

Class Schedule - Youth



Archery (MB) - Shooting Sports

Time Block(s): 1 (9:00AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: 16

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.



Art (MB) - Handicraft

Time Block(s): 1 (9:00AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Backpacking (MB) - Scoutcraft

Time Block(s): 1 (9:00AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

Earning the Backpacking merit badge will be demanding but rewarding. Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. In addition, Scouts will discover how to protect the environment by traveling and camping without leaving a trace. By mastering the basics of backpacking, Scouts will develop an even deeper respect for the outdoors.



Canoeing (MB) - Aquatics

Time Block(s): 1 (9:00AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Environmental Science (MB) - Ecology/Conservation

Time Block(s): 1 (9:00AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Fingerprinting (MB) - Special Programs

Time Block(s): 1 (9:00AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.

First Aid (MB) - Health Lodge

Time Block(s): 1 (9:00AM)

Days: M, TU, W, TH, F



Available To: Youth (Y)
Seats Available: Unlimited

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.



Fishing (MB) - Ecology/Conservation

Time Block(s): 1 (9:00AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Hiking (MB) - Scoutcraft

Time Block(s): 1 (9:00AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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



Inventing (MB) - STEM

Time Block(s): 1 (9:00AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Music (MB) - Special Programs

Time Block(s): 1 (9:00AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. All the great music has not yet been written. Today, the possibilities for creating new music are limitless.



Personal Fitness (MB) - Sports

Time Block(s): 1 (9:00AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.



Pulp and Paper (MB) - Ecology/Conservation

Time Block(s): 1 (9:00AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of

paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.



Rifle (MB) - Shooting Sports

Time Block(s): 1, 2 (9:00AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Rowing (MB) - Aquatics

Time Block(s): 1 (9:00AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Signs, Signals, and Codes (MB) - STEM

Time Block(s): 1 (9:00AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited



Animation (MB) - STEM

Time Block(s): 2 (9:55AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited



Archery (MB) - Shooting Sports

Time Block(s): 2 (9:55AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: 16

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.



Athletics (MB) - Sports

Time Block(s): 2 (9:55AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Collections (MB) - Handicraft

Time Block(s): 2 (9:55AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

Collecting can be an educational and financially rewarding pastime: a collector must educate himself about a specific subject, be able to tell which items are worth preserving, how to catalog and organize his collection, and how to evaluate the value of items.

Emergency Preparedness (MB) - Health Lodge

Time Block(s): 2 (9:55AM)



Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

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.

Exploration (MB) - Special Programs

Time Block(s): 2 (9:55AM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited



Fish & Wildlife Management (MB) - Ecology/Conservation

Time Block(s): 2 (9:55AM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

Wildlife management is the science and art of managing the wildlife—both animals and fish—with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.



Moviemaking (MB) - STEM

Time Block(s): 2 (9:55AM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

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.



Reptile & Amphibian Study (MB) - Ecology/Conservation

Time Block(s): 2 (9:55AM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

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.



Rowing (MB) - Aquatics

Time Block(s): 2 (9:55AM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

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.



Scouting Heritage (MB) - Scoutcraft

Time Block(s): 2 (9:55AM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

Swimming (MB) - Aquatics

Time Block(s): 2 (9:55AM)



Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

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



Woodcarving (MB) - Handicraft
Time Block(s): 2 (9:55AM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

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.



Woodwork (MB) - Handicraft
Time Block(s): 2 (9:55AM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

Wood is an amazingly versatile, practical, yet beautiful material. A skilled craftsman can use wood to fashion just about anything. As a woodworker or carpenter, you will find no end of useful, valuable, and fun items you can make yourself, from wood.



Archery (MB) - Shooting Sports
Time Block(s): 3 (10:50AM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: 16

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.



Art (MB) - Handicraft
Time Block(s): 3 (10:50AM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

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.



Canoeing (MB) - Aquatics
Time Block(s): 3 (10:50AM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

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.



Citizenship in the World (MB) - Special Programs
Time Block(s): 3 (10:50AM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

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.



Fingerprinting (MB) - Special Programs

Time Block(s): 3 (10:50AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Fly Fishing (MB) - Ecology/Conservation

Time Block(s): 3 (10:50AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Forestry (MB) - Ecology/Conservation

Time Block(s): 3 (10:50AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Game Design (MB) - STEM

Time Block(s): 3 (10:50AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited



Orienteering (MB) - Scoutcraft

Time Block(s): 3 (10:50AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Pioneering (MB) - Scoutcraft

Time Block(s): 3 (10:50AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Plant Science (MB) - Ecology/Conservation

Time Block(s): 3 (10:50AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in

the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.



Programming (MB) - STEM

Time Block(s): 3 (10:50AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited



Pulp and Paper (MB) - Ecology/Conservation

Time Block(s): 3 (10:50AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.



Rifle (MB) - Shooting Sports

Time Block(s): 3, 4 (10:50AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Safety (MB) - Health Lodge

Time Block(s): 3 (10:50AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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



Sports (MB) - Sports

Time Block(s): 3 (10:50AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

Millions of people participate in sports every year. For some the appeal is the close friendships that come with being part of a team. Some revel in the joy of victory and lessons of defeat. For some, the personal fitness is so important that exercise becomes a daily need. And still others desire the feeling of achievement, that feeling of measurable improvement that comes with dedication to a sport.



Swimming (MB) - Aquatics

Time Block(s): 3 (10:50AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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



Archery (MB) - Shooting Sports

Time Block(s): 4 (11:45AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Astronomy (MB) - Ecology/Conservation

Time Block(s): 4 (11:45AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Bird Study (MB) - Ecology/Conservation

Time Block(s): 4 (11:45AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.



Camping (MB) - Scoutcraft

Time Block(s): 4 (11:45AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Citizenship in the Nation (MB) - Special Programs

Time Block(s): 4 (11:45AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

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.



Cycling (MB) - Sports

Time Block(s): 4 (11:45AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge.



Digital Technology (MB) - STEM

Time Block(s): 4 (11:45AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited

Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age.

Insect Study (MB) - Ecology/Conservation

Time Block(s): 4 (11:45AM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

**Seats Available:** Unlimited

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.

**Kayaking (MB) - Aquatics****Time Block(s):** 4 (11:45AM)**Days:** M, TU, W, TH, F**Available To:** Youth (Y)**Seats Available:** Unlimited**Radio (MB) - STEM****Time Block(s):** 4 (11:45AM)**Days:** M, TU, W, TH, F**Available To:** Youth (Y)**Seats Available:** Unlimited

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).

**Reading (MB) - Special Programs****Time Block(s):** 4 (11:45AM)**Days:** M, TU, W, TH, F**Available To:** Youth (Y)**Seats Available:** Unlimited

If you have ever wanted to go back in time or wished you could visit the future, if you are curious about the world, or if you are interested in how things work or like to learn new things, these are all reasons why you should want to read. Reading is fascinating. It's full of surprises. And it will take you places you can't get to in any other way.

**Swimming (MB) - Aquatics****Time Block(s):** 4 (11:45AM)**Days:** M, TU, W, TH, F**Available To:** Youth (Y)**Seats Available:** Unlimited

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

**Wilderness Survival (MB) - Scoutcraft****Time Block(s):** 4 (11:45AM)**Days:** M, TU, W, TH, F**Available To:** Youth (Y)**Seats Available:** Unlimited

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.

**Woodcarving (MB) - Handicraft****Time Block(s):** 4 (11:45AM)**Days:** M, TU, W, TH, F**Available To:** Youth (Y)**Seats Available:** Unlimited

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.

Woodwork (MB) - Handicraft**Time Block(s):** 4 (11:45AM)**Days:** M, TU, W, TH, F**Available To:** Youth (Y)

**Seats Available:** Unlimited

Wood is an amazingly versatile, practical, yet beautiful material. A skilled craftsman can use wood to fashion just about anything. As a woodworker or carpenter, you will find no end of useful, valuable, and fun items you can make yourself, from wood.

**Lifesaving (MB) - Aquatics****Time Block(s):** 5, 6 (2:00PM)**Available To:** Youth (Y)**Seats Available:** Unlimited

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.

**Shotgun Shooting (MB) - Shooting Sports****Time Block(s):** 5, 6 (2:00PM)**Available To:** Youth (Y)**Seats Available:** Unlimited

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.

**Citizenship in the Community (MB) - Special Programs****Time Block(s):** 5 (2:00PM)**Days:** M, TU, W, TH, F**Available To:** Youth (Y)**Seats Available:** Unlimited

A nation is a patchwork of communities that differ from each other and may be governed differently. But regardless of how local communities differ, they all have one point in common: In the United States, local government means self-government. Good citizens help to make decisions about their community through their elected local officials.

**Cooking (MB) - Scoutcraft****Time Block(s):** 5 (2:00PM)**Days:** M, TU, W, TH, F**Available To:** Youth (Y)**Seats Available:** Unlimited

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.

**Fly Fishing (MB) - Ecology/Conservation****Time Block(s):** 5 (2:00PM)**Days:** M, TU, W, TH, F**Available To:** Youth (Y)**Seats Available:** Unlimited

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.

**Indian Lore (MB) - Handicraft****Time Block(s):** 5 (2:00PM)**Days:** M, TU, W, TH, F**Available To:** Youth (Y)**Seats Available:** Unlimited

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.



Kayaking (MB) - Aquatics
Time Block(s): 5 (2:00PM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited



Leatherwork (MB) - Handicraft
Time Block(s): 5 (2:00PM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

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.



Mammal Study (MB) - Ecology/Conservation
Time Block(s): 5 (2:00PM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

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.



Nature (MB) - Ecology/Conservation
Time Block(s): 5 (2:00PM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

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.



Personal Fitness (MB) - Sports
Time Block(s): 5 (2:00PM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.



Public Speaking (MB) - Special Programs
Time Block(s): 5 (2:00PM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

A lot happens during the course of every person's life and your ability to communicate your feelings and ideas is the best way to connect to the larger world. 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.



Radio (MB) - STEM
Time Block(s): 5 (2:00PM)
Days: M, TU, W, TH, F
Available To: Youth (Y)
Seats Available: Unlimited

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).



Signs, Signals, and Codes (MB) - STEM

Time Block(s): 5 (2:00PM)

Days: M, TU, W, TH, F

Available To: Youth (Y)

Seats Available: Unlimited



Archeology (MB) - Ecology/Conservation

Time Block(s): 6 (2:55PM)

Days: M, TU, W, TH

Available To: Youth (Y)

Seats Available: Unlimited

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



Athletics (MB) - Sports

Time Block(s): 6 (2:55PM)

Days: M, TU, W, TH

Available To: Youth (Y)

Seats Available: Unlimited

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."



Basketry (MB) - Handicraft

Time Block(s): 6 (2:55PM)

Days: M, TU, W, TH

Available To: Youth (Y)

Seats Available: Unlimited

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.



Chess (MB) - STEM

Time Block(s): 6 (2:55PM)

Days: M, TU, W, TH

Available To: Youth (Y)

Seats Available: Unlimited

The USCF (United States Chess Federation) provided the primary contributing writers for the Merit Badge pamphlet. They will be helping to promote the badge through communications with the Chess delegate teams (similar to BSA's National Committees and Boards) and e-mail blasts, plus website and "tournament news" announcements.



Disabilities Awareness (MB) - Special Programs

Time Block(s): 6 (2:55PM)

Days: M, TU, W, TH

Available To: Youth (Y)

Seats Available: Unlimited

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



Fishing (MB) - Ecology/Conservation

Time Block(s): 6 (2:55PM)

Days: M, TU, W, TH

Available To: Youth (Y)

Seats Available: Unlimited

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.



Geocaching (MB) - Scoutcraft

Time Block(s): 6 (2:55PM)

Days: M, TU, W, TH

Available To: Youth (Y)

Seats Available: Unlimited

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.



Geology (MB) - Ecology/Conservation

Time Block(s): 6 (2:55PM)

Days: M, TU, W, TH

Available To: Youth (Y)

Seats Available: Unlimited

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.



Graphic Arts (MB) - STEM

Time Block(s): 6 (2:55PM)

Days: M, TU, W, TH

Available To: Youth (Y)

Seats Available: Unlimited

The field of graphic arts includes many kinds of work in the printing and publishing industries. Graphic arts professionals are involved in the creation of all kinds of printed communication, from business cards to books to billboards. The scope of printing communications is huge.



Leatherwork (MB) - Handicraft

Time Block(s): 6 (2:55PM)

Days: M, TU, W, TH

Available To: Youth (Y)

Seats Available: Unlimited

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.



Pioneering (MB) - Scoutcraft

Time Block(s): 6 (2:55PM)

Days: M, TU, W, TH

Available To: Youth (Y)

Seats Available: Unlimited

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.



Swimming (MB) - Aquatics

Time Block(s): 6 (2:55PM)

Days: M, TU, W, TH

Available To: Youth (Y)

Seats Available: Unlimited

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

Traffic Safety (MB) - Special Programs

Time Block(s): 6 (2:55PM)

Days: M, TU, W, TH



Available To: Youth (Y)
Seats Available: Unlimited

Staying safe in traffic wherever you live is getting more difficult all the time, as more and more people take to the road. Earning the Traffic Safety merit badge and will give Scouts some crucial tools to stay safer, when driving a car on a highway, riding a bike across town, or jogging across a busy street.