

# INDIVIDUAL SCOUT MERIT BADGE/ACTIVITY REQUESTS

SCOUT NAME: \_\_\_\_\_ WEEK/S ATTENDING: \_\_\_\_\_

TROOP #: \_\_\_\_\_ COMMUNITY: \_\_\_\_\_ AGE (as of camp start date): \_\_\_\_\_

This form is for each Scout to give to their Scoutmaster for approval and then the summer camp coordinator to enter into the registration system. Please indicate your first, second and third choice for each period below to assist them with completing your advancement registrations online. Fill in any additional cost to help you plan your camp finances. Make a copy for yourself before turning in to your scout leader.

PERIOD	1ST CHOICE	2ND CHOICE	3RD CHOICE	COST	NOTES
9:00-9:50 AM					
10:00-10:50 AM					
11:00-11:50 AM					
2:00-2:50 PM					
3:00-3:50 PM					
4:00-4:50 PM					
<b>TOTAL COSTS</b>					

Record the activities you would like to participate in at camp. Some activities have extra costs-please note them below to assist with your summer finances. Please take note of age requirements, equipment and time commitments for each activity.

ACTIVITY	TIME/DAY	COST	NOTES
<b>TOTAL COSTS</b>			

Scoutmaster/Adv Chair Authorization: \_\_\_\_\_

# 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
<b>Aquatics</b>						
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	
<b>SWIMMING</b>	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			
<b>Ecology</b>						
ASTRONOMY	Weather conditions frequently interfere with the completion of this badge. Requires study and observation 9:30pm T/W/Th.					
<b>ENVIRONMENTAL SCIENCE</b> (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						
<b>Other Programs</b>						
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
<b>Handicraft</b>						
<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					
<b>Scoutcraft</b>						
<i>(Totin' Chip, Firem'n Chit, &amp; Paul Bunyon Woodsman also available)</i>						
<b>CAMPING</b>	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					
<b>Range &amp; Target Activities</b>						
<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
<b>Aquatics</b> <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					
<b>LIFESAVING</b> (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					
<b>SWIMMING</b>	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		
<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						
<b>ENVIRONMENTAL SCIENCE</b> (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						
<b>Range &amp; Target Activities</b> <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
<b>Other Programs</b> <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
<b>Handicraft</b> <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					
<b>Scoutcraft</b> <i>(Totin' Chip, Firem'n Chit, &amp; Paul Bunyon Woodsman also available)</i>						
<b>CAMPING</b>	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						
<b>EMERGENCY PREPAREDNESS</b> (13+)	RNT: see form on website. Req. #1a, #1b, #1c, #2a, #2b, #2c (bring printed pictures), #9, #10a-c (do 1)					
<b>FIRST AID</b> (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		
<b>Meet at the Anthony Long Pavilion on Monday, classes will be mobile</b>						
<b>COMMUNICATION</b> (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 Additional Merit Badges for Week 5

(these were the Waubeeka-Only badges)

*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
<b>Aquatics ~ STILL AT WAUBEEKA Waterfront</b>						
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.				2:00-4:00	
<b>Available Week 5 at Buckskin Ecology</b>						
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.					
INSECT STUDY	RNT: #3b, #4b, #4c, #4d Class max: 12					
SPACE EXPLORATION	Class fee of \$20 for rockets and supplies. Class max: 12					
<b>Available Week 5 at Buckskin Handicraft</b>						
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					
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.		10:30-12:00			
<b>Available Week 5 at Buckskin Scoutcraft</b>						
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.		10:30-12:00			
<b>Fishing Dock ~ Camp Road at Waubeeka Lake</b>						
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		
<b>Range &amp; Target Activities ~ STILL AT WAUBEEKA SHOTGUN RANGE</b> <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>						
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	9:00-10:30		2:00-3:30		

# 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
<b>STEM Ranch ~ end of Rose Drive</b>						
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. <b>PANTS and closed toed shoes are required in order to participate</b> , 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 <a href="https://www.scouting.org/skills/merit-badges/all/">https://www.scouting.org/skills/merit-badges/all/</a>						
<b>Building Barn:</b>						
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	9:00-10:30				
HOME REPAIRS (14+)	Very busy class. Please see dress code for all of STEM Ranch. Class max: 8				2:00-3:30	
<b>Griffin Garage:</b>						
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		10:30-12:00			
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	9:00-10:30			2:00-3:30	
<b>STEM Center:</b>						
ELECTRONICS (11+)	RNT: Requirements #6. Hand all in on first day. Please see dress code for all of STEM Ranch. Class max: 8		10:30-12:00			
<b>Horse Barn:</b>						
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	9:00-10:30			2:00-3:30	
<b>See notes: PANTS and closed toed shoes are required in order to participate.</b>						

### 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	9:00-10:30			2:00-3:30	
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# Fun things to do! (non-merit badge)

~ PLEASE NOTE: activity schedules are subject to change based on the weather FOR THE WEEK and not just that afternoon ~  
(for example, so that a rainy night would have indoor activities and the non-rainy night be outdoors)  
Registration for the below is similar to Merit Badge registration, where noted that sign-up ahead is required.

## ALRAP / 1ST YEAR CAMPER ACTIVITIES

Activity	Description	Availability	Sign-up online?
<b>FIELD GAMES / FRISBEE / BALL</b> (Leaders, all Scouts)	Missing field day at school? Come to the parade field where a variety of friendly outdoor games & activities will be set up for Scouts and leaders alike to participate in.	Time/day/location be announced at camp	No
<b>SCOUTING TRIVIA</b>	Scouts can test their knowledge against each other in trivia! Different topics each time!	Time/day/location be announced at camp	No

## AQUATIC ACTIVITIES

Activity	Description	Availability	Sign-up online?
<b>INSTRUCTIONAL SWIM</b> (Leaders, all scouts)	Build your confidence in the water! Scouts can improve their swimming skills with guidance from the Waterfront Staff. Instruction is tailored to the individual's needs, from basic water comfort to stroke refinement. Schedule will be created based on interest and availability of staff.	This <b>must be</b> signed up for <b>online</b> for scheduling.	YES
<b>MILE SWIM</b> (Leaders, all scouts)	Challenge yourself with this endurance swim! Scouts and leaders can complete a full mile in the water. Speak with the Waterfront Director in your camp on Sunday.	Discuss with Waterfront	No
<b>OPEN BOATING</b> (Leaders, all scouts)	Hit the water at your own pace! Scouts and leaders can use rowboats, canoes, and kayaks during open boating hours. This is a chance to explore the waterfront, practice boating skills, or just enjoy the lake.	Time/days/locations will be announced at camp	No
<b>OPEN SWIM</b> (Leaders, all scouts)	Open Swim allows Scouts and leaders to enjoy free swim time in the designated swimming area. Whether you want to cool off in the water around or practice your strokes, it's a great way to relax after a full day of camp activities.	Time/days/locations will be announced at camp	No
<b>POLAR BEAR SWIM</b> (Leaders, all scouts)	Start your morning with a splash! The Polar Bear Swim takes place at 6:45 AM, giving Scouts and leaders the chance to brave the chilly water and earn a special Polar Bear Patch (must attend <u>both</u> sessions to earn the patch).	Tuesday and Thursday AM Buckskin and Waubeeka	No

## ECOLOGY ACTIVITIES

Activity	Description	Availability	Sign-up online?
<b>CAVING</b> (Leaders, all Scouts)	Dry cave and wet cave (involves submersion in water for a few feet ). No cost. You will get wet ~ headlamps recommended. Max group: 20.	Camp Waubeeka, 4-5pm, M-Th	Yes
<b>CHESS TOURNAMENTS</b> (these are held at Ecology in Buckskin, and at Handicraft in Waubeeka)	Scouts encouraged to both join the tournament as well as come and watch the games, with the winner of the tournament receiving a prize at the end of the week	Evening TBD	No
<b>ECOLOGY JEOPARDY</b>	Test your nature knowledge! This interactive trivia challenge, inspired by the classic game show, features questions on plants, animals, geology, and environmental science. Scouts can compete solo or as part of a team to show off their Econ Knowledge	Waubeeka, time/day to be announced	No
<b>NATURE HIKES</b>	Are you curious to learn more about Camp Read's woods? Come along for themed nature hikes! There will be three hikes on various days of the week ranging from thirty minutes to an hour long. The hikes are based on tree identification, edible foraging, and mushroom identification depending on the day. Scouts and Adult Leaders both welcome to learn. Max group: 14	Buckskin, time/day to be announced	Yes
<b>NATURE PIT ASSEMBLY</b>	Max group: 14	Buckskin, time/day to be announced	No
<b>STAR PARTIES</b>	Star viewing session run by econ staff, required for those in Astronomy merit badge, but all are welcome! (Astronomy MB students must attend 2 sessions, note that even overcast skies may interfere, would need to attend Thursday)	Meet at your camp's parade field on Tuesday & Wednesday at 9pm	No
<b>TERRARIUM DESIGN</b>	Scouts have the chance to design a mini-ecosystems or improve habitats for animals found around camp. This hands-on activity teaches environmental stewardship and the basics of habitat conservation. Materials are provided.	Time/days/locations will be announced at camp	No

## ~ Out-of-camp ~

<b>WHITEWATER RAFTING</b> (Leaders, all scouts)	Sign up will be through a special form available online at least 2 weeks prior to your week at camp. Troops provide their own transportation. Final WWR roster confirmed upon arrival at camp (names required).	\$40 per person	Yes
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## HANDICRAFT ACTIVITIES

Activity	Description	Availability	Sign-up online?
<b>FRIENDSHIP BRACELET MAKING</b>	Purchase a ticket at the trading post and come create colorful friendship bracelets taught by the Handicraft Staff. This activity is open to all Scouts who want to craft a keepsake to share with a friend or keep as a personal memento.	Time/days/locations will be announced at camp	No
<b>LANYARD MAKING</b>	Purchase Lanyard Strands from the Trading Post and come to get Instructed on how to make Lanyards by the Handicraft Staff. Open to Scouts interested in making a lanyard or those working on a lanyard for the Leatherwork Merit Badge	Time/days/locations will be announced at camp	No
<b>PATROL FLAG COMPETITION</b>	Come with your Troop/Patrol and create a Scout Appropriate design that represents your Troop, and then paint that design on a piece of canvas to be judged by the staff later in the week	Time/days/locations will be announced at camp	No
<b>PET ROCK DESIGN</b>	Bring a rock to handicraft to design and paint, to the be displayed around Handicraft for the the rest of the week	Time/days/locations will be announced at camp	No
<b>Tie Dye</b> (Leaders, all Scouts)	Purchase your Camp Read T's at the Trading Post, or pay \$5 and bring your ticket to tie-dye something of your own that you brought to camp! Held at each camp's Handicraft Pavilion. Check your May newsletters, you will be able to purchase T's ahead!	Day TBD, 4-5:30pm Buckskin and Waubeeka	No

## RANGE & TARGET ACTIVITIES

**\*\*All of the below will be affected by weather\*\***

Activity	Description	Availability	Sign-up online?
<b>ACTION ARCHERY</b> (Scouts 14+)	Sporting arrows (special ones called flu-flus!) are centered around automatic target launchers that throw 10-inch diameter foam targets into the air. Session max: 12	Buckskin Pawnee Field, Tuesday/Thursday 4-5:30pm	Yes
<b>CAMP-WIDE TRIATHLON</b> (Leaders, all scouts)	Team up and take on the ultimate camp-wide challenge! The Triathlon is a fast-paced, three-part relay event featuring archery, running, and swimming. Troops must form teams of three, with each member being assigned either Archer, Runner, or Swimmer. Multiple teams from each troop may sign up. <b>ALL SWIMMERS MUST PASS SWIM TEST ON FIRST DAY</b>	Tuesday Evening	No
<b>GOLDEN ARROW</b>	Archery Shooting Competition	Time/days/locations will be announced at camp	No
<b>OPEN SHOOT - ARCHERY, RIFLE</b> (Leaders, all scouts)	Archery has no age requirement. Rifle Shooting, you must be 12 or older.	Time/days/locations will be announced at camp	No
<b>OPEN SHOOT - SHOTGUN</b> (Leaders, all scouts ages 13+)	Purchase tickets for Shotgun shells at Trading Post prior to heading over to the Range. 75cents per shell, \$18 for 30/pack	Time/days will be announced at camp	No
<b>SILVER BULLET</b> (Scouts 12+)	Rifle Shooting Competition	Time/days/locations will be announced at camp	No
<b>GOLDEN PIGEON</b> (Scouts 13+)	Shotgun Shooting Competition (Waubeeka Shotgun Range). Purchase tickets for Shotgun shells at Trading Post prior to heading over to the Range. 75cents per shell, \$18 for 30/pack	Time/days/locations will be announced at camp	No
<b>TOMAHAWKS</b> (Leaders, all scouts)	Held at Buckskin Shooting Sports Range. Groups of 12-18 participants. Group must have adult over 21 present to participate.	Buckskin Shooting Range, Monday/Wednesday 4-5:30pm	Yes

## SCOUTCRAFT ACTIVITIES

Activity	Description	Availability	Sign-up online?
<b>FIREM'N CHIT &amp; TOTIN' CHIP CERTIFICATIONS</b>	Useful for younger scouts who need to learn proper knife and fire safety to advance in rank.	Mondays 4-5:30	No
<b>OPEN GEOCACHING</b>	Scouts explore camp in search of hidden geocaches, lead by the scoutcraft staff. Each geocache contains clues, trinkets, or logbooks to sign. It's a self-guided adventure that promotes navigation skills, problem-solving, and exploration. .	Time/days/locations will be announced at camp	No
<b>SHELTER BUILDING</b>	Practice the crucial wilderness survival skill of shelter building, either in preparation for the overnight, or just to gain knowledge about wilderness survival	Time/days/locations will be announced at camp	No
<b>HISTORY &amp; OTHER TOPIC HIKES</b>	Take a walk through history! Join the Scoutcraft Staff on guided hikes focused on camp history, local lore, and other special topics. Each hike covers a unique theme, giving Scouts an opportunity to learn more about the camp environment, local wildlife, and cultural history	Time/days/locations will be announced at camp	No
<b>KNOT TYING COMPETITION</b>	Send your best Knot-tyers up to scoutcraft to compete in a Knot-Tying gauntlet, with the winner receiving a special prize at the end of the week	Time/days/locations will be announced at camp	No

# Fun things to do at STEM Ranch & Summit Base

~ PLEASE NOTE: activity schedules are subject to change based on the weather FOR THE WEEK and not just that afternoon ~  
(for example, so that a rainy night would have indoor activities and the non-rainy night be outdoors)  
Registration for the below is similar to Merit Badge registration, where noted that sign-up ahead is required.

## STEM RANCH ACTIVITIES

Activity	Description	Availability	Sign-up online?
HORSE TRAIL RIDES (Leaders, all scouts)	1 hour session includes basic instruction and riding. Closed toed shoes and long pants that cover the ankles are required. PARTICIPANTS MUST BE EARLY/ON TIME. 24 hours notice required for refunds, all others will still be charged. <b>\$40/pp</b> . Session max: 9	Most days 11-12noon or 4-5pm	Yes
STEM String Art (Leaders, all scouts)	Make a sign for your room, a string art gift for someone at home, or you. Prepare wood background, layout pattern, hammer nails, and tie string to outline and fill in shapes of your design. Session max: 8 ST - Experience the physics of carpentry work using basic tools, E - design with lines and geometric shapes, M - layout coordinate grid design and calculate string-work	Pick your day: Monday, Tuesday, Wednesday 4-5:30pm	No

## SUMMIT BASE / HIGH ADVENTURE ACTIVITIES

Activity	Description	Availability	Sign-up ahead?
HIKE FIRST BROTHER (Scouts, with leaders)	This hike is out of Waubeeka, and starts across the road from the Office. Shorter than the Mount Stevens hike, but still has amazing views. Groups of 8, multiple groups will need to leave 30 minutes apart. *Book your hike during siesta and we may have a guide available to lead you.	Sign out at the Waubeeka office	Yes
HIKE MOUNT STEVENS (Scouts, with leaders)	Groups of 8, multiple groups will need to leave 30 minutes apart. Overnights to watch the sunrise must be scheduled with Summit Base Director. Discuss during Sunday check-in, guides may be available depending on other activity schedules.	Sign out at the Summit Base office	Yes
LOW COPE (all Scouts)	Challenging Outdoor Personal Experience (COPE) Course. Groups work together to complete each element and help/spot each other. Sessions are 1 1/2 hours each. Groups of 5-12 participants.	Most days 4-5:30pm or 7:15-8:45pm	Yes
MOUNTAIN BIKING (Scouts, 12+)	<b>Rentals, include 1 - open program session</b> , schedule upon bike pickup. \$25 for a single day, \$50 for 2 days, \$60 for full week. Includes helmet. Waiver requires signature of Parent and Scout.	1 day, 2 day, or full week	Yes
ALL CYCLISTS in camp are REQUIRED to wear a helmet AT ALL TIMES, regardless of AGE.  All riders should bring a full water bottle. NOT A MERIT BADGE CLASS.	<b>Open program session:</b> Scouts should have previous experience and be skilled on single-track terrain. Sessions will focus on honing biking skills while tackling off-road terrain. <b>\$5/pp for riding session, includes helmet.</b>	Monday, Tuesday, or Wednesday 4-5:30pm	Yes
	<b>Adults Session:</b> Must meet height/weight standards for high adventure activities. <b>\$5/pp for riding session, includes helmet.</b>	Tuesday, 7:15pm-8:45pm	Yes
OPERATION NIGHTHAWK (Scouts 15+)	Night climbing. Scouts must be comfortable with both darkness and heights. Session max: 15	Wednesday, 8:45pm-10pm	Yes
ROCK CLIMBING Tower or Natural (Leaders, all Scouts)	Discuss with Summit at Check-in for option of Natural Rock or Climbing Tower. Closed toed shoes are required. Groups of 5-15 participants.	Most days 4-5:30pm or 7:15-8:45pm	Yes
ROPES COURSE (High) (Scouts 13+)	Ropes course 35 feet in the air. Changing - keep an eye on our newsletters! Group of 10 participants max.	Thursday 2-5pm	Yes
ZIP LINE (Leaders, all scouts)	Blue Swimmers only. Groups of 5-25 participants. Group must have adult over 21 present to participate.	Most days 4-5pm or 7:15-8:15pm	Yes