

Troop 81 Merit Badge Sign-Up for Buck Toms 2023



Scouts Name: _____

Scout Age: _____ In June 2023

Scout Grade: _____ In June 2023

Reviewed by
ASM: _____

due **Jan 30** for best selection

Merit Badge/Activity

1st Choice	Class	List Days (if other than M-F)	Cost
Period 1 (9 am)			
Period 2 (10:25 am)			
Period 3 (1:10 pm)			
Period 4 (2:35 pm)			

2nd Choice	Class	List Days (if other than M-F)	Cost
Period 1 (9 am)			
Period 2 (10:25 am)			
Period 3 (1:10 pm)			
Period 4 (2:35 pm)			

3rd Choice	Class	List Days (if other than M-F)	Cost
Period 1 (9 am)			
Period 2 (10:25 am)			
Period 3 (1:10 pm)			
Period 4 (2:35 pm)			

Other Classes

I would like to join the Mile Swim Practice @ 6:30am each day

I would like to be in the Astronomy class offered in the evening 8pm - 10pm

Instructions:

- 1) Review the attached Merit Badge Schedule for Buck Toms for 2023
- 2) Use your RLC or other Scoutmasters for advice for merit badge selection.
- 2) Select your desired merit badges. If you have yet to earn First Aid & Swimming merit badges, we recommend that you sign up for them. Tell your parents about your choices.
- 3) **Turn in this sheet by Jan. 30, 2023** (submit by email --> chrishendrich@troop81maryvilletn.org)

Merit Badge & Program Schedule						Cost \$
		9:00 – 10:15	10:25 – 11:40	1:10 – 2:25	2:35 – 3:50	
PROGRAM -- BLOCK	Capacity	1	2	3	4	
AQUATICS						
BSA Lifeguard	10	M-F				\$30
Canoeing	16	M-F	X	M-F	X	
Kayaking	16	X	M-F	X	M-F	
Lifesaving	8	M-F	M-F	M-F	X	
Motorboating	5	M-F	M-F	M-F	M-F	\$25
Small Boat Sailing	6	X	M-F	M-F	M-F	\$10
Swimming	20	M-F	M-F	M-F	M-F	
Swimming Skills	10	M-F	X	X	M-F	
Water Sports	5	M-F		M-F		\$40
Mile Swim		Class Begins Daily at 6:30 am before breakfast				
NATURE						
Animalia Studies - Fish & Wildlife, Reptile & Amphibian Studies, Mammal Studies, Insect Study	15	M-F		M-F		
Environmental Science	25	M-F		M-F		
Forestry	15	X	M-F	X	X	
Geology	15	M-F	X	X	X	
Animal Science	15	X	X	M-F	X	
Oceanography	15	X	X	M-F	X	
Weather	15	X	M-F	X	M-F	
Nature	15	M-F	X	X	X	
Electricity	12	X	TH-F	X	X	
Energy	12	X	X	X	TH-F	
Archaeology (deleted)		X	X	X	X	
Architecture/Landscape Architecture	15	X	X	X	M-F	
HANDICRAFT						
Art & Sculpture	12	X	X	M-F	M-F	\$10
Basketry & Woodcarving	12	M-F	M-F	M-F	X	\$30
Bugling	8	TH-F	X	X	X	\$5
Leatherwork	10	X	M-F	X	M-F	\$15
Communication & Public Speaking	12	X	X	M-F		
Citizenships - Cit in the Community, Nation, & World	20	M-F		X	X	
Metal Working- (combined w/ welding MB)		X	X	X	X	
Indian Lore	12	M-F	X	M-F	X	\$15
Woodwork	10	X	M-F	X	M-F	\$15
SCOUTCRAFT						
Emergency Preparedness	15	M-F	M-F	X	X	
Exploration	15	X	TH-F	X	TH-F	
Fingerprinting	10	X	X	TH-F	X	\$5

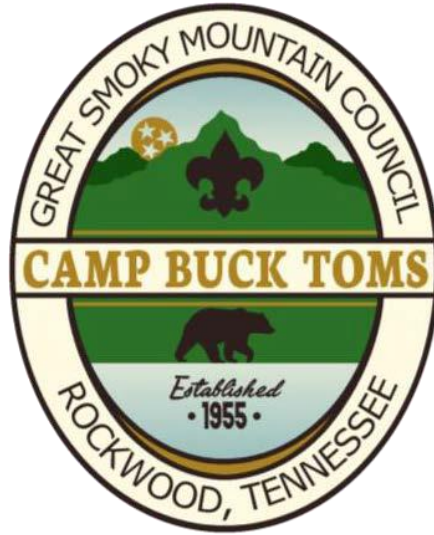
Merit Badge & Program Schedule						Cost \$
PROGRAM -- BLOCK	Capacity	9:00 – 10:15 1	10:25 – 11:40 2	1:10 – 2:25 3	2:35 – 3:50 4	
Crime Prevention	10	X	M-W	M-W	X	
First Aid	12	M-F	M-F	M-F	M-F	
Fishing	15	X	X	M-F	M-F	\$5
Geocaching	10	M-F	X	X	X	\$5
Orienteering	10	X	X	M-F	X	
Pioneering	8	X	M-F		X	
Pulp & Paper	12	M-W	X	X	M-W	\$5
Railroading	10	X	M-F	X	X	
Search and Rescue	12	X	X	X	M-F	
Signs, Signals, and Codes	10	X	X	X	M-F	
Wilderness Survival	15	M-F	M-F	X	X	
Inventing	15	TH-F	X	X	X	\$5
Paul Bunyan	8	X	X	M-F		
SHOOTING SPORTS						
Archery	8	M-F	M-F	M-F	M-F	\$10
Rifle Shooting	10	M-F	M-F	M-F	M-F	\$15
Shotgun Shooting	10	M-F	M-F	X	X	\$25
STEM						
Astronomy	40	Offered in the Evening 8pm to 10pm				
Automotive Maintenance	12	M-F	X	X	X	\$5
Chemistry	15	X	M-F	X	X	\$10
Chess (has free time tournament)	12	TH-F	TH-F	X	TH-F	
Game Design	15	X	M-F	X	X	\$5
Filmaking - Animation, Moviemaking, Photography	20	X	X	M-F		\$15
Nuclear Science	15	M-W	M-W	X	X	\$10
Radio & Electronics	10	X	X	M-F		\$25
Robotics	8	X	M-F	M-F	X	\$15
Space Exploration	12	M-W	X	X	M-W	\$15
Metalwork & Welding	12	M-F		M-F		\$40
Dan Beard - 1st Year Program						
Dan Beard - Full Program	40	M-F - All Day Program				
Tenderfoot	15	M-F	M-F	M-F	M-F	
Second Class	40	X	M-F	X	M-F	
First Class	40	M-F	X	M-F	X	
High Adventure						
Climbing	12	X	M-F	X	X	\$15
Horsemanship	6	X	M-F	X	M-F	\$30
Mountain Biking/Cycling	8	X	M-F	X	M-F	\$20
COPE	12	X	X	X	M-F	\$25
Mountain Man	24	M-F - All Day Program				varies



Summer Camp 2023



Merit Badge Guide



A GUIDE FOR MERIT BADGE & PROGRAM SELECTION

Camp Buck Toms

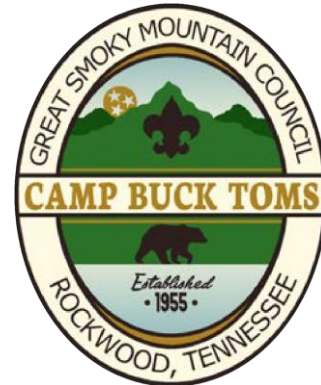
Great Smoky Mountain Council



2023 MERIT BADGES

Merit Badge Registration

Merit Badge registration is through the Tentaroo registration program. You can log back into your initial registration to select your merit badges.



MERIT BADGE INFORMATION, PROGRAM SCHEDULE, & PRE-REQUISITES

To simplify the Program Guide, this Merit Badge Guide has been created. We are changing the schedule in 2023 to 4 class blocks instead of 5. This will allow more time for quality instruction and ensure Scouts have time to complete certain classes appropriately. Though this might appear to reduce the number of merit badges a Scout can earn at camp, it does not. We are offering more combination classes and are introducing a new set of part-week classes with some running from Monday – Wednesday and some from Thursday – Friday.

With those changes, we will be taking comments on this guide until January 20th using the following form <https://forms.tentaroo.com/view.php?id=9498563>.

It will include prerequisites, class times and offerings, class locations, and fees.

Key Dates

Class Schedule Published
 Class Guide Review Period Ends
 Merit Badge Registration Begins

DATE

January 4, 2023
 January 20, 2023
 February 1, 2023



2023 Merit Badges & Program Offerings:

Animalia Science – Fish & Wildlife Management, Reptile & Amphibian Studies, Mammal Studies, and Insect Study

Animal Science

Architecture/Landscape Architecture

Archery

Art

Astronomy

Automotive Maintenance

Basketry

BSA Lifeguard*

Bugling

Canoeing

Chemistry

Chess

Citizenships – Citizenship in the Community, Nation, and World+

Climbing

Communication

Crime Prevention+

Dan Beard * (1st Year Camper Program)

Electricity+

Electronics

Energy+

Emergency Preparedness

Environmental Science

Exploration

Filmmaking – Animation, Moviemaking, and Photography

Fingerprinting

First Aid

Fishing

Forestry

Game Design

Geocaching+

Geology

Horsemanship

Indian Lore

Inventing

Kayaking

Leatherwork

Lifesaving

Metalwork

Mile Swim*

Motorboating

Mountain Man* (High Adventure Program)

Mountain Biking/Cycling

Nuclear Science

Oceanography

Orienteering

Paul Bunyan Woodsman*

Pioneering

Public Speaking+

COPE *

Pulp and Paper

Radio

Railroading

Rifle Shooting

Robotics

Sculpture

Search and Rescue

Shotgun Shooting

Signs, Signals, and Codes

Small Boat Sailing

Space Exploration

Swimming

Swimming Skills *

Water Sports

Weather

Welding

Wilderness Survival

Woodcarving

Woodwork

* Not a merit badge

+ New for 2023

Eagle Required

MERIT BADGES

Waterfront

Before engaging in any waterfront activities, all campers must take the BSA Swim Test prior to camp or at CBT. Use the BSA Swim test form in the program guide.

All waterfront merit badges require knowledge of first aid and CPR, and the demonstration of CPR on an approved device. It is recommended that this knowledge be learned prior to camp.

Canoeing

- Meets NOVA Requirements

Good physical strength and stamina are required to finish this badge. It is a fun skill that is a good introduction to boating.



Lifesaving

- Recommended for 3rd year Scouts
- Eagle Required

This is a difficult merit badge and should only be undertaken by Scouts with good swimming skills. Scouts in Lifesaving will need to bring clothing (long pants, long sleeve shirt, and shoes to get wet) for requirement 7e.



Swimming

- Eagle Required
- Must pass Swim Test

This badge is a good entry-level aquatics badge.



Motor Boating

- Must be 12 years of age

All Scouts should obtain the TWRA safety education certificate before coming to camp. However, CBT has a waiver so Scouts may complete the merit badge without having the certificate. (TWRA License course is a 6-hour course.)



Small Boat Sailing

- Recommended for 3rd year Scouts
- Meets NOVA Requirements

Scouts will learn the skills and knots necessary to rig, launch, and sail small sailboats. Highly recommended for older Scouts.



Swimming Skills

This session is for Scouts in the non-swimmer and beginner ability group. The instruction will work to improve swimming skills toward the next ability group.

Water Sports

- Recommended for 3rd year Scouts

This session will involve water skiing. Space is limited.



Kayaking

- Recommended for 3rd year Scouts

This session will concentrate on completing the Kayaking merit badge.



Mile Swim

- Recommended for 3rd year Scouts
- Held before breakfast daily

Scouts will gradually build up towards swimming a non-stop mile.



BSA Lifeguard

- All Day Session
- Rescuer CPR Required
- Must have 2 participants to hold the course
- Must be 15 years or older

This course will certify successful participants as BSA Lifeguards. Adults may take it as well, and recertification is available.



Nature

Nature merit badges generally require written work. Scouts in these sessions should be mindful to come to class prepared with paper and pencil and merit badge pamphlets.

Animalia Studies

- Includes Bird Study, Insect Study, Mammal Study, and Reptile and Amphibian Study
- Recommended for 3rd year Scouts
- Meets NOVA Requirements
- Rep/Amphibian requirement 8 cannot be completed at camp
- Mammal Study requirement 3c is best done at home before camp
- Complete requirement 9 for Insect Study before camp



Given the length of the session and Scouts who have already completed one or more may spend time on another topic. Additional instruction will be provided.

Architecture/Landscape Architecture

- Complete requirement 4 before camp
- Recommended for 3rd year Scouts
- Merit Badge Book Required



Animal Science

Cattle, horses, sheep, goats, hogs, poultry, and other domesticated animals are important to people for many reasons. Scouts will learn about the purpose of animals.



Electricity

- Complete requirement 2 prior to camp and be prepared to discuss with a counselor at camp.



Learn about how electricity

works and how it is applied and stored.

Energy

- Research requirement 1, and 8 prior to camp requirement 4 needs to be completed before camp, be prepared to discuss with the instructor at camp



This badge involves learning about energy.

Environmental Science

- Eagle Required
- Meets NOVA Requirements
- Recommended for 3rd year Scouts

This badge involves a great deal of study, observation, note taking, and writing.

Forestry

- Meets NOVA Requirements
- Recommended for 3rd year Scouts

This session involves collections and observations, as well as a good deal of writing.

Geology

- Meets NOVA Requirements

This badge teaches how rock and mineral formations are created. Scouts will also learn about fossils, faults, soil, and erosion.

Nature

- Meets NOVA Requirements

Scouts will need to collect, identify, and label a variety of organisms related to local nature. Time will be needed to search and collect specimens.



Oceanography

- Meets NOVA Requirements
- Recommended for 3rd year Scouts

Scouts will have the chance to investigate the properties of the ocean. They will understand the chemistry that makes the ocean a unique and diverse habitat.



Weather

- Meets



NOVA
Requirements

- Recommended for 3rd year Scouts
Scouts will be recording weather data throughout the week. An interest in weather is helpful.

Handicraft

Some Handicraft merit badges have additional fees to cover the cost of kits. These kits will be delivered at camp.

Art/Sculpture

- Recommended for 3rd year Scouts
- Complete requirement 8 before camp

Scouts in this session should have some drawing and artistic experience.



Basketry and Woodcarving

- Scouts may bring their own knives
- Scouts should plan on spending time on their projects in the campsite

Bugling

- Own instrument preferred but not required
- Requirement 6a must be completed with troop.



Citizenships

- Includes work on Citizenship in the Community, Nation, and World
- 2 Block Class
- Recommended for 3rd year Scouts
- Citizenship in the Community prerequisites – 4b, 7a, 7b, 7c, 7d or 7e
- Citizenship in the Nation prerequisites – Scout must present requirement 2 at camp



- Citizenship in the World prerequisites – Scout must present requirement 3 at camp.

Scouts will learn about Citizenship from a local level to a national level and what it takes to be a good citizen.



Communication & Public Speaking

- Eagle Required
- Meets NOVA Requirements
- Recommended for 3rd year Scouts



Indian Lore

This session is excellent for all Scouts. The badge will involve the study of various American Indian Tribes.



Leatherwork

The session will teach basic leatherworking techniques. A good badge for younger Scouts. Experienced Scouts will have plenty of opportunities for honing their skills.



Woodwork

- Recommended for 3rd-year Scouts.

Scouts will learn to create their own carpentry project. Requirement 5 can be completed at camp but may need to be completed at home based on the complexity of the planned project.



Scoutcraft

Crime Prevention

- Complete requirements 4 & 7 prior to camp

Learn about how crime impacts our community and how we can work to prevent it.



Emergency Preparedness

- The First Aid merit badge is a prerequisite
- Requirements 6b, 6c, 7, and 8b are also prerequisites
- Eagle Required
- Bring a Personal emergency service pack
- Recommended for 3rd-year campers



Fingerprinting

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 missing persons, abducted children, and others.



First Aid

- Eagle Required
- Recommended for 3rd year Scouts
- Be familiar with knots

It is highly recommended that CPR instruction, as well as requirements 1, 5, and 7 be completed prior to camp.



Geocaching

- Complete requirements 8 and 9 prior to camp.

Learn all about the exciting sport of Geocaching.



Search & Rescue

- Recommended for 3rd year Scouts
- Meets NOVA Requirements
- Complete requirements 6a, 6b, and 7c prior to camp.

Learn how to find missing persons and rescue those in trouble.



Exploration

- Requirements 5a and 5b should be completed before camp

This session will focus on what is needed to plan a successful trek to a new place.



Fishing

- Requirement 9 may not be done at camp

Bring your own tackle or purchase it as the Trading Post. Scouts can fish at CBT without a license.



Orienteering

- Recommended for 3rd year Scouts
- Meets NOVA requirements
- Long pants & insect repellent are recommended
- Complete requirements 8 & 9 prior to camp.

Scouts will learn how to use a map and compass, however, the instruction moves quickly from basic to advance techniques, so a good working knowledge prior to camp is helpful.



Pulp & Paper

This session will involve the study of pulp and paper. Bring a notebook, pencil, and merit badge book to class.



Pioneering

- Meets NOVA Requirements
- Recommended for 3rd year Scouts
- Requirement 2 outlines the prerequisites
- Be familiar with knots and lashings



Railroading

Learn about railroading in this merit badge class appropriate for all ages.



Signs, Signals, and Codes

This merit badge will explore these three different methods of communication and the many different applications used today. Bring a notebook, pencil, and merit badge book.



Wilderness Survival

- Recommended for 3rd year Scouts
- A survival kit should be assembled at home and brought to camp



There will be an overnight trip during the week for participants in this class.

Inventing

- Meets NOVA Requirements
- Complete requirement 8 before camp



Inventing involves finding technological solutions to real-world problems. Explore the world of inventing through this badge and discover your inner inventiveness.

Paul Bunyan Woodsman

- Recommended for 3rd year Scouts

This is an award for the advanced use of woodworking tools.



Shooting Sports

All Shooting Sports sessions are recommended for older Scouts aged 13 and older. Violation of safety rules will result in immediate dismissal from the following classes.

Archery

- Scout needs to be able to pull a 25-pound bow
- Meets NOVA Requirements



Shooting Sports safety rules must be always followed.

Scouts may need additional time outside of the class hour at the range to practice and qualify.

Rifle Shooting

- Must be at least 13 years of age
- Able to manage a 10-pound target rifle .22 caliber
- Meets NOVA Requirements



Time to practice is necessary to qualify. Scouts will be using a target rifle .22 caliber, bolt action as a primary tool for qualifying.

Shotgun Shooting

- Recommended age 12 years old or above with the ability to demonstrate the knowledge, skills, and attitude necessary to safely shoot a shotgun.
- Able to manage a 20- gauge shotgun. Physical ability should be considered participate in this merit badge.
- Meets NOVA Requirements.



Shooting Sports safety rules must be always followed. Scouts may need additional time outside of the class hour at the range to practice and qualify.

STEM

STEM stands for Science, Technology, Engineering, and Mathematics. These disciplines are considered by many to be the foundation for academic and professional fields of an advanced society. In many forums – including political/governmental and academic – the strength of its STEM workforce is viewed as an indicator of the Nation's ability to sustain itself.

Astronomy

- Recommended for 3rd year Scouts
- Requirement 8 should be completed before camp
- Meets NOVA Requirements
- Will be held in the evening



This program will use telescopes to explore the night sky. Personal binoculars will be helpful.

Automotive Maintenance

- Recommended for 3rd year Scouts

This badge will allow Scouts the chance to learn about auto mechanics and functions.



Chemistry

- Meets NOVA Requirements
- Recommended for 3rd year Scouts
- Complete requirements 7a, 7b, 7c, or 7d prior to camp.



This introduction to Chemistry will cover chemical reactions, pressure, and environmental issues.

Chess

- Meets NOVA Requirements

This is a great intellectual game that can be played by all Scouts. They will learn more in-depth techniques to play the game and compete in a tournament.



Filmmaking

- Photography, Movie-making, and Animation Merit Badges
- Recommend Scouts bring a digital camera

Scouts will learn how to take pictures using correct setting and lighting. They will have chance to learn how to stage and develop recording techniques and produce a short movie.



Game Design

- Meets NOVA Requirements

Scouts will learn the concepts behind game development and will design and develop a game of their own.

Space Exploration

- Meets NOVA Requirements
- Do not bring engines from home

Scouts will construct, launch, and recover model rockets.



Nuclear Science

- Meets NOVA Requirements
- Must be 13 years of age

Scouts who take this badge will learn about atomic structure and general physics as they relate to atomic particles. Several experiments are included that allow Scouts to see these principles in action.



Radio & Electronics

- Recommended for 3rd year Scouts
- Meets NOVA Requirements

Scouts will build a radio. This is an excellent learning opportunity for Scouts.



Robotics

- Recommended for 3rd year Scouts
- Meets NOVA Requirements

Scouts will learn how to build and program a robot.



Welding/Metalworking

- Recommended for 3rd year Scouts
- Meets NOVA requirements
- Long cotton pants, a cotton shirt and boots are required
- Merit Badge Books required

Metal Working and Welding are exciting programs with lots of hands-on learning experience. Scouts will have the opportunity to forge. Gain hands-on experience with one of our welders.



Metal Working

- Long sleeve shirt and long pants required
- Meets NOVA requirements



High Adventure Badges

Climbing

- Recommended for 3rd year Scouts

This session focuses on the safety aspect of the sport of climbing while teaching practical climbing and rappelling skills. Care of equipment is also covered.



- Recommended for 3rd year Scouts
- 200lb weight limit
- Long pants and boots with heels required

All riding will take place on camp property.



Horsemanship

Mountain Biking (cycling)

- Eagle required
- Recommended for 3rd year Scouts
- Meets NOVA requirements

Scouts will learn safety,



maintenance, riding techniques, and about TN laws regarding bicyclists. We encourage you to bring your own personal bike, but not needed. CBT staff reserves the decision of approving all bikes for use.

https://docs.google.com/spreadsheets/d/16H0-kxPUk3kiiwoDzeG5w9m3wFD5QSIPXE_BYqUB6Tc/edit?usp=sharing

If you have any comments on this guide please use the below form to make them. A finalized version of this Review Guide will be available on 1/21/2023

MERIT BADGES

Waterfront

Before engaging in any waterfront activities, all campers must take the BSA Swim Test prior to camp or at CBT. Use the BSA Swim test form in the program guide.

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Canoeing

- Meets NOVA Requirements



Good physical strength and stamina are required to finish this badge. It is a fun skill that is a good introduction to boating.

Lifesaving

- Recommended for 3rd year Scouts
- Eagle Required



This is a difficult merit badge and should only be undertaken by Scouts with good swimming skills. Scouts in Lifesaving will need to bring clothing (long pants, long sleeve shirt, and shoes to get wet) for requirement 7e.

Swimming

- Eagle Required
- Must pass Swim Test



This badge is a good entry-level aquatics badge.

Motor Boating

- Must be 12 years of age



All Scouts should obtain the TWRA safety education certificate before coming to camp. However, CBT has a waiver so Scouts may complete the merit badge without having the certificate. (TWRA License course is a 6-hour course.)

Small Boat Sailing

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- Recommended for 3rd year Scouts

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- Held before breakfast daily



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- All Day Session
- Rescuer CPR Required
- Must have 2 participants to hold the course
- Must be 15 years or older



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Nature

Nature merit badges generally require written work. Scouts in these sessions should be mindful to come to class prepared with paper and pencil and merit badge pamphlets.

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Given the length of the session and Scouts who have already completed one or more

may spend time on another topic. Additional instruction will be provided.

Architecture/Landscape

Architecture

- Complete requirement 4 before camp
- Recommended for 3rd year Scouts
- Merit Badge Book Required



Animal Science

Cattle, horses, sheep, goats, hogs, poultry, and other domesticated animals are important to people for many reasons. Scouts will learn about the purpose of animals.



Electricity

- Complete requirement 2 prior to camp and be prepared to discuss with a counselor at camp.



Learn about how electricity works and how it is applied and stored.

Energy

- Research requirement 1, and 8 prior to camp requirement 4 needs to be completed before camp, be prepared to discuss with the instructor at camp



This badge involves learning about energy.

Environmental Science

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- Recommended for 3rd year Scouts



This badge involves a great deal of study, observation, note taking, and writing.

Forestry

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This session involves collections and observations, as well as a good deal of writing.

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- Recommended for 3rd year Scouts

Scouts will have the chance to investigate the properties of the ocean. They will

understand the chemistry that makes the ocean a unique and diverse habitat.

Weather

- Meets NOVA Requirements
- Recommended for 3rd year Scouts



Scouts will be recording weather data throughout the week. An interest in weather is helpful.

Handicraft

Some Handicraft merit badges have additional fees to cover the cost of kits. These kits will be delivered at camp.

Art/Sculpture

- Recommended for 3rd year Scouts
- Complete requirement 8 before camp



Scouts in this session should have some drawing and artistic experience.



Basketry and Woodcarving

- Scouts may bring their own knives
- Scouts should plan on spending time on their projects in the campsite



Bugling

- Own instrument preferred but not required
- Requirement 6a must be completed with troop.



Citizenships

- Includes work on Citizenship in the Community, Nation, and World
- 2 Block Class
- Recommended for 3rd year Scouts
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- Citizenship in the Nation prerequisites – Scout must present requirement 2 at camp
- Citizenship in the World prerequisites – Scout must present requirement 3 at camp.



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Communication & Public Speaking

- Eagle Required
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Indian Lore

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Leatherwork

The session will teach basic leatherworking techniques. A good badge for younger

Scouts. Experienced Scouts will have plenty of opportunities for honing their skills.

Woodwork

- Recommended for 3rd-year Scouts.

Scouts will learn to create their own carpentry project.

Requirement 5 can be completed at camp but may need to be completed at home based on the complexity of the planned project.



Scoutcraft

Crime Prevention

- Complete requirements 4 & 7 prior to camp



Learn about how crime impacts our community and how we can work to prevent it.

Emergency Preparedness

- The First Aid merit badge is a prerequisite
- Requirements 6b, 6c, 7, and 8b are also prerequisites
- Eagle Required
- Bring a Personal emergency service pack
- Recommended for 3rd-year campers



Fingerprinting

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 missing persons, abducted children, and others.

First Aid

- Eagle Required
- Recommended for 3rd year Scouts
- Be familiar with knots



It is highly recommended that CPR instruction, as well as requirements 1, 5, and 7 be completed prior to camp.

Geocaching

- Complete requirements 8 and 9 prior to camp.

Learn all about the exciting sport of Geocaching.



Search & Rescue

- Recommended for 3rd year Scouts
- Meets NOVA Requirements
- Complete requirements 6a, 6b, and 7c prior to camp.



Learn how to find missing persons and rescue those in trouble.

Exploration

- Requirements 5a and 5b should be completed before camp



This session will focus on what is needed to plan a successful trek to a new place.

Fishing

- Requirement 9 may not be done at camp

Bring your own tackle or purchase it as the Trading Post. Scouts can fish at CBT without a license.



Orienteering

- Recommended for 3rd year Scouts
- Meets NOVA requirements
- Long pants & insect repellent are recommended
- Complete requirements 8 & 9 prior to camp.



Scouts will learn how to use a map and compass, however, the instruction moves quickly from basic to advance techniques, so a good working knowledge prior to camp is helpful.

Pulp & Paper

This session will involve the study of pulp and paper. Bring a notebook, pencil, and merit badge book to class.



Pioneering

- Meets NOVA Requirements
- Recommended for 3rd year Scouts
- Requirement 2 outlines the prerequisites
- Be familiar with knots and lashings



Railroading

Learn about railroading in this merit badge class appropriate for all ages.



Signs, Signals, and Codes

This merit badge will explore these three different methods of communication and the many different applications used today. Bring a notebook, pencil, and merit badge book.



Wilderness Survival

- Recommended for 3rd year Scouts
- A survival kit should be assembled at home and brought to camp



There will be an overnight trip during the week for participants in this class.

Inventing

- Meets NOVA Requirements
- Complete requirement 8 before camp



Inventing involves finding technological solutions to real-world problems. Explore the world of inventing through this badge and discover your inner inventiveness.

Paul Bunyan Woodsman

- Recommended for 3rd year Scouts

This is an award for the advanced use of woodworking tools.



Shooting Sports

All Shooting Sports sessions are recommended for older Scouts aged 13 and older. Violation of safety rules will result in immediate dismissal from the following classes.

Archery

- Scout needs to be able to pull a 25-pound bow
- Meets NOVA Requirements



Shooting Sports safety rules must be always followed.

Scouts may need additional time outside of the class hour at the range to practice and qualify.

Rifle Shooting

- Must be at least 13 years of age
- Able to manage a 10-pound target rifle .22 caliber
- Meets NOVA Requirements



Time to practice is necessary to qualify.

Scouts will be using a target rifle .22 caliber, bolt action as a primary tool for qualifying.

Shotgun Shooting

- Recommended age 12 years old or above with the ability to demonstrate the knowledge, skills, and attitude necessary to safely shoot a shotgun.



- Able to manage a 20- gauge shotgun. Physical ability should be considered participate in this merit badge.
- Meets NOVA Requirements.

Shooting Sports safety rules must be always followed. Scouts may need additional time outside of the class hour at the range to practice and qualify.

STEM

STEM stands for Science, Technology, Engineering, and Mathematics. These disciplines are considered by many to be the foundation for academic and professional fields of an advanced society. In many forums – including political/governmental and academic – the strength of its STEM workforce is viewed as an indicator of the Nation’s ability to sustain itself.

Astronomy

- Recommended for 3rd year Scouts
- Requirement 8 should be completed before camp
- Meets NOVA Requirements
- Will be held in the evening

This program will use telescopes to explore the night sky. Personal binoculars will be helpful.



Automotive Maintenance

- Recommended for 3rd year Scouts

This badge will allow Scouts the chance to learn about auto mechanics and functions.



Chemistry

- Meets NOVA Requirements
- Recommended for 3rd year Scouts
- Complete requirements 7a, 7b, 7c, or 7d prior to camp.



This introduction to Chemistry will cover chemical reactions, pressure, and environmental issues.

Chess

- Meets NOVA Requirements

This is a great intellectual game that can be played by all Scouts. They will learn more in-depth techniques to play the game and compete in a tournament.



Filmmaking

- Photography, Moviemaking, and Animation Merit Badges
- Recommend Scouts bring a digital camera

Scouts will learn how to take pictures using correct setting and lighting. They will have chance to learn how to stage and develop recording techniques and produce a short movie.

Game Design

- Meets NOVA Requirements

Scouts will learn the concepts behind game development and will design and develop a game of their own.



Space Exploration

- Meets NOVA Requirements
- Do not bring engines from home



Scouts will construct, launch, and recover model rockets.

Nuclear Science

- Meets NOVA Requirements
- Must be 13 years of age



Scouts who take this badge will learn about atomic structure and general physics as they relate to atomic particles. Several experiments are included that allow Scouts to see these principles in action.

Radio & Electronics

- Recommended for 3rd year Scouts
- Meets NOVA Requirements



Scouts will build a radio. This is an excellent learning opportunity for Scouts.



Robotics

- Recommended for 3rd year Scouts
- Meets NOVA Requirements

Scouts will learn how to build and program a robot.



Welding/Metalworking

- Recommended for 3rd year Scouts
- Meets NOVA requirements
- Long cotton pants, a cotton shirt and boots are required



Merit Badge Books required
Metal Working and Welding are exciting programs with lots of hands-on learning experience. Scouts will have the opportunity to forge. Gain hands-on experience with one of our welders.

Metal Working

- Long sleeve shirt and long pants required
- Meets NOVA requirements



High Adventure Badges

Climbing

- Recommended for 3rd year Scouts

This session focuses on the safety aspect of the sport of climbing while teaching practical climbing and rappelling skills. Care of equipment is also covered.



Horsemanship

- Recommended for 3rd year Scouts
- 200lb weight limit
- Long pants and boots with heels required



All riding will take place on camp property.

Mountain Biking (cycling)

- Eagle required
- Recommended for 3rd year Scouts
- Meets NOVA requirements



Scouts will learn safety, maintenance, riding techniques, and about TN laws regarding bicyclists. We encourage you to bring your own personal bike, but not needed. CBT staff reserves the decision of approving all bikes for use.

Merit Badge & Program Schedule						
		9:00 – 10:15	10:25 – 11:40	1:10 – 2:25	2:35 – 3:50	Cost \$
PROGRAM -- BLOCK	Capacity	1	2	3	\$4	
AQUATICS						
BSA Lifeguard	10	M-F				\$30
Canoeing	16	M-F		M-F		
Kayaking	16		M-F		M-F	
Lifesaving	8	M-F	M-F	M-F		
Motorboating	5	M-F	M-F	M-F	M-F	\$25
Small Boat Sailing	6		M-F	M-F	M-F	\$10
Swimming	20	M-F	M-F	M-F	M-F	
Swimming Skills	10	M-F			M-F	
Water Sports	5	M-F		M-F		\$40
Mile Swim		Class Begins Daily at 6:30 am before breakfast				
NATURE						
Animalia Studies - Fish & Wildlife, Reptile & Amphibian Studies, Mammal Studies, Insect Study	15	M-F		M-F		
Environmental Science	25	M-F		M-F		
Forestry	15		M-F			
Geology	15	M-F				
Animal Science	15			M-F		
Oceanography	15			M-F		
Weather	15		M-W		M-W	
Nature	15	M-F				
Electricity	12		TH-F			
Energy	12				TH-F	
Architecture/Landscape Architecture	15				M-F	
HANDICRAFT						
Art & Sculpture	12			M-F	M-F	\$10
Basketry & Woodcarving	12	M-F	M-F	M-F		\$30
Bugling	8	TH-F				\$5
Leatherwork	10		M-F		M-F	\$15
Communication & Public Speaking	12			M-F		
Citizenships - Cit in the Community, Nation, & World	20	M-F				
Indian Lore	12	M-F		M-F		\$15
Woodwork	10		M-F		M-F	\$15
SCOUTCRAFT						
Emergency Preparedness	15	M-F	M-F			
Exploration	15		TH-F		TH-F	
Fingerprinting	10			TH-F		\$5

Crime Prevention	10		M-W	M-W		
First Aid	12	M-F	M-F	M-F	M-F	
Fishing	15			M-F	M-F	\$5
Geocaching	10	M-F				\$5
Orienteering	10			M-F		
Pioneering	8		M-F			
Pulp & Paper	12	M-W			M-W	\$5
Railroading	10		M-F			
Search and Rescue	12				M-F	
Signs, Signals, and Codes	10				M-F	
Wilderness Survival	15	M-F	M-F			
Inventing	15	TH-F				\$5
Paul Bunyan	8			M-F		
SHOOTING SPORTS						
Archery	8	M-F	M-F	M-F	M-F	\$10
Rifle Shooting	10	M-F	M-F	M-F	M-F	\$15
Shotgun Shooting	10	M-F	M-F			\$25
STEM						
Astronomy	40	Offered in the Evening 8pm to 10pm				
Automotive Maintenance	12	M-F				\$5
Chemistry	15		M-F			\$10
Chess (has free time tournament)	12	TH-F	TH-F		TH-F	
Game Design	15		M-F			\$5
Filmaking - Animation, Moviemaking, Photography	20			M-F		\$15
Nuclear Science	15	M-W	M-W			\$10
Radio & Electronics	10			M-F		\$25
Robotics	16			M-F		\$15
Space Exploration	12	M-W			M-W	\$15
Metalwork and Welding	12	M-F		M-F		\$40
Dan Beard - 1st Year Program						
Dan Beard - Full Program	40	M-F - All Day Program				
Tenderfoot	15	M-F	M-F	M-F	M-F	
Second Class	40		M-F		M-F	
First Class	40	M-F		M-F		
High Adventure						
Climbing	12	M-F				\$15
Horsemanship	6	M-F		M-F		\$30
Mountain Biking/Cycling	8	M-F		M-F		\$20
COPE	12			M-F		\$25

PROGRAM -- BLOCK	LOCATION
AQUATICS	
BSA Lifeguard	Waterfront
Canoeing	Waterfront
Kayaking	Waterfront
Lifesaving	Waterfront
Motorboating	Waterfront
Small Boat Sailing (2 HR)	Waterfront
Swimming	Waterfront
Swimming Skills	Waterfront
Water Sports	Waterfront
Mile Swim	Waterfront
NATURE	
Animalia Studies - Fish & Wildlife, Reptile & Amphibian Studies, Mammal Studies, Insect	Nature
Environmental Science	Nature
Forestry	Nature
Geology	Nature
Animal Science	Nature
Oceanography	Nature
Weather	Nature
HANDICRAFT	
Art & Sculpture	Handicraft
Basketry	Handicraft
Woodcarving	Handicraft
Bugling	Handicraft
Leatherwork	Handicraft
Communication & Public Speaking	Conference Center - Dining Hall #2
Citizenships - Cit in the Community, Nation, & World	Handicraft
Metal Working	Handicraft
Indian Lore	Handicraft
Woodwork	Handicraft
SCOUTCRAFT	
Emergency Preparedness	Scoutcraft Area
Exploration	Scoutcraft Area
Fingerprinting	Scoutcraft Area
Crime Prevention	Scoutcraft Area
First Aid	Scoutcraft Area
Fishing	Scoutcraft Area
Geocaching	Scoutcraft Area
Orienteering	Scoutcraft Area
Pioneering	Scoutcraft Area
Pulp & Paper	Scoutcraft Area
Railroading	Scoutcraft Area
Search and Rescue	Scoutcraft Area
Signs, Signals, and Codes	Scoutcraft Area
Wilderness Survival	Scoutcraft Area
Inventing	Scoutcraft Area

Electricity	Scoutcraft Area
Energy	Scoutcraft Area
Paul Bunyan	Scoutcraft Area
SHOOTING SPORTS	
Archery	Archery Range
Rifle Shooting	Rifle Range
Shotgun Shooting	Shotgun Range
STEM	
Astronomy	STEM Lodge
Automotive Maintenance	STEM Lodge
Chemistry	STEM Lodge
Electronics	STEM Lodge
Chess	STEM Lodge
Game Design	STEM Lodge
Filmmaking - Animation, Moviemaking, Photography	STEM Lodge
Nuclear Science	STEM Lodge
Radio	STEM Lodge
Robotics	STEM Lodge
Space Exploration	STEM Lodge
Welding	STEM Lodge
Archaeology	STEM Lodge
Architecture/Landscape Architecture	STEM Lodge
Dan Beard - 1st Year Program	
Dan Beard - Full Program	Dan Beard
Tenderfoot	Dan Beard
Second Class	Dan Beard
First Class	Dan Beard
High Adventure	
Climbing	Climbing Tower
Horsemanship	Horse Area
Mountain Biking/Cycling	
COPE	COPE Area
Mountain Man	