



## 2020 Camp Winnebago Class Catalog

### Event Contacts

Name	Title	Phone	Email
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Registration opens December 30, 2019  
Visit [www.scoutingevent.com/358-CampWinnebago](http://www.scoutingevent.com/358-CampWinnebago) to register



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#### **WSR100 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.

9-10:30 AM

**Days:** Mo Tu We Th Fr **Room:** Archery Range

**Sessions:** Week 1, Week 2, Week 3, Week 4

**Maximum number of participants:** 20

**Prerequisites:** Review the merit badge pamphlet and bring to class

10:30-12 PM

**Days:** Mo Tu We Th Fr **Room:** Archery Range

**Sessions:** Week 1, Week 2, Week 3, Week 4

**Maximum number of participants:** 20

**Prerequisites:** Review the merit badge pamphlet and bring to class

2-3:30 PM

**Days:** Mo Tu We Th Fr

**Sessions:** Week 1, Week 2, Week 3, Week 4

**Prerequisites:** Review the merit badge pamphlet and bring to class



#### **WSR101 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

9-10 AM

**Days:** Mo Tu We Th Fr **Room:** Handicraft

**Sessions:** Week 1, Week 2, Week 3, Week 4

**Prerequisites:** Bring supplies for requirement 4  
Pre req 6

10-11 AM

**Days:** Mo Tu We Th Fr **Room:** Handicraft

**Sessions:** Week 1, Week 2, Week 3, Week 4

**Prerequisites:** Bring supplies for requirement 4  
Pre req 6



#### **WSR103 Athletics**

Being involved in an athletic endeavor is not only a way to have fun, but it also is one of the best ways for a person to maintain a healthy and strong body, living up to the promise each Scout makes "to keep myself physically strong.

11-12 PM

**Days:** Mo Tu We Th Fr **Room:** Outdoor Skills

**Sessions:** All

**Prerequisites:** Pre req 3, 5, 6b



#### **WSR106 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.

9-10 AM

**Days:** Mo Tu We Th Fr **Room:** Handicraft

**Sessions:** Week 1, Week 2, Week 3, Week 4

**Prerequisites:** Bring about \$15 for kits

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10-11 AM      **Days:** Mo Tu We Th Fr    **Room:** Handicraft  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Bring about \$15 for kits

11-12 PM      **Days:** Mo Tu We Th Fr    **Room:** Handicraft  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Bring about \$15 for kits

2-3 PM        **Days:** Mo Tu We Th Fr    **Room:** Handicraft  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Bring about \$15 for kits

3-4 PM        **Days:** Mo Tu We Th Fr    **Room:** Handicraft  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Bring about \$15 for kits

4-5 PM        **Days:** Mo Tu We Th Fr    **Room:** Handicraft  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Bring about \$15 for kits



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#### **WSR107    Batting Cage**

4-5 PM        **Days:** Mo Tu We Th Fr  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**NOTE: Please sign up for each day individually. Signing up for Monday does not sign up for all days.**



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#### **WSR109    BSA Lifeguard**

To be trained as a BSA Lifeguard, you must successfully complete the course as outlined in the BSA Lifeguard Instructor Manual and demonstrate the ability to perform each item specified in the following requirements:

9-5 PM        **Days:** Mo Tu We Th Fr  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** See notes in Aquatics section of leaders guide

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#### **WSR111 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.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Bring all required gear as per the merit badge book. Should be a 2nd year Scout or beyond. 9a: Bring report of each trip signed by SM.  
Pre req 4b, 8d, 9a, 9b, 9c

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Bring all required gear as per the merit badge book. Should be a 2nd year Scout or beyond. 9a: Bring report of each trip signed by SM.  
Pre req 4b, 8d, 9a, 9b, 9c

3-4 PM **Days:** Mo Tu We Th Fr

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Bring all required gear as per the merit badge book. Should be a 2nd year Scout or beyond. 9a: Bring report of each trip signed by SM.  
Pre req 4b, 8d, 9a, 9b, 9c



#### **WSR113 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.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Maximum number of participants:** 20

**Prerequisites:** Must pass swimmers test, must bring footwear that will get wet. Recommended for 2nd year + Scouts.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Maximum number of participants:** 20

**Prerequisites:** Must pass swimmers test, must bring footwear that will get wet. Recommended for 2nd year + Scouts.



#### **WSR115 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.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Trail to Eagle

**Sessions:** All

**Prerequisites:** 2: Parent or SM letter.

8: Copy of letter

Pre-req - 2, 3, 6, 8

2-3 PM **Days:** Mo Tu We Th Fr **Room:** Trail to Eagle

**Sessions:** All

**Prerequisites:** 2: Parent or SM letter.

8: Copy of letter

Pre-req - 2, 3, 6, 8

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#### **WSR116    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.

10:30-12 PM      **Days:** Mo Tu We Th Fr    **Room:** Trail to Eagle

**Sessions:** All

2-3:30 PM      **Days:** Mo Tu We Th Fr    **Room:** Trail to Eagle

**Sessions:** All

**Maximum number of participants:** 20



#### **WSR118    Communication**

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

9-10:30 AM      **Days:** Mo Tu We Th Fr    **Room:** Trail to Eagle

**Sessions:** All

**Maximum number of participants:** 20

**Prerequisites:** Pre-req - 5

2:30-4 PM      **Days:** Mo Tu We Th Fr    **Room:** Trail to Eagle

**Sessions:** All

**Prerequisites:** Pre-req - 5



#### **WSR121    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.

9-10:30 AM      **Days:** Mo Tu We Th Fr    **Room:** Outdoor Skills

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 4. Should be a 2nd year Scout or beyond.

10:30-12 PM      **Days:** Mo Tu We Th Fr    **Room:** Outdoor Skills

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 4. Should be a 2nd year Scout or beyond.

2-3:30 PM      **Days:** Mo Tu We Th Fr    **Room:** Outdoor Skills

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 4. Should be a 2nd year Scout or beyond.



#### **WSR120    Cooking Demonstrations**

3:30-5 PM      **Days:** Mo Tu We Th Fr    **Room:** Outdoor Skills

**Sessions:** Week 1,Week 2,Week 3,Week 4



#### **WSR207    Dan Beard**

The Winnebago Dan Beard program is designed to supplement the troop's regular program, not replace it. It was developed from the perspective of the first-year summer camper. Using the model designed by Lord Robert Baden-Powell, Scouts involved in Dan Beard will be immersed in a day-long Scout skills and team building environment. Scouts will have the opportunity to work on and possibly earn up to three merit badges.

9-5 PM      **Days:** Mo Tu We Th Fr    **Room:** Dan Beard Pavilion

**Sessions:** All

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#### **WSR202 Electricity**

Electricity is a powerful and fascinating force of nature. As early as 600 b.c., observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** STEM

**Sessions:** All

4-5 PM **Days:** Mo Tu We Th Fr **Room:** STEM

**Sessions:** All



#### **WSR206 Electronics**

Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** STEM

**Sessions:** All

2-3 PM **Days:** Mo Tu We Th Fr **Room:** STEM

**Sessions:** All



#### **WSR123 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.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 1, 2c, 8b, 9. Should be a 2nd year Scout or beyond.

2-3 PM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 1, 2c, 8b, 9. Should be a 2nd year Scout or beyond.



#### **WSR124 Energy**

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

3-4 PM **Days:** Mo Tu We Th Fr **Room:** STEM

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 4, 5



#### **WSR203 Engineering**

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** STEM

**Sessions:** All

4-5 PM **Days:** Mo Tu We Th Fr **Room:** STEM

**Sessions:** All



#### **WSR125 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.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Ecology

**Sessions:** All

**Prerequisites:** Pre-req - 3e, 3f, 5. Bring a notebook. Should be a 2nd year Scout or beyond.

2-3 PM **Days:** Mo Tu We Th Fr **Room:** Ecology

**Sessions:** All

**Prerequisites:** Pre-req - 3e, 3f, 5. Bring a notebook. Should be a 2nd year Scout or beyond.

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#### **WSR127 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.

7-8 PM                    **Days:** Mo Tu    **Room:** Ecology  
**Sessions:** All



#### **WSR128 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.

10-11:30 AM            **Days:** Mo Tu We Th Fr    **Room:** Outdoor Skills  
**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 5a. Bring homemade first aid kit. Should be a 2nd year + Scouts.

3-4:30 PM              **Days:** Mo Tu We Th Fr    **Room:** Outdoor Skills  
**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 5a. Bring homemade first aid kit. Should be a 2nd year + Scouts.



#### **WSR205 Fishing, Fly 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."

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.

9-10 AM                **Days:** Mo Tu We Th Fr    **Room:** Ecology  
**Sessions:** All

3-4 PM                 **Days:** Mo Tu We Th Fr    **Room:** Ecology  
**Sessions:** All



#### **WSR133 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.

10-11 AM              **Days:** Mo Tu We Th Fr  
**Sessions:** All

**Prerequisites:** Pre-req - 5. Should be a 2nd year Scout or beyond



#### **WSR134 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.

9-10 AM                **Days:** Mo Tu We Th Fr    **Room:** Outdoor Skills  
**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 7, 8.

2-3 PM                 **Days:** Mo Tu We Th Fr    **Room:** Outdoor Skills  
**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 7, 8.

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#### **WSR135 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.

9-10 AM

**Days:** Mo Tu We Th Fr **Room:** Ecology

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 4a, 5b. Should be a 2nd year Scout or beyond

3-4 PM

**Days:** Mo Tu We Th Fr **Room:** Ecology

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 4a, 5b. Should be a 2nd year Scout or beyond



#### **WSR137 Indian Lore**

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

11-12 PM

**Days:** Mo Tu We Th Fr **Room:** Handicraft

**Sessions:** All

**Prerequisites:** Pre-req - 1, 2a, 2b, 2d. Bring about \$5 for a kit.

7-8 PM

**Days:** Mo Tu Th **Room:** Dan Beard Pavilion

**Sessions:** All

**Prerequisites:** Pre-req - 1, 2a, 2b, 2d. Bring about \$5 for a kit.



#### **WSR140 Kayaking**

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

9-10 AM

**Days:** Mo Tu We Th Fr **Room:** Aquatics

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Maximum number of participants:** 20

**Prerequisites:** Must pass swimmers test.

11-12 PM

**Days:** Mo Tu We Th Fr **Room:** Aquatics

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Maximum number of participants:** 20

**Prerequisites:** Must pass swimmers test.



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#### **WSR141 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.

2-3 PM

**Days:** Mo Tu We Th Fr **Room:** Handicraft

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 5b, 5d. Bring about \$7 for kits

3-4 PM

**Days:** Mo Tu We Th Fr **Room:** Handicraft

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 5b, 5d. Bring about \$7 for kits

4-5 PM

**Days:** Mo Tu We Th Fr **Room:** Handicraft

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 5b, 5d. Bring about \$7 for kits



#### **WSR142 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.

10-12 PM

**Days:** Mo Tu We Th Fr **Room:** Aquatics

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 1a. Must pass swimmers test. Bring a long sleeve shirt and pants, socks, footwear and belt that will get wet. 3rd year+ Scouts



#### **WSR143 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.

9-10 AM

**Days:** Mo Tu We Th Fr **Room:** Ecology

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 3a, 3b, 4a, 4e.

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#### **WSR144 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.

9-10 AM      **Days:** Mo Tu We Th Fr    **Room:** Handicraft  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Pre-req - 5.

10-11 AM      **Days:** Mo Tu We Th Fr    **Room:** Handicraft  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Pre-req - 5.

11-12 PM      **Days:** Mo Tu We Th Fr    **Room:** Handicraft  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Pre-req - 5.



#### **WSR147 Model Design and Building**

Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby: it is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes.

2-3 PM      **Days:** Mo Tu We Th Fr    **Room:** Handicraft  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Pre-req - 4a, 4b, 4c, 4d, 4e, 5.

3-4 PM      **Days:** Mo Tu We Th Fr    **Room:** Handicraft  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Pre-req - 4a, 4b, 4c, 4d, 4e, 5.

4-5 PM      **Days:** Mo Tu We Th Fr    **Room:** Handicraft  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Pre-req - 4a, 4b, 4c, 4d, 4e, 5.



#### **WSR148 Mountain Biking**

10-11 AM      **Days:** Mo Tu We Th Fr    **Room:** STEM  
**Sessions:** All

11-12 PM      **Days:** Mo Tu We Th Fr    **Room:** STEM  
**Sessions:** All

3-4 PM      **Days:** Mo Tu We Th Fr    **Room:** STEM  
**Sessions:** All

4-5 PM      **Days:** Mo Tu We Th Fr    **Room:** STEM  
**Sessions:** All

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**WSR150 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.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Ecology  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Pre-req - 4a(1), 4d(1), 4f(2). Bring collections.

3-4 PM **Days:** Mo Tu We Th Fr **Room:** Ecology  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Pre-req - 4a(1), 4d(1), 4f(2). Bring collections.

**WSR160 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.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Pre-req - 7, 8, 9. Should be a 2nd year Scout or beyond.

4-5 PM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Pre-req - 7, 8, 9. Should be a 2nd year Scout or beyond.

**WSR167 Personal Management**

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

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Trail to Eagle  
**Sessions:** All  
**Prerequisites:** Pre-req - 2.

4-5 PM **Days:** Mo Tu We Th Fr **Room:** Trail to Eagle  
**Sessions:** All  
**Prerequisites:** Pre-req - 2.

**WSR168 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.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Pre-req - 2a, 7. Should be a 2nd year Scout or beyond.

2-3 PM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Pre-req - 2a, 7. Should be a 2nd year Scout or beyond.

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#### **WSR172 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).

11-12 PM **Days:** Mo Tu We Th Fr **Room:** STEM

**Sessions:** All

2-3 PM **Days:** Mo Tu We Th Fr **Room:** STEM

**Sessions:** All



#### **WSR173 Reptile and Amphibian Study**

Boys always have 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.

4-5 PM **Days:** Mo Tu We Th Fr **Room:** Ecology

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Pre-req - 8. Should be a 2nd year Scout or beyond.



#### **WSR174 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.

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9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Rifle Range

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Maximum number of participants:** 20

**Prerequisites:** Review the merit badge pamphlet and bring to class.

10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Rifle Range

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Maximum number of participants:** 20

**Prerequisites:** Review the merit badge pamphlet and bring to class.

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Rifle Range

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Maximum number of participants:** 20

**Prerequisites:** Review the merit badge pamphlet and bring to class.



#### **WSR204 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); 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.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** STEM

**Sessions:** All

3-4 PM **Days:** Mo Tu We Th Fr **Room:** STEM

**Sessions:** All

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#### **WSR176 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.

9-10 AM

**Days:** Mo Tu We Th Fr **Room:** Aquatics

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Maximum number of participants:** 20

**Prerequisites:** Must pass swimmers test. Bring footwear that will get wet. 2nd year+ Scouts.



#### **WSR177 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.

9-10:30 AM

**Days:** Mo Tu We Th Fr **Room:** Shotgun Range

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Maximum number of participants:** 20

**Prerequisites:** Review the merit badge pamphlet and bring to class. \$20 fee.

10:30-12 PM

**Days:** Mo Tu We Th Fr **Room:** Shotgun Range

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Maximum number of participants:** 20

**Prerequisites:** Review the merit badge pamphlet and bring to class. \$20 fee.

2-3:30 PM

**Days:** Mo Tu We Th Fr **Room:** Shotgun Range

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Maximum number of participants:** 20

**Prerequisites:** Review the merit badge pamphlet and bring to class. \$20 fee.



#### **WSR179 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.

9-10 AM

**Days:** Mo Tu We Th Fr **Room:** Aquatics

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Maximum number of participants:** 20

**Prerequisites:** Must pass swimmers test. Bring footwear that will get wet. 2nd year+ Scouts.

11-12 PM

**Days:** Mo Tu We Th Fr **Room:** Aquatics

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Maximum number of participants:** 20

**Prerequisites:** Must pass swimmers test. Bring footwear that will get wet. 2nd year+ Scouts.



#### **WSR180 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.

11-12 PM

**Days:** Mo Tu We Th Fr **Room:** Ecology

**Sessions:** Week 1,Week 2,Week 3,Week 4

**Prerequisites:** Should be a 2nd year Scout or beyond

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#### **WSR182 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.

9-10 AM      **Days:** Mo Tu We Th Fr    **Room:** STEM  
**Sessions:** All  
**Prerequisites:** Should be a 2nd year Scout or beyond

3-4 PM      **Days:** Mo Tu We Th Fr    **Room:** STEM  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Should be a 2nd year Scout or beyond



#### **WSR184 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.

10-11 AM    **Days:** Mo Tu We Th Fr    **Room:** Aquatics  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Maximum number of participants:** 20  
**Prerequisites:** Must pass swimmers test. Must bring a long sleeve shirt and pants that will get wet.

11-12 PM    **Days:** Mo Tu We Th Fr    **Room:** Aquatics  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Maximum number of participants:** 20  
**Prerequisites:** Must pass swimmers test. Must bring a long sleeve shirt and pants that will get wet.



#### **WSR191 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.

2-3 PM      **Days:** Mo Tu We Th Fr    **Room:** Ecology  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Pre-req - 9b.

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#### **WSR192 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.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Should be a 2nd year Scout or beyond.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Should be a 2nd year Scout or beyond.

3-4 PM **Days:** Mo Tu We Th Fr **Room:** Outdoor Skills  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Should be a 2nd year Scout or beyond.



#### **WSR193 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.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Pre-req - Totin' Chip, 2a. Bring about \$5 for kits.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Pre-req - Totin' Chip, 2a. Bring about \$5 for kits.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft  
**Sessions:** Week 1,Week 2,Week 3,Week 4  
**Prerequisites:** Pre-req - Totin' Chip, 2a. Bring about \$5 for kits.