



Henson Scout Reservation Summer Camp

Class Catalog

Event Contacts

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Registration opens December 31, 2023
Visit www.scoutingevent.com/081-HSRSummer to register



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Henson Advancement & Merit Badges (Scheduled Classes)

**HMB57 ***Brownsea Program*****

Recommended for 1st year Scouts.

ALL-PERIOD CLASS

The Brownsea Program is the perfect program for new Scouts or those crossing over. Brownsea is intended for first year campers who are working toward earning Tenderfoot, Second Class, and First Class. A Scout that has already earned the rank of First Class would be better suited enrolling in a complete merit badge schedule, even if this is their first year at summer camp.

Scouts will work on the Nature MB and the Swimming MB along with Firemn Chit, Totin Chip and requirements for Tenderfoot through First Class ranks simultaneously.

Scouts are assigned to either the morning or afternoon Brownsea session, and they will attend the assigned session throughout the week. Campers in the program also are enrolled in Swimming merit badge or Instructional Swim and Nature merit badges as part of the program. Their merit badge classes will take place the opposite half of the day when they are not in Brownsea.

8:45-5:30 PM **Days:** Su Mo Tu We Th **Room:** Outdoor Skills**Sessions:** All**Prerequisites:** Scouts attending Brownsea should review and be tested by their unit to ensure mastery of the requirement, prior to the unit signing off on the requirement. A list of requirements covered will be provided to the unit leaders at the end of the week.

Brownsea Scouts should come prepared each day with a water bottle, bug spray, sunscreen, and a pocket knife.

**HMB1 Archery**

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/archery/>

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow - but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.

8:45-10 AM **Days:** Su Mo Tu We Th **Room:** Archery Range**Maximum number of participants:** 16**Sessions:** All**10:15-11:30 AM** **Days:** Su Mo Tu We Th **Room:** Archery Range**Maximum number of participants:** 16**Sessions:** All**Prerequisites:** Requirement 1d needed for completion. (It will be discussed in class)

Bring a copy of your state's archery shooting laws to the first class session.

Scouts need to have sufficient strength to hold, aim, and release an arrow with control. Can be difficult merit badge to complete. Minimum score required for completion. Free shoot time may be needed to finish.

Badge may contain one day of non-shooting for the non-shooting requirements.

**HMB40 Art**

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/art/>

Art 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.

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2:45-4 PM **Days:** Su Mo Tu We Th **Room:** Studio Arts (Nanticoke Lodge)
Maximum number of participants: 12
Sessions: All
Prerequisites: Art: Requirements 6 & 7 needed for completion. (They will be discussed in class)



HMB49 Astronomy

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/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.

4:15-5:30 PM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)
Maximum number of participants: 16
Sessions: All
Prerequisites: Requirement 9 needed for completion. (It will be discussed in class)

Requires early morning and late-night sessions.

Very weather dependent for completion.



HMB65 Basketry

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/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.

8:45-10 AM **Days:** Su Mo Tu We Th **Room:** Studio Arts (Nanticoke Lodge)
Maximum number of participants: 12
Sessions: All



HMB59 BSA Swimming & Water Rescue

Training for BSA Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training. Persons completing the training should be better able to assess their preparation to supervise unit swimming events. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. This training is open to any registered adult leader, Scout, Venturer, or Explorer who is age 15 or older. The course is valid for three years.

4:15-5:30 PM **Days:** Su Mo Tu We Th **Room:** Pool
Minimum Age: 15
Maximum number of participants: 10
Sessions: All
Prerequisites: Must complete the BSA Swimmers Test.

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HMB44 Camping

Recommended for 3rd year or older Scouts.

<https://www.scouting.org/merit-badges/camping/>

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

8:45-10 AM **Days:** Su Mo Tu We Th **Room:** Outdoor Skills

Maximum number of participants: 20

Sessions: All

10:15-11:30 AM **Days:** Su Mo Tu We Th **Room:** Outdoor Skills

Maximum number of participants: 20

Sessions: All

Prerequisites: Requirements 4, 5e, 8c, 8d and 9 needed for completion. (Leaders please use the HSR ROC form)

Conservation project in requirement 9 can be completed during camp but is recommended to be done ahead of time.



HMB3 Canoeing

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/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.

8:45-10 AM **Days:** Su Mo Tu We Th **Room:** Boat Yard

Maximum number of participants: 20

Sessions: All

10:15-11:30 AM **Days:** Su Mo Tu We Th **Room:** Boat Yard

Maximum number of participants: 20

Sessions: All

Prerequisites: Must complete the BSA Swimmers Test.

Boat shoes with a full sole needed (ex. old tennis shoes or closed toed sandals)



HMB50 Chemistry

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/chemistry/>

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

8:45-10 AM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)

Maximum number of participants: 12

Sessions: All

2:45-4 PM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)

Maximum number of participants: 12

Sessions: All

Prerequisites: Requirement 7 needed for completion. (It will be discussed in class)

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HMB5 Citizenship in the Nation

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/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.

8:45-10 AM **Days:** Su Mo Tu We Th **Room:** Eagle Base (Yurts)

Maximum number of participants: 20

Sessions: All

10:15-11:30 AM **Days:** Su Mo Tu We Th **Room:** Eagle Base (Yurts)

Maximum number of participants: 20

Sessions: All

Prerequisites: Requirement 7 needed for completion. (It will be discussed in class)



HMB29 Citizenship in the World

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/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.

1:15-2:30 PM **Days:** Su Mo Tu We Th **Room:** Eagle Base (Yurts)

Maximum number of participants: 20

Sessions: All

Prerequisites: Requirement 7 needed for completion. (It will be discussed in class)



HMB6 Climbing

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/climbing/>

Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.

8:45-10 AM **Days:** Su Mo Tu We Th **Room:** Climbing Tower

Maximum number of participants: 12

Sessions: All

10:15-11:30 AM **Days:** Su Mo Tu We Th **Room:** Climbing Tower

Maximum number of participants: 12

Sessions: All

1:15-2:30 PM **Days:** Su Mo Tu We Th **Room:** Climbing Tower

Maximum number of participants: 12

Sessions: All

2:45-4 PM **Days:** Su Mo Tu We Th **Room:** Climbing Tower

Maximum number of participants: 12

Sessions: All

Prerequisites: Physically demanding, may be difficult for some Scouts.

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HMB30 Communication

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/communication/>

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

2:45-4 PM

Days: Su Mo Tu We Th **Room:** Eagle Base (Yurts)

Maximum number of participants: 20

Sessions: All

Prerequisites: Requirement 5 (prepare report to turn in)

Requirement 7 (share project in class)

Requirement 8 (Leaders please use the HSR ROC form)



HMB19 Electricity MB & Electronics MB

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/electricity/>

<https://www.scouting.org/merit-badges/electronics/>

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.

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.

10:15-11:30 AM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)

Maximum number of participants: 12

Sessions: All

Prerequisites: Electricity:

Requirement 2 needed for completion. (It will be discussed in class)

Requirement 8 (You will share your project in class)

Electronics:

Requirement 6 needed for completion. (It will be discussed in class)



HMB56 Engineering

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/engineering/>

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

2:45-4 PM

Days: Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)

Maximum number of participants: 20

Sessions: All

Prerequisites: Requirements 2 & 9 needed for completion. (It will be discussed in class)

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HMB7 Environmental Science

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/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.

8:45-10 AM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)
Maximum number of participants: 20

Sessions: All

10:15-11:30 AM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)
Maximum number of participants: 20

Sessions: All

1:15-2:30 PM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)
Maximum number of participants: 20

Sessions: All

Prerequisites: Intense and time-consuming. Requires observations and report writing.

Requirement 6 needed for completion. (It will be discussed in class)



HMB8 First Aid

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/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.

8:45-10 AM **Days:** Su Mo Tu We Th **Room:** Outdoor Skills
Maximum number of participants: 20

Sessions: All

10:15-11:30 AM **Days:** Su Mo Tu We Th **Room:** Outdoor Skills
Maximum number of participants: 20

Sessions: All

2:45-4 PM **Days:** Su Mo Tu We Th **Room:** Outdoor Skills
Maximum number of participants: 20

Sessions: All

Prerequisites: Requirement 5a needed for completion. Home first aid kit or detailed photos for requirement 5a must be brought to camp. (Bring the kit or photos to class)

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HMB51 Fish and Wildlife Management

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/fish-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.

Good preparation for Environmental Science MB.

If earned in addition to Fishing MB & Fly Fishing MB a Scout can complete one additional project to earn the BSA Complete Angler Award.

8:45-10 AM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)
Maximum number of participants: 20
Sessions: All
Prerequisites: Requirement 8 needed for completion. (It will be discussed in class)



HMB20 Fishing

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/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."

If earned in addition to Fish & Wildlife Management MB & Fly-Fishing MB a Scout can complete one additional project to earn the BSA Complete Angler Award.

1:15-2:30 PM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)
Maximum number of participants: 20
Sessions: All
2:45-4 PM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)
Maximum number of participants: 20
Sessions: All
Prerequisites: Practice knots for Requirement 4 before camp.

Scouts are encouraged to bring their own fishing gear. Camp fishing gear is available on a first-come, first-serve basis.

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HMB9 Fly Fishing

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/fly-fishing/>

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

If earned in addition to Fish & Wildlife Management MB & Fishing MB a Scout can complete one additional project to earn the BSA Complete Angler Award.

10:15-11:30 AM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)

Maximum number of participants: 10

Sessions: All

Prerequisites: Practice knots for requirement 3 before camp.

Scouts are encouraged to bring their own fishing gear. Camp fishing gear is available on a first-come, first-serve basis.



HMB32 Forestry MB & Soil and Water Conservation MB

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/forestry/>

<https://www.scouting.org/merit-badges/soil-and-water-conservation/>

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

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.

1:15-2:30 PM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)

Maximum number of participants: 10

Sessions: All

Prerequisites: Have footwear for walking in the woods. Bring a notebook.

Forestry:

Requirement 5 (Prepare report to turn in)

Requirement 8 (bring to class)



HMB52 Geology & Nature

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/geology/>

<https://www.scouting.org/merit-badges/nature/>

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

2:45-4 PM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)

Maximum number of participants: 20

Sessions: All

Prerequisites: Requirement 4 needed for completion. (It will be discussed in class)

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HMB67 Golf (Disc Golf Option)

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/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."

4:15-5:30 PM **Days:** Su Mo Tu We Th **Room:** Outdoor Skills

Maximum number of participants: 18

Sessions: All

Prerequisites: Requirement 2g needed for completion. (It will be discussed in class)



HMB60 Instructional Swim

A program offered to any Scouts and adults interested in increasing their proficiency in swimming. Instructional Swim is offered during every session that Swimming Merit Badge is offered.

This course aims to teach Scouts how to confidently swim and complete the BSA swim test.

1:15-2:30 PM **Days:** Su Mo Tu We Th **Room:** Pool

Sessions: All

2:45-4 PM **Days:** Su Mo Tu We Th **Room:** Pool

Sessions: All



HMB12 Kayaking

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/kayaking/>

Kayaking has become one of the fastest-growing paddlesports in the United States. An estimated nine million Americans enjoy this sport. The most popular style of kayaking is recreational kayaking, followed by touring/sea kayaking, and whitewater kayaking. This merit badge will introduce you to recreational kayaking and help prepare you for advanced paddlesports such as tour/sea and whitewater kayaking.

8:45-10 AM **Days:** Su Mo Tu We Th **Room:** Boat Yard

Maximum number of participants: 20

Sessions: All

10:15-11:30 AM **Days:** Su Mo Tu We Th **Room:** Boat Yard

Maximum number of participants: 20

Sessions: All

Prerequisites: Must complete the BSA Swimmers Test.

Boat shoes with a full sole needed (ex. old tennis shoes or closed toed sandals)



HMB66 Leatherwork

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/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.

4:15-5:30 PM **Days:** Su Mo Tu We Th **Room:** Studio Arts (Nanticoke Lodge)

Maximum number of participants: 12

Sessions: All



HMB14 Lifesaving

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/lifesaving/>

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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.

4:15-5:30 PM

Days: Su Mo Tu We Th **Room:** Pool

Maximum number of participants: 20

Sessions: All

Prerequisites: Must complete the BSA Swimmers Test. Scouts MUST have previously earned Swimming MB (Req. 2a) to take this badge & MUST complete Req. 2b (400-yard qualifying swim) at 6am on the first program day to participate in class.

Requirements 2a & 16 needed for completion. (Leaders please use the HSR ROC form)

Need long sleeve shirt, long pants, socks, and shoes for Requirement 9.



HMB15 Metalwork

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/metalwork/>

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. Scouts will use a charcoal fired blacksmith forge while learning skills and techniques used in the age-old art of blacksmithing. During the week, Scouts will craft projects from iron and their best efforts that will make amazing keepsakes.

8:45-11:30 AM

Days: Su Mo Tu We Th **Room:** Studio Arts (BBQ Pavilion - Blacksmithing)

Maximum number of participants: 12

Sessions: All

Prerequisites: Requirement 4 needed for completion. (It will be discussed in class)

Scouts must wear boots, non-synthetic long-sleeved shirts and long pants for this merit badge.



HMB58 Mile Swim BSA

Scouts test their endurance by swimming a mile in our pool. Participants will spend the week training and learning about long distance swimming before finally attempting the 1-mile long swim on the last program day of camp.

4:15-5:30 PM

Days: Su Mo Tu We Th **Room:** Pool

Maximum number of participants: 10

Sessions: All

Prerequisites: Must complete the BSA Swimmers Test.

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HMB33 Motorboating

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/motorboating/>

With the fun of operating a motor boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely. Scouts have the chance to learn how to safely drive a motorboat. Our fleet of powered boats includes a 20' and a 17' Key West, and a 24' Starcraft pontoon boat.

8:45-10 AM **Days:** Su Mo Tu We Th **Room:** Boat Yard

Maximum number of participants: 8

Sessions: All

10:15-11:30 AM **Days:** Su Mo Tu We Th **Room:** Boat Yard

Maximum number of participants: 8

Sessions: All

Prerequisites: Must complete the BSA Swimmers Test. MUST have a certificate of approved boater safety education (by NASBLA) to drive motorboat.

Requirement 4b needed to drive the boat. (Bring permit to class) A good resource for these courses is <https://www.boat-ed.com/>.

Boat shoes with a full sole needed (ex. old tennis shoes or closed toed sandals)



HMB16 Moviemaking

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/moviemaking/>

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.

1:15-2:30 PM **Days:** Su Mo Tu We Th **Room:** Studio Arts (Nanticoke Lodge)

Maximum number of participants: 10

Sessions: All

Prerequisites: Requirement 4 needed for completion. (It will be discussed in class)

Personal digital cameras or digital video cameras are encouraged to be used.



HMB53 Oceanography

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/oceanography/>

The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.

4:15-5:30 PM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)

Maximum number of participants: 20

Sessions: All

Prerequisites: Scouts will need shoes that will be worn in the water.

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HMB34 Orienteering

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/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.

4:15-5:30 PM **Days:** Su Mo Tu We Th **Room:** Outdoor Skills

Maximum number of participants: 12

Sessions: All



HMB24 Photography

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/photography/>

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

10:15-11:30 AM **Days:** Su Mo Tu We Th **Room:** Studio Arts (Nanticoke Lodge)

Maximum number of participants: 12

Sessions: All

4:15-5:30 PM **Days:** Su Mo Tu We Th **Room:** Studio Arts (Nanticoke Lodge)

Maximum number of participants: 12

Sessions: All

Prerequisites: Requirement 1b (Leaders please use the HSR ROC form)

Requirement 8 needed for completion. (It will be discussed in class)

Personal digital cameras are encouraged to be used.



HMB35 Pottery

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/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.

8:45-10 AM **Days:** Su Mo Tu We Th **Room:** Studio Arts (Nanticoke Lodge)

Maximum number of participants: 16

Sessions: All

1:15-2:30 PM **Days:** Su Mo Tu We Th **Room:** Studio Arts (Nanticoke Lodge)

Maximum number of participants: 16

Sessions: All

Prerequisites: Requirements 7 & 8 needed for completion. (They will be discussed in class)

Should wear clothing that can get dirty.



HMB36 Reptile and Amphibian Study MB & Mammal Study MB

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/reptile-and-amphibian-study/>
<https://www.scouting.org/merit-badges/mammal-study/>

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.

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Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

10:15-11:30 AM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)

Maximum number of participants: 12

Sessions: All

Prerequisites: Requires observations and report writing. Will handle live animals, including snakes!

Reptile & Amphibian Study:

Requirement 8 needed for completion. (Bring report to class)



HMB47 Rifle Shooting

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/rifle-shooting/>

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

8:45-10 AM **Days:** Su Mo Tu We Th **Room:** Rifle Range

Maximum number of participants: 16

Sessions: All

10:15-11:30 AM **Days:** Su Mo Tu We Th **Room:** Rifle Range

Maximum number of participants: 16

Sessions: All

1:15-2:30 PM **Days:** Su Mo Tu We Th **Room:** Rifle Range

Maximum number of participants: 16

Sessions: All

2:45-4 PM **Days:** Su Mo Tu We Th **Room:** Rifle Range

Maximum number of participants: 16

Sessions: All

Prerequisites: Requirements 1d & 1f needed for completion. (They will be discussed in class)
Bring a copy of your state's rifle shooting laws to the first class session.

Can be a difficult merit badge to complete. Minimum score required for completion. Free shoot time may be needed to finish. HSR has 2 eight-station rifle ranges with shooting benches to give Scouts plenty of shooting time, and enable Rifle Merit Badge instruction throughout the day

Badge may contain one day of non-shooting for the non-shooting requirements.



HMB37 Robotics

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/robotics/>

Behold, the age of Robotics in the BSA has begun, and now we are not replacing Scoutmasters with Androids...Yet. 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.

1:15-2:30 PM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)

Maximum number of participants: 12

Sessions: All

Prerequisites: Requirement 7 needed for completion. (It will be discussed in class)

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HMB25 Shotgun Shooting

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/shotgun-shooting/>

Our Shooting Sports staff loves to shoot shotgun, and you can hear the shots ring out across the northern end of camp! The staff is excited to help Scouts and leaders discover the fun and excitement of Shotgun shooting- for both safety and enjoyment. A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

1:15-2:30 PM **Days:** Su Mo Tu We Th **Room:** Shotgun Range
Maximum number of participants: 12

Sessions: All

2:45-4 PM **Days:** Su Mo Tu We Th **Room:** Shotgun Range
Maximum number of participants: 12
Sessions: All

Prerequisites: Requirements 1d & 1f needed for completion. (They will be discussed in class)
Bring a copy of your state's shotgun shooting laws to the first class session.

Please note HSR is equipped with 12-gauge shotguns, which may be challenging to younger, smaller Scouts. Physically demanding & can be a difficult Merit Badge to complete. Minimum score required for completion. Free shoot time may be needed to finish.

Badge may contain one day of non-shooting for the non-shooting requirements.



HMB68 Space Exploration

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/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.

8:45-10 AM **Days:** Su Mo Tu We Th **Room:** Nature & STEM Center (Lasher Activities Building)
Maximum number of participants: 10

Sessions: All

Prerequisites: Requirement 8 needed for completion. (It will be discussed in class.)



HMB42 Swimming

Recommended for 1st year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/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.

1:15-2:30 PM **Days:** Su Mo Tu We Th **Room:** Pool
Maximum number of participants: 10

Sessions: All

2:45-4 PM **Days:** Su Mo Tu We Th **Room:** Pool
Maximum number of participants: 10

Sessions: All

Prerequisites: Must complete the BSA Swimmers Test.

Scouts who are unable to meet the qualifications for Swimmer will be transferred to Instructional Swim to improve their swimming ability.

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HMB18 Water Sports

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/water-sports/>

Water sports are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do.

8:45-10 AM **Days:** Su Mo Tu We Th **Room:** Boat Yard

Maximum number of participants: 4

Sessions: All

10:15-11:30 AM **Days:** Su Mo Tu We Th **Room:** Boat Yard

Maximum number of participants: 4

Sessions: All

Prerequisites: Requires practice and is physically demanding.

Must complete the BSA Swimmers Test.

Boat shoes with a full sole needed (ex. old tennis shoes or closed toed sandals)



HMB27 Welding

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/welding/>

Scouts will learn the basic terminology, safety precautions, and techniques that are used by welders. Each scout will complete their own welding projects and get to take them home at the end of the week!

1:15-2:30 PM **Days:** Su Mo Tu We Th **Room:** Studio Arts (Longhouse - Welding)

Maximum number of participants: 10

Sessions: All

2:45-4 PM **Days:** Su Mo Tu We Th **Room:** Studio Arts (Longhouse - Welding)

Maximum number of participants: 10

Sessions: All

4:15-5:30 PM **Days:** Su Mo Tu We Th **Room:** Studio Arts (Longhouse - Welding)

Maximum number of participants: 10

Sessions: All

Prerequisites: Requirement 7 needed for completion. (It will be discussed in class)

Scouts must wear non-synthetic long-sleeved shirts and long pants for this merit badge.



HMB28 Wilderness Survival

Recommended for 3rd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/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.

1:15-2:30 PM **Days:** Su Mo Tu We Th **Room:** Outdoor Skills

Maximum number of participants: 20

Sessions: All

Prerequisites: Personal survival kit (Requirement 5) must be brought to camp.

Challenging overnight experience required on Wednesday night.

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HMB26 Wood Carving

Recommended for 2nd year or older Scouts.

Requirements: <https://www.scouting.org/merit-badges/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.

10:15-11:30 AM **Days:** Su Mo Tu We Th **Room:** Studio Arts (Nanticoke Lodge)

Maximum number of participants: 12

Sessions: All

2:45-4 PM **Days:** Su Mo Tu We Th **Room:** Studio Arts (Nanticoke Lodge)

Maximum number of participants: 12

Sessions: All

Prerequisites: Must have Totin' Chip card to participate. Requirement 2a needed for completion.
(Leaders please use the HSR ROC form or bring your card to class)