

2017 Activity Schedule Detail

The Camp Geiger programs offer a wide variety of outdoor related merit badges along with several special interest and Eagle required merit badge activities. The mix of activities creates a full program for the newest Tenderfoot to the seasoned Scout.

First Class Trail

Scouts who have recently crossed from Webelos or are new to Scouting are provided a special program called First Class Trail designed to teach basic Scouting skills. Through this program, the Scout will be exposed to many of the requirements for Tenderfoot through First Class ranks. Scouts will complete approximately two-thirds of the requirements for Tenderfoot, Second Class, and First Class ranks.

Preparations Prior To Camp

Several activities require preparation on the Scout's part to help in the completion of the merit badge requirements at camp. The advance work done by the Scout will lead to a greater awareness and understanding of the material presented during the camp activity.

Required Materials

Required materials are available for purchase at the Trading Post.

Required Fees

A few merit badges have a required activity fee for participation. This fee helps cover the cost of the materials for that activity and is set for all participants. These fees are to be paid at the Trading Post. A receipt will be provided for each participant and collected on Monday at the first session.

Working on Merit Badges at Camp

Camp Geiger's merit badge activity periods do not guarantee completion of all requirements for any given merit badge. They are intended as activity periods only. Any Scout who wishes to complete a merit badge is responsible for assuring that all requirements have been met and for making an appointment with a certified merit badge counselor to have his merit badge card signed. Pony Express Council merit badge cards are available from Headquarters.

Eagle Required Merit Badge*

Animal Science

Location: Nature Lodge

Class Start Time: 11am / 4pm

Type: Merit Badge

Recommended For: Any Scout

Required Materials: Paper and pen/pencil

Anticipated Cost: None

Other Information: None

Class Length: 1 Hour

Participant Capacity: 20



Archaeology

Location: Nature Lodge
Class Start Time: 10am / 2pm
Type: Merit Badge
Recommended For: Any Scout
Required Materials: Paper and pen/pencil, water bottle
Anticipated Cost: None
Other Information: Scouts will participate in a hike 2 days during this activity. Please wear appropriate shoes and bring a water bottle.

Class Length: 1 Hour
Participant Capacity: 20



Archery

Location: Archery Range
Class Start Time: 9am / 11am / 3pm / 4pm
Type: Merit Badge
Recommended For: 3rd year camper or 13 years of age or older
Required Materials: Arrow kits are available at the Trading Post.
Anticipated Cost: \$5.00
Other Information: Scouts must read the merit badge pamphlet prior to starting the activity. Requirement 4 requires shooting a qualifying score of 160/300 during the activity.

Class Length: 1 Hour
Participant Capacity: 12



Astronomy

Location: Nature Lodge
Class Start Time: 9am
Type: Merit Badge
Recommended For: Scouts who have completed the 7th grade
Required Materials: Paper and pen/pencil
Anticipated Cost: None
Other Information: Requirement for observations conducted over a period of time cannot be completed at camp. Scouts may wish to prepare ahead of camp to complete the observation requirements. Monday and Tuesday night star study sessions will be held from 9:00 to 10:15 pm starting at the Nature Lodge and must be attended.

Class Length: 1 Hour
Participant Capacity: 20



Automotive Maintenance

Location: Dining Hall
Class Start Time: 9am / 10am
Type: Merit Badge
Recommended For: Any Scout
Required Materials: Paper and pen/pencil
Anticipated Cost: None
Other Information: None

Class Length: 1 Hour
Participant Capacity: 20



Basketry / Textile

Location: Handicraft Pavilion

Class Start Time: 10am / 11am / 2pm / 3pm / 4pm

Type: Merit Badge

Recommended For: Any Scout

Required Materials: Basketry materials are available at the Trading Post.

Anticipated Cost: \$10.00

Other Information: Basketry and Textile Merit Badges are covered together during this activity period. Materials will be purchased during the activity time.

Class Length: 1 Hour

Participant Capacity: 25



Beginning Swimmer Instruction

Location: Pool

Class Start Time: 3pm / 4pm

Type: Activity

Recommended For: "Beginner" level swimmers

Required Materials: Swim trunks and towel

Anticipated Cost: None

Other Information: The Scout must attain "Beginner" classification during the Sunday swim check. This activity is designed for Scouts to learn and practice strokes with the goal of becoming "Swimmer" level.

Class Length: 1 Hour

Participant Capacity: Unlimited



Buckskin Games

Location: Marvin's Hawks Range

Class Start Time: 9am / 10am / 11am

Type: Activity

Recommended For: 2nd year camper or older

Required Materials: None

Anticipated Cost: None

Other Information: Various activities will be performed including hawk, knife and axe throwing and muzzle loading shooting.

Class Length: 1 Hour

Participant Capacity: Unlimited



Camping*

Location: Scoutcraft Pavilion

Class Start Time: 2pm / 3pm

Type: Merit Badge

Recommended For: 2nd year camper or older, preferably First Class

Required Materials: None

Anticipated Cost: None

Other Information: A Scout may bring a note signed by his Scoutmaster indicating completion of requirements 8d and 9a-c. Only one week of long-term camping (Camp Geiger) may be counted. Requirement 8d can be completed at camp if taken along with cooking.

Class Length: 1 Hour

Participant Capacity: 20



Canoeing

Location: Lake Front
Class Start Time: 9am

Class Length: 2 Hours
Participant Capacity: 12

Type: Merit Badge

Recommended For: 3rd year camper or 13 years of age or older

Required Materials: Shoes that can get wet

Anticipated Cost: None

Other Information: **The Scout must attain "Swimmer" classification during the Sunday swim check.**

Participants need to be ready to get wet every day.



Chess

Location: Trading Post
Class Start Time: 3pm / 4pm
Type: Merit Badge

Class Length: 1 Hour
Participant Capacity: 24

Recommended For: Any Scout

Required Materials: None

Anticipated Cost: None

Other Information: Being familiar with a chess board and its pieces will accelerate the pace of the course. Attendance every day is essential to complete this merit badge.



Citizenship in the Community*

Location: Eagle Training Area (Handicraft Building)
Class Start Time: 9am / 2pm
Type: Merit Badge

Class Length: 1 Hour
Participant Capacity: 25

Recommended For: 2nd year camper or older, preferably First Class

Required Materials: Paper and pen/pencil

Anticipated Cost: None

Other Information: Visit to a public meeting and community service requirements cannot be completed at camp. Scouts who attend a public meeting before camp should bring a copy of the agenda and be prepared to discuss the meeting. A written note from the Scoutmaster stating completion of the community service can be used to show completion.



Citizenship in the Nation*

Location: Eagle Training Area (Handicraft Building)
Class Start Time: 10am / 3pm
Type: Merit Badge

Class Length: 1 Hour
Participant Capacity: 25

Recommended For: 2nd year camper or older, preferably First Class

Required Materials: Paper and pen/pencil

Anticipated Cost: None

Other Information: Please review the requirements and bring a note from a parent or Scoutmaster certifying completion of the site visits. As time allows, the letter to a Congressman or Senator may be completed at camp.



Citizenship in the World*

Location: Eagle Training Area (Handicraft Building)

Class Length: 1 Hour

Class Start Time: 11am / 4pm

Participant Capacity: 25

Type: Merit Badge

Recommended For: 2nd year camper or older, preferably First Class

Required Materials: Paper and pen/pencil

Anticipated Cost: None

Other Information: None



Climbing

Location: Climbing Tower

Class Length: 2 Hours

Class Start Time: 9am / 3pm

Participant Capacity: 12

Type: Merit Badge

Recommended For: Any Scout

Required Materials: Closed-toe shoes

Anticipated Cost: None

Other Information: Completion of a CPR course prior to camp is recommended. **Due to the limited class size, please do not register to take this activity if you already have this merit badge.** Scouts found to already have the merit badge may be turned away. The capacity for each period of this class is limited, but if a Scout is interested and meets the "Recommended For" criteria, register him. On the Monday before camp, the Program Staff will make their determination of which Scouts are accepted in each period and post it on the website. Scouts may then choose an alternate class if not selected. Do not sign up Scouts with a known fear of heights.



Communication*

Location: Eagle Training Area (Handicraft Building)

Class Length: 1 Hour

Class Start Time: 9am / 2pm

Participant Capacity: 25

Type: Merit Badge

Recommended For: 2nd year camper or older, preferably First Class

Required Materials: Paper and pen/pencil

Anticipated Cost: None

Other Information: Scouts who attend a public meeting before camp should bring a copy of the agenda and be prepared to discuss the meeting.



Cooking*

Location: Scoutcraft Pavilion

Class Length: 2 Hours

Class Start Time: 9am / 2pm

Participant Capacity: 20

Type: Merit Badge

Recommended For: Any Scout

Required Materials: None

Anticipated Cost: None

Other Information: Requirement 5 cannot be completed at camp. A Scout may bring a note signed by his Scoutmaster indicating meal requirements have been completed.



COPE

Location: Climbing Tower

Class Length: 3 Hours

Class Start Time: 9am

Participant Capacity: 36

Type: Activity

Recommended For: 3rd year camper or 13 years of age or older

Required Materials: Closed-toe shoes and clothing that can get dirty

Anticipated Cost: None

Other Information: Scouts must be present and participate every day to earn the COPE shirt. Scouts must be mature enough to handle the safety of others around them.



Crime Prevention / Fingerprinting

Location: Basement of Goetz Lodge

Class Length: 1 Hour

Class Start Time: 2pm / 3pm / 4pm

Participant Capacity: 25

Type: Merit Badge

Recommended For: Any Scout

Required Materials: Paper and pen/pencil

Anticipated Cost: None

Other Information: Crime Prevention and Fingerprinting Merit Badges are covered together during this activity period. Crime Prevention notebook requirement cannot be completed at camp. A Scout may prepare and bring a notebook of newspaper and other clippings that address crime and crime prevention efforts in his community to meet this requirement.



Cycling*

Location: North of main parking lot, near Trading Post

Class Length: 1 Hour

Class Start Time: 9am / 10am / 11am / 3pm / 4pm

Participant Capacity: 8

Type: Merit Badge

Recommended For: 3rd year camper or 13 years of age or older

Required Materials: Personal First Aid Kit, closed-toe shoes and water bottle

Anticipated Cost: None

Other Information: Equipment will be provided. This badge requires 2 rides each of 2, 5, and 8 miles and 1 of 22 miles all on a mountain bike. This requirement cannot be completed at camp. Scouts who are too small to fit the provided equipment can be turned away from the activity.



Emergency Preparedness*

Location: Scoutcraft Pavilion

Class Length: 1 Hour

Class Start Time: 9am / 2pm

Participant Capacity: 20

Type: Merit Badge

Recommended For: 2nd year camper or older

Required Materials: Emergency kit

Anticipated Cost: None

Other Information: **First Aid merit badge is required and can be taken simultaneously.** Scouts will need to complete the emergency kit requirement prior to camp. Necessary items for the emergency kit are listed in the merit badge pamphlet.



Emergency Services Merit Badges*

Emergency Preparedness, Fire Safety, and First Aid

Location: Scoutcraft Pavilion

Class Start Time: 10am / 3pm

Type: Merit Badge

Recommended For: 2nd year camper or older

Required Materials: Emergency kit

Anticipated Cost: None

Other Information: Emergency Preparedness, Fire Safety and First Aid Merit Badges are covered together during this activity period. Scouts will need to complete the emergency kit requirement for Emergency Preparedness prior to camp. Necessary items for the emergency kit are listed in the merit badge pamphlet. Scouts will also need to complete the requirement of visiting a fire house for Fire Safety prior to camp. Photographs or a signed note from the Scoutmaster will satisfy the fire house visit requirement. **There will be a required CPR training on Monday night for First Aid.**

Class Length: 2 Hours

Participant Capacity: 20



Environmental Science*

Location: Nature Lodge

Class Start Time: 9am / 3pm

Type: Merit Badge

Recommended For: Any Scout

Required Materials: Paper and pen/pencil

Anticipated Cost: None

Other Information: Part of this merit badge activity does require a nature hike. Please wear appropriate closed-toe shoes and bring a water bottle to the activity every day. **This merit badge is part of the William T. Hornaday Award Program.**

Class Length: 2 Hours

Participant Capacity: 25



Exploration

Location: Nature Lodge

Class Start Time: 11am / 3pm

Type: Merit Badge

Recommended For: 2nd year camper or older

Required Materials: Paper and pen/pencil; water bottle, hiking shoes and flashlight (for expedition)

Anticipated Cost: None

Other Information: Scouts will participate in an expedition Monday evening that will explore the Old Camp Geiger part of our property. Scouts will be dismissed from the dining hall following the 2-minute drill during the Monday evening meal to start this program, and it will conclude by Taps on Monday night. Scouts may want to bring a camera with them to document their expedition.

Class Length: 1 Hour

Participant Capacity: 20



Extra Merit Badge/Requirement Help

Location: Pool
Class Start Time: 11am
Type: Activity

Class Length: 1 Hour
Participant Capacity: Unlimited



Recommended For: Scouts needing to complete Swimming or Lifesaving requirements.

Required Materials: Swim trunks and towel

Anticipated Cost: None

Other Information: This activity works with any Scout needing additional training on strokes or finishing merit badge requirements. The time is spent working toward those goals. It is not a “free swim” time.

Farm Mechanics

Location: Nature Lodge
Class Start Time: 2pm
Type: Merit Badge

Class Length: 1 Hour
Participant Capacity: 25



Recommended For: Any Scout

Required Materials: Paper and pen/pencil, closed-toe shoes

Anticipated Cost: None

Other Information: Scouts will operate handheld tools during this class.

First Class Trail

Location: Scoutcraft Pavilion
Class Start Time: 9am
Type: Activity

Class Length: 3 Hours
Participant Capacity: Unlimited



Recommended For: Scout or Tenderfoot ranked Scouts

Required Materials: Sturdy shoes, water bottle, swimming trunks and towel

Anticipated Cost: None

Other Information: Scouts will complete approximately two-thirds of the requirements for Tenderfoot, Second Class, and First Class ranks.

Fishing

Location: Lake Front
Class Start Time: 9am (see note below)
Type: Merit Badge

Class Length: 1 Hour
Participant Capacity: 16



Recommended For: Any Scout

Required Materials: All fishing gear will be provided.

Anticipated Cost: None

Other Information: **This activity starts at 8:30am each day.** Each Scout is to catch, clean and cook a fish. Camp Geiger is able to provide fishing gear for Scouts at no cost through a great partnership with the Missouri Department of Conservation. **This merit badge is part of the William T. Hornaday Award Program.**

Fly Fishing

Location: Lake Front
Class Start Time: 4pm

Class Length: 1 Hour
Participant Capacity: 12

Type: Merit Badge

Recommended For: 3rd year camper or 13 years of age or older

Required Materials: None

Activity Fee: \$5.00

Other Information: Each Scout is to catch, clean and cook a fish. **This merit badge is part of the William T. Hornaday Award Program.**



Golf

Location: Scoutcraft Pavilion
Class Start Time: 10am / 11am
Type: Merit Badge

Class Length: 1 Hour
Participant Capacity: 8

Recommended For: 2nd year camper or older

Required Materials: Water bottle

Anticipated Cost: None

Other Information: Requirements involving completing rounds of golf cannot be completed at camp. A Scout can bring a written note from the Scoutmaster or a scorecard from the course to show proof of completion.



Indian Lore

Location: Between Goetz and Swimming Rock Lodge
Class Start Time: 10am / 11am / 3pm / 4pm
Type: Merit Badge

Class Length: 1 Hour
Participant Capacity: Unlimited

Recommended For: 2nd year camper or older

Required Materials: Costume kits available at the Trading Post

Anticipated Cost: \$20.00

Other Information: The cost of this activity will vary with the selection of project. Scouts can make as many additional costume parts as time allows. Additional choices will increase cost.



Insect Study

Location: Nature Lodge
Class Start Time: 10am / 3pm
Type: Merit Badge

Class Length: 1 Hour
Participant Capacity: 20

Recommended For: Any Scout

Required Materials: Paper and pen/pencil

Anticipated Cost: None

Other Information: Requirement to raise an insect cannot be completed at camp. Scouts can bring a signed note from a parent or Scout leader acknowledging completion of this requirement. **This merit badge is part of the William T. Hornaday Award Program.**



Kayaking

Location: Lake Front

Class Start Time: 10am / 2pm

Type: Merit Badge

Recommended For: Any Scout

Required Materials: Shoes that can get wet

Anticipated Cost: None

Other Information: **The Scout must attain "Swimmer" classification during the Sunday swim check.**

Participants should plan on being in the water every day and should wear appropriate clothing.

Class Length: 2 Hours

Participant Capacity: 10



Leatherwork

Location: Handicraft Pavilion

Class Start Time: 9am / 11am / 2pm / 3pm / 4pm

Type: Merit Badge

Recommended For: Any Scout

Required Materials: Leatherworking kits are available at the Trading Post.

Anticipated Cost: \$15.00

Other Information: The cost of this activity will vary with Scouts selection of project. Materials for the activity will be purchased during the activity time.

Class Length: 1 Hour

Participant Capacity: 25



Leave No Trace / Outdoor Ethics

For Youth and Adults

Location: Nature Lodge

Class Start Time: 10am

Type: Certification

Recommended For: 2nd year camper or older; any Adult Leader

Required Materials: Paper and pen/pencil, Boy Scout Handbook, water bottle

Anticipated Cost: None

Other Information: **Both youth and adults should register online for this activity.** Youth need to read Chapter 7 of the Boy Scout Handbook on Leave No Trace prior to camp. Adults need to read the North American Skills and Ethics booklet and review Chapter 7 of the Boy Scout Handbook on Leave No Trace prior to camp. Both Youth and Adults need to complete 3 outings with their unit with Leave No Trace and Outdoor Ethics principles prior to camp. Participants will earn their Outdoor Ethics Awareness and Action award by the end of this course. This course does not meet on Fridays.

Class Length: 1 Hour

Participant Capacity: 30



Lifesaving*

Location: Pool

Class Start Time: 9am

Type: Merit Badge

Recommended For: 3rd year camper or 13 years of age or older

Required Materials: Long-sleeved buttoned shirt, long pants, belt, shoes, socks, swim trunks and a towel in good repair

Anticipated Cost: None

Other Information: **Scout must have earned Swimming merit badge.** A 440-yard qualifying swim will be required the first day of the activity. Only strong swimmers will be able to qualify for this badge.

Completion of the CPR course prior to camp is recommended. There will be CPR training on Monday night, but it can be replaced with a CPR training card or other documentation. The required clothes will not be wet.

Class Length: 2 Hours

Participant Capacity: Unlimited



Metalwork

Location: Handicraft Pavilion

Class Start Time: 9am/10am/11am/2pm/3pm/4pm

Type: Merit Badge

Recommended For: 16 years of age or older

Required Materials: Jeans or thick cloth pants, closed-toe shoes (Do not wear nylon or polyester shirt)

Activity Fee: \$13.00

Other Information: Only the forging option is being offered in this activity. **Due to the limited class size, please do not register to take this activity if you already have this merit badge.** Scouts found to already have the merit badge may be turned away. The capacity for each period of this class is limited, but if a Scout is interested and meets the "Recommended For" criteria, register him. On the Monday before camp, the Program Staff will make their determination of which Scouts are accepted in each period and post it on the website. Scouts may then choose an alternate class if not selected.

Class Length: 1 Hour

Participant Capacity: 6



Mic-O-Say Dance Practice

Location: Council Ring

Class Start Time: 2pm (see note below)

Type: Activity

Required For: All Braves, Warriors and Tom Tom Beaters

Required Materials: Current costumes for Mic-O-Say rank

Anticipated Cost: None

Other Information: **Braves and Tom Tom Beaters must arrive at 1:30pm.** For any questions, please see a member of the Mic-O-Say staff.

Class Length: 1 Hour

Participant Capacity: Unlimited

Nature / Fish and Wildlife Management

Location: Nature Lodge

Class Start Time: 11am / 2pm

Type: Merit Badge

Recommended For: Any Scout

Required Materials: Paper and pen/pencil

Anticipated Cost: None

Other Information: Nature and Fish and Wildlife Management Merit Badges are covered together during this activity period. **These merit badges are part of the William T. Hornaday Award Program.**

Class Length: 1 Hour

Participant Capacity: 25



Non-Swimmer Instruction

Location: Pool

Class Start Time: 3pm / 4pm

Type: Activity

Recommended For: Non-swimmers

Required Materials: Swim trunks and towel

Anticipated Cost: None

Other Information: This activity is designed to get Scouts comfortable with the water to help pass rank requirements and get them to the “beginner” level.

Class Length: 1 Hour

Participant Capacity: Unlimited



Orienteering

Location: Scoutcraft Pavilion

Class Start Time: 3pm / 4pm

Type: Merit Badge

Recommended For: Any Scout

Required Materials: Compass, hiking boots/shoes, water bottle

Anticipated Cost: None

Other Information: Scouts may bring a GPS unit. Requirements to teach orienteering skills are best completed after completion of the activity.

Class Length: 1 Hour

Participant Capacity: 15



Paddle Craft Safety

Location: Lake Front

Class Start Time: Arranged

Type: Certification

Recommended For: 15 years of age or older

Required Materials: Shoes and clothing that can get wet

Anticipated Cost: None

Other Information: **The Scout must attain “Swimmer” classification during the Sunday swim check.**

This activity expands Safety Afloat Training for a leader to confidently supervise canoeing or kayaking excursions on flat water. This certification is valid for 2 years.

Class Length: 3 hours

Participant Capacity: Unlimited

Personal Fitness*

Location: Eagle Training Area (Handicraft Building)

Class Length: 1 Hour

Class Start Time: 9am / 11am / 4pm

Participant Capacity: 25

Type: Merit Badge

Recommended For: 2nd year camper or older, preferably First Class

Required Materials: Tennis shoes, paper and pen/pencil

Anticipated Cost: None

Other Information: There will be a one-mile run to help determine a Scout's baseline physical training. Requirements for a dental examination and the 12-week training record cannot be completed at camp. A Scout may bring a note signed by his parent or Scoutmaster indicating the dental examination requirement has been completed. The 12-week record of training can be brought to camp to show completion of this requirement.



Personal Management*

Location: Eagle Training Area (Handicraft Building)

Class Length: 1 Hour

Class Start Time: 10am / 2pm / 3pm

Participant Capacity: 25

Type: Merit Badge

Recommended For: 2nd year camper or older, preferably First Class

Required Materials: Paper and pen/pencil

Anticipated Cost: None

Other Information: Requirements for the 13-week budget record and the family purchase plan cannot be completed at camp. The 13-week budget can be completed prior to camp and brought with the Scout. Scouts can also bring documentation of the family purchase plan and be prepared to discuss it to meet requirements.



Photography

Location: Museum

Class Length: 1 Hour

Class Start Time: 9am / 3pm

Participant Capacity: 10

Type: Merit Badge

Recommended For: 2nd year camper or older

Required Materials: Sturdy shoes and water bottle

Anticipated Cost: None

Other Information: Scouts must earn their Cyber Chip prior to camp and bring documentation to camp. Scouts may bring their own camera but will need to use a provided SD memory card. A cell phone with a camera does not work. A flash drive is needed to take home any pictures taken on camp devices. Pictures taken may be used for the weekly slideshow. Scouts will hike to various areas on camp to take photos.



Plumbing / Electricity

Location: Basement of Maryville Lodge

Class Start Time: 9am / 3pm

Type: Merit Badge

Recommended For: Any Scout

Required Materials: Paper and pen/pencil, water bottle

Activity Fee: \$10.00

Other Information: Plumbing and Electricity Merit Badges are covered together during this activity period. Scouts should wear long pants.

Class Length: 2 Hours

Participant Capacity: 12



Pottery / Art

Location: Handicraft Pavilion

Class Start Time: 9am / 10am / 2pm / 3pm / 4pm

Type: Merit Badge

Recommended For: Any Scout

Required Materials: Sketch paper and pencils

Activity Fee: \$5.00

Other Information: Pottery and Art Merit Badges are covered together during this activity period. Up to two pots can be kept after the activity finishes for the week and can be claimed on Saturday. There is no kiln available.

Class Length: 1 Hour

Participant Capacity: 20



Radio

Location: Front Porch of Goetz Lodge

Class Start Time: 10am / 11am

Type: Merit Badge

Recommended For: Any Scout

Required Materials: Paper and pen/pencil

Anticipated Cost: None

Other Information: None

Class Length: 1 Hour

Participant Capacity: 14



Rifle Shooting (.22 cal)

Location: Rifle Range

Class Start Time: 9am / 10am / 2pm / 3pm / 4pm

Type: Merit Badge

Recommended For: Any Scout

Required Materials: None

Activity Fee: \$7.50

Other Information: Scouts must read the merit badge pamphlet prior to starting the activity. **Due to the limited class size, please do not register to take this activity if you already have this merit badge.**

Scouts found to already have the merit badge may be turned away. The capacity for each period of this class is limited, but if a Scout is interested and meets the "Recommended For" criteria, register him. On the Monday before camp, the Program Staff will make their determination of which Scouts are accepted in each period and post it on the website. Scouts may then choose an alternate class if not selected.

Class Length: 1 Hour

Participant Capacity: 16



Rowing

Location: Lake Front
Class Start Time: 2pm

Class Length: 2 Hours
Participant Capacity: 6

Type: Merit Badge

Recommended For: 3rd year camper or 13 years of age or older

Required Materials: Shoes that can get wet

Anticipated Cost: None

Other Information: **The Scout must attain "Swimmer" classification during the Sunday swim check.**

Participants need to be ready to get wet every day. Paddle boarding is an extra activity that may occur at the end of the week.



Search and Rescue

Location: Scoutcraft Pavilion
Class Start Time: 10am / 2pm / 3pm / 4pm

Class Length: 1 Hour
Participant Capacity: 15

Type: Merit Badge

Recommended For: 2nd year camper or older

Required Materials: Sturdy shoes and water bottle

Anticipated Cost: None

Other Information: Scouts must attend a guest speaker lecture. The timing of this lecture varies week to week. See the activity instructor for more details.



Shotgun Shooting

Location: Shotgun Range
Class Start Time: 9am / 10am / 11am / 3pm / 4pm

Class Length: 1 Hour
Participant Capacity: 10

Type: Merit Badge

Recommended For: MUST BE 3rd year camper or 13 years of age or older

Required Materials: None

Activity Fee: \$15.00

Other Information: Scouts must read the merit badge pamphlet prior to starting the activity. **Due to the limited class size, please do not register to take this activity if you already have this merit badge.**

Scouts found to already have the merit badge may be turned away. The capacity for each period of this class is limited, but if a Scout is interested and meets the "Recommended For" criteria, register him. On the Monday before camp, the Program Staff will make their determination of which Scouts are accepted in each period and post it on the website. Scouts may then choose an alternate class if not selected.

The sporting clays course will be used upon completion of the requirements.



Soil and Water Conservation / Geology

Location: Nature Lodge

Class Start Time: 11am / 4pm

Type: Merit Badge

Recommended For: Any Scout

Required Materials: Paper and pen/pencil

Anticipated Cost: None

Other Information: Soil and Water Conservation and Geology Merit Badges are covered together during this activity period. This activity does require a nature hike and a conservation project. Please wear closed-toe shoes and bring a water bottle every day. **These merit badges are part of the William T. Hornaday Award Program.**

Class Length: 1 Hour

Participant Capacity: 25



Space Exploration

Location: Nature Lodge

Class Start Time: 2pm / 3pm

Type: Merit Badge

Recommended For: Any Scout

Required Materials: Estes Viking model rocket kit

Anticipated Cost: \$15.00

Other Information: We ask that Scouts only bring the Estes Viking model rocket kit for this activity due to time constraints. If a Scout provides any other rocket kit, a Scout leader will be asked to attend the activity to help complete the rocket kit. Materials for the activity can be purchased at the Trading Post. **The Rocket Launch is on Wednesday night and must be attended.**

Class Length: 1 Hour

Participant Capacity: 15



Sustainability*

Location: Nature Lodge

Class Start Time: 9am / 10am / 3pm

Type: Merit Badge

Recommended For: 2nd year camper or older

Required Materials: Paper and pen/pencil

Anticipated Cost: None

Other Information: Requirement 2 cannot be completed at camp. Scouts may bring any logs they have already started to the activity to help add to the discussion.

Class Length: 1 Hour

Participant Capacity: 20



Swimming*

Location: Pool

Class Start Time: 10am / 2pm

Type: Merit Badge

Recommended For: Any Scout

Required Materials: Swim trunks and towel

Anticipated Cost: None

Other Information: **The Scout must attain "Swimmer" classification during the Sunday swim check.**

Class Length: 2 Hours

Participant Capacity: Unlimited



Swimming and Water Rescue

Location: Pool

Class Start Time: Arranged

Type: Certification

Recommended For: 16 years of age or older

Required Materials: Swim trunks and towel

Anticipated Cost: None

Other Information: **The Scout must attain "Swimmer" classification during the Sunday swim check.**

The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. This certification is valid for 2 years.

Class Length: 2 hours

Participant Capacity: Unlimited

Weather / Oceanography

Location: Nature Lodge

Class Start Time: 9am / 4pm

Type: Merit Badge

Recommended For: Any Scout

Required Materials: Paper and pen/pencil

Anticipated Cost: None

Other Information: Weather and Oceanography Merit Badges are covered together during this activity period. **These merit badges are part of the William T. Hornaday Award Program.**

Class Length: 1 Hour

Participant Capacity: 25



Welding

Location: Basement of Maryville Lodge

Class Start Time: 11am / 2pm

Type: Merit Badge

Recommended For: 15 years of age or older

Required Materials: Long pants and closed-toe leather shoes, water bottle

Activity Fee: \$15.00

Other Information: **Due to the limited class size, please do not register to take this activity if you already have this merit badge.** Scouts found to already have the merit badge may be turned away. The capacity for each period of this class is limited, but if a Scout is interested and meets the "Recommended For" criteria, register him. On the Monday before camp, the Program Staff will make their determination of which Scouts are accepted in each period and post it on the website. Scouts may then choose an alternate class if not selected.

Class Length: 1 Hour

Participant Capacity: 12



Wilderness Survival

Location: Scoutcraft Pavilion

Class Start Time: 3pm

Type: Merit Badge

Recommended For: 2nd year camper or older

Required Materials: Sleeping bag, clothing suitable for spending the night in the open, pocket knife and the survival kit

Anticipated Cost: None

Other Information: Scouts will participate in one overnight away from their campsite on Tuesday night. Necessary items for the survival kit are listed in the merit badge pamphlet.

Class Length: 2 Hours

Participant Capacity: 15



Woodcarving

Location: Handicraft Pavilion

Class Start Time: 9am / 10am / 11am / 3pm / 4pm

Type: Merit Badge

Recommended For: 2nd year camper or older

Required Materials: Leather gloves are furnished, but the Scout can bring his own.

Anticipated Cost: \$5.00

Other Information: Scouts should NOT bring their own knife to the activity. A totin' chip must be shown to be allowed to use the tools provided. The cost of this activity will vary with the Scout's selection of project. Materials will be purchased during the activity time.

Class Length: 1 Hour

Participant Capacity: 25

