



# Summer Camp 2026

## Class Catalog

### Event Contacts

Name	Title	Phone	Email
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Carson Watts	STSR Program Director		



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#### 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  | <b>Days:</b> Mo Tu We Th <b>Room:</b> Archery<br><b>Additional Fee:</b> \$12.00<br><b>Maximum number of participants:</b> 8<br><b>Sessions:</b> All |
| 11-12 PM | <b>Days:</b> Mo Tu We Th <b>Room:</b> Archery<br><b>Additional Fee:</b> \$12.00<br><b>Maximum number of participants:</b> 8<br><b>Sessions:</b> All |
| 2-3 PM   | <b>Days:</b> Mo Tu We Th <b>Room:</b> Archery<br><b>Additional Fee:</b> \$12.00<br><b>Maximum number of participants:</b> 8<br><b>Sessions:</b> All |
| 3-4 PM   | <b>Days:</b> Mo Tu We Th <b>Room:</b> Archery<br><b>Additional Fee:</b> \$12.00<br><b>Maximum number of participants:</b> 8<br><b>Sessions:</b> All |



#### 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 | <b>Days:</b> Mo Tu We Th <b>Room:</b> ATV Pavilion<br><b>Additional Fee:</b> \$50.00<br><b>Minimum Age:</b> 14<br><b>Maximum number of participants:</b> 6<br><b>Sessions:</b> All |
| 2-4 PM  | <b>Days:</b> Mo Tu We Th <b>Room:</b> ATV Pavilion<br><b>Additional Fee:</b> \$50.00<br><b>Minimum Age:</b> 14<br><b>Maximum number of participants:</b> 6<br><b>Sessions:</b> All |

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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.

**NOTE:** Must Take Online ASI Safety Course PRIOR to Arrival at Camp.



#### 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.

11-12 PM      **Days:** Mo Tu We Th    **Room:** Vo-Tech Pavilion West  
**Maximum number of participants:** 6  
**Sessions:** All



#### 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.

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

2-3 PM      **Days:** Mo Tu We Th    **Room:** Euchee Tech  
**Maximum number of participants:** 6  
**Sessions:** All

3-4 PM      **Days:** Mo Tu We Th    **Room:** Euchee Tech  
**Maximum number of participants:** 6  
**Sessions:** All

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#### **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.

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|---------|---|
| 9-10 AM | <b>Days:</b> Mo Tu We Th <b>Room:</b> Waterfront<br><b>Maximum number of participants:</b> 12<br><b>Sessions:</b> All |
| 2-3 PM  | <b>Days:</b> Mo Tu We Th <b>Room:</b> Waterfront<br><b>Maximum number of participants:</b> 12<br><b>Sessions:</b> All |
| 3-4 PM  | <b>Days:</b> Mo Tu We Th <b>Room:</b> Waterfront<br><b>Maximum number of participants:</b> 12<br><b>Sessions:</b> All |



#### **MB227 Chess**

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

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|----------|--|
| 9-10 AM  | <b>Days:</b> Mo Tu We Th <b>Room:</b> Big Heart<br><b>Additional Fee:</b> \$12.00<br><b>Maximum number of participants:</b> 10<br><b>Sessions:</b> All |
| 10-11 AM | <b>Days:</b> Mo Tu We Th <b>Room:</b> Big Heart<br><b>Additional Fee:</b> \$12.00<br><b>Maximum number of participants:</b> 10<br><b>Sessions:</b> All |
| 11-12 PM | <b>Days:</b> Mo Tu We Th <b>Room:</b> Big Heart<br><b>Additional Fee:</b> \$12.00<br><b>Maximum number of participants:</b> 10<br><b>Sessions:</b> 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 | <b>Days:</b> Mo Tu We Th <b>Room:</b> Dining Hall North<br><b>Maximum number of participants:</b> 10<br><b>Sessions:</b> All |
| 2-3 PM   | <b>Days:</b> Mo Tu We Th <b>Room:</b> Dining Hall North<br><b>Maximum number of participants:</b> 10<br><b>Sessions:</b> All |



#### **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.

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|----------|--|
| 11-12 PM | <b>Days:</b> Mo Tu We Th <b>Room:</b> Dining Hall North<br><b>Maximum number of participants:</b> 10<br><b>Sessions:</b> All |
| 3-4 PM   | <b>Days:</b> Mo Tu We Th <b>Room:</b> Dining Hall North<br><b>Maximum number of participants:</b> 10<br><b>Sessions:</b> All |

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**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:** Quin Gable  
**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.

9-10 AM **Days:** Mo Tu We Th **Room:** Tent 1  
**Maximum number of participants:** 8  
**Sessions:** All  
10-11 AM **Days:** Mo Tu We Th **Room:** Tent 1  
**Maximum number of participants:** 8  
**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:** 8  
**Sessions:** All



**MB280 Cybersecurity (2025 version)**

9-10 AM **Days:** Mo Tu We Th **Room:** Dining Hall South  
**Maximum number of participants:** 8  
**Sessions:** All  
10-11 AM **Days:** Mo Tu We Th **Room:** Dining Hall South  
**Maximum number of participants:** 8  
**Sessions:** All



**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.

9-11 AM **Days:** Mo Tu We Th **Room:** Athletic Field  
**Maximum number of participants:** 6  
**Sessions:** All  
2-4 PM **Days:** Mo Tu We Th **Room:** Athletic Field  
**Maximum number of participants:** 6  
**Sessions:** All  
**NOTE:** Scouts MUST bring their own Bike, tube repair kit, and Helmet.

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#### 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:** Quin Gable  
**Additional Fee:** \$105.00  
**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.



#### 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Ted Shed  
**Maximum number of participants:** 10  
**Sessions:** All  
 10-11 AM **Days:** Mo Tu We Th **Room:** Ted Shed  
**Maximum number of participants:** 10  
**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:** \$12.00  
**Minimum Age:** 12  
**Maximum number of participants:** 10  
**Sessions:** All



#### 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:** 10  
**Sessions:** All  
 10-11 AM **Days:** Mo Tu We Th **Room:** Health Lodge Pavilion  
**Maximum number of participants:** 10  
**Sessions:** All  
**Prerequisites:** First Aid Merit Badge must be completed prior to starting this class.

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**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.

- 9-10 AM           **Days:** Mo Tu We Th   **Room:** Ecology  
**Maximum number of participants:** 10  
**Sessions:** All
- 10-11 AM       **Days:** Mo Tu We Th   **Room:** Ecology  
**Maximum number of participants:** 10  
**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:** Ecology  
**Maximum number of participants:** 8  
**Sessions:** All
- 10-11 AM      **Days:** Mo Tu We Th   **Room:** Ecology  
**Maximum number of participants:** 8  
**Sessions:** All
- 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



**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.

- 9-10 AM       **Days:** Mo Tu We Th   **Room:** Square Ground  
**Maximum number of participants:** 8  
**Sessions:** All
- 10-11 AM      **Days:** Mo Tu We Th   **Room:** Square Ground  
**Maximum number of participants:** 8  
**Sessions:** All
- 11-12 PM      **Days:** Mo Tu We Th   **Room:** Square Ground  
**Maximum number of participants:** 8  
**Sessions:** All

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**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."

- 9-10 AM **Days:** Mo Tu We Th **Room:** Waterfront Pavilion  
**Maximum number of participants:** 6  
**Sessions:** All
- 10-11 AM **Days:** Mo Tu We Th **Room:** Waterfront Pavilion  
**Maximum number of participants:** 6  
**Sessions:** All
- 11-12 PM **Days:** Mo Tu We Th **Room:** Waterfront Pavilion  
**Maximum number of participants:** 6  
**Sessions:** All
- 2-3 PM **Days:** Mo Tu We Th **Room:** Waterfront Pavilion  
**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.

- 11-12 PM **Days:** Mo Tu We Th **Room:** Waterfront  
**Maximum number of participants:** 8  
**Sessions:** All
- 2-3 PM **Days:** Mo Tu We Th **Room:** Waterfront  
**Maximum number of participants:** 8  
**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  
**Maximum number of participants:** 8  
**Sessions:** All
- 2-4 PM **Days:** Mo Tu We Th **Room:** Waterfront  
**Maximum number of participants:** 8  
**Sessions:** All  
**Prerequisites:** Must have Swimming Merit Badge



**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:** \$15.00  
**Minimum Age:** 14  
**Maximum number of participants:** 6  
**Sessions:** All
- 3-4 PM **Days:** Mo Tu We Th **Room:** Trading Post Tent  
**Additional Fee:** \$15.00  
**Minimum Age:** 14  
**Maximum number of participants:** 6  
**Sessions:** All

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#### 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:** Quin Gable  
**Additional Fee:** \$35.00  
**Maximum number of participants:** 30  
**Sessions:** All  
**Prerequisites:** Must know how to canoe.



#### 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:** Mo Tu We Th **Room:** Ecology  
**Maximum number of participants:** 10  
**Sessions:** All



#### MB255 NRA Marksman Program

Become a certified NRA Marksman.

11-12 PM **Days:** Mo Tu We Th **Room:** Rifle Range  
**Additional Fee:** \$50.00  
**Maximum number of participants:** 8  
**Sessions:** All  
**NOTE:** Must Already Have Rifle Merit Badge.



#### MB180 Orienteering

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

2-4 PM **Days:** Mo Tu We Th **Room:** Square Ground  
**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:** Trading Post Tent

**Maximum number of participants:** 10

**Sessions:** All

10-11 AM **Days:** Mo Tu We Th **Room:** Trading Post Tent

**Maximum number of participants:** 10

**Sessions:** All

2-3 PM **Days:** Mo Tu We Th **Room:** Trading Post Tent

**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.

2-4 PM **Days:** Mo Tu We Th **Room:** Pathfinder Pavilion

**Maximum number of participants:** 8

**Sessions:** All



#### 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.

2-3 PM **Days:** Mo Tu We Th **Room:** Ted Shed

**Additional Fee:** \$10.00

**Maximum number of participants:** 8

**Sessions:** All

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#### MB250 Pottery, Sculpture

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.

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.

2-3 PM **Days:** Mo Tu We Th **Room:** Big Heart  
**Maximum number of participants:** 10

**Sessions:** All

3-4 PM **Days:** Mo Tu We Th **Room:** Big Heart  
**Maximum number of participants:** 10

**Sessions:** All



#### 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.

9-11 AM **Days:** Mo Tu We Th **Room:** Rifle Range  
**Additional Fee:** \$15.00

**Maximum number of participants:** 8

**Sessions:** All

2-4 PM **Days:** Mo Tu We Th **Room:** Rifle Range  
**Additional Fee:** \$15.00

**Maximum number of participants:** 8

**Sessions:** All



#### 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:** Mo Tu We Th **Room:** Dining Hall South  
**Additional Fee:** \$10.00

**Minimum Age:** 13

**Maximum number of participants:** 8

**Sessions:** All

3-4 PM **Days:** Mo Tu We Th **Room:** Dining Hall South  
**Additional Fee:** \$10.00

**Minimum Age:** 13

**Maximum number of participants:** 8

**Sessions:** All



#### MB197 Rowing

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.

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

**Sessions:** All

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**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.

9-11 AM **Days:** Mo Tu We Th **Room:** Shotgun Range  
**Additional Fee:** \$25.00  
**Maximum number of participants:** 6

**Sessions:** All  
2-4 PM **Days:** Mo Tu We Th **Room:** Shotgun Range  
**Additional Fee:** \$25.00  
**Maximum number of participants:** 6  
**Sessions:** All



**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!

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

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

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

3-4 PM **Days:** Mo Tu We Th **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.

11-12 PM **Days:** Mo Tu We Th **Room:** Ecology  
**Maximum number of participants:** 10  
**Sessions:** All

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**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.

- 11-12 PM      **Days:** Mo Tu We Th    **Room:** Tent 1  
                  **Additional Fee:** \$10.00  
                  **Maximum number of participants:** 8  
                  **Sessions:** All
- 2-3 PM        **Days:** Mo Tu We Th    **Room:** Tent 1  
                  **Additional Fee:** \$10.00  
                  **Maximum number of participants:** 8  
                  **Sessions:** All
- 3-4 PM        **Days:** Mo Tu We Th    **Room:** Tent 1  
                  **Additional Fee:** \$10.00  
                  **Maximum number of participants:** 8  
                  **Sessions:** All



**MB235 Sustainability**

Sustainability

- 2-3 PM        **Days:** Mo Tu We Th    **Room:** Ecology  
                  **Maximum number of participants:** 10  
                  **Sessions:** All
- 3-4 PM        **Days:** Mo Tu We Th    **Room:** Ecology  
                  **Maximum number of participants:** 10  
                  **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:** 15  
                  **Sessions:** All
- 3-4 PM        **Days:** Mo Tu We Th    **Room:** Waterfront  
                  **Maximum number of participants:** 15  
                  **Sessions:** All



**MB249 Swimming Lessons**

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

- 9-10 AM      **Days:** Mo Tu We Th    **Room:** Waterfront  
                  **Maximum number of participants:** 8  
                  **Sessions:** All
- 10-11 AM     **Days:** Mo Tu We Th    **Room:** Waterfront  
                  **Maximum number of participants:** 8  
                  **Sessions:** All
- 11-12 PM     **Days:** Mo Tu We Th    **Room:** Waterfront  
                  **Maximum number of participants:** 8  
                  **Sessions:** All
- 2-3 PM        **Days:** Mo Tu We Th    **Room:** Waterfront  
                  **Maximum number of participants:** 8  
                  **Sessions:** All
- 3-4 PM        **Days:** Mo Tu We Th    **Room:** Waterfront  
                  **Maximum number of participants:** 8  
                  **Sessions:** All

## Class Catalog

### Summer Camp 2026



#### 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:** Vo-Tech Pavilion East  
**Additional Fee:** \$15.00  
**Minimum Age:** 14  
**Maximum number of participants:** 6  
**Sessions:** All
- 2-4 PM      **Days:** Mo Tu We Th    **Room:** Vo-Tech Pavilion East  
**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.

- 11-12 PM      **Days:** Mo Tu We Th    **Room:** Outdoor Skills  
**Maximum number of participants:** 10  
**Sessions:** All
- 3-4 PM      **Days:** Mo Tu We Th    **Room:** Outdoor Skills  
**Maximum number of participants:** 10  
**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.

- 2-3 PM      **Days:** Mo Tu We Th    **Room:** Big Heart  
**Maximum number of participants:** 10  
**Sessions:** All
- 3-4 PM      **Days:** Mo Tu We Th    **Room:** Big Heart  
**Maximum number of participants:** 10  
**Sessions:** All