

Merit Badge	Prerequisite	Notes & Fees	Description
Communications	3, 5, 8		Learn to communicate in a public forum.
Cit in the World	7		Learn about the different government issues and laws in the world. Become a well rounded expert on what it means to be a citizen in the world.
Family Life	3, 5,6		Communication and teamwork are essential foundations of a happy family. Come discover the roles you play in yours.
Wood Carving	Totin Chip Will be removed without.	\$20 fee includes kit and knife	Great for first year Scouts! Whether it's carving an elaborate piece or just whittling around a campfire. Scouts will always be using the skills they learn.
Photography	Cyber Chip		What's something that you can shoot but doesn't get shot? A photograph In this class. Scouts will learn the art of Photography with the chance to be featured in the Camp's media outlets!
Electricity	2,8,10		Ever wanted to learn how electricity works? This fun and inventive class will give you an understanding of how the world runs.
Archery			Have you dreamed of being William Tell and shooting the apple? Learn what SNSPDARF means, make your own arrow to take home, and hit the bull's eye.
Healthcare Professionals			Ever wanted to know what a doctor or nurse, or medical professional does?This class will open your eyes to the world of medicine.

CIT in the Nation	2,3,6,8		Explore the history of our nation in this Eagle required merit badge.
American Heritage	3A, 3C		This class is a look back to the early years of our country.
Robotics		20.00 fee	Ever wanted to learn how to build a robot? This class gives you that chance to build and learn about robots.
Art		10.00 fee	Come join us for a fun and interactive class. Explore your artistic personality
Leather Working		\$25 fee includes kit	Scouts will learn to make a useful leather item using the same types of raw materials that our ancestors used.
Search and Rescue		Req 10	Want to learn more about search and rescue teams? This merit badge gives insight to the training involved.
Fire Safety		Req. 6	Learn how to properly handle fire and how it is a great tool.
Shotgun		\$40 fee includes unlimited ammo Scouts should be age 13 and older	Scouts will have the opportunity to use quality shotguns to learn proper stance, safety, and proficiency in shooting. Scouts will be required to show proper stance prior to the start of the class.
Rifle		\$20 fee includes unlimited ammo	Scouts will receive instruction in safety and learn to become proficient in their shooting knowledge, skills, and ability.
First Year Camper (Scout & Tenderfoot)			New to Scouts BSA? Learn the basics from Scout and Tenderfoot ranks to get you up to speed on all things Scouts. Plus earn your Totin chip and Firem'n Chit in this class. Scout Req: 4a, 4b, & 5. Tenderfoot

			Req: 3a, 3b, 3c, 3d, 4a, 4b, 4c, 5a, 5b, 5c, 7a, & 8
First Year Camper (Second)			Ready to take the next step after tenderfoot? This class is all about earning advancement for second class. From knots to first aid there's a ton to learn! 2nd Class Req: 2a, 2b, 2c, 2d, 2f, 2g, 3a, 3c, 3d, 4, 6a, 6b, 6c, 6d, 6e.
Chemistry			Come have some fun and do a few cool experiments in this interactive class.
Climbing	Must attend the Friday night workbook class. (8:30-10pm)	\$15.00 Fee	Like adventure? Like to test your endurance and climbing skill? Come join us for adventure and laughs.
Radio			Learn the difference between broadcasting and hobby radios. Learn how amateur and broadcast radio are different.
Salesmanship		5A Bring phone or tablet to class for research.	Learn confidence, sales techniques, and how to overcome small obstacles one may occur.
Orienteering	7,8,9 (10 will not be finished at camp)	Bring a compass.	Learn how to navigate by using a compass and map.
Geocaching	8,9 will not be finished at camp	Bring your GPS if you have one.	Want to go on a treasure hunt? Learn to use a GPS and map to navigate your way around camp and along the way find some cool treasures.
Coin Collecting	6,7		This is a Friday night class