:** Vo-Tech Pavilion East **Instructor:** James Odom
Minimum Age: 14
Maximum number of participants: 8



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.

8:30-9:30 AM **Days:** Su Mo Tu **Room:** Euchee Tech **Instructor:** Erik Johnson
Maximum number of participants: 8
9:45-10:45 AM **Days:** Su Mo Tu **Room:** Euchee Tech **Instructor:** Erik Johnson
Maximum number of participants: 8
11-12 PM **Days:** Su Mo Tu **Room:** Euchee Tech **Instructor:** Erik Johnson
Maximum number of participants: 8



MB117 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.

11-12 PM **Days:** Su Mo Tu **Room:** Dining Hall Porch **Instructor:** Jonah Robinson
Maximum number of participants: 12

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MB274 Chemistry (2024 version), Composite Materials (2014 version)

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.

Composites can be found just about everywhere: in airplanes and sports cars, golf clubs and guitars, boats and baseball bats, bathtubs and circuit boards, and even bridges. Composites make bicycles and skis lighter, kayaks and canoes stronger, houses warmer, and helmets tougher.

8:30-10:45 AM **Days:** Su Mo Tu **Room:** Tent 1 **Instructor:** Mike Lindsay

Maximum number of participants: 12

2-4:15 PM **Days:** Su Mo Tu **Room:** Tent 1 **Instructor:** Mike Lindsay

Maximum number of participants: 12



MB227 Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people. Includes a chess set for each Scout.

11-12 PM **Days:** Su Mo Tu **Room:** Big Heart **Instructor:** Sam Lane

Additional Fee: \$8.00

Maximum number of participants: 12

2-3 PM **Days:** Su Mo Tu **Room:** Big Heart **Instructor:** Sam Lane

Additional Fee: \$8.00

Maximum number of participants: 12

3:15-4:15 PM **Days:** Su Mo Tu **Room:** Big Heart **Instructor:** Sam Lane

Additional Fee: \$8.00

Maximum number of participants: 12



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.

8:30-9:30 AM **Days:** Su Mo Tu **Room:** Tent 5 **Instructor:** Moncia McDaniel

Minimum Age: 14

Maximum Age: 17

Maximum number of participants: 8

9:45-10:45 AM **Days:** Su Mo Tu **Room:** Tent 5 **Instructor:** Moncia McDaniel

Minimum Age: 14

Maximum Age: 17

Maximum number of participants: 8



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.

9:45-10:45 AM **Days:** Su Mo Tu **Room:** Dining Hall North **Instructor:** Steve West

Maximum number of participants: 12

11-12 PM **Days:** Su Mo Tu **Room:** Dining Hall North **Instructor:** Steve West

Maximum number of participants: 12

2-3 PM **Days:** Su Mo Tu **Room:** Dining Hall North **Instructor:** Steve West

Maximum number of participants: 12

3:15-4:15 PM **Days:** Su Mo Tu **Room:** Tent 5 **Instructor:** Malinda Holmes

Maximum number of participants: 12

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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.

8:30-9:30 AM **Days:** Su Mo Tu **Room:** Henson Hall **Instructor:** Malinda Holmes
Maximum number of participants: 12
 11-12 PM **Days:** Su Mo Tu **Room:** Henson Hall **Instructor:** John Clinton
Maximum number of participants: 11
 3:15-4:15 PM **Days:** Su Mo Tu **Room:** Dining Hall North **Instructor:** John Clinton
Maximum number of participants: 14



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:** Su Mo Tu **Room:** Dining Hall **Instructor:** Zander Jordan
Maximum number of participants: 10
 3:15-4:15 PM **Days:** Su Mo Tu **Room:** Dining Hall **Instructor:** Zander Jordan
Maximum number of participants: 10



MB280 Cybersecurity (2025 version)

9:45-10:45 AM **Days:** Su Mo Tu **Room:** Henson Hall **Instructor:** Molly Ferguson
Maximum number of participants: 16



MB133 Cycling

Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge.

9:45-11:45 AM **Days:** Su Mo Tu **Room:** Athletic Field **Instructor:** Ronnie Hornbrook
Maximum number of participants: 8
 2-4 PM **Days:** Su Mo Tu **Room:** Athletic Field **Instructor:** Ronnie Hornbrook
Maximum number of participants: 8



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.

9:45-10:45 AM **Days:** Su Mo Tu **Room:** Ted Shed **Instructor:** Jason Dillard
Maximum number of participants: 10



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:** Su Mo Tu **Room:** Ted Shed **Instructor:** Jason Dillard
Additional Fee: \$10.00
Minimum Age: 12
Maximum number of participants: 12

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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.

8:30-9:30 AM **Days:** Su Mo Tu **Room:** Tent 4 **Instructor:** Dru Flowers

Maximum number of participants: 12

9:45-10:45 AM **Days:** Su Mo Tu **Room:** Tent 4 **Instructor:** Dru Flowers

Maximum number of participants: 12

11-12 PM **Days:** Su Mo Tu **Room:** Tent 4 **Instructor:** Dru Flowers

Maximum number of participants: 12

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



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.

9:45-10:45 AM **Days:** Su Mo Tu **Room:** Tent 3 **Instructor:** Emma Wright

Maximum number of participants: 12

11-12 PM **Days:** Su Mo Tu **Room:** Tent 3 **Instructor:** Emma Wright

Maximum number of participants: 12

2-3 PM **Days:** Su Mo Tu **Room:** Tent 3 **Instructor:** Emma Wright

Maximum number of participants: 13

3:15-4:15 PM **Days:** Su Mo Tu **Room:** Tent 3 **Instructor:** Emma Wright

Maximum number of participants: 14



MB150 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.

8:30-9:30 AM **Days:** Su Mo Tu **Room:** Ecology **Instructor:** Thomas Williams

Maximum number of participants: 14

9:45-10:45 AM **Days:** Su Mo Tu **Room:** Ecology **Instructor:** Thomas Williams

Maximum number of participants: 14



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."

8:30-9:30 AM **Days:** Su Mo Tu **Room:** Deer Chapel **Instructor:** Greg Babiak

Maximum number of participants: 12

2-3 PM **Days:** Su Mo Tu **Room:** Deer Chapel **Instructor:** Greg Babiak

Maximum number of participants: 12

3:15-4:15 PM **Days:** Su Mo Tu **Room:** Deer Chapel **Instructor:** Greg Babiak

Maximum number of participants: 12



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."

8:30-10:30 AM **Days:** Su Mo Tu **Room:** Waterfront Pavilion **Instructor:** Jonah Robinson

Maximum number of participants: 8

2-4 PM **Days:** Su Mo Tu **Room:** Waterfront Pavilion **Instructor:** Jonah Robinson

Maximum number of participants: 8

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MB158 Graphic Arts

The field of graphic arts includes many kinds of work in the printing and publishing industries. Graphic arts professionals are involved in the creation of all kinds of printed communication, from business cards to books to billboards. The scope of printing communications is huge.

2-3 PM **Days:** Su Mo Tu **Room:** Dining Hall South **Instructor:** Dave Palmer
Maximum number of participants: 14
3:15-4:15 PM **Days:** Su Mo Tu **Room:** Dining Hall South **Instructor:** Dave Palmer
Maximum number of participants: 14



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.

8:30-9:30 AM **Days:** Su Mo Tu **Room:** Health Lodge
Maximum number of participants: 8
9:45-10:45 AM **Days:** Su Mo Tu **Room:** Health Lodge
Maximum number of participants: 8



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:** Su Mo Tu **Room:** Trading Post Tent **Instructor:** Jackson Chastain
Additional Fee: \$10.00
Maximum number of participants: 7
2-3 PM **Days:** Su Mo Tu **Room:** Trading Post Tent **Instructor:** Jackson Chastain
Additional Fee: \$10.00
Maximum number of participants: 7
3:15-4:15 PM **Days:** Su Mo Tu **Room:** Trading Post Tent **Instructor:** Jackson Chastain
Additional Fee: \$10.00
Maximum number of participants: 7



MB278 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.

8:30-10:45 AM **Days:** Su Mo Tu **Room:** Big Heart **Instructor:** Dave Palmer
Maximum number of participants: 6



MB174 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.

9:45-10:45 AM **Days:** Su Mo Tu **Room:** Deer Chapel **Instructor:** AJ Branton
Maximum number of participants: 12
11-12 PM **Days:** Su Mo Tu **Room:** Deer Chapel **Instructor:** AJ Branton
Maximum number of participants: 12

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MB175 Nature

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

11-12 PM **Days:** Su Mo Tu **Room:** Tent 1 **Instructor:** Thomas Williams
Maximum number of participants: 12



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.

8:30-9:30 AM **Days:** Su Mo Tu **Room:** Pathfinder Pavilion **Instructor:** Andrew Gleason
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.

9:45-10:45 AM **Days:** Su Mo Tu **Room:** Pathfinder Pavilion **Instructor:** Andrew Gleason
Prerequisites: 1.a.; 1.c.; 3.b.; 7.a.; 7.b.; 7.c.; 8.c.; 8.d.; 8.e.; 11.; 12.



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:** Su Mo Tu **Room:** Pathfinder Pavilion **Instructor:** Andrew Gleason
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.

11-12 PM **Days:** Su Mo Tu **Room:** ATV Pavilion
Maximum number of participants: 12
2-3 PM **Days:** Su Mo Tu **Room:** Tent 4
Maximum number of participants: 12
3:15-4:15 PM **Days:** Su Mo Tu **Room:** Tent 4
Maximum number of participants: 12



MB182 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.

2-3 PM **Days:** Su Mo Tu **Room:** Tent 2 **Instructor:** Steve Gregg
Minimum Rank: First Class
Maximum number of participants: 12
3:15-4:15 PM **Days:** Su Mo Tu **Room:** Tent 2 **Instructor:** Steve Gregg
Minimum Rank: First Class
Maximum number of participants: 12

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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.

2-4:15 PM **Days:** Su Mo Tu **Room:** Pathfinder Pavilion **Instructor:** Andrew Gleason
Minimum Rank: First Class
Maximum number of participants: 10



MB187 Plumbing

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

Scouts will learn how to solder joints and thread pipe.

8:30-9:30 AM **Days:** Su Mo Tu **Room:** Ted Shed **Instructor:** James Wallace
Additional Fee: \$5.00
Minimum Age: 12
Maximum number of participants: 8



MB189 Public Health

The field of public health deals with maintaining and monitoring the health of communities, and with the detection, cure, and prevention of health risks and diseases. Although public health is generally seen as a community-oriented service, it actually starts with the individual. From a single individual to the family unit to the smallest isolated rural town to the worldwide global community, one person can influence the health of many.

11-12 PM **Days:** Su Mo Tu **Room:** Dining Hall South **Instructor:** Steve Gregg
Maximum number of participants: 10



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).

2-3 PM **Days:** Su Mo Tu **Room:** Euchee Tech **Instructor:** Alex Waltman
Maximum number of participants: 7
3:15-4:15 PM **Days:** Su Mo Tu **Room:** Euchee Tech **Instructor:** Alex Waltman
Maximum number of participants: 7



MB193 Railroading

By earning this badge, Scouts can learn about the history of railroading, its place in modern society, careers in railroading, and hobbies related to railroading.

2-3 PM **Days:** Su Mo Tu **Room:** Staff Lounge **Instructor:** Oliver Sallis
Maximum number of participants: 8
3:15-4:15 PM **Days:** Su Mo Tu **Room:** Staff Lounge **Instructor:** Oliver Sallis
Maximum number of participants: 8



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.

8:30-10:30 AM **Days:** Su Mo Tu **Room:** Rifle Range **Instructor:** Rick Reder
Additional Fee: \$10.00
Maximum number of participants: 8
2-4 PM **Days:** Su Mo Tu **Room:** Rifle Range **Instructor:** Rick Reder
Additional Fee: \$10.00
Maximum number of participants: 8

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MB229 Robotics

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

Cost includes kit and supplies.

2-3 PM **Days:** Su Mo Tu **Room:** Henson Hall **Instructor:** Jason Dillard
Additional Fee: \$10.00
Minimum Age: 13
Maximum number of participants: 10
3:15-4:15 PM **Days:** Su Mo Tu **Room:** Henson Hall **Instructor:** Jason Dillard
Additional Fee: \$10.00
Minimum Age: 13
Maximum number of participants: 10



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 Scout's physical maturity because of the weight of the shotgun before signing up for this MB.

8:30-10:30 AM **Days:** Su Mo Tu **Room:** Shotgun Range **Instructor:** Randy Bundy
Additional Fee: \$20.00
Maximum number of participants: 8
2-4 PM **Days:** Su Mo Tu **Room:** Shotgun Range **Instructor:** Randy Bundy
Additional Fee: \$20.00
Maximum number of participants: 8



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?

8:30-9:30 AM **Days:** Su Mo Tu **Room:** Square Ground **Instructor:** Sam Fillion
Maximum number of participants: 10
11-12 PM **Days:** Su Mo Tu **Room:** Square Ground **Instructor:** Sam Fillion
Maximum number of participants: 10
2-3 PM **Days:** Su Mo Tu **Room:** Square Ground **Instructor:** Sam Fillion
Maximum number of participants: 10



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.

9:45-10:45 AM **Days:** Su Mo Tu **Room:** Tent 2
Maximum number of participants: 10
11-12 PM **Days:** Su Mo Tu **Room:** Tent 2
Maximum number of participants: 10



MB235 Sustainability

Sustainability

11-12 PM **Days:** Su Mo Tu **Room:** Ecology **Instructor:** Tina Wehmeyer
Maximum number of participants: 12
2-3 PM **Days:** Su Mo Tu **Room:** Ecology **Instructor:** Tina Wehmeyer
Maximum number of participants: 12
3:15-4:15 PM **Days:** Su Mo Tu **Room:** Ecology **Instructor:** Tina Wehmeyer
Maximum number of participants: 12

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MB216 Truck Transportation

Trucking is a large and important industry. No matter where you live, a day is unlikely to go by when you will not see a truck. We use these vehicles to deliver almost every material item we buy. Without trucks, our economy would not work efficiently.

8:30-9:30 AM **Days:** Su Mo Tu **Room:** Dining Hall South **Instructor:** Chris Haas

Maximum number of participants: 8

9:45-10:45 AM **Days:** Su Mo Tu **Room:** Dining Hall South **Instructor:** Chris Haas

Maximum number of participants: 8



MB232 Welding

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

8:30-10:45 AM **Days:** Su Mo Tu **Room:** Vo-Tech Pavilion West **Instructor:** David Crews

Additional Fee: \$15.00

Minimum Age: 14

Maximum number of participants: 6

2-4:15 PM **Days:** Su Mo Tu **Room:** Vo-Tech Pavilion West **Instructor:** David Crews

Additional Fee: \$15.00

Minimum Age: 14

Maximum number of participants: 6

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STSR Adventures (Scheduled Classes)



STSR4 Flintlock Frontier Outpost

STEP BACK IN TIME and discover the rugged spirit of America's pioneers at the immersive Flintlock Frontier! Over three UNFORGETTABLE days, scouts will master authentic frontier skills through hands-on challenges that test their resourcefulness and courage!

Includes these merit badges: Basketry, Cooking, Fishing, Leatherwork, Metal Work, Pioneering, Wilderness Survival, Black Powder Rifle Experience, Wood Carving, Archery Experience

8:30-4:15 PM **Days:** Su Mo Tu We Sa **Instructor:** William James
Additional Fee: \$25.00
Minimum Age: 13
Minimum Rank: First Class
Maximum number of participants: 12

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Merit Badge - General use (Scheduled Classes)



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.

4:30-4:31 PM **Days:** Su Mo Tu



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.

4:30-4:31 PM **Days:** Su Mo Tu
Additional Fee: \$10.00