



# D-Bar-A Scout Ranch Boy Scout Resident Camp 2018

## Class Catalog

### Event Contacts

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Registration opens January 01, 2018  
Visit [www.scoutingevent.com/272-dabsrc18](http://www.scoutingevent.com/272-dabsrc18) to register



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## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018



### MBDA181 American Business

Earning the 'American Business merit badge can help Scouts learn practical business matters that will be useful throughout life. Learning how businesses function will help you understand society and uncover a number of career options.

10-10:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Trading Post

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/American\\_Business.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/American_Business.pdf)

**Prerequisites:** Prerequisites:

-2a

-3

-5

3-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Trading Post

**Sessions:** All



### MBDA184 Animal Science

Cattle, horses, sheep, goats, hogs, poultry, and other domesticated animals are important to people for many reasons. They supply us with food and clothing, we use them for recreational purposes, they work with and for us.

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Shop

**Sessions:** All

**Minimum Age:** 14

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Animal\\_Science.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Animal_Science.pdf)

**Prerequisites:** Prerequisites:

-1

3-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Shop

**Sessions:** All



### MBDA124 Archery

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.

10-10:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Lonesome Pines Archery Range

**Sessions:** All

**Maximum number of participants:** 12

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Archery.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Archery.pdf)

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Lonesome Pines Archery Range

**Sessions:** All

3-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Lonesome Pines Archery Range

**Sessions:** All



### MBDA138 Art

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

11-11:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Art.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Art.pdf)

**Prerequisites:** Prerequisites:

-6

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All

## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018



### MBDA152 Astro Night

Scouts have the opportunity to visit D-A's massive telescope. Astro Night is a unique opportunity for Scouts to view distant stars and planets. Scouts will depart from the Hay Pavilion to the Trout Lake sub-camp at 9:45pm on Wednesday evening.

9:45-10:45 PM **Days:** We Th **Room:** Observatory on Trout Lake

**Sessions:** All

**Maximum number of participants:** 30

**Prerequisites:** Scouts taking Astronomy Merit Badge must go on the Astro Night. Scouts looking to attend Astro Night must sign up ahead of time at the Eco-Con area. If it is cloudy and the stars cannot be viewed Astro Night will be moved to Thursday.



### MBDA129 Astronomy

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.

9-9:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Astronomy.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Astronomy.pdf)

**Prerequisites:** Astro Night at the Observatory is required.

Prerequisites:

-4c

-5b

-6b

3-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All



### MBDA127 Automotive Maintenance

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

11-11:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Shop

**Sessions:** All

**Minimum Age:** 14

**Maximum number of participants:** 10

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Automotive\\_Maintenance.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Automotive_Maintenance.pdf)

**Prerequisites:** Prerequisites:

-11

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Shop

**Sessions:** All



### MBDA114 Aviation

For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird, to float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher than they ever could.

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Eco-Con and STEM Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Aviation.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Aviation.pdf)

**Prerequisites:** Prerequisites:

-2

-4



### MBDA178 Backpacking

Earning the Backpacking merit badge will be demanding but rewarding. Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. In addition, Scouts will discover how to protect the

## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018

environment by traveling and camping without leaving a trace. By mastering the basics of backpacking, Scouts will develop an even deeper respect for the outdoors.

3-4 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Climbing Tower

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Backpacking.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Backpacking.pdf)

**Prerequisites:** Prerequisites:

-8c

-9

-10

-11



### MBDA139 Basketry

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.

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Basketry.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Basketry.pdf)



### MBDA189 Bird Study

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.

10-10:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Bird\\_study.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Bird_study.pdf)

**Prerequisites:** Prerequisites:

-6



### MBDA186 Bugling

The Bugling merit badge was one of the original 57 merit badges issued by the Boy Scouts of America in 1911

10-10:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Bugling.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Bugling.pdf)

**Prerequisites:** Prerequisites:

-6

3-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All

## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018



### MBDA118 Camping

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

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Jack Lord Scout Craft Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Camping.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Camping.pdf)

**Prerequisites:** Prerequisites:

-4b

-5e

-7b

-8d

-9 - (req. 9b6 can be completed at camp)

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Scout Craft Area

**Sessions:** All



### MBDA103 Canoeing

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.

9-9:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Waterfront

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Canoeing.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Canoeing.pdf)

**Prerequisites:** Must be a Swimmer (pass the full swim test)

11-11:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Waterfront

**Sessions:** All

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Waterfront

**Sessions:** All



### MBDA190 Chemistry

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.

11-11:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Chemistry.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Chemistry.pdf)

**Prerequisites:** Prerequisites:

-7



### MBDA188 Chess

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

11-11:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Chess.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Chess.pdf)

**Prerequisites:** Bring a chess set

## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018



### MBDA111 Climbing

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.

9-9:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Climbing Tower

**Sessions:** All

**Maximum number of participants:** 15

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Climbing.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Climbing.pdf)

**Prerequisites:** Not recommended for First Year Campers

10-10:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Climbing Tower

**Sessions:** All

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Climbing Tower

**Sessions:** All



### MBDA121 Cooking

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.

9-11:30 AM **Days:** Mo Tu We Th Fr **Room:** Jack Lord Scout Craft Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Cooking\\_2016.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Cooking_2016.pdf)

**Prerequisites:** Not recommended for First Year Campers

Prerequisites:

-4

-6

2-4 PM **Days:** Mo Tu We Th Fr **Room:** Jack Lord Scout Craft Area

**Sessions:** All



### MBDA187 Crime Prevention, Fingerprinting

Preventing crime, which can be as simple as reducing the opportunities for crime to occur, is far less costly than apprehending and bringing legal action against those who break the law and it helps save people from the anguish of being victims.

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.

9-9:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Fingerprinting.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Fingerprinting.pdf) [http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Crime\\_Prevention.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Crime_Prevention.pdf)

**Prerequisites:** Prerequisites:

CRIME PREVENTION:

-2

-4

-7

3-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All

## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018



### MBDA109 Cycling

Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge.

9-9:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Bike Shop

**Sessions:** All

**Maximum number of participants:** 8

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Cycling.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Cycling.pdf)

**Prerequisites:** Mountain Biking Option Only

Prerequisites:

-7B(c)

-7B(d)

3-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Bike Shop

**Sessions:** All



### MBDA161 Dodge City (First Year Camper)

Boy Scout First Class rank advancement

Boy Scout Second Class rank advancement

Boy Scout Tenderfoot rank advancement

9-12 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Dodge City (FYC)

**Sessions:** All

**Prerequisites:** A Scout may pick and choose which parts of the Dodge City Schedule they participate in based on the requirements they need to complete for First Class.



### MBDA122 Emergency Preparedness

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.

11-11:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Scout Craft Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Emergency\\_Preparedness.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Emergency_Preparedness.pdf)

**Prerequisites:** Prerequisites:

-1

-2

-6c

-8

-9

3-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Scout Craft Area

**Sessions:** All

## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018



### MBDA182 Entrepreneurship

By earning the Entrepreneurship merit badge, Scouts will learn about identifying opportunities, creating and evaluating business ideas, and exploring the feasibility (how doable it is) of an idea for a new business. They will also have the chance to fit everything together as they start and run their own business ventures.

9-9:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Trading Post

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Entrepreneurship.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Entrepreneurship.pdf)

**Prerequisites:** Prerequisites:

-3

-5

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Trading Post

**Sessions:** All



### MBDA115 Environmental Science

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.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Eco-Con and STEM Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Environmental\\_Science.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Environmental_Science.pdf)

**Prerequisites:** Not recommended for First Year Campers

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All



### MBDA185 Farm Mechanics

From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder - this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.

9-9:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Shop

**Sessions:** All

**Minimum Age:** 14

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Farm\\_Mechanics.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Farm_Mechanics.pdf)

**Prerequisites:** Prerequisites:

-3

-5

3-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Shop

**Sessions:** All



### MBDA123 First Aid

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.

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Jack Lord Scout Craft Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/First\\_Aid.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/First_Aid.pdf)

**Prerequisites:** Prerequisites:

-1

-2d

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Scout Craft Area

**Sessions:** All



## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018



### MBDA191 Fish and Wildlife Management

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.

10-10:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Fish\\_and\\_WildlifeManagement.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Fish_and_WildlifeManagement.pdf)

**Prerequisites:** Prerequisites:

-5

-7

3-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All



### MBDA145 Fishing

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."

10-10:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Scout Craft Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Fishing.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Fishing.pdf)

**Prerequisites:** Fishing gear is available, but personal gear is welcome!



### MBDA192 Forestry

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 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.

3-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Forestry.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Forestry.pdf)

**Prerequisites:** Prerequisites:

-5

-8



### MBDA183 Game Design

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.

11-11:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Bike Shop

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Game\\_Design.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Game_Design.pdf)

**Prerequisites:** Prerequisites:

-5

-6

-7

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Bike Shop

**Sessions:** All

## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018



### MBDA130 Geology

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.

9-9:50 AM

**Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Geology.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Geology.pdf)



### MBDA112 Horsemanship

In addition to learning how to safely ride and care for horses, Scouts who earn this merit badge will gain an understanding of the instincts and behaviors of horses and humane and effective methods for training horses.

9-11:30 AM

**Days:** Mo Tu We Th Fr **Room:** Silver Spur Corral

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Horsemanship.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Horsemanship.pdf)

**Prerequisites:** Classes are two blocks (or sessions) long every day.

Not recommended for first year campers.

2-4 PM

**Days:** Su Mo Tu We Th Fr Sa **Room:** Silver Spur Corral

**Sessions:** All



### MBDA177 Indian Lore

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.

9-9:50 AM

**Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Scout Craft Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Indian\\_Lore.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Indian_Lore.pdf)

**Prerequisites:** Prerequisites:

-1

-2

11-11:50 AM

**Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Scout Craft Area

**Sessions:** All



### MBDA104 Kayaking

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

9-9:50 AM

**Days:** Mo Tu We Th Fr **Room:** Jack Lord Waterfront

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Kayaking.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Kayaking.pdf)

**Prerequisites:** Must be a Swimmer (pass the full swim test)

11-11:50 AM

**Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Waterfront

**Sessions:** All



### MBDA140 Leatherwork

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.

9-9:50 AM

**Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Leatherwork.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Leatherwork.pdf)

3-3:50 PM

**Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All



### MBDA105 Lifesaving

No Boy 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

## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018

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.

10-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Jack Lord Waterfront

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Lifesaving.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Lifesaving.pdf)

**Prerequisites:** Must be a Swimmer (pass the full swim test)

Not recommended for First Year Campers

2-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Waterfront

**Sessions:** All



### MBDA193 Mammal Study

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.

11-11:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Mammal\\_study.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Mammal_study.pdf)

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All



### MBDA179 Metalwork

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

9-10:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All

**Maximum number of participants:** 10

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Metalwork.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Metalwork.pdf)



### MBDA101 Mile Swim BSA

Mile Swim BSA

3-4 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Waterfront

**Sessions:** All

[http://www.scouting.org/filestore/boyscouts/pdf/512-020\\_WB.pdf](http://www.scouting.org/filestore/boyscouts/pdf/512-020_WB.pdf)

**Prerequisites:** Must be a Swimmer (pass the full swim test)



### MBDA106 Motorboating

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 safely.

10-10:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Waterfront

**Sessions:** All

**Maximum number of participants:** 15

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Motorboating.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Motorboating.pdf)

**Prerequisites:** Must be a Swimmer (pass the full swim test)

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Waterfront

**Sessions:** All

## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018



### MBDA141 Music

The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. All the great music has not yet been written. Today, the possibilities for creating new music are limitless.

10-10:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Music.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Music.pdf)

**Prerequisites:** Bring your instrument

Prerequisites:

-3

-4

3-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All



### MBDA132 Nature

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.

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Nature.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Nature.pdf)

**Prerequisites:** Need to complete 5 options from requirement 4

Prerequisites:

-4a(2)

-4d(2)

-4f



### MBDA116 Nuclear Science

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.

9-9:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Nuclear\\_Science.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Nuclear_Science.pdf)

**Prerequisites:** Prerequisites:

-3



### MBDA176 Oceanography

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.

3-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Waterfront

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Oceanography.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Oceanography.pdf)

**Prerequisites:** Prerequisites: 8

## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018



### MBDA146 Orienteering

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.

9-9:50 AM

**Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Scout Craft Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Orienteering.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Orienteering.pdf)

**Prerequisites:** Prerequisites:

-7

-8

-9



### MBDA142 Photography

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.

11-11:50 AM

**Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Photography.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Photography.pdf)

**Prerequisites:** Bring your own Digital Camera. No Camera Phones please.

Prerequisites:

-1b



### MBDA147 Pioneering

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.

10-11:50 AM

**Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Scout Craft Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Pioneering.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Pioneering.pdf)

**Prerequisites:** Prerequisites:

-2a

2-3:50 PM

**Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Scout Craft Area

**Sessions:** All



### MBDA194 Plant Science

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.

10-10:50 AM

**Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_ReqandRes/Plant\\_Science.pdf](http://www.scouting.org/filestore/Merit_Badge_ReqandRes/Plant_Science.pdf)

**Prerequisites:** Prerequisites:

-5

-8

## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018



### MBDA133 Pulp and Paper

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.

11-11:10 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Pulp\\_and\\_Paper.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Pulp_and_Paper.pdf)

**Prerequisites:** Prerequisites:

-7



### MBDA163 Ranch Hand

Spend a week learning what it takes to work at a Ranch!

Help the D-bar-A Ranch Staff care for our herd of horses, long horn cattle and burros in this once in a lifetime opportunity.

Participants in this full-immersion program will earn the Horsemanship, Farm Mechanics and Welding Merit Badges, in addition to taking part in all aspects of running the Ranch from maintenance to horse care.

Learn how to rope, ride, spend a night under the stars with the horses and even participate in a true cattle drive!

You will get to work alongside the ranch staff on the 1700 acre farm. You will learn to bend and weld metal, work on farm machinery, and do repairs around the ranch.

There is no other Boy Scout camp East of the Mississippi River that has the experienced staff and resources to provide an experience like this.

9-12 PM **Days:** Mo Tu We Th Fr **Room:** Horse Barn

**Sessions:** Session #4, Session #6

**Minimum Age:** 13

**Minimum number of participants:** 3

**Maximum number of participants:** 12

[https://scoutingevent.com/attachment/BSA272/55610\\_1446749012\\_2157.pdf](https://scoutingevent.com/attachment/BSA272/55610_1446749012_2157.pdf)

**Prerequisites:** Click on the "Additional Details" link for a packing list.



### MBDA135 Reptile and Amphibian Study

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.

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Reptile\\_and\\_AmphibianStudy.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Reptile_and_AmphibianStudy.pdf)

**Prerequisites:** Prerequisites:

-8



## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018



### MBDA125 Rifle Shooting

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.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Lonesome Pines Rifle Range

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Rifle\\_Shooting.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Rifle_Shooting.pdf)

**Prerequisites:** Prerequisites:  
-1f

10-10:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Lonesome Pines Rifle Range

**Sessions:** All

3-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Lonesome Pines Rifle Range

**Sessions:** All



### MBDA107 Rowing

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.

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Jack Lord Waterfront

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Rowing.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Rowing.pdf)

**Prerequisites:** Must be a Swimmer (pass the full swim test)



### MBDA143 Sculpture

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.

11-11:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Sculpture.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Sculpture.pdf)

**Prerequisites:** Prerequisites:  
-2c



### MBDA126 Shotgun Shooting

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.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Lonesome Pines Shotgun Range

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Shotgun\\_Shooting.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Shotgun_Shooting.pdf)

**Prerequisites:** Prerequisites:  
-1f

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Lonesome Pines Shotgun Range

**Sessions:** All



### MBDA175 Small-Boat Sailing

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.

10-10:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Waterfront

**Sessions:** All

**Maximum number of participants:** 8

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Small-BoatSailing.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Small-BoatSailing.pdf)

**Prerequisites:** Must be a Swimmer (pass the full swim test)

3-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Waterfront

**Sessions:** All



### MBDA180 Space Exploration

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is

## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018

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.

9-9:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All

**Maximum number of participants:** 15

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Space\\_Exploration.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Space_Exploration.pdf)

**Prerequisites:** Prerequisites:

-2

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All



### MBDA108 Swimming

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.

9-9:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Waterfront

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Swimming.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Swimming.pdf)

**Prerequisites:** Must be a Swimmer (pass the full swim test)

Not recommended for First Year Campers

11-11:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Waterfront

**Sessions:** All

2-2:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Waterfront

**Sessions:** All



### MBDA113 Veterinary Medicine

The field of veterinary medicine in the 21st century is one of the most exciting medical professions in which to work. The skills of a veterinarian are practiced with cutting-edge technology and treatment options, and the profession offers a wide range of career choices.

9-10:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Silver Spur Corral

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Veterinary\\_Medicine.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Veterinary_Medicine.pdf)

**Prerequisites:** Monday and Tuesday class only.

Prerequisites:

-6

2-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Silver Spur Corral

**Sessions:** All



### MBDA137 Weather

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.

10-10:50 AM **Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Weather.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Weather.pdf)

**Prerequisites:** Prerequisites:

-2

-9

3-3:50 PM **Days:** Su Mo Tu We Th Fr Sa **Room:** Eco-Con and STEM Area

**Sessions:** All



## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018



### MBDA128 Welding

The new Welding badge and pamphlet was released by BSA, and Scouts could begin earning the badge on February 24, 2012.

9-11:30 AM

**Days:** Mo Tu We Th Fr **Room:** Shop

**Sessions:** All

**Minimum Age:** 14

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Welding.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Welding.pdf)

**Prerequisites:** Requires hard shoes, jeans, and long sleeve shirt.

Prerequisites:

-7a

10-12 PM

**Days:** Mo Tu We Th Fr **Room:** Shop

**Sessions:** All



### MBDA149 Wilderness Survival

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.

9-9:50 AM

**Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Scout Craft Area

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Wilderness\\_Survival.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Wilderness_Survival.pdf)

**Prerequisites:** Participation in Wilderness Survival Overnight Required

Not recommended for First Year Campers.

Prerequisites:

-5

3-3:50 PM

**Days:** Su Mo Tu We Th Fr Sa **Room:** Jack Lord Scout Craft Area

**Sessions:** All



### MBDA153 Wilderness Survival Overnight

The Wilderness Survival Overnight is the pinnacle of outdoor experiences. The Scoutcraft staff will leave for the Wilderness Survival Overnight immediately following dinner.

7-12 AM

**Days:** Tu **Room:** Jack Lord Scout Craft Area

**Sessions:** All

**Prerequisites:** Scouts who are taking the Wilderness Survival Merit Badge are required to attend the overnight but anyone who would like to go is welcome. Scouts not in the Merit Badge class that wish to attend the overnight must speak with the Scoutcraft staff before the overnighter. Scouts attending the Wilderness Survival Overnight must bring a water bottle, multiple layers of clothes, and a survival kit.



### MBDA144 Wood Carving

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.

10-10:50 AM

**Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All

[http://www.scouting.org/filestore/Merit\\_Badge\\_RegandRes/Wood\\_Carving.pdf](http://www.scouting.org/filestore/Merit_Badge_RegandRes/Wood_Carving.pdf)

**Prerequisites:** Not recommended for First Year Campers.

Prerequisites:

-Totin' Chip

-2b

2-2:50 PM

**Days:** Su Mo Tu We Th Fr Sa **Room:** Matarona Pavilion

**Sessions:** All

## Class Catalog

D-Bar-A Scout Ranch Boy Scout Resident Camp 2018



### **MBDA195 Cowboy Action Shooting**

The program offers a fun and safe introduction to cowboy action shooting with pistols, rifles, and shotguns. While attending camp, Boy Scouts and Venturers 14 years of age or older can take part in a special shooting experience with opportunities to shoot single action .22-caliber pistols, lever-action .22-caliber rifles, and 12-gauge shotguns. In various old-time western scenarios, Scouts play "good guys" who prove their accuracy by shooting at things like spinning metal targets where they hit the spinner to "ring the bell". All shooters will chose their own cowboy action names before starting.

7-9 PM

**Days:** Tu Th **Room:** Lonesome Pines Rifle Range

**Sessions:** All

**Minimum Age:** 14

[http://www.scouting.org/filestore/Outdoor%20Program/pdf/510-318\(16\)\\_WEB.pdf](http://www.scouting.org/filestore/Outdoor%20Program/pdf/510-318(16)_WEB.pdf)

**Prerequisites:** Will have to have a signed parent permission hold harmless agreement signed and brought to camp.

**NOTE:** Only one period is allowed. Either Tuesday or Thursday.