

2026 Camp Waubeeka Merit Badge Schedule

Camp weeks 1 thru 4

White areas indicate the class time.

RNT: Requirements Not Taught at Camp

Merit Badge	Requirements & Notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50
Aquatics						
CANOEING	Some knowledge of strokes is helpful. Class max: 8					
KAYAKING	Class max: 8					
SMALL BOAT SAILING (recommended for older scouts)	Scout must be a swimmer on opening day. Sailing knowledge is useful. Completion is contingent on wind conditions. Class max: 10 Classes are 2 hours. *only held in Waubeeka				2:00-4:00	
SWIMMING	RNT: 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 1 1/2 hours.	9:00-10:30		10:30-12:00		
Ecology						
ASTRONOMY	Weather conditions frequently interfere with the completion of this badge. Requires study and observation 9:30pm T/W/Th.					
ENVIRONMENTAL SCIENCE (12+)	Bring a small notebook. Class max: 12 Classes are 2 hrs.	9:00-11:00				
GEOLOGY / MINING IN SOCIETY (2 MBs)	Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required. *only held in Waubeeka					
INSECT STUDY	RNT: #3b, #4b, #4c, #4d Class max: 12 *only held in Waubeeka					
MAMMAL STUDY / NATURE (2 MBs)	Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required.					
SOIL & WATER CONSERVATION / PLANT SCIENCE (12+) (2 MBs)	Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required.					
SPACE EXPLORATION	Class fee of \$20 for rockets and supplies. Class max: 12 *only held in Waubeeka					
WEATHER						
Other Programs						
Meet us at the new Pavilion by Scoutcraft!						
TRAIL TO FIRST CLASS	New Design! We will immerse new Scouts in the Scouting program and help them walk the path to Tenderfoot, Second Class, and First Class.	9:00-12:00				

Fishing Dock ~ Camp Road at Waubeeka Lake

FISHING	Minimal fishing equipment available at camp, strongly recommend bringing your own. Classes are 1 1/2 hours.	9:00-10:30		2:00-3:30	
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2026 Camp Waubeeka Merit Badge Schedule

Camp weeks 1 thru 4

Merit Badge	Requirements & Notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50
Handicraft						
<i>Projects are done in most classes that you can take home</i>						
ART / FINGERPRINTING	RNT: for Art Requirement #6, a written report signed by parent or scoutmaster. Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required. Class max: 12 *only held in Waubeeka					
BASKETRY	Scout needs to purchase kits and materials, estimate around \$25. Class max: 12					
CHESS						
GAME DESIGN (12+)	RNT: Scouts must bring on the first day or switch out of the badge: Req. 1a - bring copies of rules for 4 games, Req. 4 - complete & document (including rules) or bring a game with copy of rules and items to play, Req. 6 - bring notebook for game design process, Req. 8 - complete & document. Class max: 10 Classes are 1 1/2 hours. *only held in Waubeeka			10:30-12:00		
LEATHERWORK	Scout needs to purchase kits and materials, estimate around \$25. Class max: 12					
PHOTOGRAPHY (14+)	RNT: Requirement#1b. Class max: 12					
SCULPTURE	Class max: 12					
WOOD CARVING	A good carving knife is recommended. Scout needs to purchase carving kits, estimate \$10-\$15. Class max: 12					
Scoutcraft						
<i>(Totin' Chip, Firem'n Chit, & Paul Bunyon Woodsman also available)</i>						
CAMPING	RNT: Requirements #4b, #8c, #8d, 9a, 9b. See form on website. Scouts recommended to be at least Tenderfoot.					
EXPLORATION / GEOCACHING (12+)	Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required. Will include hiking. RNT: Geocaching: Requirement #7. Class max: 12					
ORIENTEERING	Knowledge of orienteering basics needed.					
PIONEERING	Should not be attempted by Scouts below rank of 1st Class. **There is an additional required session on Monday from 4-5:30pm in addition to the daily class. *only held in Waubeeka			10:30-12:00		
WILDERNESS SURVIVAL	RNT: Requirement #4, bring both kits. Requires Wednesday overnight in survival shelter. Class max: 14					
Range & Target Activities						
<i>(Instruction will take place at the appropriate range in Camp. Recommend only 1 type of shooting class at a time. Open-Shoot times to be announced at Camp.)</i>						
ARCHERY	Class max: 12					
RIFLE SHOOTING (12+) (option A, Modern)	Skill with a rifle is a must. Scouts need to read the pamphlet ahead of time and familiarize themselves with the requirements. Classes are 1 1/2 hours.	9:00-10:30	10:30-12:00	2:00-3:30		
SHOTGUN SHOOTING (13+)	Class fee of \$30.00. Skill with a shotgun is a must. Scouts need to read the pamphlet ahead of time and familiarize themselves with the requirements. Classes are 1 1/2 hours. Class max: 9 *only held in Waubeeka	9:00-10:30	10:30-12:00	2:00-3:30		

White areas indicate the class time.

RNT: Requirements Not Taught at Camp

2026 Camp Buckskin Merit Badge Schedule

Camp weeks 1 thru 5

White areas indicate the class time.

RNT: Requirements Not Taught at Camp

Merit Badge	Requirements & Notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50
Aquatics <i>(Must pass Swimmer's test on opening day to participate in and complete any of the below badges)</i>						
CANOEING	Some knowledge of strokes is helpful. Class max: 8					
KAYAKING	Class max: 10					
LIFESAVING (14+)	Prerequisite - #2a Swimming MB - must be earned PRIOR to starting this badge. See Form. Scout needs to complete #2b on 1st day or switch out. Class max: 10 *only held in Buckskin				2:00-4:00	
ROWING	Class max: 8 *only held in Buckskin					
SWIMMING	RNT: 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 1 1/2 hours. Class max: 10	9:00-10:30	10:30-12:00			
Ecology <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 (12+)	Bring a small notebook. Class max: 12 Classes are 2 hrs.	9:00-11:00			2:00-4:00	
FORESTRY	RNT: Requirement #5 *only held in Buckskin					
MAMMAL STUDY / NATURE (2 MBs)	Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required.					
OCEANOGRAPHY						
REPTILE AND AMPHIBIAN STUDY	RNT: Requirement #8. *only held in Buckskin					
SOIL & WATER CONSERVATION / PLANT SCIENCE (12+) (2 MBs)	Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required.					
WEATHER						
Range & Target Activities <i>(Instruction will take place at the appropriate range in Camp. Recommend only 1 type of shooting class at a time. Open-Shoot times to be announced at Camp.)</i>						
ARCHERY	Class max: 12					
RIFLE SHOOTING (12+) (option A, Modern)	Skill with a rifle is a must. Scouts need to read the pamphlet ahead of time and familiarize themselves with the requirements. Classes are 1 1/2 hours.	9:00-10:30	10:30-12:00		2:00-3:30	
Other Programs <i>Classes take place at the Anthony Long Pavilion</i>						
TRAIL TO FIRST CLASS	New Design! We will immerse new Scouts in the Scouting program and help them walk the path to Tenderfoot, Second Class, and First Class.	9:00-12:00				

2026 Camp Buckskin Merit Badge Schedule

Camp weeks 1 thru 5

Merit Badge	Requirements & Notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50
Handicraft						
<i>Projects are done in most classes that you can take home</i>						
AMERICAN INDIAN CULTURE	*only held in Buckskin					
ANIMATION	*only held in Buckskin					
BASKETRY	Scout needs to purchase kits and materials, estimate around \$25. Class max: 12					
LEATHERWORK	Scout needs to purchase kits and materials, estimate around \$25. Class max: 12					
PAINTING	Class max: 12 *only held in Buckskin					
PHOTOGRAPHY (14+)	RNT: Requirement#1b. Class max: 12					
SCULPTURE	Class max: 12					
WOOD CARVING	A good carving knife is recommended. Scout needs to purchase carving kits, estimate \$10-\$15. Class max: 12					
Scoutcraft						
<i>(Totin' Chip, Firem'n Chit, & Paul Bunyon Woodsman also available)</i>						
CAMPING	RNT - see form on website: Requirements #4b, #8c, #8d, 9a, 9b. Scouts recommended to be at least Tenderfoot.					
EXPLORATION / GEOCACHING (12+)	Material will be mixed. Scouts will need to attend all 5 days even if only one badge is required. Will include hiking. RNT: Geocaching: Requirement #7. Class max: 12					
ORIENTEERING	Knowledge of orienteering basics needed.					
SIGNS, SIGNALS, AND CODES	RNT: Requirement #7. Class max: 12 *only held in Buckskin					
WILDERNESS SURVIVAL	RNT: Requirement #4, bring both kits. Requires Wednesday overnight in survival shelter. Class max: 14					

Reservation-Wide Classes held at Camp Buckskin

Only available at the Anthony Long Pavilion in Buckskin						
EMERGENCY PREPAREDNESS (13+)	RNT: see form on website. Req. #1a, #1b, #1c, #2a, #2b, #2c (bring printed pictures), #9, #10a-c (do 1)					
FIRST AID (12+)	RNT: #1 - bring kit to camp, #2b, #15 Classes are 1 1/2 hrs.	9:00-10:30	10:30-12:00	2:00-3:30		
Meet at the Anthony Long Pavilion on Monday, classes will be mobile						
COMMUNICATION (13+)	RNT: Read all requirements. Class max: 8					
PUBLIC SPEAKING (14+)	Class max: 8					
SEARCH & RESCUE (13+)	RNT: Requirement #6a. Class max: 12					
THEATER (12+)	RNT: Requirement #1. Class max: 8					

White areas indicate the class time.

RNT: Requirements Not Taught at Camp

2026 Specialty Camp Merit Badge Schedule

Camp weeks 1 thru 5

White areas indicate the class time.

RNT: Requirements Not Taught at Camp

Merit Badge	Requirements & Notes	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50
STEM Ranch ~ end of Rose Drive						
Welcome to "Imakanation", a combination of the words imagination, making, and national citizenship. It is designed to prepare Scouts for a world that will require innovation, practical skills, as well as the ability to solve problems and make new ideas reality.						
Attendance is required for Monday, and any classes missed MUST be made up during open program to earn the badge. PANTS and closed toed shoes are required in order to participate , along with water bottle, merit badge pamphlet, and worksheets. Scouts should review all merit badge requirements for all badges. Find the most up-to-date merit badge requirements at https://www.scouting.org/skills/merit-badges/all/						
Building Barn:						
ELECTRICITY (13+)	RNT: Do #2 - then bring your checklist to discuss, #7 - bring a printed picture of your labeled circuit breaker, #8 - bring copy of home utility/electrical bill and a printed picture of the meter, #11. Please see dress code for all of STEM Ranch. Class max: 8					
HOME REPAIRS (14+)	Very busy class. Please see dress code for all of STEM Ranch. Class max: 8					
Griffin Garage:						
METALWORK (13+)	RNT: Requirement #4, hand in on first day. *Non-synthetic clothing (like cotton blue jeans), long pants are required. Class fee of \$20. Class max: 8					
WELDING (14+)	RNT: Requirement #7a, hand in on first day. *Non-synthetic clothing (like cotton blue jeans), long pants are required. Class fee of \$20. Class max: 8					
STEM Center:						
ELECTRONICS (11+)	RNT: Requirements #6. Hand all in on first day. Please see dress code for all of STEM Ranch. Class max: 8					
Horse Barn:						
HORSEMANSHIP	General study of merit badge pamphlet is suggested. Class fee of \$55. One session feeding the horses at 6:30am is required. Riding days require pants covering the ankles. Sneakers or boots EVERY day, no open heels or toes. Class max: 9					
See notes: PANTS and closed toed shoes are required in order to participate.						

Summit Base ~ end of Camp Road

CLIMBING	RNT: Requirement #7, familiarize with all knots. Closed toed shoes required. Held on climbing tower and natural rock wall. Class max: 12					
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