



## Camp Merz 2022

### Class Catalog

#### Event Contacts

Name	Title	Phone	Email
Joe Debiso	Camp Director	716.269.4877	joe@campmerz.org

Registration opens March 28, 2022  
Visit [www.scoutingevent.com/382-Merz2022](http://www.scoutingevent.com/382-Merz2022) to register



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## Class Catalog

Camp Merz 2022: Scouts BSA 1 at Camp Merz

### Camp Merz Merit Badges (Scheduled Classes)

#### MMB170

Period 1 09:00-09:45 AM

Trail to Eagle



#### American Business

Earning the 'American Business merit badge can help Scouts learn practical business matters that will be useful throughout life. Learning how businesses function will help you understand society and uncover a number of career options.

**Maximum number of participants: 10**

#### MMB171

Period 2 10:00-10:45 AM

Trail to Eagle



#### American Labor

The labor movement in America seeks to ensure that the civil rights of laborers are protected in the workplace, especially in regard to wages, hours, and working conditions.

**Minimum Rank: Star**

**Maximum number of participants: 15**

**Prerequisites: #2a; #2b; #2c**

#### MMB173

Period 5 03:00-03:45 PM

Nature Center



#### Animal Science

Cattle, horses, sheep, goats, hogs, poultry, and other domesticated animals are important to people for many reasons. They supply us with food and clothing, we use them for recreational purposes, they work with and for us.

**Maximum number of participants: 15**

#### MMB133

Period 1 09:00-09:45 AM

Period 2 10:00-10:45 AM

Period 4 02:00-02:45 PM

Period 5 03:00-03:45 PM

Archery Range



#### 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.

**Maximum number of participants: 12**

**Prerequisites: #1a; #1b; #1c; #2a; #2b; #2c; #3a; #3b; #4a; #4b; #4c; #4d; #4e**

**NOTE: Must do workbook 1, 2 a-c, 3 a-b, & 4 (<http://usscouts.org/mb/worksheets/list.asp>) bring to camp**

#### MMB178

Period 2 10:00-10:45 AM

Technology Center



#### Architecture

Architecture is not just the special buildings like cathedrals, museums, or sports stadiums we read about or see on television; it is as normal as the homes, places of worship, schools, and shopping malls where we live, worship, work, learn, and play every day. However, architecture is more than just common shelter; building has always satisfied the human need to create something of meaning. Even the simplest form of architecture is a work of art that requires thought and planning.

**Maximum number of participants: 12**

## Class Catalog

Camp Merz 2022: Scouts BSA 1 at Camp Merz

### MMB107

Period 3 11:00-11:45 AM

Handicraft



#### 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

**Maximum number of participants: 15**

### MMB113

Period 2 10:00-10:00 AM

Nature Center



#### 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.

**Maximum number of participants: 15**

**Prerequisites: #6b**

**NOTE: MANDATORY OUTPOST (will be adjusted for COVID-19 protocols)**

### MMB121

Period 1 09:00-09:45 AM

Scoutcraft



#### Backpacking

Earning the Backpacking merit badge will be demanding but rewarding. Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. In addition, Scouts will discover how to protect the environment by traveling and camping without leaving a trace. By mastering the basics of backpacking, Scouts will develop an even deeper respect for the outdoors.

**Maximum number of participants: 15**

**Prerequisites: #10; #11a; #11b; #11c**

**NOTE: MANDATORY OUTPOST (will be adjusted for COVID-19 protocols)**

### MMB175

Period 3 11:00-11:45 AM

Handicraft



#### 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.

**Additional Fee: \$10.00**

**Maximum number of participants: 15**

### MMB186

Period 3 11:00-11:45 AM

Aquatics



#### Beginning Swim Instruction

This class is for scouts who have not pass the Swimmer's test and would like to work on their swimming skills.

**Maximum number of participants: 10**

### MMB158

Period 5 03:00-03:45 PM

Aquatics



#### BSA Stand Up Paddleboarding (suspended)

Stand Up Paddleboarding

**Minimum Age: 15**

**Maximum number of participants: 8**

**Prerequisites: 2.**

**NOTE: 2 MUST PASS SWIMMER'S TEST TO TAKE AWARD**

## Class Catalog

Camp Merz 2022: Scouts BSA 1 at Camp Merz

### MMB120

Period 3 11:00-11:45 AM

Scoutcraft



#### 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.

**Maximum number of participants:** 15

**Prerequisites:** #4b; #8c; #8d; #9a; #9b[1]; #9b[2]; #9b[3]; #9b[4]; #9b[5]; #9b[6]

**NOTE: MANDATORY OUTPOST (will be adjusted for COVID-19 protocols)**

### MMB155

Period 3 11:00-11:45 AM

Aquatics



#### 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.

**Minimum Age:** 14

**Maximum number of participants:** 8

**Prerequisites:** #2

**NOTE: Must pass swimmer's test to take badge MANDATORY OUTPOST (Will be adjusted for COVID-19 protocols)**

### MMB137

Period 2 02:00-02:45 PM

Trail to Eagle



#### Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

**Maximum number of participants:** 10

### MMB185

Period 5 03:00-03:45 PM

Technology Center



#### Citizenship in Society

"Discussion" requirements will be either with a counselor and another individual (in accordance with Youth Protection Guidelines <https://www.scouting.org/health-and-safety/gss/gss01/>), or with your counselor and a small group (of Scouts), depending upon your preference.

**Minimum Age:** 15

**Maximum number of participants:** 15

**Prerequisites:** #1a; #8

### MMB143

Period 2 10:00-10:00 AM

Trail to Eagle



#### Citizenship in the Community

A nation is a patchwork of communities that differ from each other and may be governed differently. But regardless of how local communities differ, they all have one point in common: In the United States, local government means self-government. Good citizens help to make decisions about their community through their elected local officials.

**Minimum Rank:** First Class

**Maximum number of participants:** 20

**Prerequisites:** #3a; #4a; #4b; #7a; #7b; #7c

## Class Catalog

Camp Merz 2022: Scouts BSA 1 at Camp Merz

### MMB144

Period 3 11:00-11:45 AM

Trail to Eagle



#### 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.

**Minimum Rank:** First Class

**Maximum number of participants:** 20

**Prerequisites:** #7a; #7b; #7c; #7d; #8

### MMB145

Period 4 02:00-02:45 PM

Trail to Eagle



#### 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.

**Minimum Rank:** Star

**Maximum number of participants:** 20

### MMB149

Period 5 03:00-03:45 PM

Trail to Eagle



#### 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."

**Minimum Rank:** First Class

**Maximum number of participants:** 20

**Prerequisites:** #5; #8

### MMB179

Period 1 09:00-09:45 AM

Technology Center



#### Digital Technology

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

**Maximum number of participants:** 12

**NOTE:** Show your counselor your current Cyber Chip

### MMB140

Period 4 02:00-02:00 PM

Technology Center



#### 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.

**Maximum number of participants:** 12

**Prerequisites:** #9a

### MMB139

Period 3 11:00-11:45 AM

Period 4 02:00-02:45 PM

Technology Center



#### 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.

**Additional Fee:** \$15.00

**Maximum number of participants:** 12

## Class Catalog

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### MMB122

Period 1 09:00-09:45 AM  
Period 4 02:00-02:45 PM

Scoutcraft



#### 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.

**Maximum number of participants: 15**

**Prerequisites:** #1; #2b[1]; #2b[2]; #2b[3]; #2b[4]; #2b[5]; #2b[6]; #2b[7]; #2b[8]; #2b[9]; #2b[10]; #2b[11]; #2b[12]; #2b[13]; #2b[14]; #2b[15]; #2b[16]; #2b[17]; #2b[18]; #2c; #7b; #8b

**NOTE: MUST HAVE 1st Aid MB BEFORE CAMP**

### MMB116

Period 5 03:00-03:45 PM

Nature Center



#### Energy

Saving, producing, and using energy wisely will be critical to America's future. If we are to leave future generations with a world in which they can live as well or better than we have, Scouts and other potential leaders of tomorrow must begin the hard work of understanding energy and the vital role it will play in the future.

**Maximum number of participants: 15**

**Prerequisites:** #4a; #4b

### MMB110

Period 1 09:00-09:00 AM  
Period 4 02:00-02:00 PM

Nature Center



#### 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.

**Maximum number of participants: 15**

**NOTE: 4b HOMEWORK during camp (visit two sites 3 times**

**each, 20 min sessions**

### MMB174

Period 3 11:00-11:45 AM

Handicraft



#### Fingerprinting

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.

**Maximum number of participants: 15**

### MMB130

Period 5 03:00-03:45 PM

Scoutcraft



#### Fire Safety

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.

**Maximum number of participants: 15**

**Prerequisites:** #11

## Class Catalog

Camp Merz 2022: Scouts BSA 1 at Camp Merz

### MMB125

Period 2 10:00-10:45 AM  
 Period 4 02:00-02:45 PM

Scoutcraft



#### 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.

**Minimum Rank:** First Class

**Maximum number of participants:** 15

**NOTE: (5a bring a picture of family kit & explain content, 5b scoutmaster note - unit first kit checked of completeness)**

### MMB108

Period 5 03:00-03:45 PM

Nature Center



#### 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.

**Maximum number of participants:** 15

**Prerequisites:** #5a; #5b; #5c; #5d

### MMB152

Period 1 09:00-09:00 AM  
 Period 2 10:00-10:00 AM

Aquatics



#### 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."

**Maximum number of participants:** 10

**Prerequisites:** #7

**NOTE: 16 or older must show NYS Fishing License**

### MMB112

Period 2 10:00-10:45 AM

Nature Center



#### Forestry

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.

**Maximum number of participants:** 15

**Prerequisites:** #1a; #1b; #1c

### MMB135

Period 1 09:00-09:45 AM  
 Period 5 03:00-03:45 PM

Technology Center



#### Game Design

Games also come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.

**Maximum number of participants:** 10

## Class Catalog

Camp Merz 2022: Scouts BSA 1 at Camp Merz

### MMB109

Period 1 09:00-09:45 AM

Nature Center



#### Geology

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.

**Maximum number of participants: 15**

### MMB105

Period 4 02:00-02:45 PM

Handicraft



#### Indian Lore

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

**Maximum number of participants: 10**

### MMB106

Period 5 03:00-03:45 PM

Handicraft



#### Inventing

Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge, and discover your inner inventiveness.

**Maximum number of participants: 15**

### MMB153

Period 2 10:00-10:00 AM

Aquatics



#### Kayaking

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

**Maximum number of participants: 8**

**Prerequisites: #2**

**NOTE: MUST PASS SWIMMER'S TEST TO TAKE BADGE**

### MMB103

Period 2 10:00-10:45 AM

Handicraft



#### 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.

**Maximum number of participants: 12**

### MMB180

Period 2 10:00-11:45 AM

Aquatics



#### 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.

**Maximum number of participants: 10**

**Prerequisites: #2a; #2b**

**NOTE: 1a MUST PASS SWIMMER'S TEST TO TAKE BADGE**



## Class Catalog

Camp Merz 2022: Scouts BSA 1 at Camp Merz

### MMB166

Period 3 09:00-04:45 PM

Field Activities



### M.O.O.S.E. Older Scout Program (suspended)

Older scout all day adventure program

**Minimum Age:** 15

**Maximum number of participants:** 10

**NOTE:** Must be physically fit

### MMB114

Period 3 11:00-11:45 AM

Nature Center



### 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.

**Maximum number of participants:** 15

### MMB134

Period 4 02:00-02:45 PM

Rifle Range



### Merz Marksmanship

Merz Marksmanship.

**Additional Fee:** \$15.00

**Minimum Age:** 12

**Maximum number of participants:** 16

**NOTE:** MUST HAVE RIFLE SHOOTING MB

### MMB161

Period 5 03:00-03:45 PM

Aquatics



### Mile Swim BSA

Mile Swim BSA

**NOTE:** MUST PASS SWIMMER'S TEST TO DO AWARD

### MMB156

Period 3 11:00-11:00 AM

Period 4 02:00-02:00 PM

Aquatics



### Motorboating

With the fun of operating a motor boat 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.

**Additional Fee:** \$30.00

**Minimum Age:** 15

**Maximum number of participants:** 5

**Prerequisites:** #2a

**NOTE:** MUST PASS SWIMMER'S TEST TO TAKE BADGE

### MMB127

Period 4 02:00-02:45 PM

Scoutcraft



### 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.

**Maximum number of participants:** 15

**Prerequisites:** #7a; #7b

### MMB188

HC Inpost 06:30-09:30 PM

Handicraft



### Painting

This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects.

## Class Catalog

Camp Merz 2022: Scouts BSA 1 at Camp Merz

### MMB119

Period 3 11:00-11:45 AM

Polaris



#### Paul Bunyan Woodsman

To encourage proper use of woods tools, training others in Totin' Chip skills, and creating a simple outdoor project using acquired woods tool skills.

**Maximum number of participants:** 10

**Prerequisites:** 1.

**NOTE: Must have Totin' Chip before camp**

### MMB142

Period 1 09:00-09:45 AM

Trail to Eagle



#### Personal Management

Personal management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training, and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities.

**Minimum Rank:** Star

**Maximum number of participants:** 20

**Prerequisites:** #2a; #2b[1]; #2b[2]; #2b(3); #2b(4); #8a; #8b; #8c; #8d

### MMB172

Period 4 02:00-02:45 PM

Handicraft



#### 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.

**Maximum number of participants:** 10

**Prerequisites:** #1a

**NOTE: Show your counselor your current Cyber Chip**

### MMB123

Period 2 10:00-10:00 AM

Scoutcraft



#### 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.

**Maximum number of participants:** 15

**Prerequisites:** #2b

**NOTE: Be ready to demonstrate knots at camp**

### MMB167

Early Morning Period 07:00-07:30 AM

Aquatics



#### Polar Bear Swim

Early Morning Swim session for both Leaders and Scouts. Participates who attend all three sessions will receive a certification of completion.

## Class Catalog

Camp Merz 2022: Scouts BSA 1 at Camp Merz

### MMB165

Period 1 09:00-10:45 AM  
 Period 4 02:00-03:45 PM

Polaris



#### Polaris

Scouts BSA Tenderfoot rank advancement

Scouts BSA Second Class rank advancement

Scouts BSA First Class rank advancement

First Year Camper Program

**Maximum number of participants: 25**

### MMB131

Period 1 09:00-09:00 AM  
 Period 2 10:00-10:00 AM  
 Period 5 03:00-03:00 PM

Rifle Range



#### Rifle Shooting (Option A - Modern Cartridge)

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.

**Additional Fee: \$15.00**

**Minimum Age: 12**

**Maximum number of participants: 16**

**Prerequisites:** #1a; #1b; #1c; #1d; #1e; #f; #1g; #1h; #1i; #2a.Opt.a; #2b.Opt.a; #2c.Opt.a; #2d.Opt.a; #2e.Opt.a; #2f.Opt.a; #2g.Opt.a; #2h.Opt.a; #2i.Opt.a

**NOTE: 1, 2 a-i, workbook (<http://usscouts.org/mb/worksheets/list.asp>), bring to camp**

### MMB151

Period 1 09:00-09:45 AM

Aquatics



#### Rowing (suspended)

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.

**Maximum number of participants: 8**

**Prerequisites: #2**

### MMB132

Period 1 09:00-09:45 AM  
 Period 2 10:00-10:45 AM  
 Period 4 02:00-02:45 PM  
 Period 5 03:00-03:45 PM

Rifle Range



#### Shotgun Shooting

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.

**Additional Fee: \$15.00**

**Minimum Age: 14**

**Maximum number of participants: 8**

**Prerequisites:** #1a; #1b; #1c; #1d; #1e; #1f[1]; #1f[2]; #1g; #1h; #1i; #2a.Opt.A; #2b.Opt.A; #2c.Opt.A; #2d.Opt.A; #2e.Opt.A; #2f.Opt.A; #2g.Opt.A; #2h.Opt.A

**NOTE: 1, 2 a-h, bring workbook (<http://usscouts.org/mb/worksheets/list.asp>) bring to camp**

### MMB176

Period 5 03:00-03:45 PM

Scoutcraft



#### 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?

**Maximum number of participants: 15**

## Class Catalog

Camp Merz 2022: Scouts BSA 1 at Camp Merz

### MMB159

Period 4 02:00-02:00 PM

Aquatics



#### 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.

**Maximum number of participants: 8**

**Prerequisites: #2**

**NOTE: MUST PASS SWIMMER'S TEST TO TAKE BADGE**

### MMB160

Period 5 03:00-03:45 PM

Aquatics



#### Snorkeling BSA

Snorkeling BSA

**Maximum number of participants: 10**

**Prerequisites: 1.**

**NOTE: MUST PASS SWIMMER'S TEST TO TAKE AWARD**

### MMB115

Period 4 02:00-02:45 PM

Nature Center



#### 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.

**Maximum number of participants: 15**

### MMB111

Period 2 10:00-10:45 AM

Period 5 03:00-03:45 PM

Technology Center



#### 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.

**Additional Fee: \$15.00**

**Maximum number of participants: 10**

### MMB150

Period 1 09:00-09:45 AM

Period 4 02:00-02:45 PM

Aquatics



#### 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.

**Maximum number of participants: 10**

**Prerequisites: #2**

**NOTE: MUST PASS SWIMMER'S TEST TO TAKE BADGE**

### MMB102

Period 2 10:00-10:00 AM

Handicraft



#### 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.

**Maximum number of participants: 15**

**Prerequisites: #1**

**NOTE: 1 (See or read three full-length plays.\* Write a review of each, be prepared to comment on plot, acting/singing (if watched) (bring 3 written reviews to camp)**

## Class Catalog

Camp Merz 2022: Scouts BSA 1 at Camp Merz

### MMB148

Period 5 03:00-03:45 PM

Trail to Eagle



#### Traffic Safety

Staying safe in traffic wherever you live is getting more difficult all the time, as more and more people take to the road. Earning the Traffic Safety merit badge and will give Scouts some crucial tools to stay safer, when driving a car on a highway, riding a bike across town, or jogging across a busy street.

**Maximum number of participants:** 10

**Prerequisites:**

### MMB154

Period 1 09:00-10:45 AM

Aquatics



#### 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.

**Additional Fee:** \$30.00

**Minimum Age:** 13

**Maximum number of participants:** 5

**Prerequisites:** #3

**NOTE: MUST PASS SWIMMER'S TEST TO TAKE BADGE**

### MMB124

Period 2 10:00-10:00 AM

Scoutcraft



#### 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.

**Minimum Rank:** Second Class

**Maximum number of participants:** 15

**Prerequisites:** #5

**NOTE: MANDATORY OUTPOST (Will be adjusted for COVID-19 protocols)**

### MMB100

Period 1 09:00-09:00 AM

Period 5 03:00-03:00 PM

Handicraft



#### 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.

**Maximum number of participants:** 10

**Prerequisites:** #2a

**NOTE: 2a (must earn Totin' Chip before camp)**

**Should bring knife (suggested- standard BSA pocket knife)**