

<p>MB108 10:30-12 PM or 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>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.</p> <p>Additional Fee: \$10.00 Recommended advance work: Study requirements 3 and 4 Required materials/preparation: Skills and practice prior to camp</p>
<p>MB111 9-10:30 AM or 10:30-12 PM or 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>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.</p> <p>Recommended advance work: Knowledge and practice in identifying constellations Required materials/preparation: Requirements 5b, 6, & 7b should be completed prior to camp; pen and paper Other information: Night observations are required</p>
<p>MB253 9-10:30 AM</p> <p>Days: Mo Tu We Fr</p> 	<p>Basketry, Fingerprinting, Leatherwork, Wood Carving 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.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>Additional Fee: \$20.00</p>
<p>MB101 9-10:30 AM or 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Camping Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.</p> <p>Prerequisites: 4, 8c, 8d, & 9 should be completed prior to camp (bring documentation of your total camping experiences, in the form of reports of each trip; have the reports signed by your Scoutmaster)</p>
<p>MB119 9-10:30 AM or 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>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.</p> <p>Recommended advance work: Study requirements 4, 5, and 10 prior to camp Required materials/preparation: Must be a BSA Swimmer and possess the physical strength required for carrying a canoe and rescuing a swamped canoe</p>

<p>MB252 9-10:30 AM</p> <p>Days: Mo Tu We Fr</p> 	<p>Chemistry, Nuclear Science 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. Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today. Additional Fee: \$5.00 Prerequisites: Chemistry- 7</p>
<p>MB227 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Chess Chess builds critical thinking, forward thinking, and proper sportsmanship in young people. Prerequisites: Bring a chess set</p>
<p>MB124 9-10:30 AM</p> <p>Days: Mo Tu We Fr</p> 	<p>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. Prerequisites: 7 NOTE: Must be 12 years of age or third year camper.</p>
<p>MB125 10:30-12 PM or 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>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. Who: For fourth-year campers and older Required materials/preparation: Documentation of CPR instruction (or GSLAC "Red Card")</p>
<p>MB246 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Communication, Public Speaking This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication." Even if you haven't stood at a podium on the stage and find the whole idea scary, sooner or later, someone is going to ask you to get up and say a few words. If you are prepared, it won't be scary. It can even be fun. Prerequisites: Communication - 4,5,6,7,8</p>
<p>MB249 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Composite Materials, Metalwork Composites can be found just about everywhere: in airplanes and sports cars, golf clubs and guitars, boats and baseball bats, bathtubs and circuit boards, and even bridges. Composites make bicycles and skis lighter, kayaks and canoes stronger, houses warmer, and helmets tougher. 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. Prerequisites: Composite Materials -4, Metalwork Additional Fee: \$15.00</p>

<p>MB251 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Electricity, Electronics, Inventing 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. 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. Prerequisites: Electricity 2, Inventing 8</p>
<p>MB140 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>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. 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. Prerequisites: 1, 2C, 7, 8</p>
<p>MB247 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Energy and Signs-Signals and Codes Saving, producing, and using energy wisely will be critical to America's future. If we are to leave future generations with a world in which they can live as well or better than we have, Scouts and other potential leaders of tomorrow must begin the hard work of understanding energy and the vital role it will play in the future. American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives' Prerequisites: Energy 4,</p>
<p>MB144 9-10:30 AM or 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>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. Prerequisites:3, Prep for Requirement 6 NOTE: Must be a third year camper.</p>
<p>MB149 9-10:30 AM</p> <p>Days: Mo Tu We Fr</p> 	<p>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. Prerequisites: 1, 2D, 3C, 7 (bring first aid kit); documentation of CPR instruction (or GSLAC "Red Card")</p>
<p>MB151 9-10:30 AM</p> <p>Days: Mo Tu We Fr</p> 	<p>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." Recommended advance work: Practice knots and study the Outdoor Code and Leave No Trace prior to camp; requirement 7 involves knowledge of state and local regulations Required Materials: Fishing rod & reel, line, bait or lures as needed for requirement 9</p>

<p>MB152 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Fly-Fishing Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people. Required Materials: Bring your own Fly - Fishing Rod. Recommended advance work: Practice knots in requirement 3, study the Outdoor Code and Leave No Trace prior to camp; requirement 8 involves knowledge of state and local regulations</p>
<p>MB153 9-10:30 AM</p> <p>Days: Mo Tu We Fr</p> 	<p>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. Prerequisites: 5, 7 Other information: A tree identification guide and spiral notebook are helpful</p>
<p>MB156 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Geology Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence. Prerequisites: 4</p>
<p>MB245 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Insect Study, Mammal Study, Reptile and Amphibian 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. A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150tons, 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. 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. Prerequisites: Insect Study- 5,6a,9,10 Reptile and Amphibian Study- 8</p>
<p>MB225 9-10:30 AM or 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Kayaking A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge. Prerequisites: Must be BSA swimmer</p>
<p>MB168 9-10:30 AM 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>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. Prerequisites: Practice swimming skills prior to camp, must be a strong swimmer; documentation of CPR instruction (or GSLAC "Red Card"); Scout must have completed Second and First Class swimming requirements prior to camp; long-sleeve button-up shirt and long pants are needed for requirement 7e</p>

<p>MB173 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Motorboating With the fun of operating a motor boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely. Required materials/preparation: Documentation of CPR instruction (or GSLAC "Red Card"); must be a BSA Swimmer</p>
<p>MB121 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Moviemaking 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. Prerequisites: To complete the merit badge, requirement 3A must be completed prior to camp.</p>
<p>MB180 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Orienteering Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions. Recommended advance work: Knowledge of orienteering basics; participation in St. Louis Orienteering Club events is suggested (stlouisorienteering.org)</p>
<p>MB185 9-10:30 AM or 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>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. Additional Fee: \$5.00 Recommended advance work: Knowledge of knots and lashings Other information: Construction of pioneering project can be time-consuming</p>
<p>MB196 9-10:30 AM or 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Rifle Shooting Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices. Additional Fee: \$10.00 Recommended advance work: Shooting skill and knowledge of related terminology</p>
<p>MB250 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Robotics, Space Exploration Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he 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 him as a career. Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there. Additional Fee: \$15.00</p>

<p>MB197 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>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. Prerequisites: Must be BSA swimmer; requires the physical strength to manage a swamped rowboat</p>
<p>MB230 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Scouting Heritage Introduces boys to the history of the Boy Scouts of America. They'll learn it all – from Scouting's beginnings under Lord Baden-Powell to the history of their own troop. Prerequisites: 5 Prep for Requirement 6</p>
<p>MB226 9-10:30 AM</p> <p>Days: Mo Tu We Fr</p> 	<p>Search and Rescue The process and safety methods of working around specialized teams such as aircraft, canine, and aquatic rescue teams. Identifying differences between search and rescue environments, such as coastal, wilderness, rural, and urban landscapes. Determining when Universal Transverse Mercator (UTM) and latitude and longitude (Lat/Lon) should be used. Prerequisites: 10</p>
<p>MB202 9-10:30 AM or 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Shotgun Shooting A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning. Additional Fee: \$10.00 Who: For fourth-year campers and older Recommended advance work: Knowledge of state and local regulations Required materials/preparation: Shooting skill</p>
<p>MB204 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Small-Boat Sailing Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety. Recommended advance work: Review sailing terminology Required materials/preparation: Must be a BSA Swimmer; documentation of CPR instruction (or GSLAC "Red Card")</p>
<p>MB206 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Soil and Water Conservation Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly. Prerequisites: 5B, 6D, 7</p>

<p>MB235 9-10:30 AM</p> <p>Days: Mo Tu We Fr</p> 	<p>Sustainability This Eagle-required merit badge option examines the environment in which we live and how scouts and their families can utilize more sustainable practices in their everyday life. While earning this badge, Scouts learn about climate change, species extinction, resource extraction, green chemistry, recycling, and zero-waste manufacturing. Maximum number of participants: 30 Prerequisites: A family-orientated merit badge, all requirements pertaining to family discussions must be completed prior to camp in order to successfully complete the badge. These are requirements 1, 2A (Water), 2A (Food), 2B,C (Energy), 2A, B (Stuff), and 4</p>
<p>MB211 9-10:30 AM or 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>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. Prerequisites: Must be BSA swimmer Recommended advance work: Knowledge of Safe Swim Defense Plan</p>
<p>MB219 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>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. Prerequisites: 9</p>
<p>MB221 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>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. Prerequisites: 5, 8</p>
<p>STNO101 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Start Your Engines! Technology based Nova This module is designed to help you explore how technology affects your life each day. Prerequisites: 1, 2</p>
<p>PRG111 9-10:30 AM</p> <p>Days: Mo Tu We Fr</p>	<p>Advanced Archery The Advanced Archery program will build on skills that Scouts develop in the Archery Merit Badge. While it is not a merit badge, Advanced Archery will allow Scouts to challenge their Archery abilities in ways they haven't before. Additional Fee: \$15.00 Prerequisites: Must have previously earned the Archery Merit Badge</p>
<p>PRG112 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p>	<p>Advanced Rifle The Advanced Rifle program will build on skills that Scouts develop in the Rifle merit badge. While it is not a merit badge, Advanced Rifle will allow Scouts to challenge their Rifle shooting abilities in ways they haven't before. Additional Fee: \$15.00 Minimum Age: 14 Prerequisites: Must have previously earned the Rifle Shooting Merit Badge and be a registered Venture Scout in the Venture Crew at Summer Camp.</p>

<p>PRG113 2-3:30 PM</p> <p>Days: Mo Tu We Fr</p>	<p>Advanced Shotgun The Advanced Shotgun program will build on skills that Scouts develop in the Shotgun merit badge. While it is not a merit badge, Advanced Shotgun will allow Scouts to challenge their shotgun shooting abilities in ways they haven't before. Additional Fee: \$15.00 Minimum Age: 14 Prerequisites: Must have previously earned the Shotgun Shooting Merit Badge and register for Venture Crew at camp.</p>
<p>PRG114 9-10:30 AM</p> <p>Days: Mo Tu We Fr</p>	<p>Project C.O.P.E. Project COPE is an exciting outdoor activity that can attract and keep older boys in Scouting. IT is designed to meet the needs of today's youth who are seeking greater physical and mental challenges. The underlying goals of a Project COPE course are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and developing leadership. Individual activities help promote personal growth. Participation is entirely voluntary. Minimum Age: 13</p>
<p>PRG109 10:30-12 PM</p> <p>Days: Mo Tu We Fr</p>	<p>Stand Up Paddle Boarding The BSA Stand Up Paddle boarding award introduces Scouts to the basics of stand-up paddle boarding (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.</p>
<p>PRG116 9-3:30 PM</p> <p>Days: Mo Tu We Fr</p>	<p>Valiant Quest All Day Program Consists of a 9A - 12P and 2P - 3P program Set requirements to do during the week but no set schedule Visits every program area as part of the advancement program Archery and Rifle Shooting at Shooting Sports Knots and Lashings at Scoutcraft Plant and Animal Identifications at Ecology Rescues and Swimming Requirements at Aquatics</p>