



Camp Cedars 2026

Class Catalog

Event Contacts

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Visit www.scoutingevent.com/326-Cedars26 to register



Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

Camp Cedars (Merit Badge Sessions) (Scheduled Classes)

CEDa105

Block B (M-T 10:00-11:45AM)
Block F (W-TH 1:45-3:30PM)

Dixon 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.

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 12+

Notes: None

CEDa215

Block B (M-T 10:00-11:45AM)
Block F (W-TH 1:45-3:30PM)

Scott Storm Shelter



Animation & Moviemaking MBs

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

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.

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 12+

Notes: These two merit badges are being offered in conjunction with each other.

CEDa106

Block A (M-T 8:00-9:45AM)
Block E (W-TH 10:00-11:45AM)

Dixon Nature Center



Archaeology

Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.

Minimum Age: 14

Maximum number of participants: 14

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 12+

Notes: Field Trip 1:30pm on Friday Afternoon over to Camp Eagle. Meet at the Admin Building. Drivers will be needed.

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa103

Block A (M-T 8:00-9:45AM)
Block B (M-T 10:00-11:45AM)
Block C (M-T 1:45-3:30PM)
Block D (W-TH 8:00-9:45AM)
Block E (W-TH 10:00-11:45AM)
Block F (W-TH 1:45-3:30PM)

Protzman 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.

Minimum Age: 14

Maximum number of participants: 12

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 11+

Notes: Must be able to pass bow strength test Sunday during Check in. Must attend mandatory safety briefing on Sunday.

CEDa104

Block A (M-T 8:00-9:45AM)
Block E (W-TH 10:00-11:45AM)

Karp Pavilion



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.

Minimum Age: 14

Maximum number of participants: 16

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 12+

Notes: None

CEDa107

Block C (M-T 1:45-3:30PM)

Scott Storm Shelter



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.

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Requirement 6b

Recommended Age: Scouts 12+

Notes: Night Skies Presentation one night during camp.

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa108

Block D (W-TH 8:00-9:45AM)

Scott Storm Shelter



Aviation

For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird, to float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher than they ever could.

Minimum Age: 14

Maximum number of participants: 16

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: Participants will take a field trip on Friday. Drivers will be needed. This class is 2 periods long.

CEDa109

Block D (W-TH 8:00-9:45AM)

Block E (W-TH 10:00-11:45AM)

Block F (W-TH 1:45-3:30PM)

Karp Pavilion



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.

Minimum Age: 14

Maximum number of participants: 12

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 11+

Notes: None

CEDa171

Block B (M-T 10:00-11:45AM)

Block E (W-TH 10:00-11:45AM)

Dixon Nature Center



Bird Study & Insect Study MBs

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.

Insect Study: In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Bird Study: 5, Insect Study: 3,4.

Recommended Age: Scouts 12+

Notes: These two merit badges are being offered in conjunction with each other.

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa203

Block A (M-T 8:00-9:45AM)
Block E (W-TH 10:00-11:45AM)

Scoutcraft



Camping & Hiking MBs

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.

Hiking is a terrific way to keep your body and mind in top shape, both now and for a lifetime. Walking packs power into your legs and makes your heart and lungs healthy and strong. Exploring the outdoors challenges you with discoveries and new ideas. Your senses will improve as you use your eyes and ears to gather information along the way.

Minimum Age: 14

Maximum number of participants: 16

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Camping requirement 3, 8(d) and 9, Hiking requirements 4, and 5

Recommended Age: Scouts 11+

Notes: Scouts will need good hiking shoes and can bring a hiking backpack. These two merit badges are being offered in conjunction with each other.

CEDa112

Block A (M-T 8:00-9:45AM)
Block E (W-TH 10:00-11:45AM)

Lakefront



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: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) Requirement 2, (Current blue swimmer)

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 12+

Notes: Scouts will need to have one set of clothes and old shoes that can go in the lake.

CEDa235

Block A (M-T 8:00-9:45AM)
Block D (W-TH 8:00-9:45AM)

Scott Storm Shelter



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.

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: None

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa196

Friday (2:00PM)
Friday (9:00AM)

Scott Storm Shelter



Chess

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

Minimum Age: 14

Maximum number of participants: 20

Prerequisites: (Completed BEFORE attending camp) None

Postrequisites: (Completed AFTER attending camp) None

Recommended Age: Scouts 11+

Notes: Class meets at 9:00am or 2:00pm on Friday

CEDa113

Block A (M-T 8:00-9:45AM)
Block E (W-TH 10:00-11:45AM)

Millard Resource Center



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 Age: 14

Maximum number of participants: 16

Prerequisites: (Completed BEFORE attending camp) None

Postrequisites: (Completed AFTER attending camp) Requirement 5 and 7

Recommended Age: Scouts 13+

Notes: None

CEDa114

Block B (M-T 10:00-11:45AM)
Block D (W-TH 8:00-9:45AM)

Millard Resource Center



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 Age: 14

Maximum number of participants: 20

Prerequisites: (Completed BEFORE attending camp) None

Postrequisites: (Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: None

CEDa115

Block A (M-T 8:00-9:45AM)
Block D (W-TH 8:00-9:45AM)

Storz Climbing Tower



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.

Minimum Age: 14

Maximum number of participants: 12

Prerequisites: (Completed BEFORE attending camp) None

Postrequisites: (Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: This class is 2 periods long.

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa116

Block A (M-T 8:00-9:45AM)
Block C (M-T 1:45-3:30PM)
Block D (W-TH 8:00-9:45AM)

Scoutcraft



Cooking

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.

Minimum Age: 14

Maximum number of participants: 14

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Requirements 2c,4, and 6

Recommended Age: Scouts 12+

Notes: This class is 2 periods long.

CEDa221

Block F (W-TH 1:45-3:30PM)

Rotary Activity Pavilion



Disabilities Awareness

Look around at the Scouts in your unit, the members of your sports teams, and the kids in your class - you will see that each person has their own personalities, distinct interests and ideas, different physical features, and different strengths and needs.

Minimum Age: 14

Maximum number of participants: 16

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Requirement 2

Recommended Age: Scouts 12+

Notes: None

CEDa154

Block C (M-T 1:45-3:30PM)

Scott Storm Shelter



Electricity & 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.

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Electricity Requirements 2,7, and 8

Recommended Age: Scouts 13+

Notes: These two merit badges are being offered in conjunction with each other.

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa118

Block A (M-T 8:00-9:45AM)
Block B (M-T 10:00-11:45AM)
Block C (M-T 1:45-3:30PM)
Block D (W-TH 8:00-9:45AM)
Block E (W-TH 10:00-11:45AM)

Rotary Activity Pavilion



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.

Minimum Age: 14

Maximum number of participants: 16

Prerequisites: Prerequisites:(Completed BEFORE attending camp) Requirement 9 (First Aid Merit Badge)

Postrequisites:(Completed AFTER attending camp) Requirements 2, 3, and 8(b)

Recommended Age: Scouts 11+

Notes: None

CEDa191

Block A (M-T 8:00-9:45AM)
Block C (M-T 1:45-3:30PM)
Block D (W-TH 8:00-9:45AM)
Block F (W-TH 1:45-3:30PM)

Dixon 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.

Minimum Age: 14

Maximum number of participants: 16

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 12+

Notes: None

CEDa179

Evening Program (W-TH 7:30-8:30PM)

Scott Storm Shelter



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.

Minimum Age: 14

Maximum number of participants: 500

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 11+

Notes: Offered Thursday night only

CEDa165

Evening Program (M-T 7:30-8:30PM)

Scoutcraft



Fire Safety

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

Minimum Age: 14

Maximum number of participants: 500

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Requirement 5,8h, and 10

Recommended Age: Scouts 11+

Notes: Offered Tuesday Night Only

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa121

Block A (M-T 8:00-9:45AM)
Block B (M-T 10:00-11:45AM)
Block C (M-T 1:45-3:30PM)
Block D (W-TH 8:00-9:45AM)
Block F (W-TH 1:45-3:30PM)

Rotary Activity Pavilion



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 Age: 14

Maximum number of participants: 16

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Requirements 2b(1), and 14

Recommended Age: Scouts 11+

Notes: None

CEDa217

Block C (M-T 1:45-3:30PM)
Block D (W-TH 8:00-9:45AM)

Dixon Nature Center



Fish and Wildlife Management & Soil and Water Conservation

Fish and 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.

Soil and Water 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.

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Fish and Wildlife Requirement 5

Recommended Age: Scouts 12+

Notes: These two merit badges are being offered in conjunction with each other.

CEDa122

Block A (M-T 8:00-9:45AM)
Block B (M-T 10:00-11:45AM)
Block D (W-TH 8:00-9:45AM)
Block E (W-TH 10:00-11:45AM)

Dixon Nature Center



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."

Minimum Age: 14

Maximum number of participants: 12

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Requirement 10

Recommended Age: Scouts 11+

Notes: Bring personal fishing equipment if desired but not necessary.

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa157

Block C (M-T 1:45-3:30PM)
Block F (W-TH 1:45-3:30PM)

Dixon Nature Center



Forestry & Nature MBs

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.

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.

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Forestry Requirement 5, and 8

Recommended Age: Scouts 12+

Notes: These two merit badges are being offered in conjunction with each other.

CEDa172

Block B (M-T 10:00-11:45AM)
Block E (W-TH 10:00-11:45AM)

Scott Storm Shelter



Game Design & Inventing

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.

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.

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Inventing Requirement: 8

Recommended Age: Scouts 13+

Notes: These two merit badges are being offered in conjunction with each other.

CEDa181

Block C (M-T 1:45-3:30PM)
Block E (W-TH 10:00-11:45AM)

Scoutcraft



Geocaching

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Requirements 8, and 9

Recommended Age: Scouts 12+

Notes: None

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa234

Block A (M-T 8:00-9:45AM)
Block D (W-TH 8:00-9:45AM)

Scoutcraft



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."

Minimum Age: 14

Maximum number of participants: 12

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: This badge will be focused on the disc golf option. Scouts may bring their own discs if they desire.

CEDa127

Block A (M-T 8:00-9:45AM)
Block D (W-TH 8:00-9:45AM)
Block F (W-TH 1:45-3:30PM)

Thomas Equestrian Center



Horsemanship

In addition to learning how to safely ride and care for horses, Scouts who earn this merit badge will gain an understanding of the instincts and behaviors of horses and humane and effective methods for training horses.

Minimum Age: 14

Maximum number of participants: 10

<https://mac-bsa.org/camping-outdoors/scouts-bsa-camping/program-offerings/>

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 12+

Notes: Requires a release form that must be signed by a parent or guardian; long pants are recommended; shoes or boots with heels are helpful.

CEDa205

Block B (M-T 10:00-11:45AM)
Block D (W-TH 8:00-9:45AM)
Block F (W-TH 1:45-3:30PM)

Lakefront



Kayaking

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

Minimum Age: 14

Maximum number of participants: 12

Prerequisites: Prerequisites:(Completed BEFORE attending camp) Requirement 2 (Current blue swimmer)

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: Scouts will need to have one set of clothes and old shoes that can go in the lake.

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa131

Block C (M-T 1:45-3:30PM)
Block D (W-TH 8:00-9:45AM)
Block F (W-TH 1:45-3:30PM)

Karp Pavilion



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.

Minimum Age: 14

Maximum number of participants: 12

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 11+

Notes: None

CEDa132

Block A (M-T 8:00-9:45AM)

Bekins Pool



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.

Minimum Age: 14

Maximum number of participants: 15

Prerequisites: Prerequisites:(Completed BEFORE attending camp) Requirement 2a, (Swimming merit badge)

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: Must be a current blue swimmer and have ability to swim 400 yards using front crawl, side stroke, breast stroke, and elementary backstroke; will need long pants and long sleeve shirt that can get wet.

CEDa218

Block C (M-T 1:45-3:30PM)
Block E (W-TH 10:00-11:45AM)

Dixon Nature Center



Mammal Study & Reptile and Amphibian Study

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.

Reptile and Amphibian Scouts have always 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.

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Mammal Study Requirement 5, Reptile and Amphibian Study Requirement 8

Recommended Age: Scouts 12+

Notes: These two merit badges are being offered in conjunction with each other.

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa201

Block A (M-T 8:00-9:45AM)
Block B (M-T 10:00-11:45AM)
Block C (M-T 1:45-3:30PM)
Block D (W-TH 8:00-9:45AM)
Block E (W-TH 10:00-11:45AM)
Block F (W-TH 1:45-3:30PM)

Forge



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. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: Bring cotton long sleeves and pants to class.

CEDa199

Block B (M-T 10:00-11:45AM)
Block D (W-TH 8:00-9:45AM)

Karp Pavilion



Painting

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

Minimum Age: 14

Maximum number of participants: 16

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 12+

Notes: None

CEDa223

Block C (M-T 1:45-3:30PM)

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.

Minimum Age: 14

Maximum number of participants: 16

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: None

CEDa135

Block A (M-T 8:00-9:45AM)
Block B (M-T 10:00-11:45AM)
Block C (M-T 1:45-3:30PM)

Karp Pavilion



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.

Minimum Age: 14

Maximum number of participants: 16

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 11+

Notes: None

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa232

Block E (W-TH 10:00-11:45AM)

Rotary Activity Pavilion



Public Health & Safety

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

Safety Knowing about safety helps Scouts to make the right choices and to take the best actions to avoid accidents by making informed choices in their everyday activities and to respond appropriately during an emergency situation.

Minimum Age: 14

Maximum number of participants: 16

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Public Health Requirement 7, Safety Requirement: 2 (d,e,f), and 3(b)

Recommended Age: Scouts 12+

Notes: These two merit badges are being offered in conjunction with each other.

CEDa174

Evening Program (M-T 7:30-8:30PM)

Dixon Nature Center



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.

Minimum Age: 14

Maximum number of participants: 500

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 11+

Notes: Offered Monday evening class only.

CEDa197

Block A (M-T 8:00-9:45AM)
Block D (W-TH 8:00-9:45AM)

Scott Storm Shelter



Radio

Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can't reply) as well as two-way radio (where the same person can both receive and send messages).

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 12+

Notes: Scouts will need to report to class Friday Morning to complete Merit Badge.

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa138

Block A (M-T 8:00-9:45AM)
Block B (M-T 10:00-11:45AM)
Block C (M-T 1:45-3:30PM)
Block D (W-TH 8:00-9:45AM)
Block E (W-TH 10:00-11:45AM)
Block F (W-TH 1:45-3:30PM)

Protzman Rifle Range



Rifle Shooting

The Rifle Shooting merit badge shows you how a rifle works, how to handle it safely, and how to care for it. There is much more to shooting than squeezing the trigger. Once you have learned the fundamentals of rifle shooting, you can begin to apply them to various rifle-shooting sports and activities.

Minimum Age: 14

Maximum number of participants: 12

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 11+

Notes: No personal firearms or ammunition are allowed at camp. Must attend mandatory safety briefing on Sunday.

CEDa231

Block C (M-T 1:45-3:30PM)
Block F (W-TH 1:45-3:30PM)

Scott Storm Shelter



Robotics

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); they 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 them as a career.

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Requirement 6

Recommended Age: Scouts 13+

Notes: None

CEDa139

Block C (M-T 1:45-3:30PM)

Lakefront



Rowing

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

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) Requirement 2 (Current Blue Swimmer)

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 12+

Notes: Scouts will need to have one set of clothes and old shoes that can go in the lake.

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa200

Block A (M-T 8:00-9:45AM)

Haddix Trading Post



Salesmanship

By studying salesmanship, Scouts can learn self-confidence, motivation, friendliness, and the persistence necessary to overcome obstacles and solve problems. Sales can offer a challenging and rewarding career for those who enjoy interacting with people from all walks of life.

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Requirement 5

Recommended Age: Scouts 13+

Notes: This class will be taught in the Trading Post

CEDa161

Evening Program (W-TH 7:30-8:30PM)

Karp Pavilion



Sculpture

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

Minimum Age: 14

Maximum number of participants: 500

Prerequisites: Prerequisites:(Completed BEFORE attending camp) Pottery or Art merit badge (recommended, not required)

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 11+

Notes: Offered Wednesday evening only

CEDa140

Block B (M-T 10:00-11:45AM)

Block C (M-T 1:45-3:30PM)

Block E (W-TH 10:00-11:45AM)

Block F (W-TH 1:45-3:30PM)

David Scott Shotgun 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.

Minimum Age: 14

Maximum number of participants: 8

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: No personal firearms or ammunition are allowed at camp. Must attend mandatory safety briefing on Sunday. Must be able to pass Shotgun strength test Sunday during Check in

CEDa141

Block A (M-T 8:00-9:45AM)

Block F (W-TH 1:45-3:30PM)

Scott Storm Shelter



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.

Minimum Age: 14

Maximum number of participants: 16

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 11+

Notes: Rocket and engines will be provided in class (do not bring your own).

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa142

Block B (M-T 10:00-11:45AM)
Block C (M-T 1:45-3:30PM)
Block D (W-TH 8:00-9:45AM)
Block E (W-TH 10:00-11:45AM)
Block F (W-TH 1:45-3:30PM)

Bekins Pool



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.

Minimum Age: 14

Maximum number of participants: 16

Prerequisites: (Completed BEFORE attending camp) Requirement 2 (Current blue swimmer)

Postrequisites: (Completed AFTER attending camp) None

Recommended Age: Scouts 11+

Notes: Bring goggles if you have them or you can borrow some at camp

CEDa229

Block C (M-T 1:45-3:30PM)

Karp Pavilion



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.

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: (Completed BEFORE attending camp) None

Postrequisites: (Completed AFTER attending camp) None

Recommended Age: Scouts 12+

Notes: None

CEDa143

Block F (W-TH 1:45-3:30PM)

Dixon Nature Center



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.

Minimum Age: 14

Maximum number of participants: 14

Prerequisites: (Completed BEFORE attending camp) None

Postrequisites: (Completed AFTER attending camp) Requirement 10

Recommended Age: Scouts 12+

Notes: Field Trip time to be determined. There will be at least 1 adult per 8 youth when transporting to and from the Weather Station. Meet at the Admin Building

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa202

Friday (8:00AM)

Smith Administration



Welding

Welding is the process of joining with a weld - joining or combining similar pieces of metal by heating them with a flame torch or an electric current, then hammering or pressing them together while they are soft. Welding plays a major role in our modern world, and mastery of the skill can lead to exciting career opportunities. Someday, you may have an opportunity to experience exciting new career paths in welding.

Maximum number of participants: 12

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: Friday morning 8:00am class. Adults will be needed to provide transportation to Fremont, NE for the session. There will be at least 1 adult per 8 youth when transporting to and from Fremont.

CEDa144

Block B (M-T 10:00-11:45AM)

Block D (W-TH 8:00-9:45AM)

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 Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) Requirement 4

Recommended Age: Scouts 12+

Notes: Scouts will be staying one night at the outpost site. Scouts can bring equipment for the outpost.

CEDa145

Block A (M-T 8:00-9:45AM)

Block C (M-T 1:45-3:30PM)

Block E (W-TH 10:00-11:45AM)

Karp Pavilion



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.

Minimum Age: 14

Maximum number of participants: 12

Prerequisites: Prerequisites:(Completed BEFORE attending camp) Requirement 2(a)(Earn Totin' Chip)

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 11+

Notes: None

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDa230

Block B (M-T 10:00-11:45AM)
Block F (W-TH 1:45-3:30PM)

Karp Pavilion



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.

Minimum Age: 14

Maximum number of participants: 12

Prerequisites: Prerequisites:(Completed BEFORE attending camp) Wood Carving MB, and Requirement 1(c) (Earn Totin' Chip)

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 12+

Notes: Need to have taken Wood Carving MB before class

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

Camp Cedars (Specialty Sessions) (Scheduled Classes)

CEdc108

Block C (M-T 1:45-3:30PM)

Thomas Equestrian Center

Advanced Horsemanship

No merit badge books or paperwork, just time spent with horses and riding. You will learn advanced riding techniques, experience extended trail rides, and other activities.

Minimum Age: 14

Maximum number of participants: 8

<https://mac-bsa.org/camping-outdoors/scouts-bsa-camping/program-offerings/>

Prerequisites: Prerequisites:(Completed BEFORE attending camp)

Horsemanship Merit Badge

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: Requires a release form that must be signed by a parent or guardian; long pants are encouraged; shoes or boots with heels are helpful.

CEdc105

Block B (M-T 10:00-11:45AM)

Block C (M-T 1:45-3:30PM)

Block E (W-TH 10:00-11:45AM)

Block F (W-TH 1:45-3:30PM)

ATV Training Track



ATV Safety Course

The ATV *RiderCourse* is a program to teach ATV riders the principles and behaviors of safe riding. The course consists of both discussion lessons and riding lessons. The discussion lessons provide discovery and discussion of the principles and practices of riding an ATV. The riding lessons provide hands-on practice of riding exercises under the supervision of a licensed Instructor.

Minimum Age: 14

Maximum number of participants: 6

<https://mac-bsa.org/camping-outdoors/scouts-bsa-camping/program-offerings/>

Prerequisites: Prerequisites:(Completed BEFORE attending camp) ATV Online Training

Postrequisites:(Completed AFTER attending camp) None

Required Age: A Scout must be at least 14 years of age.

Waivers: Requires the ATV Program Waiver, ASI ATV RiderCourse Waiver Form, and ATV Online course certificate. Both forms must be signed by a parent or guardian. Click the link above.

Notes: Scouts must provide their own over-the-ankle boots, long-sleeve shirts, and long pants.

CEdc129

Evening Program (W-TH 7:30-8:30PM)

Evening Program (W-TH 7:30-8:30PM)

Evening Program (W-TH 7:30-8:30PM)

Lakefront



BSA Stand Up Paddle Board

The BSA Stand Up Paddleboarding award introduces Scouts to the basics of stand up paddleboarding (SUP) on calm water, including skills, equipment, self rescue, and safety precautions. This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation.

Minimum Age: 14

Maximum number of participants: 10

Prerequisites: Prerequisites:(Completed BEFORE attending camp) Current Blue Swimmer

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 11+

Notes: Separate classes offered each day.

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEdc162

Block C (M-T 1:45-3:30PM)

Scott COPE Course

COPE

C.O.P.E. (Challenging Outdoor Personal Experience) is a noncompetitive program designed to build leadership, teamwork, self-confidence, and personal growth through a series of challenging outdoor activities. It includes group initiative games, trust events, low-course elements, and high-course elements that encourage participants to climb, swing, balance, jump, rappel, and solve problems together. Some activities focus on group cooperation and communication, while others help individuals develop physical skills, agility, and self-confidence. Participants are often able to accomplish more than they initially believed possible. C.O.P.E. promotes leadership, teamwork, and character development. Because it is noncompetitive, every participant can succeed and benefit from the experience.

Minimum Age: 14

Maximum number of participants: 12

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Required Age: A Scout must be at least 13 years of age.

Notes: This class is 2 periods long and may run long. Please bring a water bottle to class.

CEdc154

Friday (10:30AM)

Friday (9:00AM)

Pistol Range

Cowboy Action Shoot

Scouts will be shooting old west style 22 cal. pistols, 22 cal. rifles, and a 20 gauge shotgun in an old west setting on the range.

Minimum Age: 14

Maximum number of participants: 12

Prerequisites: Prerequisites:(Completed BEFORE attending camp) Waiver form signed by a parent or guardian and turned into the Camp Admin Building

Postrequisites:(Completed AFTER attending camp) None

Required Age: A Scout must be at least 14 years of age.

Notes: No personal firearms or ammunition are allowed at camp. Program runs at 9:00am and 10:30am.

CEdc188

Block B (M-T 10:00-11:45AM)

Block E (W-TH 10:00-11:45AM)

Karp Pavilion



Dance***Test Lab

Dancing is a fun and exciting way to express yourself, stay active, and connect with others. Every style of dance-from hip hop and ballet to cultural and partner dances-has its own rhythm, history, and story to tell. In the Dance Test Lab Badge, you'll learn how to move safely, warm up properly, and understand what makes every dance unique. You'll explore different styles of dance, learn about famous dancers, and even perform your own routine. Whether you're new to dancing or already love it, this badge will help you build confidence, creativity, and coordination while having a great time moving to the beat.

Minimum Age: 14

Maximum number of participants: 8

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: This is a Test Lab Merit Badge. It is not a Merit Badge yet.

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEdc163

Block A (M-T 8:00-9:45AM)
Block C (M-T 1:45-3:30PM)
Block D (W-TH 8:00-9:45AM)
Honor Society Building (OA
& NBZ Offices)



Kit Fox First Year Camper Program

The Kit Fox program is for our campers who have not yet completed the First Class rank. Many requirements from Scout to First Class will be taught throughout two class periods. First Aid and Swimming Requirements are taught outside of class time.

Requirements taught this summer the following: **Scout Rank:** 1a, 1b, 1c, 1d, 1e, 1f, 3a, 3b, 4a, 4b, 5 **Tenderfoot Rank:** 1c, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 7a, 7b, 8 **Second Class Rank:** 1b, 2a, 2b, 2c, 2d, 2f, 2g, 3a, 3b, 3c, 3d, 4, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6d, 6e, 8a, 8b, 9a, 9b **First Class Rank:** 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6e, 7a, 7b, 7c, 7f,

Minimum Age: 14

Maximum number of participants: 16

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 11+

Notes: Determining what a Scout knows and signing the requirements as completed remains the responsibility of the unit leader or designee. Please bring a water bottle and a Scouting America Handbook. Kit Fox is a 2-block class.

CEdc184

Block C (M-T 1:45-3:30PM)
Block F (W-TH 1:45-3:30PM)
Millard Resource Center



Life Skills***Test Lab

The Life Skills Badge helps Scouts develop a variety of practical skills that are essential for independent living and personal growth. It covers areas such as health, household management, finance, social interactions, employment readiness, and transportation. Scouts learn how to maintain their physical and mental well-being, manage personal finances, care for their living spaces, communicate effectively with others, explore career options, and safely navigate transportation systems. By completing the requirements, Scouts gain valuable tools for responsible decision-making and become better prepared to take on adult responsibilities.

Minimum Age: 14

Maximum number of participants: 8

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: This is a Test Lab Merit Badge. It is not a Merit Badge yet. Only available in June.

CEdc125

Early Morning Block (6:00-7:
30AM)
Bekins Pool



Mile Swim BSA

The Mile Swim BSA program is designed to encourage swimming skills and recognize Scouts who swim one mile or more. Monday, Tuesday, and Wednesday are practice swims leading to swimming a mile on Thursday or Friday morning. Scouts must attend all 5 days.

Minimum Age: 14

Maximum number of participants: 100

Prerequisites: Prerequisites:(Completed BEFORE attending camp) Current Blue Swimmer. Recommended the Swimming Merit Badge.

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 11+

Notes: Recommended for strong swimmers; Strenuous.

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEdc181

Evening Program (W-TH 7:30-8:30PM)

Pistol Range



NRA First Step Pistol Orientation

NRA FIRST Steps Pistol is designed to provide a hands-on introduction to the safe handling and proper orientation to one specific pistol action type for classes of four or fewer students. This course is at least three hours long and includes classroom and range time learning to shoot a specific pistol action type. Students will learn the NRA's rules for safe gun handling; the particular pistol model parts and operation; ammunition; shooting fundamentals; cleaning the pistol; and continued opportunities for skill development. Students will receive the Basics of Pistol Shooting handbook, NRA Gun Safety Rules brochure, NRA Marksmanship Qualification booklet, FIRST Steps Course completion certificate.

Minimum Age: 14

Maximum number of participants: 6

Prerequisites: Prerequisites:(Completed BEFORE attending camp) Waiver form signed by a parent or guardian and turned into the Camp Admin Building

Postrequisites:(Completed AFTER attending camp) None

Required Age: A Scout must be at least 14 years of age.

Notes: No personal firearms or ammunition are allowed at camp. Program runs at 3:45pm-9:00pm Thursday.

CEdc185

Block B (M-T 10:00-11:45AM)
Block E (W-TH 10:00-11:45AM)

Scott Storm Shelter



Physics***Test Lab

By working on these requirements, you'll explore the mysteries of motion, energy, and forces. You'll learn how the laws of nature govern everything around us-from the moment you wake up to the time you go to sleep. Whether you're fascinated by space, curious about electricity, or just love asking "why?", physics will help you see the world in a whole new way.

Minimum Age: 14

Maximum number of participants: 8

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: This is a Test Lab Merit Badge. It is not a Merit Badge yet.

CEdc186

Block A (M-T 8:00-9:45AM)
Block D (W-TH 8:00-9:45AM)

Karp Pavilion



Sewing and Needlework***Test Lab

Sewing is using a needle and thread to make stitches and combine textiles by hand or machine. Needlework is decorative sewing and other textile arts. In this badge, you will investigate several types of sewing and needlework. You will learn basic hand and machine sewing skills and make several small, practical projects using your new skills!

Minimum Age: 14

Maximum number of participants: 8

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: This is a Test Lab Merit Badge. It is not a Merit Badge yet.

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDc126

Evening Program (M-T 7:30-8:30PM)

Evening Program (W-TH 7:30-8:30PM)

Bekins Pool



Snorkeling BSA

The Snorkeling BSA program is designed to encourage youth members to learn and become proficient in snorkeling skills and to snorkel safely.

Minimum Age: 14

Maximum number of participants: 8

Prerequisites: Prerequisites:(Completed BEFORE attending camp) Current Blue Swimmer

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 12+

Notes: Not recommended for individuals who have a cold, sinus infection, or ear infection. Offered Tuesday and Wednesday night only

CEDc183

Block B (M-T 10:00-11:45AM)

Block F (W-TH 1:45-3:30PM)

Scoutcraft



Wildland Fire Management***Test Lab

As Scouts, we can learn and do our part to make our homes, our camps and our communities more resilient and resistant to wildfire and we can understand the natural role that fire plays in our nation's wildlands. We can explore and consider careers in wildland fire management or even become wildland firefighters, The future of wildland fire management in the United States will require leaders who are conservation-minded.

Minimum Age: 14

Maximum number of participants: 8

Prerequisites: Prerequisites:(Completed BEFORE attending camp) None

Postrequisites:(Completed AFTER attending camp) None

Recommended Age: Scouts 13+

Notes: This is a Test Lab Merit Badge. It is not a Merit Badge yet. Only available in June.

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

Camp Cedars (Adult Programs & Training) (Scheduled Classes)

CEdD108

Block E (W-TH 10:00-11:45AM)

Smith Administration

Climb On Safely

Climb On Safely is the Boy Scouts of America's procedure for organizing BSA climbing/rappelling activities at a natural site or a specifically designed facility such as a climbing wall or tower. All unit-sponsored/planned climbing activities, regardless of where they are held, fall under Climb On Safely.

Minimum Age: 14

Maximum number of participants: 100

Prerequisites: None

Recommended Age: Adult

Note: Class at 10:00 Wednesday Morning.

CEdD103

Block C (M-T 1:45-3:30PM)

HunTel Dining Hall

Introduction to Outdoor Leader Skills

This hands-on course provides adult leaders the practical outdoor skills they need to lead Scouts in the out-of-doors. Upon completion, leaders should feel comfortable teaching Scouts the basic skills required to obtain the First Class rank.

Minimum Age: 14

Maximum number of participants: 100

Prerequisites: None

Recommended Age: Adult

Note: Monday-Thursday 1:45-3:30. Meet at Dining Hall

CEdD114

Early Morning Block (6:00-7:30AM)

Bekins Pool



Mile Swim BSA

The Mile Swim BSA program is designed to encourage swimming skills and recognize Scouts who swim one mile or more. Monday, Tuesday, and Wednesday are practice swims leading to swimming a mile on Thursday or Friday morning. Must attend all 5 days.

Minimum Age: 14

Maximum number of participants: 100

Prerequisites: Blue Swimmer

Recommended Age: Adult

Notes: Recommended for strong swimmers; Strenuous.

CEdD112

Block B (M-T 10:00-11:45AM)

Bekins Pool

Safe Swim Defense

BSA groups shall use Safe Swim Defense for all swimming activities. Adult leaders supervising a swimming activity must have completed Safe Swim Defense training within the previous two years. Safe Swim Defense standards apply at backyard, hotel, apartment, and public pools; at established waterfront swim areas such as beaches at state parks and U.S. Army Corps of Engineers lakes; and at all temporary swimming areas such as a lake, river, or ocean.

Minimum Age: 14

Maximum number of participants: 100

Prerequisites: None

Recommended Age: Adult

Note: Class at 10:00am Tuesday Morning

Class Catalog

Camp Cedars 2026: Week 1 at Camp Cedars

CEDd111

Block E (W-TH 10:00-11:45AM)

Bekins Pool

Safety Afloat

BSA groups shall use Safety Afloat for all boating activities. Adult leaders supervising activities afloat must have completed Safety Afloat training within the previous two years. Safety Afloat standards apply to the use of canoes, kayaks, rowboats, rafts, floating tubes, sailboats, motorboats (including waterskiing), and other small craft, but do not apply to transportation on large commercial vessels such as ferries and cruise ships.

Minimum Age: 14

Maximum number of participants: 100

Prerequisites: None

Recommended Age: Adult

Note: Class at 10:00 am Thursday Morning