



Rodney Scout Reservation Summer Camp

Class Catalog

Event Contacts

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Rodney Merit Badges and Rank (Scheduled Classes)



RMB59 *Brownsea - First Year Camper Program*****

The Brownsea Program is the perfect program for new Scouts or those just crossing over. Brownsea is intended for first year campers who are working toward earning Tenderfoot, Second Class, and First Class. A Scout that has already earned the rank of First Class would be better suited enrolling in a complete Merit Badge schedule, even if this is their first year at summer camp.

Nature Merit Badge - 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.

Swimming Merit Badge - 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.

Scouts BSA Scout rank advancement 3a, 3b, 4a, 5

Scouts BSA Tenderfoot rank advancement 1c, 3a, 3b, 3c, 3d, 4a, 5a, 5b, 5c,

Scouts BSA Second Class rank advancement 1b, 2a, 2b, 2c, 2f, 2g, 3a, 3c, 3d

Scouts BSA First Class rank advancement 5b, 5c, 5d, 7c

Fire'n' Chit - This certification grants a Scout the right to carry matches and build campfires. The Scout must show his Scout leader, or someone designated by their leader, that they understand their responsibility to do the following:

Totin' Chip - This certification grants a Scout the right to carry and use woods tools. The Scout must show their Scout leader, or someone designated by their leader, that they understand their responsibility to do the following

9-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Brownsea
Maximum number of participants: 155
Sessions: All
Prerequisites: No prerequisites.

All materials needed will be provided.

Scouts in Brownsea who cannot pass their swim test will take Instructional Swim instead of Swimming Merit Badge

Scouts attending Brownsea should review and be tested by their unit to ensure mastery of the rank requirement, prior to the unit signing off on it. A list of rank requirements covered will be provided to the unit leaders at the end of the week.

Brownsea Scouts should come prepared each day with a water bottle, bug spray, sunscreen, and a pocket knife.

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RMB73 Advanced Camper Experience (ACE)

Rodney's High Adventure Program!
For Scouts 14 years of age or older

This program provides experienced campers with the next level of challenge.

Featuring advanced sailing, teambuilding activities, knife throwing, and more!

Earn the Exploration Merit Badge!

Discover the history and importance of various kinds of exploration by earning the Exploration Merit Badge. Scouts will study real-life explorers who made their mark either in the wild or in a scientific lab, then plan, prepare and go on an expedition.

Earn the Paul Bunyan Woodsman Award!

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

- 9-11:45 AM **Days:** Mo Tu We Th Fr
 Minimum Age: 14
 Maximum Age: 17
 Maximum number of participants: 12
 Sessions: All
- 2-4:45 PM **Days:** Mo Tu We Th Fr
 Minimum Age: 14
 Maximum Age: 17
 Maximum number of participants: 12
 Sessions: All
 Prerequisites: Scouts must have their Totin' Chip

Scouts MUST pass swim test to participate in ACE

This is a half day program



RMB48 Animation MB

Recommended for 2nd year and older Scouts

Computer and traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities.

- 9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
 Maximum number of participants: 16
 Sessions: All
- 10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
 Maximum number of participants: 16
 Sessions: All
- 11-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
 Maximum number of participants: 16
 Sessions: All
 Prerequisites: No prerequisites

Other Information: All materials provided.

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RMB34 Archaeology MB

Recommended for 2nd year and older Scouts

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.

3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 20
Sessions: All
Prerequisites: Requirement 10 needed for completion. (discuss in class)

Pen and paper are required

Other Information: Will require short papers, class discussions, and presentations for completion.



RMB16 Archery MB

Recommended for 2nd year or older Scouts.

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: 24
Sessions: All

10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Archery Range
Maximum number of participants: 24
Sessions: All

11-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Archery Range
Maximum number of participants: 24
Sessions: All

4-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Archery Range
Maximum number of participants: 24
Sessions: All
Prerequisites: No prerequisites

Scouts need to have sufficient strength to hold, aim, and release an arrow with control.

Can be difficult merit badge to complete. Minimum score required for completion. Free shoot time may be needed to finish.

Badge may contain one day of non-shooting for the non-shooting requirements.



RMB62 Architecture MB

Architecture is not just the special buildings like cathedrals, museums, or sports stadiums we read about or see on television; it is as normal as the homes, places of worship, schools, and shopping malls where we live, worship, work, learn, and play every day. However, architecture is more than just common shelter; building has always satisfied the human need to create something of meaning. Even the simplest form of architecture is a work of art that requires thought and planning.

10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 20
Sessions: All

11-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 20
Sessions: All
Prerequisites: Requirement 1a needed for completion. (Use Prerequisite Form)

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RMB47 Art MB

Recommended for 2nd year or older Scouts.

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

10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 20
Sessions: All

11-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 20
Sessions: All

Prerequisites: Requirement 6 needed for completion. (Will be discussed in class)

Other Information: All materials provided.



RMB71 Astronomy MB

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.

2-3:15 PM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 20
Sessions: All

3:30-4:45 PM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 20
Sessions: All

Prerequisites: No prerequisites



RMB15 Athletics MB (partial)

Recommended for 2nd year or older Scouts.

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.

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Health and Fitness
Maximum number of participants: 20
Sessions: All

Prerequisites: Requirement 3 will be started in class but will be completed after camp.

Requirement 6 (Use Prerequisite Form)

Other Information: All materials provided.

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RMB37 Basketry MB

Recommended for 1st year or older Scouts.

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:** Bull Mountain Studios
Maximum number of participants: 20

Sessions: All

10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 20

Sessions: All

Prerequisites: No prerequisites

Other Information: All materials provided.



RMB52 Bird Study MB

Recommended for 2nd year or older Scouts.

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.

9-10:15 AM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 16

Sessions: All

Prerequisites: No prerequisites

Pen and paper required

Other Information: Requires observations and report writing.

Requires early morning sessions.



RMB1 Camping MB

Recommended for 3rd year or older Scouts.

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 themselves while camping would have the confidence to meet life's other challenges, too.

9-10:15 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft
Maximum number of participants: 30

Sessions: All

10:30-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft
Maximum number of participants: 30

Sessions: All

2-3:15 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft
Maximum number of participants: 30

Sessions: All

Prerequisites: Requirements 4b, 5e, 7b, 8c, 8d, and 9 needed for completion. (Use Prerequisite Form)

Other Information: Conservation project in requirement 9 can be completed during camp but is recommended to be done ahead of time.

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RMB28 Canoeing MB

Recommended for 3rd year or older Scouts

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: Boat Yard
Maximum number of participants: 20
Sessions: All |
| 10-10:45 AM | Days: Mo Tu We Th Fr Room: Boat Yard
Maximum number of participants: 20
Sessions: All |
| 11-11:45 AM | Days: Mo Tu We Th Fr Room: Boat Yard
Maximum number of participants: 20
Sessions: All |
| 2-2:45 PM | Days: Mo Tu We Th Fr Room: Boat Yard
Maximum number of participants: 20
Sessions: All |
| 3-3:45 PM | Days: Mo Tu We Th Fr Room: Boat Yard
Maximum number of participants: 20
Sessions: All |
| 4-4:45 PM | Days: Mo Tu We Th Fr Room: Boat Yard
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites |

Scouts MUST pass swim test.

Other Information: Boat shoes with a full sole needed (ex. old tennis shoes or closed-toed sandals)



RMB45 Chemistry MB

Recommended for 2nd year or older Scouts

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you become a chemist.

- | | |
|-------------|---|
| 11-11:45 AM | Days: Mo Tu We Th Fr Room: N.E.S.T. Nature Lodge
Maximum number of participants: 20
Sessions: All |
| 2-2:45 PM | Days: Mo Tu We Th Fr Room: N.E.S.T. Nature Lodge
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites |

Pen and paper required

Other Information: All materials provided.

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RMB44 Climbing MB

Recommended for 3rd year and older Scouts

Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.

9-10:15 AM **Days:** Mo Tu We Th Fr **Room:** Climbing Tower
Maximum number of participants: 24

Sessions: All

10:30-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Climbing Tower
Maximum number of participants: 24

Sessions: All

3:30-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Climbing Tower
Maximum number of participants: 24

Sessions: All

Prerequisites: No prerequisites

Please review requirements with Scouts, Merit Badge involves hard work and a safety focus

Other Information: Physically demanding, may be difficult for some Scouts.



RMB2 Communication MB and American Indian Culture MB (2 badge class)

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.

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."

10:30-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft
Maximum number of participants: 30

Sessions: All

2-3:15 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft
Maximum number of participants: 30

Sessions: All

Prerequisites: Needed for Completion - **Communication:**

Requirement 5 prepare report to turn in

Requirement 7 share project in class

Requirement 8 (Use Prerequisite Form)

Needed for Completion - **American Indian Culture:**

Requirement 5 (Use Prerequisite Form)

Other Information: All materials provided.

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RMB3 Cooking MB (partial)
Recommended for 3rd year and older Scouts

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.

9-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft
Maximum number of participants: 20

Sessions: All

2-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft
Maximum number of participants: 20

Sessions: All

Prerequisites: No prerequisites

Other Information: THIS IS A HALF DAY CLASS

In this program a Scout will earn a partial in Cooking Merit Badge in camp with a road to completion following the summer. Along with learning about food safety and menu planning, Scouts will learn the skills of cooking. When Scouts finish this program, they should have all the skills needed to complete the cooking requirements of this badge.



RMB65 Electricity MB

Electricity is a powerful and fascinating force of nature. As early as 600 BC, 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.

10:30-11:45 AM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 30

Sessions: All

Prerequisites: Requirements 2 and 8 needed for completion. (Use Prerequisite Form)

Pen and paper required



RMB61 Emergency Preparedness MB and Safety MB (2 Badge Class)

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.

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.

10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Health and Fitness
Maximum number of participants: 20

Sessions: All

11-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Health and Fitness
Maximum number of participants: 20

Sessions: All

Prerequisites:

- **Pre-reqs for Emergency Preparedness**

Requirement 2a needed for completion. It will be discussed in class (Use Prerequisite Form)

Requirement 9 needed for completion. (Use Prerequisite Form)

First Aid Merit Badge can be completed simultaneously! First Aid (a separate class) can be taken during the same week of camp.

- **Pre-reqs for Safety**

No prerequisites

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RMB63 Energy MB

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.

2-2:45 PM

Days: Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge

Maximum number of participants: 30

Sessions: All

Prerequisites: Requirement 4 needed for completion (Use Prerequisite Form)

Pen and paper required



RMB14 Engineering MB

Recommended for 2nd year and older Scouts

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.

9-9:45 AM

Days: Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge

Maximum number of participants: 20

Sessions: All

4-4:45 PM

Days: Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge

Maximum number of participants: 20

Sessions: All

Prerequisites: No prerequisites

Pen and paper required

Other Information: All materials provided.



RMB33 Environmental Science MB

Recommended for 3rd year or older Scouts.

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.

10-11:45 AM

Days: Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge

Maximum number of participants: 30

Sessions: All

3-4:45 PM

Days: Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge

Maximum number of participants: 30

Sessions: All

Prerequisites: No pre-requisites

Pen and paper required

Other Information: Intense and time-consuming. Requires observations and report writing.

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RMB32 First Aid MB
Recommended for 2nd year and older Scouts

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.

- 9-10:15 AM **Days:** Mo Tu We Th Fr **Room:** Health and Fitness
 Maximum number of participants: 20
 Sessions: All
- 10:30-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Health and Fitness
 Maximum number of participants: 20
 Sessions: All
- 2-3:15 PM **Days:** Mo Tu We Th Fr **Room:** Health and Fitness
 Maximum number of participants: 20
 Sessions: All
- 3:30-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Health and Fitness
 Maximum number of participants: 20
 Sessions: All
 Prerequisites: No prerequisites



RMB31 Fish and Wildlife Management MB
Recommended for 2nd year and older Scouts

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.

- 4-4:45 PM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
 Maximum number of participants: 20
 Sessions: All
 Prerequisites: Requirement 5 required for completion (Use Prerequisite Form)

Pen and paper required

Other Information: Good preparation for Environmental Science MB.



RMB54 Fishing MB
Recommended for 2nd year and older Scouts

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."

- 9-10:15 AM **Days:** Mo Tu We Th Fr **Room:** Boat Yard
 Maximum number of participants: 16
 Sessions: All
 Prerequisites: No prerequisites

Other Information: Practice knots for requirement 4 before camp.

Scouts are encouraged to bring their own fishing gear. Camp fishing gear is available on a first-come, first-serve basis.



RMB27 Forestry MB
Recommended for 2nd year and older Scouts

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

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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.

3:30-4:45 PM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites

Pen and paper required

Other Information: Have footwear for walking in the woods.



RMB26 Game Design MB and Chess MB (2 Badge Class)

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

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.

2-3:15 PM **Days:** Mo Tu We Th Fr **Room:** Health and Fitness
Maximum number of participants: 20
Sessions: All

3:30-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Health and Fitness
Maximum number of participants: 20
Sessions: All

Prerequisites: Game Design
Requirement 8 needed for completion (Use Prerequisite Form)

Chess
No prerequisites

Other Information: This badge is NOT about Video Games. It is about the design of games and the planning of game play activities. Please review the requirements so Scouts are clear on the topics covered in the badge.



RMB55 Geocaching MB

Recommended for 2nd year or older Scouts.

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.

9-10:15 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft
Maximum number of participants: 20
Sessions: All

Prerequisites: Requirement 7 and 8 needed for completion. (Use Prerequisite Form)

Other Information: All materials provided.

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RMB43 Geology MB and Soil & Water Conservation MB (2 Badge Class)

Recommended for 2nd year or older Scouts.

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.

2-3:15 PM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites

Pen and paper required

Other Information: All materials provided.



RMB30 Insect Study

In earning the Insect Study Merit Badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.

3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 20
Sessions: All
Prerequisites: Requirement 3b required for completion

Pen and paper required

Other Information: All other materials provided.



RMB13 Kayaking MB

Recommended for 2nd year and older Scouts

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

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Boat Yard
Maximum number of participants: 20
Sessions: All

10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Boat Yard
Maximum number of participants: 20
Sessions: All

11-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Boat Yard
Maximum number of participants: 20
Sessions: All

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Boat Yard
Maximum number of participants: 20
Sessions: All

3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Boat Yard
Maximum number of participants: 20
Sessions: All

4-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Boat Yard
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites

MUST pass swim test.

Other Information: Boat shoes with a full sole needed (ex. old tennis shoes or closed toed sandals)

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RMB12 Leatherwork MB
Recommended for 1st year and older Scouts

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.

- 11-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All
- 2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All
- 3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All
- 4-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All
Prerequisites: No prerequisites

Other Information: All materials provided.



RMB25 Lifesaving MB
Recommended for 2nd year and older Scouts

No 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.

- 9-10:15 AM **Days:** Mo Tu We Th Fr **Room:** Swimming Pool
Maximum number of participants: 20
Sessions: All
- 10:30-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Swimming Pool
Maximum number of participants: 20
Sessions: All
- 2-3:15 PM **Days:** Mo Tu We Th Fr **Room:** Swimming Pool
Maximum number of participants: 20
Sessions: All
- 3:30-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Swimming Pool
Maximum number of participants: 15
Sessions: All
Prerequisites: Requirements 2a and 16b (Use Prerequisite Form)

Scouts MUST have previously earned Swimming MB (Req. 2a) to take this badge & MUST complete Req. 2b (400-yard qualifying swim) at Polar Bear on Monday to participate in class.

***SCOUTS CANNOT EARN ANY REQUIREMENTS UNTIL REQUIREMENT 2 IS SUCCESSFULLY COMPLETED. ***

Other Information: Need long sleeve shirt, long pants, socks, and shoes for 20-second disrobing (req 9).



RMB5 Motorboating MB
Recommended for 3rd year and older Scouts

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

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safely.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Sailing Base
Maximum number of participants: 15
Sessions: All

10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Sailing Base
Maximum number of participants: 15
Sessions: All

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

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Sailing Base
Maximum number of participants: 15
Sessions: All

3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Sailing Base
Maximum number of participants: 15
Sessions: All

4-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Sailing Base
Maximum number of participants: 15
Sessions: All

Prerequisites: Requirement 4b needed for completion. (Use Prerequisite Form & bring permit to class)

MUST pass swim test.

MUST have a certificate of approved boater safety education (by NASBLA) to drive a motorboat.

Boat Ed courses are available online at: <https://www.boat-ed.com/> there is also a link below to the NASBLA dashboard where you can select your state and find other course.

NASBLA information is available at: <https://idash.nasbla.net/idashboards/viewer/?guestuser=guest&dashID=233&c=0&NRD=True>
BE SURE WHEN COPYING THE LINK YOU INCLUDE UP UNTIL THE WORD "True"

Other Information: Boat shoes with a full sole needed (ex. old tennis shoes or closed toed sandals)



RMB24 Moviemaking MB

Recommended for 3rd year and older Scouts

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.

2-3:15 PM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 20
Sessions: All

3:30-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites

Other Information: Personal digital cameras or digital video cameras are encouraged to be used.



RMB69 Multisport MB (partial)

Recommended for 2nd year and older Scouts

Multisport is a racing competition that includes any combination of running, biking, or swimming. Scouts proficient in two sports can discover new ways to combine their skills, which offers both immediate and long-term benefits for well-being, personal growth, and athletic endeavors.

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9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Health and Fitness
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites.

Other information: Personal bicycles strongly recommended. Having passed the swim test strongly recommended
Requirement 5 to be completed at home after camp



RMB41 Nature MB

Recommended for 1st year and older Scouts

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.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites

Pen and paper required

Other Information: Included in Brownsea program AND offered separately.



RMB72 Nuclear Science MB

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites

Pen and paper required



RMB11 Oceanography MB

Recommended for 2nd year and older Scouts

The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.

3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 20
Sessions: All

4-4:45 PM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites

Pen and paper required.

Other information: Scouts will need shoes that will be worn in the water.

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RMB23 Orienteering MB
Recommended for 2nd year and older Scouts

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.

9-10:15 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft
Maximum number of participants: 20
Sessions: All

3:30-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites

Other Information: Bring a compass and sturdy hiking footwear.



RMB40 Personal Fitness MB (partial)
Recommended for 3rd year and older Scouts

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.

9-10:15 AM **Days:** Mo Tu We Th Fr **Room:** Health and Fitness
Maximum number of participants: 20
Sessions: All

10:30-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Health and Fitness
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites

Other Information: Requirement 8 to be completed at home after camp.



RMB10 Photography MB
Recommended for 3rd year and older Scouts

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.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All

3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All

4-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All
Prerequisites: Requirement 1b (Use Prerequisite Form)

Other Information: Personal digital cameras are highly encouraged to be used.

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RMB39 Pioneer MB

Recommended for 2nd year or older Scouts.

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.

2-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft
Maximum number of participants: 16
Sessions: All
Prerequisites: No prerequisites.

Other Information: All materials provided.

May be physically demanding.

Be familiar with the 7 basic knots.



RMB64 Plant Science MB

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.

11-11:45 AM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites

Pen and paper required

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RMB9 Pottery MB

Recommended for 2nd year or older Scouts.

The Pottery merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish.

- 9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All
- 10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All
- 11-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All
- 2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All
- 3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All
- 4-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All
Prerequisites: Requirement 7 needed for completion. (Use Prerequisite Form)

Other Information: All materials provided.

Should wear clothing that can get dirty!



RMB56 Pulp and Paper MB and Fingerprinting MB (2 Badges Class)

Recommended for 1st year or older Scouts.

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.

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.

- 10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites

Pen and paper required

Other Information: All other materials provided.

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RMB57 Reptile and Amphibian Study MB

Recommended for 2nd year or older Scouts.

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.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 20
Sessions: All
Prerequisites: Requirement 8 needed for completion. (Bring report to class)

Pen and paper required

Requires observations and report writing.

Will handle live animals under supervision.



RMB38 Rifle Shooting MB

Recommended for 2nd year or older Scouts.

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.

9-10:15 AM **Days:** Mo Tu We Th Fr **Room:** Rifle Range
Maximum number of participants: 24
Sessions: All

10:30-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Rifle Range
Maximum number of participants: 24
Sessions: All

3:30-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Rifle Range
Maximum number of participants: 24
Sessions: All
Prerequisites: Requirements 1e & 1g needed for completion. (Use Prerequisite Form)

Other Information: Difficult Merit Badge to complete.

Minimum score required for completion. Sunset shooting time or other time may be needed to finish.

Badge will contain one day of non-shooting for the non-shooting requirements.

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RMB50 Robotics MB
Recommended for 3rd year and older Scouts

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); they 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 them as a career.

9-10:15 AM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 18

Sessions: All

10:30-11:45 AM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 18

Sessions: All

Prerequisites: No prerequisites

Pen and paper required



RMB21 Rowing MB
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.

9-10:15 AM **Days:** Mo Tu We Th Fr **Room:** Boat Yard
Maximum number of participants: 10

Sessions: All

3:30-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Boat Yard
Maximum number of participants: 10

Sessions: All

Prerequisites: No pre-requisites

MUST pass swim test.

Other Information: Boat shoes with a full sole needed (ex. old tennis shoes or closed toed sandals)



RMB58 Sculpture MB
Recommended for 2nd year or older Scouts.

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16

Sessions: All

3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16

Sessions: All

4-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16

Sessions: All

Prerequisites: No pre-requisites

Other Information All materials provided.

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RMB74 Search and Rescue MB

A search is an emergency situation requiring a team of trained searchers to locate a missing person. A rescue is an emergency situation where a person's location is known - perhaps having just been found by searchers - and he or she must be removed from danger and returned to safety. By working on the Search and Rescue merit badge, you will learn and practice many skills that may someday save a life.

3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Health and Fitness
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites



RMB20 Shotgun Shooting MB

Recommended for 3rd year and older Scouts

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.

9-9:45 AM **Days:** Mo Tu We Th Fr **Room:** Shotgun Range
Maximum number of participants: 8
Sessions: All

10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Shotgun Range
Maximum number of participants: 8
Sessions: All

11-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Shotgun Range
Maximum number of participants: 8
Sessions: All

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Shotgun Range
Maximum number of participants: 8
Sessions: All

3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Shotgun Range
Maximum number of participants: 8
Sessions: All

4-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Shotgun Range
Maximum number of participants: 8
Sessions: All
Prerequisites: Requirements 1e & 1g needed for completion. (use pre-req form)

Other Information: Difficult Merit Badge to complete.

Minimum score required for completion.

Free shoot time may be needed to finish.

Physically demanding.



RMB19 Signs, Signals, and Codes MB

Recommended for 2nd year and older Scouts

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?

4-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Health and Fitness
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites

Other Information: All materials provided.

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RMB4 Small-Boat Sailing MB
Recommended for 3rd year and older Scouts

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.

9-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Sailing Base
Maximum number of participants: 20

Sessions: All

2-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Sailing Base
Maximum number of participants: 20

Sessions: All

Prerequisites: No prerequisites

Scouts MUST pass swim test.

Other Information: THIS IS A HALF DAY CLASS

Boat shoes with a full sole needed (ex. old tennis shoes or closed toed sandals)



RMB49 Space Exploration MB
Recommended for 2nd year and older Scouts

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.

10:30-11:45 AM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 16

Sessions: All

Prerequisites: No prerequisites

Other Information: All materials provided.



RMB29 Swimming MB
Recommended for 1st year or older Scouts.

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.

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Swimming Pool
Maximum number of participants: 30

Sessions: All

3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Swimming Pool
Maximum number of participants: 30

Sessions: All

4-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Swimming Pool
Maximum number of participants: 30

Sessions: All

Prerequisites: No prerequisites

Must complete the Swimmers Test.

Scouts who are unable to meet the qualifications for Swimmer will be transferred to Instructional Swim to improve their swimming ability.

Other Information: Included in Brownsea program AND offered separately.

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RMB18 Water Sports MB
Recommended for 3rd year and older Scouts

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.

9-10:15 AM **Days:** Mo Tu We Th Fr **Room:** Sailing Base
Maximum number of participants: 12
Sessions: All

10:30-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Sailing Base
Maximum number of participants: 12
Sessions: All

2-3:15 PM **Days:** Mo Tu We Th Fr **Room:** Sailing Base
Maximum number of participants: 12
Sessions: All

3:30-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Sailing Base
Maximum number of participants: 12
Sessions: All
Prerequisites: No prerequisites

Scouts MUST pass swim test.

To ensure safety during Water Sports, Scouts must wear a secure one-piece swimsuit, either leotard or trunk style

Boat shoes with a full sole needed (ex. old tennis shoes or closed toed sandals)

Requires practice and is physically demanding. Can be a difficult badge to complete



RMB35 Weather MB
Recommended for 2nd year and older Scouts

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.

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** N.E.S.T. Nature Lodge
Maximum number of participants: 30
Sessions: All
Prerequisites: No prerequisites

Pen and paper required

Other Information: All other materials provided.

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RMB17 Wilderness Survival MB
Recommended for 3rd year and older Scouts

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.

10:30-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft
Maximum number of participants: 20
Sessions: All

3:30-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft
Maximum number of participants: 20
Sessions: All
Prerequisites: No prerequisites

Other Information: Overnight experience required on Wednesday night.



RMB7 Wood Carving MB
Recommended for 2nd year and older Scouts

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:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All

10-10:45 AM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All

11-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All

2-2:45 PM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All

3-3:45 PM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All

4-4:45 PM **Days:** Mo Tu We Th Fr **Room:** Bull Mountain Studios
Maximum number of participants: 16
Sessions: All

Prerequisites: Requirement 2a needed for completion. (Use Prerequisite Form)

Other Information: All materials are provided. Must have Totin' Chip card to participate.