



Melita Island 2026

Class Catalog

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MLTA45 ACE (Advanced Camper Experience)

The ACE program provides a challenging experience for your older Scouts, ages 14+. This program replaces the typical merit badge program and runs from 9 AM - 5 PM Monday through Thursday, including some activities that go over lunch. Scouts in the ACE program will not be able to take other badges. ACE participants should bring a swimsuit, hiking gear, sunscreen, water bottle, and a positive attitude!

9-5 PM **Days:** Mo Tu We Th **Room:** Pavillion
Additional Fee: \$115.00
Minimum Age: 14
Maximum number of participants: 30
Sessions: All
Prerequisites: Pass Scouting America Swimmer Test



MLTA47 Advancement Skills (Scout/Tenderfoot)

During this session, all Scouts are welcome to work with staff on different rank requirements that lead them to Scout and Tenderfoot Ranks. While staff will help to teach these skills, the Adult Leaders will be responsible for "checking off" the completion with their Scouts

10:30-11 AM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 20
Sessions: All



MLTA56 Advancement Skills (Second Class/First Class)

During this session, all Scouts are welcome to work with staff on different rank requirements that lead them to Second Class and First Class. While staff will help to teach these skills, the Adult Leaders will be responsible for "checking off" the completion with their Scouts

11-12 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 20
Sessions: All



MLTA19 Animation

In Animation merit badge you'll learn how to create animations, the ways in which animation is used and the fun and exciting career opportunities in animation.

9-10 AM **Days:** Mo Tu We Th **Room:** Fine Arts
Maximum number of participants: 16
Sessions: All



ADLT2 Aquatics Supervision: Paddle Craft Safety

Float trips are popular Scouts BSA, Venturing, and Sea Scout activities. Safety Afloat awareness training provides guidelines for safe float trips and is required of unit leaders, but does not provide the skill training mandated by those guidelines. Paddle Craft Safety expands Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions.

2-3:30 PM **Days:** Mo Tu We Th **Room:** Boating
Maximum number of participants: 10
Sessions: All
Prerequisites: Pass Scouting America Swimmer Test and bring completion certificate for Safety Afloat training from my.scouting.org



ADLT1 Aquatics Supervision: Swimming and Water Rescue

Training for Swimming and Water Rescue provides 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. Scouting America 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. The course is valid for three years.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 10
Sessions: All

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Prerequisites: Pass Scouting America Swimmer Test and bring completion certificate for Safe Swim Defense training from my.scouting.org



MLTA25 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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Archery
Maximum number of participants: 15
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Archery
Maximum number of participants: 15
Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Archery
Maximum number of participants: 15
Sessions: All



MLTA20 Art

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.

3-3:30 PM **Days:** Mo Tu We Th **Room:** Fine Arts
Maximum number of participants: 16
Sessions: All
Prerequisites: 6



MLTA14 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.

10-11 AM **Days:** Mo Tu We Th **Room:** NEST
Maximum number of participants: 16
Sessions: All
Prerequisites: May not fully complete 4a, 4b, 5d, and 6a depending on weather (cloud coverage)



MLTA24 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.

3-3:30 PM **Days:** Mo Tu We Th **Room:** Fine Arts
Additional Fee: \$10.00
Maximum number of participants: 16
Sessions: All



MLTA12 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.

3-3:30 PM **Days:** Mo Tu We Th **Room:** NEST
Maximum number of participants: 16
Sessions: All
Prerequisites: May not fully complete 5a-d

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MLTA31 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 themselves while camping would have the confidence to meet life's other challenges, too.

2-3:30 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 16
Sessions: All
Prerequisites: 4b, 5e, 7b, 8c, 8d, 9a, 9b



MLTA42 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.

10-11 AM **Days:** Mo Tu We Th **Room:** Boating
Maximum number of participants: 16
Sessions: All
11-12 PM **Days:** Mo Tu We Th **Room:** Boating
Maximum number of participants: 16
Sessions: All
Prerequisites: Pass Scouting America Swimmer Test



MLTA11 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.

2-3 PM **Days:** Mo Tu We Th **Room:** NEST
Maximum number of participants: 16
Sessions: All



MLTA6 Chess

Chess is among the oldest board games in the world, and it ranks among the most popular games ever created. Chess is played worldwide-even over the Internet. Players meet for fun and in competition, everywhere from kitchen tables and park benches to formal international tournaments.

3-3:30 PM **Days:** Mo Tu We Th **Room:** NEST
Maximum number of participants: 16
Sessions: All



MLTA27 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.

2-3:30 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 25
Sessions: All
Prerequisites: 2a, 2b, 2c (can be verified with pictures from home), 9 (First Aid Merit Badge)



MLTA5 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.

2-3 PM **Days:** Mo Tu We Th **Room:** NEST
Maximum number of participants: 16
Sessions: All
Prerequisites: 4 (may be completed at camp if there is an engineer present that week)

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MLTA4 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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** NEST
Maximum number of participants: 25
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** NEST
Maximum number of participants: 25
Sessions: All



MLTA30 Exploration

Discover the history and importance of various kinds of exploration by earning the Exploration Merit Badge. Scouts will study real-life explorers who made their mark either in the wild or in a scientific lab, then plan, prepare and go on an expedition that could be nearby or far away.

11-12 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 16
Sessions: All
Prerequisites: 5



MLTA26 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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 20
Sessions: All



MLTA55 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.

10-11 AM **Days:** Mo Tu We Th **Room:** NEST
Maximum number of participants: 16
Sessions: All
Prerequisites: 5



MLTA37 Fishing

Fishing is one of Scouting's essential skills and teaches Scouts to feed themselves, their troops, and their families. In their pursuit of the Fishing Merit Badge, Scouts will demonstrate how to use fishing equipment properly, tie various fishing knots, identify natural fishing baits and artificial lures, and explain safety practices to follow while fishing.

11-12 PM **Days:** Mo Tu We Th **Room:** Fishing
Maximum number of participants: 15
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Fishing
Maximum number of participants: 15
Sessions: All
Prerequisites: 7



MLTA34 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.

10:30-12 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 20
Sessions: All

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MLTA46 Instructional Swim

Designed for those Scouts who have not yet passed the Swimmer test, Instructional swim focuses on the basics of swimming. This includes getting comfortable in the water, basic swimming strokes, and the fun of aquatics! This session is lined up in the schedule with Swimming merit badge so that if a Scout passes their Swimmer test during the block, they can easily shift to the Swimming merit badge group.

10:30-12 PM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 20
Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 20
Sessions: All



ADLT3 Introduction to Outdoor Leadership Skills (IOLS)

The Introduction to Outdoor Leader Skills (IOLS) course builds and expands on the concepts and themes introduced in Scoutmaster Position-Specific Training and provides Scouters with the confidence to take youth into the outdoors. Specifically, this hands-on program gives adult leaders a practical introduction to the patrol method of a Scout-led troop by teaching many of the practical outdoor skills they need to lead Scouts in the out-of-doors. In addition, the teaching methods, activities, and games model the variety of teaching used in effective and engaging Scouting programs.

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



MLTA38 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Boating
Maximum number of participants: 16
Sessions: All

10-11 AM **Days:** Mo Tu We Th **Room:** Boating
Maximum number of participants: 16
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Boating
Maximum number of participants: 16
Sessions: All
Prerequisites: Pass Scouting America Swimmer Test



MLTA22 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Fine Arts
Additional Fee: \$10.00
Maximum number of participants: 16
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Fine Arts
Additional Fee: \$10.00
Maximum number of participants: 16
Sessions: All

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MLTA1 Lifesaving

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

- 9-10:30 AM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 20
Sessions: All
- 10:30-12 PM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 20
Sessions: All
Prerequisites: 2a (Swimming Merit Badge), 16b (CPR demonstration to CPR instructor)
Please bring appropriate clothing to camp for requirement 9



MLTA40 Motorboating

The Motorboating Merit Badge is a fun merit badge for Scouts interested in Sea Scouts. The Motorboating Merit Badge allows Scouts to learn about different types of motorboats and motors, so they can safely navigate the open waters. Scouts will get hands-on experience driving and handling a motorboat while learning about the various types of personal floatation devices and explaining the rules and laws that apply to recreational boating in their communities.

- 9-10 AM **Days:** Mo Tu We Th **Room:** Boating
Additional Fee: \$5.00
Maximum number of participants: 10
Sessions: All
- 10-11 AM **Days:** Mo Tu We Th **Room:** Boating
Additional Fee: \$5.00
Maximum number of participants: 10
Sessions: All
- 11-12 PM **Days:** Mo Tu We Th **Room:** Boating
Additional Fee: \$5.00
Maximum number of participants: 10
Sessions: All
- 2-3 PM **Days:** Mo Tu We Th **Room:** Boating
Additional Fee: \$5.00
Maximum number of participants: 10
Sessions: All
Prerequisites: Pass Scouting America Swimmer Test



MLTA7 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.

- 9-10 AM **Days:** Mo Tu We Th **Room:** NEST
Maximum number of participants: 16
Sessions: All
Prerequisites: 4a2, 4c/4d/4f (pick one of these options)



MLTA13 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.

- 9-10 AM **Days:** Mo Tu We Th **Room:** NEST
Maximum number of participants: 16
Sessions: All

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MLTA18 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.

10-11 AM **Days:** Mo Tu We Th **Room:** Fine Arts
Maximum number of participants: 16
Sessions: All
Prerequisites: 1b



MLTA32 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.

2-3 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 16
Sessions: All



MLTA10 Plant Science

Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.

11-12 PM **Days:** Mo Tu We Th **Room:** NEST
Maximum number of participants: 16
Sessions: All
Prerequisites: 5



MLTA35 Pulp and Paper

Here's an astonishing number to digest- each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.

3-3:30 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 16
Sessions: All



MLTA16 Robotics

Build your own working robot with the Robotics Merit Badge. Learn about the robotics industry, discover the different fields of robotics, explore the available career options in robotics, and design, build, program and test your own robot.

2-3 PM **Days:** Mo Tu We Th **Room:** NEST
Maximum number of participants: 12
Sessions: All



MLTA43 Rowing

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

9-10 AM **Days:** Mo Tu We Th **Room:** Boating
Maximum number of participants: 10
Sessions: All
Prerequisites: Pass Scouting America Swimmer Test

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MLTA21 Sculpture/Pottery

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what they see and feel by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

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.

2-3 PM **Days:** Mo Tu We Th **Room:** Fine Arts
Additional Fee: \$15.00
Maximum number of participants: 12
Sessions: All
Prerequisites: 7



MLTA28 Search and Rescue

A search is an emergency situation requiring a team of trained searchers to locate a missing person. A rescue is an emergency situation where a person's location is known - perhaps having just been found by searchers - and he or she must be removed from danger and returned to safety. By working on the Search and Rescue merit badge, you will learn and practice many skills that may someday save a life.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 16
Sessions: All



MLTA36 Signs, Signals, and Codes

The Signs, Signals, and Codes merit badge covers a number of the nonverbal ways we communicate: emergency signaling, Morse code, American Sign Language, braille, trail signs, sports officiating hand signals, traffic signs, secret codes and more.

9-10 AM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 16
Sessions: All
Prerequisites: 7



MLTA44 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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Boating
Minimum Age: 14
Maximum number of participants: 12
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Boating
Minimum Age: 14
Maximum number of participants: 12
Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Boating
Minimum Age: 14
Maximum number of participants: 12
Sessions: All
Prerequisites: Pass Scouting America Swimmer Test

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MLTA3 Snorkeling Award - 2 Day

This award is offered to encourage youth members to learn and become proficient in snorkeling skills and to snorkel safely

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



MLTA51 Snorkeling Award - Full Week

This award is offered to encourage youth members to learn and become proficient in snorkeling skills and to snorkel safely

- 3-3:30 PM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 10
Sessions: All



MLTA9 Soil & Water Conservation/Forestry

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.

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.

- 11-12 PM **Days:** Mo Tu We Th **Room:** NEST
Maximum number of participants: 16
Sessions: All



MLTA41 Stand Up Paddleboarding Award - 2 Day

This award is offered to encourage the development of paddleboarding skills

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



MLTA50 Stand Up Paddleboarding Award - Full Week

This award is offered to encourage the development of paddleboarding skills

- 3-3:30 PM **Days:** Mo Tu We Th **Room:** Boating
Maximum number of participants: 15
Sessions: All



MLTA2 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.

- 10:30-12 PM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 20
Sessions: All
- 2-3:30 PM **Days:** Mo Tu We Th **Room:** Waterfront
Maximum number of participants: 20
Sessions: All
Prerequisites: Pass Scouting America Swimmer Test

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MLTA17 Theater

While earning the Theater merit badge, Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side. Much more goes on in theater than ever meets the audience's eye.

11-12 PM **Days:** Mo Tu We Th **Room:** Fine Arts
Maximum number of participants: 16
Sessions: All
Prerequisites: 1, 2



MLTA39 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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Boating
Additional Fee: \$15.00
Maximum number of participants: 8
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Boating
Additional Fee: \$15.00
Maximum number of participants: 8
Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Boating
Additional Fee: \$15.00
Maximum number of participants: 8
Sessions: All
Prerequisites: Pass Scouting America Swimmer Test



MLTA8 Weather

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

3-3:30 PM **Days:** Mo Tu We Th **Room:** NEST
Maximum number of participants: 16
Sessions: All
Prerequisites: 2 (discuss with family), 10a or 10b (pick one)



MLTA33 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.

2-3:30 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 16
Sessions: All
Prerequisites: 6 (depending on weather- if in a fire ban)

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MLTA23 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 that can become a lifetime activity.

10-11 AM **Days:** Mo Tu We Th **Room:** Fine Arts
Additional Fee: \$10.00
Maximum number of participants: 16
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Fine Arts
Additional Fee: \$10.00
Maximum number of participants: 16
Sessions: All
Prerequisites: 2a- Totin' Chip required



MLTA54 Woodwork

Wood is an amazingly versatile, practical, yet beautiful material. A skilled craftsman can use wood to fashion just about anything. As a woodworker or carpenter, you will find no end of useful, valuable, and fun items you can make yourself, from wood.

10-11 AM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 12
Sessions: All
Prerequisites: 1c- Totin' Chip required, 7 (unless a cabinetmaker or finish carpenter is present that week)