

Name: \_\_\_\_\_

DOB: \_\_\_\_\_ Grade: \_\_\_\_\_ Rank: \_\_\_\_\_

Parents Contact information

Name: \_\_\_\_\_

Email: \_\_\_\_\_ Phone #: \_\_\_\_\_

Address: \_\_\_\_\_

Merit Badges

1<sup>st</sup> Choice

2<sup>nd</sup> Choice

1: 9-10 \_\_\_\_\_

1: \_\_\_\_\_

2: 10-11 \_\_\_\_\_

2: \_\_\_\_\_

3: 11-12 \_\_\_\_\_

3: \_\_\_\_\_

4: 1:30-2:30 \_\_\_\_\_

4: \_\_\_\_\_

5: 2:30-3:30 \_\_\_\_\_

5: \_\_\_\_\_

6: 3:30-4:30 \_\_\_\_\_

6: \_\_\_\_\_

Twilight Merit Badges

7:00-8:00 \_\_\_\_\_

8:00-9:00 \_\_\_\_\_

Area	Program	Session Time							Lunch	Twilight			Max Participants	Fee	
		9-10	10-11	11-12	1:30-2:30	2:30-3:30	3:30-4:30	7:00-8:00		8:00-9:00					
Aquatics	BSA Lifeguard (all day)		X											20	
Aquatics	Lifesaving			X					X					8	
Aquatics	Small Boat Sailing		X						X					20	
Aquatics	Swim Instruction		X						X					20	
Aquatics	Swimming		X	X	X	X								20	
Aquatics	Swimming		X	X	X	X								12	
Aquatics	Microboating			X		X			X					20	
Eco-Con	Environmental Science													20	
Eco-Con	Environmental Science													20	
Frontiersman	Frontiersman (all day)			X					X					40	
Frontiersman	Climbing			X					X					12	
Trading Post	Entrepreneurship													4	
Trading Post	Salesmanship													4	
Trading Post	Journalism													4	
Office	Journalism													4	
Shooting Sports	Archery		X						X					15	\$7 Kd
Shooting Sports	Rifle 22				X				X					16	\$10
Shooting Sports	Rifle Muzzle-Loader				X				X					5	\$10
Shooting Sports	Shotgun		X						X					8	\$10
Shooting Sports	Cowboy Action Shooting		X											12	
Technology	Aviation													8	
Technology	Astronomy		X						X					20	
Technology	Aviation			X										20	
Technology	Electronics and Electricity (south)													8	\$20 Kd
Technology	Game Design (north)													8	
Technology	Programming (south)													8	
Technology	Robotics (north)													8	
Technology	Space Exploration		X											10	\$15 Kd
Technology	Photography (south)								X					10	
Technology	Graphic Arts								X					8	
Technology	Kernel Space Program (Tn)													8	
Technology	Fingerprinting (M,T)													20	
Western Heritage	Citizenship in the Community		X	X	X	X								12	
Western Heritage	Citizenship in the Nation		X	X	X	X								12	
Western Heritage	Communication		X		X	X								12	
Western Heritage	Cooking and Fire Safety				X (through lunch)									12	
Western Heritage	Emergency Preparedness		X	X					X					20	
Western Heritage	Welding													8	\$10
Western Heritage	Music (Country/Bluegrass)													8	

# Program Areas

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## Aquatics

Some badges in Aquatics are scheduled out. These will be available for online sign-up. Scheduled sessions happen in the morning, open program badges are after lunch.

**\*The Aquatics area is closed Monday Night\***

*Bring swim shoes - shoes that can get wet!*

### **BSA Lifeguard - scheduled**

This course takes all day Monday - Friday. Participants must be at least 15 years old. Scouts should have completed Lifesaving, Swimming, and First Aid merit badges. Participants will pay a fee for training in First Aid and CPR/AED or show proof of current certification.

### **Canoeing MB - Level 1**

Scouts must be classified as swimmers

### **Kayaking MB - Level 2**

Scouts should be at least 13 years old and have Swimmer classification.

### **Lifesaving MB - scheduled - Level 2+**

This is an advanced merit badge for strong swimmers. Bring long pants and a button-up shirt that can get wet. Pre-requisites: Second Class 8a-8c and First Class 9a-9c.

### **Motorboating MB - scheduled - Level 3**

Scouts should be classified as Swimmer.

### **Mile Swim BSA**

This is an award that Scouts and leaders can earn at camp. Campers must

participate in practices Monday through Thursday and complete the mile swim on Friday. Volunteer rowers will be needed to escort swimmers across the lake Friday.

### **Rowing MB - Level 1**

Scouts must be classified as Swimmer.

### **Small Boat Sailing MB - scheduled - Level 2+**

Scouts must be familiar with knots and be Swimmers.

### **Snorkeling BSA**

This is a skill award - not a merit badge. Scouts may bring their own mask and snorkel or use the ones provided.

### **Swimming MB - scheduled - Level 1+**

This is an Eagle Scout required merit badge and an essential scout skill. Scouts must be classified as Swimmer.

### **Swim Instruction - scheduled**

This session is for Scouts who have not yet met the requirements to be classified as Swimmer and want to improve their swimming skills.

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# Chickasaw Village

All merit badges in Chickasaw Village are open program

## **\*Chickasaw Village is closed Monday Night\***

### **American Cultures - Level 1**

Learn about three different cultures including your own!

### **Archaeology - Level 2+**

Use archaeological techniques, presentations, and artifact re-creation with an emphasis on the history of south-central Oklahoma and the Chickasaw Nation.

### **Art - Level 1**

This badge concentrates on two-dimensional art and is perfect for first year campers.

### **Basketry - Level 2+**

This merit badge requires three kits - and is a great challenge for second and third year campers.

### **Indian Lore - Level 1**

Combines easily with American Cultures - an in-depth experience of Native

American culture focusing on the Chickasaw Nation. Field trip to the Chickasaw Museum in Tishomingo.

### **Pulp and Paper - Level 1**

Scouts will learn about how paper is made and make their own!

### **Pottery - Level 2**

Scouts will learn about clay, forms, and pottery techniques. They will use a potter's wheel and a kiln.

### **Sculpture - Level 1**

This is a simple and fun merit badge to earn. Scouts will sculpt a small-scale model of an animal or person.

### **Wood Carving - Level 1**

Scouts may choose two kits to carve. Totin' Chit is required to complete this badge.

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## Climbing Tower

All instruction at the Climbing Tower is scheduled.

**\*The Climbing Tower will be closed Thursday Night\***

### **Climbing MB - scheduled - Level 2+**

This is a physically and mentally challenging merit badge to earn! Scouts must be able to climb, belay, and rappel their own weight. Recommended minimum age of 13.

**Climb on Safely - for adult leaders - schedule with Climbing staff**

**Climbing Instructor 1 - for adult leaders - schedule with Climbing staff**

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## Trading Post and Office

Scheduled sessions happen in the afternoon and evening.

### **Entrepreneurship - scheduled - Level 3+**

Work with Trading Post staff while learning about market analysis, products, and business design. Scouts should be 14 or older and have completed the 8th grade.

### **Salesmanship - scheduled - Level 2**

Scouts should be 14 and have completed the 8th grade. Learn self-confidence, motivation, and customer service while experiencing what it is like to run an actual store. They will create their own sales models and learn basic retail techniques.

### **Journalism - scheduled - Level 2+**

Work with Office Staff in writing and producing the Daily Slip - Kerr Scout Ranch's own newspaper! Scouts should be 14 and have completed the 8th grade. Sessions happen during twilight.

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## Eco-Con

All merit badges in Eco-Con are open program except Environmental Science

**\*Eco-Con will be closed Tuesday Night\***

### **Bird Study - Level 2**

Take a bird watching hike during twilight on Monday to get a head start! To complete this merit badge at camp, a birdhouse or bird feeder kit is required. Both are available in the Trading Post.

### **Environmental Science - scheduled - Level 3**

Attendance is crucial to completing this advanced merit badge. Several advanced projects are required. Pre-camp work required: 3e, f

### **Fish and Wildlife Management - Level 2+**

Learn the science behind fish and animal populations and participate in hands-on studies of streams, lakes, and habitats.

### **Forestry - Level 2**

Forest ecology and management is the emphasis of this merit badge. Scouts will create a field notebook and learn about careers in forestry.

### **Geology - Level 1**

Kerr Scout Ranch at Slippery Falls is home to some of the oldest rocks on the planet. Scouts will enjoy exploring the field of geology including surface rocks, energy

resources, mineral resources, and earth history.

### **Mammal Study - Level 1**

Scouts will learn about animal signs and tracking as they study the mammals that abound at camp. Scouts will hone their observation skills and conduct a project that will impact mammal numbers.

### **Reptile and Amphibian Study - Level 1**

Scouts in this merit badge will observe various kinds of reptiles and amphibians in terrariums and in the wild. Scouts must explain and demonstrate significant knowledge of these animals that they will learn throughout the week at camp, and keep a reptile or amphibian for three months outside of camp or other option in requirement 8.

### **Soil and Water Conservation - Level 1+**

This merit badge requires some book work, but is great for first year campers.

### **Weather - Level 2**

Scouts should review requirement 11 before camp and be ready to share what they discovered.

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## Fishing

All merit badges in Fishing are open program

**\*Fishing will be closed Tuesday Night\***

### **Fishing - Level 2**

Scouts will learn to use fishing tackle, knots, lures, and baits. Scouts must catch at least one fish and clean & cook a fish.

### **Fly Fishing - Level 3**

Scouts will learn fly fishing techniques. This is more complicated than the regular fishing merit badge.

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## Outdoor Skills

All merit badges in Outdoor Skills are open program

**\*Outdoor Skills will be closed Thursday night\***

### **Camping - Level 2**

This is a significant merit badge required for the Eagle Scout rank. The instruction covers camping skills including gear selection, navigation, campsite selection, and food prep. Scouts should complete requirements 4a and 4b as they prepare for summer camp by making a duty roster and assisting another patrol to do so. Requirements 8c and 8d must be completed outside of class by preparing a menu and cooking a variety of patrol meals. Scouts must camp a total of 20 days & nights as defined in 9a to complete the badge. Scouts will be able to rappel and complete 9b(6) at camp but must complete one other 9b option outside of camp.

### **First Aid - Level 2**

Pre-camp work: 1, 2d. Scouts should bring their first aid kit.

### **Geocaching - Level 1**

GPS units will be provided, but bring your own if you wish.

### **Orienteering - Level 2+**

Learn about map and compass navigation and competitive orienteering.

### **Search and Rescue - Level 2**

Scouts will learn real-life search and rescue skills. They will learn proper procedures and then practice them in realistic scenarios. They will know what it is like to help someone who is missing and how to do their part to help.

### **Wilderness Survival - Level 1+**

Scouts should have mastered First Class first aid and outdoor skills to participate in this challenge. Scouts will participate in a Thursday overnight survival session and learn how to live in remote locations and extreme situations.

Scouts must have clothing and shoes for a hike and overnight outpost.

### **Paul Bunyan Award**

Scouts must have earned the Totin' Chip. Scouts will learn how to teach the Totin' Chip requirements and perform a conservation project, becoming experts in woods tools. This is an award, not a merit badge

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## Shooting Sports

All merit badges in Shooting Sports are scheduled. Online registration is available.

**\*Shooting Sports will be closed Monday Night\***

### **Archery - scheduled - Level 1**

There is an approximate cost of \$7 for an arrow kit available in the trading post. Scouts will learn how to safely handle and shoot a bow and arrow.

### **Rifle Shooting .22 - scheduled - Level 1+**

Scouts will use .22 rifles with and without scopes under the instruction of an NRA instructor. Ammunition is provided for merit badge sessions. Ammunition tickets must be purchased at the range or in the trading post for twilight shooting.

### **Rifle Shooting muzzle loader - scheduled - Level 2+**

This is a more demanding merit badge session for 2nd year campers and above. Shooting experience is recommended.

### **Shotgun Shooting - scheduled - Level 2**

Advanced campers will enjoy learning about the sport of shotgun shooting. Scouts should be physically strong enough to shoot the gun and must hit 48% of clays in two 25 target groups to complete the requirements at camp.

### **Cowboy Action Shooting - scheduled - Level 3**

This is not a merit badge, but is a fast-paced shooting activity with a Western theme. Participants must be registered Venturers or Scouts, at least 14 years old, completed the 8th grade, and completed the rifle or shotgun merit badges. Be prepared to adopt a cowboy name!



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# Technology

All merit badges in Technology are scheduled. Online registration is available.

**\*Technology will be closed Friday afternoon\***

## **Animation - scheduled - Level 1**

Now using the tech-center computers! Scouts will use computer software to create animations.

## **Aviation - scheduled - Level 2**

New! Scouts will need to take a field trip to the local airpark in Tishomingo. Make a glider and learn about flying airplanes.

## **Electronics/Electricity - scheduled - Level 2+**

The electronics merit badge has been combined with electricity and requires the purchase of a kit for \$20. Gain practical experience with circuits, soldering, and electronic schematics.

## **Game Design - scheduled - Level 1+**

Now using tech-center computers! Scouts will gain knowledge about how games are created and will design a game using software. There is an option in this merit badge to design a traditional game (board game, sport) at the Ranch House to complete the requirements.

## **Programming - scheduled - Level 2**

Learn to make your own simple programs in 3 different programming languages!

## **Robotics - scheduled - Level 2**

Gives Scouts the chance to build their own robots using Lego robotics. They will learn basic programming that will allow their designs to move and follow their commands!

## **Astronomy - scheduled - Level 2+**

Scouts will observe stars, planets, and other celestial objects. There will be some nighttime observation requirements so plan to attend the star party on Monday night.

## **Fingerprinting - scheduled - Level 1**

This is a simple and fun merit badge to earn - perfect for first year campers! These sessions are offered during Twilight hours Monday and Tuesday evening. Classes fill up fast so reserve your spot!

## **Photography - scheduled - Level 1**

Scouts will learn about digital photography and how it is used in the world today. Scouts will be taking photos around camp, editing them on a computer, and creating posters and slideshows. Scouts must bring their own digital camera (cell phones work).

### **Space Exploration - scheduled - Level 1**

Experience why space missions are launched and the physics of rocketry. Scouts will build, launch, and recover model rockets (available at trading post). We launch rockets at the Ranch House on Friday mornings.

### **Kerbal Space Program**

This is not a merit badge, but a competition! Scouts will use the popular Kerbal Space Program software to build and fly a virtual spacecraft. This is offered during Twilight on Thursday evening.

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## **Western Heritage**

Western Heritage consists of two areas; the Barn and the Ranch House. A certain number of merit badges are scheduled in Western Heritage due to resources and attendance requirements. Scheduled merit badges are noted below and open for online registration. All other merit badges are open program.

**\*Western Heritage will be closed Tuesday Night\***

## ***Merit Badges at the Ranch House***

### **Citizenship in the Community - scheduled - Level 2+**

New! Pre-camp work: 3, 4a, 4b, 7b, 7c This is an Eagle-required merit badge. Scouts will learn what it means to be a citizen in their local community. For the purposes of camp, we will use Johnston County and Tishomingo as examples of a community.

### **Citizenship in the Nation - scheduled - Level 2+**

Pre-camp work: 8 Scouts will learn about the national government and how it works. They will have an opportunity to visit a federal installation. Scouts must develop a good understanding of American citizenship to satisfy the requirements of this merit badge.

### **Communication - scheduled - Level 3**

Scouts will need to plan and organize their Wednesday inter-troop campfire to complete the requirements of this badge. Pre-camp work: 5 Scouts will need to spend significant time developing the required communication pieces.

### **Cooking and Fire Safety - scheduled - Level 1+**

Instruction time for these merit badges is 11am-1pm Monday-Thursday and scouts will eat lunch at the Ranch House each of those days. They will also help prepare the leader dinner on Thursday night. Scouts are encouraged to help prepare the Wednesday troop dinner in their own troops.

### **Emergency Preparedness - scheduled - Level 2**

Scouts need to have earned the First Aid merit badge. Scouts will demonstrate emergency response actions and participate in a drill. Pre-camp work: 2c, 8a, 8b, 8c.

### **Chess - Level 1**

An ancient game of skill that teaches strategy and planning in motion. Scouts may work on this merit badge in the afternoon (after 2:30) and during Twilight.

### **Game Design - Level 1+**

This option allows Scouts to learn about the development of traditional games like board games and sports. Be ready to design a game for testing during Friday's campwide games!

### **Architecture - Level 1**

New! Learn about the different styles of architecture and use the traditional Chickasaw Village and the Ranch House

## ***Merit Badges at the Barn***

### **Welding - scheduled - Level 2+**

Scouts need to wear long cotton pants and a long-sleeved cotton shirt to protect themselves from the heat of the torch. Minimum age is 13 years old. There is a fee of \$10 for materials. For fire safety, wear no synthetic clothing - only natural fibers such as cotton are permitted.

to learn about design and planning structures!

### **Leatherworking - Level 1**

Scouts will be making leather crafts such as a knife pouch and dyeing a belt. Scouts will need to purchase a kit for around \$8 in the trading post.

### **Music (Country/Bluegrass) - Level 2**

New! Scouts can learn about Western styles of music including Country and Bluegrass. They can then help perform or teach songs at Cowboy Campfire and Friday-night Campfire! Suggested pre-camp work: 3b

### **Railroading - Level 2**

New! Scouts will about railroad safety, signals, and operations. The BNSF freight railway runs near camp and Scouts can learn about the history of the line. Scouts will also be introduced to model trains.

### **Animal Science - Level 1**

Scouts will experience the beef cattle industry through a tour of Round Rock Ranch, home of many fine Charolais cows and bulls. Experience horses, chickens, and possibly goats as well right here at Kerr Scout Ranch at Slippery Falls!