

## 2021 Camp Buckskin Merit Badge Schedule

Merit Badge	Prereqs & notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50	4:00-4:50
<b>Aquatics</b> <i>(Must pass Swimmer's test on opening day to complete any of the below badges)</i>							
BSA LIFEGUARD (15+)	Prereq: #6 CPR. Scout must have ability to swim various strokes, on opening day. Completion of Lifesaving merit badge a plus. Full day attendance Mon. thru Fri.						
CANOEING	Some knowledge of strokes is helpful. Classes are 1 1/2 hrs. Class max: 10						
KAYAKING	Class max: 8						
LIFESAVING (14+)	Prereq: Second Class requirements 7a-7c, First Class requirements 9a-9c. Class max: 12. Classes are 2 hrs						
ROWING	Class max: 10						
SWIMMING	Prereq: Second Class requirement 5 and First Class requirement 6. This is a difficult badge. If in the Aquatic Director's judgement, the Scout is not a strong enough swimmer, they will be asked to switch out. Classes are 2 hours						
<b>Ecology</b> <i>(At Ecology Pavilion, exhibits, nature trails)</i>							
ASTRONOMY	Weather conditions frequently interfere with the completion of this badge. Requires study and observation 9:30pm T/W/Th.						
CHESS							
ENVIRONMENTAL SCIENCE	Should not be attempted by first year scouts. Classes are 2 hrs long.				<i>Scouts return after lunch</i>		
FISH AND WILDLIFE MANAGEMENT	Should not be attempted by first year scouts.						
FORESTRY	Prereq: Requirement #5						
GEOLOGY							
INSECT STUDY	By appointment only. Requires significant time outside of appointment hours. Class max: 6						
MAMMAL STUDY / NATURE (2 MBs)	Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required.						
REPTILE AND AMPHIBIAN STUDY	Prereq: #8						
WEATHER							
<b>Other Programs</b> <i>Classes take place at the Anthony Long Pavilion</i>							
1ST YEAR CAMPER	Not a rank advancement program; learning Scout skills & about camp. Recommended for Scouts who haven't attended Summer Camp.						
FISHING	First session Monday, 7pm-8:30pm. Will discuss week's schedule. Minimal fishing equipment available at camp, strongly recommend bringing your own.						

White areas indicate the class time, shaded areas mean no class in session

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<b>Handicraft</b>							
<i>Projects are done in most classes that you can take home</i>							
ART	Prereq: #6, a written report signed by parent or scoutmaster.						
BASKETRY	Scout needs to purchase supplies for 3 kits, estimate around \$25						
INDIAN LORE							
LEATHERWORK	Scout needs to purchase kits and materials, estimate around \$25						
PHOTOGRAPHY (14+)	Prereq: #1b, must bring cyber chip card to show counselor. Class max: 12						
SCULPTURE	Class max: 12						
WOODCARVING	A good carving knife is recommended. Scout needs to purchase carving kits, estimate \$7-\$12.						
<b>Scoutcraft</b>							
<i>(Totin' Chip, Fire'n Chit, &amp; Paul Bunyon Woodsman also available)</i>							
CAMPING	Prereq: #9. See form on website. Scouts must have a backpack with frame.						
EXPLORATION (12+)	Will include hiking. Class max: 10						
ORIENTEERING	Prereq: knowledge of orienteering basics.						
PIONEERING	Should not be attempted by Scouts below rank of 1st Class. Classes are 2 hrs						
WILDERNESS SURVIVAL	Pre-req: #5. Includes Wednesday evening overnight in survival shelter. Class max: 10						
<b>Shooting Sports</b>							
<i>(Instruction will take place at the appropriate range in Camp. Recommend only 1 type of shooting class at a time.)</i>							
ARCHERY	Class max: 12						
RIFLE SHOOTING (12+) (option A, Modern)	Skill with a rifle is a must. Scouts are encouraged to be familiar requirements. Classes are 1 1/2 hrs	9:00-10:30	10:30-12:00				

## 2021 Reservation-Wide Classes

<b>Only available at the Anthony Long Pavilion in Buckskin</b>							
EMERGENCY PREPAREDNESS (13+)	Prereq: requirements #1, #2(c), #8(b) can photograph kit, and #9 (a,b,c).						
FIRST AID (12+)	Prereq: #1, #5, bring kit to Camp. Classes are 2 hrs.				<i>Scouts return after lunch</i>		
SEARCH & RESCUE (13+)	Prereq: #6a. Class max: 12						
<b>Meet at the Anthony Long Pavilion on Monday, classes will be mobile</b>							
COMMUNICATION (13+)	Prereq: #5 and #8. Class max: 8						
PUBLIC SPEAKING (14+)	Class max: 8						
THEATER (12+)	Prereq: #1. Class max: 8						
<b>Only Available at the Buckskin Shooting Sports Range</b>							
RIFLE SHOOTING (14+) (option C, Black Powder)	Class fee of \$30.00. Skill with a rifle is a must. Scouts need to familiarize with requirements. Class max: 8 Classes are 2 hrs						
<b>Only available at the Buckskin Ecology Pavilion</b>							
MINING IN SOCIETY	Held in Buckskin Ecology program area.						

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## 2021 Specialty Camp Merit Badge Schedule

Merit Badge	Prereqs & notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50	4:00-4:50
<b>STEM Ranch ~ end of Rose Drive</b>							
<i>Welcome to "Imakanation", a combination of the words imagination, making, and national citizenship, is designed to prepare Scouts for a world that will require innovation, practical skills, the ability to solve problems and make new ideas reality.</i>							
Attendance is required for Monday, and any classes missed MUST be made up during open program to earn the badge. <b>Pants and closed toed shoes are required in order to participate</b> , along with water bottle, merit badge pamphlet, and worksheets.							
ELECTRICITY (14+)	Prereq: Requirement #2, #8, #9a - and bring copy of home utility/electrical bill, hand in on first day. Class max: 10	9:00-10:30	10:30-12:00				
ELECTRONICS (13+)	Prereq: Requirement #6, hand in on first day. Class max: 8	9:00-10:30	10:30-12:00				
HOME REPAIRS (13+)	Very busy class. Class max: 10				2:00-3:30		
HORSEMANSHIP	General study of merit badge pamphlet is suggested. Class fee of \$35. One session feeding the horses at 6:30am is required. Riding days require pants covering the ankles. Class max: 12	9:00-10:30			2:00-3:30 (NA wk 6)		
METALWORK (13+)	Prereq: Requirement #4, hand in on first day. Class max: 10				2:00-3:30		3:30-5:00
PLUMBING/PULP & PAPER (12+) (2 MBs)	Prereq for Pulp & Paper: Requirements #6 and #8, hand in on first day. Scouts need to attend all 5 days even if just 1 badge is required. Class max: 10						3:30-5:00
ROBOTICS (12+)	Class fee of \$30. Prereq: Requirements #7 and for #3, bring pictures or at least one video to discuss. Bring your own Robot Engineering Notebook to record in for #'s 4 & 5. Hand all in on first day. Class max: 8				2:00-3:30		3:30-5:00
SPACE EXPLORATION	Class fee of \$20 for rockets and supplies. Class max: 12		10:30-12:00				3:30-5:00
WELDING (14+)	Prereq: Requirement #7a, hand in on first day. Class fee of \$15. *Non-synthetic leather work boots and non-synthetic clothing, including long pants are required. Class max: 8	9:00-10:30	10:30-12:00				

### Summit Base ~ end of Camp Road

CLIMBING	Prereq: Requirement #7, familiarize with all knots. Closed toed shoes required. Held on climbing tower and natural rock wall. Class max: 12	9:00-10:30	10:30-12:00				
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