



## Camp Merz Scouts BSA 2024

### Class Catalog

#### Event Contacts

Name	Title	Phone	Email
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Registration opens March 22, 2024  
Visit [www.scoutingevent.com/382-cfmsbsa2024](http://www.scoutingevent.com/382-cfmsbsa2024) to register



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#### MMB133 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.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Archery Range

**Maximum number of participants:** 12

**Sessions:** All

10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Archery Range

**Maximum number of participants:** 12

**Sessions:** All

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Archery Range

**Maximum number of participants:** 12

**Sessions:** All

3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Archery Range

**Maximum number of participants:** 12

**Sessions:** All

**Prerequisites:** #1a; #1b; #1c; #1d; #2a; #2b; #2c; #3a; #3b; #4a; #4b; #4c; #4d

**NOTE:** Workbook 1, 2 a-c, 3 a-b, & 4 (<http://usscouts.org/mb/worksheets/list.asp>) Scouts must turn in the completed workbook prior to taking the class. SM note will NOT be accepted for this requirement.



#### MMB107 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

11-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft

**Maximum number of participants:** 15

**Sessions:** All



#### MMB113 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.

10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Nature Center

**Maximum number of participants:** 15

**Sessions:** All

**Prerequisites:** #6b

**NOTE:** 6b Sketch the phase and position of the Moon, at the same hour and place, for four nights within a one-week period. Include landmarks on the horizon such as hills, trees, and buildings.



#### MMB195 Automotive Maintenance

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

10-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Ranger Craft Pavilion

**Maximum number of participants:** 15

**Sessions:** All

**Prerequisites:** #1g; #1h; #4e; #11a; #12



#### MMB175 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.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft

**Additional Fee:** \$10.00

**Maximum number of participants:** 15

**Sessions:** All

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#### **MMB203 Bird Study (2024 version)**

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.

10-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Nature Center  
**Maximum number of participants:** 16  
**Sessions:** All  
**Prerequisites:** #5a; #5b; #5c; #5d; #7.



#### **MMB158 BSA Stand Up Paddleboarding**

Stand Up Paddleboarding

3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Waterfront  
**Minimum Age:** 14  
**Maximum number of participants:** 8  
**Sessions:** All  
**Prerequisites:** 2.  
**NOTE:** 2 MUST PASS SWIMMER'S TEST TO TAKE AWARD



#### **MMB120 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.

10-10:45 AM **Days:** Su Mo Tu We Th Fr **Room:** Scoutcraft  
**Maximum number of participants:** 15  
**Sessions:** All  
**Prerequisites:** #4b; #8c; #8d; #9a; #9b(1); #9b(2); #9b(3); #9b(4); #9b(5); #9b(6); #9c  
**NOTE:** MANDATORY OUTPOST



#### **MMB155 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.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront  
**Minimum Age:** 14  
**Maximum number of participants:** 8  
**Sessions:** All  
**Prerequisites:** #2.  
**NOTE:** Must pass swimmer's test to take badge MANDATORY OUTPOST



#### **MMB185 Citizenship in Society**

"Discussion" requirements will be either with a counselor and another individual (in accordance with Youth Protection Guidelines <https://www.scouting.org/health-and-safety/gss/gss01/>), or with your counselor and a small group (of Scouts), depending upon your preference.

3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Trail to Eagle  
**Minimum Age:** 15  
**Minimum Rank:** Star  
**Maximum number of participants:** 15  
**Sessions:** All  
**Prerequisites:** #1a; #7a; #7b; #8



#### **MMB143 Citizenship in the Community**

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.

10-10 AM **Days:** Mo Tu We Th Fr **Room:** Trail to Eagle  
**Minimum Rank:** First Class  
**Maximum number of participants:** 20  
**Sessions:** All  
**Prerequisites:** #3a; #4a; #4b; #7a; #7b; #7c

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#### **MMB144    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.

11-11:45 AM    **Days:** Mo Tu We Th Fr    **Room:** Trail to Eagle  
**Minimum Rank:** First Class  
**Maximum number of participants:** 20  
**Sessions:** All  
**Prerequisites:** #7a; #7b; #7c; #7d; #8



#### **MMB145    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.

2-2:45 PM    **Days:** Mo Tu We Th Fr    **Room:** Trail to Eagle  
**Minimum Rank:** Star  
**Maximum number of participants:** 20  
**Sessions:** All



#### **MMB149    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."

9-9:45 AM    **Days:** Mo Tu We Th Fr    **Room:** Trail to Eagle  
**Minimum Rank:** First Class  
**Maximum number of participants:** 20  
**Sessions:** All  
**Prerequisites:** #5; #8  
**NOTE:** 5 & 8



#### **MMB204    Cooking (2024) 10a-1:45pm**

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.

10-2 PM    **Days:** Mo Tu We Th Fr    **Room:** Cabin - Johnson  
**Minimum Age:** 13  
**Maximum number of participants:** 12  
**Sessions:** All  
**Prerequisites:** #2c.; #4a.; #4b.; #4c.



#### **MMB207    Cooking (2024) 12p-3:45p**

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.

12-3:45 PM    **Days:** Mo Tu We Th Fr    **Room:** Cabin - Johnson  
**Minimum Age:** 13  
**Maximum number of participants:** 12  
**Sessions:** All  
**Prerequisites:** #2c.; #4a.; #4b.; #4c.



#### **MMB179    Digital Technology**

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.

9-9:45 AM    **Days:** Mo Tu We Th Fr    **Room:** Technology Center  
**Maximum number of participants:** 12  
**Sessions:** All  
**Prerequisites:** #1  
**NOTE:** Show your counselor your current Cyber Chip

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**MMB140 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.

4-4 PM

**Days:** Mo We **Room:** Ranger Craft Pavilion**Maximum number of participants:** 10**Sessions:** All**Prerequisites:** #2; #9a**NOTE:** 9a Read an electric meter and, using your family's electric bill, determine the energy cost from the meter readings (bring evidence of energy cost to camp)**MMB139 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.

2-2:45 PM

**Days:** Mo Tu We Th Fr **Room:** Technology Center**Additional Fee:** \$15.00**Minimum Age:** 14**Maximum number of participants:** 8**Sessions:** All**NOTE:** Buy Electronic Kit**MMB122 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.

9-9:45 AM

**Days:** Mo Tu We Th Fr **Room:** Scoutcraft**Maximum number of participants:** 15**Sessions:** All

2-2:45 PM

**Days:** Mo Tu We Th Fr **Room:** Scoutcraft**Maximum number of participants:** 15**Sessions:** All**Prerequisites:** #1; #2b[1]; #2b[2]; #2b[3]; #2b[4]; #2b[5]; #2b[6]; #2b[7]; #2b[8]; #2b[9]; #2b[10]; #2b[11]; #2b[12]; #2b[13]; #2b[14]; #2b[15]; #2b[16]; #2b[17]; #2b[18]; #2c; #7b; #8b**NOTE:** MUST HAVE # 1 (1st Aid MB) BEFORE CAMP, 2b-c, 7B (unit-level emergency service report), 8B (family emergency kit, bring picture to camp) (<http://usscouts.org/mb/worksheets/list.asp>)**MMB116 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.

3-3:45 PM

**Days:** Mo Tu We Th Fr **Room:** Nature Center**Maximum number of participants:** 15**Sessions:** All**Prerequisites:** #4a; #4b**NOTE:** 4 Conduct an energy audit of your home. Keep a 14-day log that records what you and your family did to reduce energy use. Include the following in your report and, after the 14-day period (bring jour**MMB110 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.

9-9 AM

**Days:** Mo Tu We Th Fr **Room:** Nature Center**Maximum number of participants:** 15**Sessions:** All

2-2 PM

**Days:** Mo Tu We Th Fr **Room:** Nature Center**Maximum number of participants:** 15**Sessions:** All**NOTE:** 4b HOMEWORK during camp (visit two sites 3 times each, 20 min sessions)

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**MMB174 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.

4-4:30 PM

**Days:** Th **Room:** Handicraft**Maximum number of participants:** 15**Sessions:** All**MMB130 Fire Safety**

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.

9-9:45 AM

**Days:** Mo Tu We Th Fr **Room:** Scoutcraft**Maximum number of participants:** 15**Sessions:** All**Prerequisites:** #11.; #12.**NOTE:** 11 Visit a fire station. Identify the types of fire trucks. Find out about the fire prevention activities in your community.**MMB125 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.

11-11:45 AM

**Days:** Mo Tu We Th Fr **Room:** Scoutcraft**Minimum Rank:** First Class**Maximum number of participants:** 15**Sessions:** All**Prerequisites:** #5a.; #5b.; #7e.**NOTE:** (5a bring a picture of family kit & explain content, 5b scoutmaster note - unit first kit checked of completeness)**MMB152 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."

9-9:45 AM

**Days:** Mo Tu We Th Fr **Room:** Waterfront**Maximum number of participants:** 10**Sessions:** All

10-10:45 AM

**Days:** Mo Tu We Th Fr **Room:** Waterfront**Maximum number of participants:** 10**Sessions:** All**Prerequisites:** #7**NOTE:** 7 Obtain and review the regulations affecting game fishing where you live. Be ready to explain why they were adopted and what is accomplished by following them**MMB112 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.

3-3:45 PM

**Days:** Mo Tu We Th Fr **Room:** Nature Center**Maximum number of participants:** 15**Sessions:** All**Prerequisites:** #1a; #1b; #1c**NOTE:** 1 Prepare a field notebook, make a collection, and identify 15 species of trees, wild shrubs, or vines in a local forested area, include descriptions for all parts of the requirement (bring to camp)



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**MMB135 Game Design**

Games also come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Technology Center

**Maximum number of participants:** 10

**Sessions:** All

3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Technology Center

**Maximum number of participants:** 10

**Sessions:** All

**Prerequisites:** #8a; #8b

**NOTE:** Do ONE of the following: A. With your parent's or guardian's permission and your counselor's approval, visit with a professional in the game development industry and ask them about their job and how i

**AT105 Gas Lantern and Camp Stove Instruction**

7:30-8 PM

**Days:** Mo

**Sessions:** All

**MMB109 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.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Nature Center

**Maximum number of participants:** 15

**Sessions:** All

**MMB196 Home Repairs**

Successfully completing this badge's requirements can lead to a lifetime of personal and financial rewards: Doing basic home repairs provides a sense of personal pride in one's achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family thousands of dollars in repair bills over the years.

2-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Ranger Craft Pavilion

**Maximum number of participants:** 15

**Sessions:** All

**Prerequisites:** #1a; #1b

**MMB105 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.

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

**Maximum number of participants:** 10

**Sessions:** All

**MMB106 Inventing**

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.

3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

**Maximum number of participants:** 15

**Sessions:** All

**MMB153 Kayaking**

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

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

**Maximum number of participants:** 8

**Sessions:** All

**NOTE:** MUST PASS SWIMMER'S TEST TO TAKE BADGE

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**MMB103 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.

10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft  
**Maximum number of participants:** 12  
**Sessions:** All

**AT103 Leave no trace primer**

11-11:30 AM **Days:** Tu  
**Sessions:** All

**MMB180 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.

11-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront  
**Maximum number of participants:** 10  
**Sessions:** All  
**Prerequisites:** #2a; #2b  
**NOTE:** MUST HAVE THE SWIMMING M. B & PASS SWIMMER'S TEST TO TAKE BADGE

**MMB220 M.O.O.S.E. Older Scout Program**

Older scout all day adventure program  
2-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Additional Fee:** \$20.00  
**Minimum Age:** 14  
**Maximum number of participants:** 8  
**Sessions:** All

**MMB114 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.

11-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Nature Center  
**Maximum number of participants:** 15  
**Sessions:** All

**MMB161 Mile Swim BSA**

Mile Swim BSA  
2-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Waterfront  
**Sessions:** All  
**NOTE:** MUST PASS SWIMMER'S TEST TO DO AWARD



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#### **MMB217 Motorboating / Water Sports**

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.

Water sports are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do.

9-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront

**Additional Fee:** \$30.00

**Minimum Age:** 14

**Maximum number of participants:** 5

**Sessions:** All

2-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Waterfront

**Additional Fee:** \$30.00

**Minimum Age:** 14

**Maximum number of participants:** 5

**Sessions:** All

**Prerequisites:** Motorboating #2a; Water Sports #3



#### **MMB219 Moviemaking (2014 version)**

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.

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Technology Center

**Maximum number of participants:** 12

**Sessions:** All



#### **MMB208 Music (2017 version)**

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.

3-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

**Maximum number of participants:** 15

**Sessions:** All



#### **MMB127 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.

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Maximum number of participants:** 15

**Sessions:** All

**Prerequisites:** #7a; #7b

**NOTE:** 7a Take part in three orienteering events. One of these must be a cross-country course. 7b.

After each event, write a report with (1) a copy of the master map and control description sheet, (2) a copy



#### **MMB200 Painting**

This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects.

11-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft

**Maximum number of participants:** 15

**Sessions:** All

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**MMB119 Paul Bunyan Woodsman**

To encourage proper use of woods tools, training others in Totin' Chip skills, and creating a simple outdoor project using acquired woods tool skills.

11-11:45 AM

**Days:** Mo Tu We Th Fr **Room:** Polaris**Maximum number of participants:** 10**Sessions:** All**Prerequisites:** 1.**NOTE:** Must have Totin' Chip before camp**MMB210 Personal Fitness (2023 version)**

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.

3-3:30 PM

**Days:** Mo Tu We Th Fr **Room:** Scoutcraft**Maximum number of participants:** 15**Sessions:** All**Prerequisites:** 1.a.1.; 1.a.2.; 1.a.3.; 1.a.4.; 1.a.5.; 6.a.a.; 6.a.b.; 6.a.c.; 6.b.; 7.; 8.**MMB202 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.

4-4:30 PM

**Days:** Mo Tu We Th Fr **Room:** Trail to Eagle**Minimum Age:** 14**Minimum Rank:** First Class**Maximum number of participants:** 10**Sessions:** All**Prerequisites:** #1a; #1b[2]; #1c[1]; #1c[2]; #2a; #2b[1]; #2b[2]; #2c; #2b(3); #2b(4); #2d;

#8a; #8b; #8c; #8d

**NOTE:** Homework will be assigned daily.**MMB172 Photography**

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

2-2:45 PM

**Days:** Mo Tu We Th Fr **Room:** Handicraft**Maximum number of participants:** 10**Sessions:** All**Prerequisites:** #1b**NOTE:** Show your counselor your current Cyber Chip**MMB123 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.

11-11:45 AM

**Days:** Su Mo Tu We Th Fr **Room:** Scoutcraft**Maximum number of participants:** 15**Sessions:** All**Prerequisites:** #2b**NOTE:** 2b. Demonstrate how to tie a rope tackle and the following knots: clove hitch formed as two half hitches, clove hitch on a bight, butterfly knot, roundturn with two half hitches, and rolling hitch.str

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**MMB189 Plumbing**

Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Ranger Craft Pavilion

**Maximum number of participants:** 15

**Sessions:** All

**MMB167 Polar Bear Swim**

Early Morning Swim session for both Leaders and Scouts. Participates who attend all three sessions will receive a certification of completion.

7-7:30 AM **Days:** Mo We Fr **Room:** Waterfront

**Sessions:** All

**MMB165 Polaris**

Scouts BSA Tenderfoot rank advancement

Scouts BSA Second Class rank advancement

Scouts BSA First Class rank advancement

First Year Camper Program

9-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Polaris

**Maximum number of participants:** 25

**Sessions:** All

2-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Polaris

**Maximum number of participants:** 25

**Sessions:** All

**MMB199 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).

11-11:45 AM **Days:** Tu Th **Room:** Technology Center

**Maximum number of participants:** 12

**Sessions:** All

**MMB205 Reptile and Amphibian Study (2023 version)**

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.

2-2:30 PM **Days:** Mo Tu We Th Fr **Room:** Nature Center

**Maximum number of participants:** 15

**Sessions:** All

**Prerequisites:** #8a; #8b

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### Camp Merz Scouts BSA 2024

**MMB131 Rifle Shooting (Option A - Modern Cartridge)**

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.

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

**Additional Fee:** \$15.00

**Minimum Age:** 12

**Maximum number of participants:** 16

**Sessions:** All

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

**Additional Fee:** \$15.00

**Minimum Age:** 12

**Maximum number of participants:** 16

**Sessions:** All

**Prerequisites:** #1a; #1b; #1c; #1d; #1e; #f; #1g; #1h; #1i; #2a.Opt.a; #2b.Opt.a; #2c.Opt.a; #2d.Opt.a; #2e.Opt.a; #2f.Opt.a; #2g.Opt.a; #2i.Opt.a; #2k.Opt.a

**NOTE:** 1, 2 a-i, workbook - A <http://usscouts.org/mb/worksheets/list.asp>) Scouts must turn in the completed workbook prior to taking the class. SM note will NOT be accepted for this requirement.

**MMB198 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.

10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Technology Center

**Maximum number of participants:** 10

**Sessions:** All

**MMB151 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.

11-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront

**Maximum number of participants:** 8

**Sessions:** All

**Prerequisites:** #2

**NOTE:** MUST PASS SWIMMER'S TEST TO TAKE BADGE

**AT101 Safe Swim Defense**

11-11:30 AM **Days:** We **Room:** Aquatics

**Minimum Age:** 19

**Sessions:** All

**MMB194 Safety**

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.

4-4:45 PM **Days:** Tu Th **Room:** Ranger Craft Pavilion

**Maximum number of participants:** 15

**Sessions:** All

**Prerequisites:** #1c; #1d; #2b; #3b

**AT102 Safety Afloat & Safe Swim Defense**

11-11:30 AM **Days:** We **Room:** Aquatics

**Minimum Age:** 19

**Sessions:** All

## Class Catalog

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**MMB132 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.

2-2:45 PM

**Days:** Mo Tu We Th Fr **Room:** Rifle Range**Additional Fee:** \$15.00**Minimum Age:** 14**Maximum number of participants:** 8**Sessions:** All

3-3:45 PM

**Days:** Mo Tu We Th Fr **Room:** Rifle Range**Additional Fee:** \$15.00**Minimum Age:** 14**Maximum number of participants:** 8**Sessions:** All**Prerequisites:** #1a; #1b; #1c; #1d; #1e; #1f[1]; #1f[2]; #1g; #1h; #1i; #2a.Opt.A; #2b.Opt.A; #2c.Opt.A; #2d.Opt.A; #2e.Opt.A; #2f.Opt.A; #2h.Opt.A; #2i.Opt.A**NOTE:** Workbook 1, 2a-h (<http://usscouts.org/mb/worksheets/list.asp>) Scouts must turn in the completed workbook prior to taking the class. SM note will NOT be accepted for this requirement.**MMB176 Signs, Signals, and Codes**

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?

3-3:45 PM

**Days:** Mo Tu We Th Fr **Room:** Scoutcraft**Maximum number of participants:** 15**Sessions:** All**MMB159 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.

2-3:45 PM

**Days:** Mo Tu We Th Fr **Room:** Waterfront**Minimum Age:** 14**Maximum number of participants:** 8**Sessions:** All**Prerequisites:** #2**NOTE:** MUST PASS SWIMMER'S TEST TO TAKE BADGE**MMB160 Snorkeling BSA**

Snorkeling BSA

2-2:45 PM

**Days:** Mo Tu We Th Fr **Room:** Waterfront**Maximum number of participants:** 10**Sessions:** All**Prerequisites:** 1.**NOTE:** MUST PASS SWIMMER'S TEST TO TAKE AWARD**MMB111 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.

10-10:45 AM

**Days:** Mo Tu We Th Fr **Room:** Technology Center**Additional Fee:** \$15.00**Maximum number of participants:** 10**Sessions:** All

3-3:45 PM

**Days:** Mo Tu We Th Fr **Room:** Technology Center**Additional Fee:** \$15.00**Maximum number of participants:** 10**Sessions:** All

## Class Catalog

### Camp Merz Scouts BSA 2024

**MMB216 Sustainability (2024 version)**

Learn to reduce waste and teach sustainable practices to others so you can help conserve Earth's resources with the Sustainability Merit Badge. Scouts will develop and implement a plan to reduce their water usage, household food waste, and learn about the sustainability of different energy sources, including fossil fuels, solar, wind, nuclear, hydropower, and geothermal.

4-4:30 PM **Days:** Mo Tu We Th **Room:** Nature Center  
**Minimum Age:** 14  
**Maximum number of participants:** 15  
**Sessions:** All

**MMB150 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.

10-10:45 AM **Days:** Su Mo Tu We Th Fr **Room:** Waterfront  
**Maximum number of participants:** 10  
**Sessions:** All  
  
11-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront  
**Maximum number of participants:** 10  
**Sessions:** All  
  
2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Waterfront  
**Maximum number of participants:** 10  
**Sessions:** All  
**Prerequisites:** #2.  
**NOTE:** MUST PASS SWIMMER'S TEST TO TAKE BADGE

**MMB102 Theater**

While earning the Theater merit badge, Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side. Much more goes on in theater than ever meets the audience's eye.

10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft  
**Maximum number of participants:** 15  
**Sessions:** All  
**Prerequisites:** #1  
**NOTE:** 1 See or read three full-length plays.\* Write a review of each, be prepared to comment on plot, acting/singing (if watched) (bring 3 written reviews to camp)

**AT104 Trek Safely**

11-11:30 AM **Days:** Th  
**Minimum Age:** 19  
**Sessions:** All

**MMB209 Weather (2018 version)**

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.

11-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Nature Center  
**Maximum number of participants:** 15  
**Sessions:** All

## Class Catalog

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### MMB206 Welding (2012 version)

The new Welding badge and pamphlet was released by BSA, and Scouts could begin earning the badge on February 24, 2012.

9-9:30 AM

**Days:** Mo Tu We Th Fr **Room:** Ranger Craft Pavilion

**Maximum number of participants:** 8

**Sessions:** All

4-4:30 PM

**Days:** Mo Tu We Th Fr

**Maximum number of participants:** 8

**Sessions:** Scouts BSA 1

**Prerequisites:** Welding prerequisites

Long pants like jeans.

Long sleeve shirt (NO SYNTHETIC FABRIC).

Leather shoes.



### MMB124 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.

10-10 AM

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

**Minimum Rank:** Second Class

**Maximum number of participants:** 15

**Sessions:** All

**Prerequisites:** #5

**NOTE:** MANDATORY OUTPOST (Will be adjusted for COVID-19 protocols)



### MMB100 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.

9-9:45 AM

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

**Maximum number of participants:** 10

**Sessions:** All

**Prerequisites:** #2a