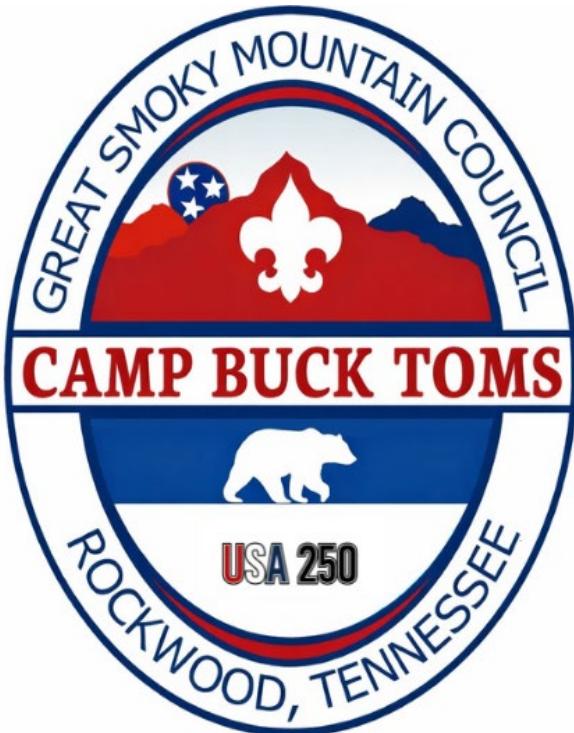


SUMMER CAMP 2026

MERIT BADGE GUIDE



*Camp Buck Toms
Great Smoky Mountain Council*



Dear Scouts, Leaders, and Families,

Welcome to Camp Buck Toms and the 2026 Merit Badge Program Guide!

Nestled on the shores of beautiful Watts Bar Lake, Camp Buck Toms has long been a place where Scouts challenge themselves, discover new passions, and build skills that last a lifetime. As you prepare for your week at camp, we are excited to share a program lineup designed to inspire adventure, encourage growth, and deliver the highest quality Scouting experience.

This year's merit badge program continues our tradition of offering a wide range of opportunities—from classic outdoor skills to STEM, aquatics, range & target activities, nature studies, trades, and advanced high-adventure programs. Whether a Scout is beginning their trail with foundational badges or pursuing unique, specialized disciplines, our skilled instructors and dedicated staff are ready to help guide each participant to success.

Beyond merit badges, Camp Buck Toms provides something even more important: the environment to develop leadership, resilience, teamwork, and a deep respect for the outdoors. We encourage every Scout to take full advantage of the adventure programs, open activities, evening events, waterfront fun, and unforgettable camp-wide gatherings that make a week here truly special.

Thank you for choosing to spend part of your Scouting journey with us. We are honored to be part of your summer and look forward to an extraordinary 2026 season at Camp Buck Toms. Together, we will create memories, accomplish meaningful achievements, and celebrate the spirit of Scouting in one of the most remarkable settings in the Great Smoky Mountain Council.

We can't wait to welcome you to camp.

Yours in Scouting,

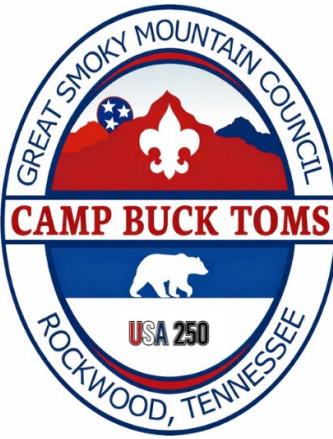
Camp Leadership Team
Camp Buck Toms



RECENT CHANGES

<u>DATE</u>	<u>REVISION</u>	<u>PAGE</u>	<u>COMMENTS</u>
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Merit Badge & Program Schedule	NOTES	Capacity	9:00 - 10:15	10:30 - 11:45	1:15 - 2:30	2:45 - 4:00	4:15 - 5:30	COST \$
			1	2	3	4	5 (Free Block)	
AQUATICS								
Open Aquatics (you do not sign up for this)							M-F	
Canoeing		16	M-F		M-F			
Kayaking	Recommended age - 13 or older	16		M-F		M-F		
Lifesaving	13 years old+ and have Swimming MB	8	M-F	M-F	M-F			
Mile Swim	Must have a spotter per swimmer			Class Begins Daily at 6:30 am before breakfast				
Motorboating		5	M-F	M-F	M-F	M-F		\$30
Small Boat Sailing	Classes during day will meet in block 5 some as well	6		M-F	M-F	M-F	See Note	\$10
Stand Up Paddleboarding *		12					M-F	
Swimming *		30	M-F	M-F	M-F	M-F		
Swimming Skills *		10	M-F	M-F	M-F	M-F		
HANDICRAFT								
Open Handicraft (you do not sign up for this)							M-F	
American Indian Culture *		20	M-F		M-F			
Art & Sculpture MBs *		16		M-F	M-F	M-F		\$10
Basketry *		16	M-F	M-F	M-F	M-F		\$15
Bugling		8	M-F					\$5
Leatherwork *		20		M-F		M-F		\$15
Painting *		12		M-F				
Woodcarving		12	M-F			M-F		\$15
Woodwork		10			M-F			\$15
NATURE								
Open Nature (you do not sign up for this)							M-F	
Animal Science		15			M-F			
Bird Study		15	M-F					
Electricity		12		TH-F				
Energy		12				TH-F		
Environmental Science	Will have 2 Instructors	24	M-F		M-F			
Forestry		15	M-F	M-F				
Insect Study		15		M-F				
Mammal Study		15			M-F			
Nature		15	M-F					
Oceanography		15			M-F			
Reptile and Amphibian Study		15				M-F		
Weather		15		M-W		M-W		
RANGE & TARGET ACTIVITIES								
Open Shoot (tickets are required for this from Trading Post)	Tickets required for rifle and shotgun						M-TH	Shotgun free shoot after dinner
Archery	Recommended age - 14 or older	8	M-F	M-F	M-F	M-F		\$10
Rifle Shooting	Recommended age - 13 or older	10	M-F	M-F	M-F	M-F		\$15
Shotgun Shooting	Recommended age - 14 or older	10	M-F	M-F	M-F			\$25

Merit Badge & Program Schedule	NOTES	Capacity	9:00 - 10:15	10:30 - 11:45	1:15 - 2:30	2:45 - 4:00	4:15 - 5:30	COST \$
			1	2	3	4	5 (Free Block)	
SCOUTCRAFT								
Open Scoutcraft (you do not sign up for this)							M-F	
Crime Prevention *		10		M-W	M-W			
Emergency Preparedness		12	M-F	M-F	M-F	M-F		
Exploration		15		TH-F		TH-F		
Fingerprinting *		10			TH-F			\$5
First Aid		12	M-F		M-F			
Fishing *		20			M-F	M-F		\$5
Geocaching		10	M-F					
Orienteering		10			M-F			
Paul Bunyan *		8				M-F		
Pioneering	Recommended age - 13 or older	8		M-F				
Pulp and Paper		12	M-W			M-W		\$5
Signs, Signals, and Codes *		10				M-F		
Wilderness Survival		15	M-F	M-F				
STEM								
Open STEM (you do not sign up for this)							M-F	
Chemistry		15		M-F				\$10
Chess (has free time tournament) *		12	TH-F	TH-F		TH-F		
Filmmaking - Animation, Moviemaking, & Photography MBs		10	M-F		M-F			\$10
Game Design		15		M-F				\$5
Metalwork	Recommended age - 13 or older See class catalog for required clothing	12	M-F		M-F			\$40
Nuclear Science		15	M-F	M-F				\$5
Radio & Electronics MBs		10			M-F			\$25
Robotics *		18			M-F			\$15
Space Exploration *		15	M-W			M-W		\$15
Welding	Recommended age - 13 or older See class catalog for required clothing	12	M-F		M-F			\$40
HIGH ADVENTURE								
C.O.P.E.	Must be 13 years or older	12			M-F			\$35
Climbing		12	M-F					\$35
Cycling / Mountain Biking		8	M-F		M-F			\$20
Horsemanship	Must be 13 years or older and less than 200 lbs	6	M-F		M-F			\$40
Mountain Adventures	Price variable based on age	13	M-F - All Day Program					
DAN BEARD - 1st Year Program								
Dan Beard - 1st Year Camper Program (Scouts take Dan Beard Friendly badges in block 3 & 4)		40	M-F					
Dan Beard - 1st Year Camper Program (Scouts take Dan Beard Friendly badges in block 1 & 2)		40			M-F			
Totin' Chip - for Scouts not taking Dan Beard		40					Mon	
Firem'n Chit - for Scouts not taking Dan Beard		40					Tues	

* Dan Beard Friendly

Class Catalog

Summer Camp Merit Badges

SC80	American Indian Culture  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.	Added to catalog: 01-14-2026 1 period
	Linked Requirements: American Indian Culture	
SC15	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.	Added to catalog: 09-30-2025 1 period
	Linked Requirements: Animal Science Notes and Prerequisites: Scouts will learn about the purpose of Animal Science in the Equine discipline.	
SC45	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 this badge can help to increase an understanding and appreciation of archery.	Added to catalog: 09-30-2025 1 period Fee: 10.00
	Linked Requirements: Archery Notes and Prerequisites: Recommended age 14 years old or above and Scout needs to be able to pull a 25-pound bow. Scouts may need additional time outside of the class time at the range to practice and qualify.	
SC23	Art and Sculpture  Art 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, as well as how these fields relate to fine art.	Added to catalog: 01-14-2026 1 period Fee: 10.00
	 Sculpture 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.	
	Linked Requirements: Art; Sculpture Notes and Prerequisites:	

Class Catalog

Summer Camp Merit Badges

Complete Art Requirement 6 before camp and have a letter signed by your Scoutmaster showing completion.

SC24

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.

Added to catalog:

09-30-2025

1 period

Fee: 15.00



Linked Requirements: Basketry

Notes and Prerequisites:

Scouts should plan on spending time on their projects at their campsite.

SC70

Bird Study

Added to catalog:

01-14-2026

1 period



Linked Requirements: Bird Study

Notes and Prerequisites:

Requirement 5 will require a lot of time at camp and should be worked on prior to camp to ensure badge completion.

5b requires free time use of the internet and might be best completed prior to camp to ensure badge completion.

SC25

Bugling

Added to catalog:

09-30-2025

1 period

Fee: 5.00



Linked Requirements: Bugling

Notes and Prerequisites:

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

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

Class Catalog

Summer Camp Merit Badges

SC64	C.O.P.E. C.O.P.E. stands for Challenging Outdoor Personal Experience It is a high-adventure program designed to build teamwork, leadership, self-esteem, and physical/mental endurance through low and high ropes courses, trust events, and problem-solving initiatives. It is for your older Scouts (13 year old minimum age), focusing on personal growth rather than competition.	Added to catalog: 01-27-2026 1 period Fee: 35.00
SC2	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.	Added to catalog: 09-30-2025 1 period
	<p>Linked Requirements: Canoeing</p> <p>Notes and Prerequisites:</p> <p>Must be a Swimmer. Good physical strength and stamina are required to finish this badge. It is a fun skill that is a good introduction to boating. A Scout can complete the Swim test on Sunday at camp, but will have to move classes if not able to pass the swim test.</p>	
SC50	Chemistry Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made and other parts of chemistry. Stretch your imagination to envision molecules that cannot be seen—but can be proven to exist—and you become a chemist.	Added to catalog: 09-30-2025 1 period Fee: 10.00
	<p>Linked Requirements: Chemistry</p> <p>Notes and Prerequisites:</p> <p>This introduction to Chemistry will cover chemical reactions, pressure, and environmental issues.</p>	
SC51	Chess Chess is among the oldest board games in the world, and it ranks among the most popular games ever created. Chess is played worldwide—even over the Internet. Players meet for fun and in competition, everywhere from kitchen tables and park benches to formal international tournaments.	Added to catalog: 01-14-2026 1 period
	<p>Linked Requirements: Chess</p> <p>Notes and Prerequisites:</p>	

Class Catalog

Summer Camp Merit Badges

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

SC63

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.

Added to catalog:

09-30-2025

1 period

Fee: 35.00



Linked Requirements: Climbing

Notes and Prerequisites:

Recommended for Scouts 14 and older

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

SC32

Crime Prevention (2025 version)

Added to catalog:

09-30-2025

1 period



Linked Requirements: Crime Prevention

Notes and Prerequisites:

Complete requirement(s) 3a/b, 5a/b, 10 before camp

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

SC66

Cycling/Mountain Biking

Added to catalog:

01-14-2026

1 period

Fee: 20.00



Linked Requirements: Cycling

Notes and Prerequisites:

Eagle Required

Recommended for 13 or older.

Scouts will learn safety, maintenance, riding techniques, and TN laws regarding bicyclists. We encourage you to bring your bike, but it is optional. CBT staff reserves the decision to approve all bikes for use.

Class Catalog

Summer Camp Merit Badges

SC67	Dan Beard Program - Camp Buck Toms' First Year Program First-year campers will learn skills needed for their Scouting journey and the rest of their life! The Dan Beard program will combine being exposed to rank requirements and a love of the outdoors to instill in the young Scouts a desire to achieve. It will also inspire them to look deeper into Scouting and the experiences it can bring. This program introduces young Scouts to Tenderfoot, Second Class, and First Class rank requirements.	Added to catalog: 01-27-2026 1 period
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Linked Requirements: Rank: First Class; Rank: Second Class; Rank: Tenderfoot

Notes and Prerequisites:

This program is offered twice, in the morning and the afternoon.

Recommended for new Scouts early in their Scouting journey.

SC7	Electricity Learn why electricity plays a significant role in the economy and how energy consumption impacts our daily lives with the Electricity Merit badge. Scouts will demonstrate how to respond to electrical emergencies, explain how a fuse blows and/or a circuit breaker trips, as well as complete an electrical home safety inspection. The Electricity Merit Badge is an excellent opportunity for Scouts to learn how to read an electric meter and determine their household's energy cost from meter readings.	Added to catalog: 09-30-2025 1 period
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Linked Requirements: Electricity

Notes and Prerequisites:

Complete requirements 2, 6a/b/d, 7, 8a/b before camp and be prepared to discuss with a counselor.

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

SC29	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.	Added to catalog: 01-14-2026 1 period
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Linked Requirements: Emergency Preparedness

Notes and Prerequisites:

Eagle Required

Recommended 13 or older.

The First Aid merit badge is a prerequisite requirements 1, 3a/b/c, 5a/b, 10 are also prerequisites.

Class Catalog

Summer Camp Merit Badges

SC17	Energy  <p>Saving, producing, and using energy wisely will be critical to America's future. If we are to leave future generations with a world in which they can live as well or better than we have, Scouts and other potential leaders of tomorrow must begin the hard work of understanding energy and the vital role it will play in the future.</p> <p>Linked Requirements: Energy</p> <p>Notes and Prerequisites: Research requirement 1a/b before camp requirement 4a/b needs to be completed before camp. Be prepared to discuss with the instructor at camp.</p>	Added to catalog: 09-30-2025 1 period
SC5	Environmental Science  <p>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.</p> <p>Linked Requirements: Environmental Science</p> <p>Notes and Prerequisites: Eagle Required Recommend age 13 or older. This badge involves much study, observation, note-taking, and writing.</p>	Added to catalog: 09-30-2025 1 period
SC30	Exploration  <p>Discover the history and importance of various kinds of exploration by earning the Exploration Merit Badge. Scouts will study real-life explorers who made their mark either in the wild or in a scientific lab, then plan, prepare and go on an expedition that could be nearby or far away.</p> <p>Linked Requirements: Exploration</p> <p>Notes and Prerequisites: Requirements 5a or 5b should be completed before camp. This session will focus on what is needed to plan a successful trek to a new place.</p>	Added to catalog: 01-14-2026 1 period
SC83	Filmmaking - Animation, Moviemaking, Photography Merit Badges  <p>In Animation merit badge, you'll learn how to create animations, the ways in which animation is used and the fun and exciting career opportunities in animation.</p> <p>Moviemaking is a way to tell stories visually through the art and science of motion picture photography.</p> <p>Photography goes beyond capturing family memories, it offers a chance to be creative.</p>	Added to catalog: 01-14-2026 1 period Fee: 10.00

Class Catalog

Summer Camp Merit Badges

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.

Linked Requirements: Moviemaking

SC31

Fingerprinting



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.

Added to catalog:

09-30-2025

1 period

Fee: 5.00

Linked Requirements: Fingerprinting

Notes and Prerequisites:

Scouts will learn about and use an important technique that is used by law enforcement officers.

SC62

Firem'n Chit- for Scouts not taking Dan Beard



This certification grants a Scout the right to carry matches and build campfires. The Scout must show their Scout leader, or someone designated by the leader, that the Scout understands their responsibilities around the fire.

Added to catalog:

01-27-2026

1 period

Linked Requirements: Firem'n Chit

SC33

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.

Added to catalog:

09-30-2025

1 period

Linked Requirements: First Aid

Notes and Prerequisites:

Eagle Required

Be familiar with knots.

Bring a personal first aid kit to camp.

Supplies available in Trading Post.

Bring a letter from the Scoutmaster after reviewing the Troop first aid kit with the Scoutmaster or their designee.

Class Catalog

Summer Camp Merit Badges

SC34

Fishing



Fishing is one of Scouting's essential skills and teaches Scouts to feed themselves, their troops, and their families. In their pursuit of the Fishing Merit Badge, Scouts will demonstrate how to use fishing equipment properly, tie various fishing knots, identify natural fishing baits and artificial lures, and explain safety practices to follow while fishing.

Added to catalog:

09-30-2025

1 period

Fee: 5.00

Linked Requirements: Fishing

Notes and Prerequisites:

Requirements 9 and 10 may not be done at camp based on catching fish.

Please bring your tackle or purchase it at the Trading Post. Scouts CAN fish at CBT without a license.

SC18

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.

Added to catalog:

01-14-2026

1 period

SC54

Game Design



Games 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.

Added to catalog:

09-30-2025

1 period

Fee: 5.00

Linked Requirements: Game Design

Notes and Prerequisites:

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

Complete requirement(s) 8 before camp.

Class Catalog

Summer Camp Merit Badges

SC35

Geocaching



The word geocache is a combination of “geo,” which means “earth,” and “cache,” which means “a hiding place.” Geocaching describes a hiding place on planet Earth—a hiding place you can find using a GPS unit.

Added to catalog:

09-30-2025

1 period

Linked Requirements: Geocaching

Notes and Prerequisites: Complete requirement(s) 7, 8, 9 before camp.

SC65

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 also humane and effective methods for training horses.

Added to catalog:

01-14-2026

1 period

Min. Age: 13

Fee: 40.00

Linked Requirements: Horsemanship

Notes and Prerequisites:

Must be 13 or older

200lb weight limit

Long pants and boots with heels required

All riding will take place on camp property.

SC77

Insect Study



In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.

Added to catalog:

09-30-2025

1 period

Linked Requirements: Insect Study

Notes and Prerequisites:

Requirement 3b, 4b/c/d will require extensive time to complete and should be worked on prior to camp to complete the badge at camp.

Requirement 5 should be done prior to camp.

SC8

Kayaking



Kayaking has become one of the fastest-growing paddlesports in the United States. An estimated nine million Americans enjoy this sport. The most popular style of kayaking is recreational kayaking, followed by touring/sea kayaking, and whitewater kayaking. This merit badge will introduce you to recreational kayaking and help prepare you for advanced paddlesports such as tour/sea and whitewater kayaking.

Added to catalog:

09-30-2025

1 period

Linked Requirements: Kayaking

Notes and Prerequisites:

Summer Camp Merit Badges

Recommend age 13 or older

Must be a Swimmer

This session will concentrate on completing the Kayaking merit badge

A Scout can complete the Swim test on Sunday at camp, but will have to move classes if not able to pass the swim test.

SC26

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.

Added to catalog:

09-30-2025

1 period

Fee: 15.00



Linked Requirements: Leatherwork

Notes and Prerequisites:

The session will teach basic leatherworking techniques. It's a good badge for younger Scouts. Experienced Scouts will have plenty of opportunities to hone their skills.

SC9

Lifesaving

Added to catalog:

09-30-2025

1 period



Linked Requirements: Lifesaving

Notes and Prerequisites:

Eagle Required

Must be a Swimmer

Recommend age 13 or older

Must have Swimming Merit Badge

This is an intense merit badge and should only be undertaken by Scouts with good swimming skills. Need clothing appropriate to complete requirement 9.

A Scout can complete the Swim test on Sunday at camp, but will have to move classes if not able to pass the swim test.

SC78

Mammal Study

Added to catalog:

01-14-2026

1 period



Linked Requirements: Mammal Study

Notes and Prerequisites:

Class Catalog

Summer Camp Merit Badges

Requirements 3 and 4 can be worked on prior to camp to ensure completion of merit badge at camp.

SC56

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.

Added to catalog:

09-30-2025

1 period

Fee: 40.00



Linked Requirements: Metalwork

Notes and Prerequisites:

Recommended 13 or older

Long cotton pants, a cotton shirt, and boots are required.

Metalwork is an exciting program with lots of hands-on learning experience. Scouts will have the opportunity to forge with hands-on experience with one of our metalworking staff.

SC10

Motorboating

The Motorboating Merit Badge is a fun merit badge for Scouts interested in Sea Scouts. The Motorboating Merit Badge allows Scouts to learn about different types of motorboats and motors, so they can safely navigate the open waters. Scouts will get hands-on experience driving and handling a motorboat while learning about the various types of personal floatation devices and explaining the rules and laws that apply to recreational boating in their communities.

Added to catalog:

01-14-2026

1 period

Fee: 30.00



Linked Requirements: Motorboating

Notes and Prerequisites:

Recommend age 13 or older.

Must be a Swimmer

A Scout can complete the Swim test on Sunday at camp, but will have to move classes if not able to pass the swim test.

4b will not be covered in this class

SC20

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.

Added to catalog:

09-30-2025

1 period



Linked Requirements: Nature

Notes and Prerequisites:

Requirements 4a(2), 4c(2) will not be covered at camp

Scouts must collect, identify, and label various organisms related to local nature. They will

Class Catalog

Summer Camp Merit Badges

need to spend time searching for and collecting specimens.

SC57

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.

Added to catalog:

01-14-2026

1 period

Fee: 5.00

Linked Requirements: Nuclear Science

Notes and Prerequisites:

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

SC21

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.

Added to catalog:

01-14-2026

1 period

Linked Requirements: Oceanography

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

Complete requirement eight before camp and bring a letter signed by the Scoutmaster for completion.

SC37

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.

Added to catalog:

09-30-2025

1 period

Linked Requirements: Orienteering

Notes and Prerequisites:

Recommend age 13 or older.

Long pants & insect repellent are recommended.

Complete requirements 8 & 9 either before or during camp.

Scouts will learn how to use a map and compass.

However, the instruction moves quickly from basic to advanced techniques, so good working knowledge before camp is helpful.

Class Catalog

Summer Camp Merit Badges

SC68	Painting  This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects.	Added to catalog: 01-14-2026 1 period
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Linked Requirements: Painting

Notes and Prerequisites:

The session will teach Scouts how to paint interior and exterior surfaces. It is a good badge for older Scouts who can pay attention to detail.

SC44	Paul Bunyan Award  To encourage proper use of woods tools, training others in Totin' Chip skills, and creating a simple outdoor project using acquired woods tool skills.	Added to catalog: 01-14-2026 1 period
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Linked Requirements: Paul Bunyan Award

Notes and Prerequisites:

Totin' chip is required before camp to complete requirement(s) 3
This is an award for the advanced use of woodworking tools.

SC38	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.	Added to catalog: 09-30-2025 1 period
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Linked Requirements: Pioneering

Notes and Prerequisites:

Recommended age 13 or older.
Be familiar with knots and lashings.

SC39	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.	Added to catalog: 09-30-2025 1 period
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Fee: 5.00

Linked Requirements: Pulp and Paper

Notes and Prerequisites:

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

Class Catalog

Summer Camp Merit Badges

SC58	Radio and Electronics The Electronics Merit Badge is a fun, STEM-based merit badge that will inspire Scouts to pursue a possible career in electronics. Scouts will learn about capacitors, transistors, and resistors while grasping the basic principles of digital techniques and demonstrating how to build a control device circuit. Understand the behaviors of electrons and learn safety precautions when using, building, altering, or repairing electronic devices with the Electronics Merit Badge.	Added to catalog: 01-14-2026 1 period Fee: 25.00
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Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can't reply) as well as two-way radio (where the same person can both receive and send messages).

Linked Requirements: Electronics; Radio

Notes and Prerequisites:

Recommend age 13 or older.

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

SC14	Reptile and Amphibian Study Kids have always 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.	Added to catalog: 09-30-2025 1 period
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Linked Requirements: Reptile and Amphibian Study

Notes and Prerequisites:

Requirement 8a or 8b must be completed before camp to earn the merit badge at summer camp. This must comply with local laws and be a non-venomous species for 8a.

SC46	Rifle Shooting The Rifle Shooting merit badge shows you how a rifle works, how to handle it safely, and how to care for it. There is much more to shooting than squeezing the trigger. Once you have learned the fundamentals of rifle shooting, you can begin to apply them to various rifle-shooting sports and activities.	Added to catalog: 09-30-2025 1 period Fee: 15.00
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Linked Requirements: Rifle Shooting

Notes and Prerequisites:

Recommended age 13 years old or above.

Demonstrate the knowledge, skills, and attitude necessary to shoot a .22 caliber rifle safely.

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

Class Catalog

Summer Camp Merit Badges

SC59	Robotics  Build your own working robot with the Robotics Merit Badge. Learn about the robotics industry, discover the different fields of robotics, explore the available career options in robotics, and design, build, program and test your own robot.	Added to catalog: 01-14-2026 1 period
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Fee: 15.00

Linked Requirements: Robotics

Notes and Prerequisites:

Recommend at 13 or older.

Scouts will learn how to build and program a robot.

SC47	Shotgun Shooting  Learning to shoot is like mastering any other skill - it takes study and practice. The Shotgun Shooting merit badge is an introduction to safely using basic skills to hit the target. Once you have mastered the fundamentals, you can begin to apply them to a variety of shotgun activities.	Added to catalog: 01-14-2026 1 period
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Fee: 25.00

Linked Requirements: Shotgun Shooting

Notes and Prerequisites:

Recommended age 14 years old or above with the ability to demonstrate the knowledge, skills, and attitude necessary to shoot a shotgun safely.

Able to manage a 20-gauge shotgun.

Physical ability should be considered to participate in this merit badge.

Meets NOVA Requirements.

Range & Target Sports safety rules must always be followed.

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

SC42	Signs, Signals, and Codes  The Signs, Signals, and Codes merit badge covers a number of the nonverbal ways we communicate: emergency signaling, Morse code, American Sign Language, braille, trail signs, sports officiating hand signals, traffic signs, secret codes and more.	Added to catalog: 01-14-2026 1 period
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Fee: 25.00

Linked Requirements: Signs, Signals, and Codes

Notes and Prerequisites:

Requirement(s) 7 should be completed with the unit.

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

Class Catalog

Summer Camp Merit Badges

SC11	<p>Small-Boat Sailing</p> <p> 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.</p> <p>Linked Requirements: Small-Boat Sailing</p> <p>Notes and Prerequisites:</p> <ul style="list-style-type: none"> Must be a Swimmer Recommend 13 years of age. A Scout can complete the Swim test on Sunday at camp, but will have to move classes if not able to pass the swim test. Scouts will learn the skills and knots to rig, launch, and sail small sailboats. 	<p>Added to catalog: 09-30-2025 1 period</p> <p>Fee: 10.00</p>
SC60	<p>Space Exploration</p> <p> Discover the why and how we explore space. Learn about current and historic space systems along with how they work. Design a future station to survive on other worlds. Gain hands-on experience in building and launching model rockets. Finish your studies learning about the careers that make space exploration possible.</p> <p>Linked Requirements: Space Exploration</p> <p>Notes and Prerequisites:</p> <ul style="list-style-type: none"> Please do, not bring engines from home. Scouts will construct, launch, and recover model rockets. 	<p>Added to catalog: 01-14-2026 1 period</p> <p>Fee: 15.00</p>
SC69	<p>Stand Up Paddleboarding</p> <p> Develop Paddleboarding skills and earn the Stand Up Paddleboarding Award</p> <p>Notes and Prerequisites:</p> <ul style="list-style-type: none"> Must be a Swimmer A scout can complete the Swim test on Sunday at camp, but will have to move classes if not able to pass the swim test. 	<p>Added to catalog: 01-27-2026 1 period</p>
SC6	<p>Swimming</p> <p> 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.</p> <p>Linked Requirements: Swimming</p> <p>Notes and Prerequisites:</p> <ul style="list-style-type: none"> Eagle Required Must be a Swimmer A Scout can complete the Swim test on Sunday at camp, but will have to move classes if not able to pass the swim test. 	<p>Added to catalog: 09-30-2025 1 period</p>

Class Catalog

Summer Camp Merit Badges

This badge is a good entry-level aquatics badge.

SC12



Swimming Skills

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

Added to catalog:

01-27-2026

1 period

SC61



Totin' Chip- for Scouts not taking Dan Beard

This certification grants a Scout the right to carry and use woods tools. The Scout must show their Scout leader, or someone designated by their leader, that they understand their responsibilities when it comes to the safe use of knives, axes and other cutting tools.

Added to catalog:

01-27-2026

1 period

Linked Requirements: Totin Chip

SC22



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, as well as how to stay safe.

Added to catalog:

01-14-2026

1 period

Linked Requirements: Weather

Notes and Prerequisites:

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

Complete requirement nine before camp and bring a letter of completion from the Scoutmaster.

SC76



Welding

Welding is the process of joining with a weld – joining or combining similar pieces of metal by heating them with a flame torch or an electric current, then hammering or pressing them together while they are soft. Welding plays a major role in our modern world, and mastery of the skill can lead to exciting career opportunities. Someday, you may have an opportunity to experience exciting new career paths in welding.

Added to catalog:

09-30-2025

1 period

Fee: 40.00

Linked Requirements: Welding

Notes and Prerequisites:

Recommend at 13 or older

Long cotton pants, a cotton shirt, and boots are required

Welding is an exciting program with lots of hands-on learning experience. Scouts will have the opportunity to gain hands-on experience welding with one of our welders.

Class Catalog

Summer Camp Merit Badges

SC43	Wilderness Survival 	In their outdoor activities, Scouts learn to bring the clothing and gear they need to Be Prepared, 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.	Added to catalog: 01-14-2026 1 period
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Linked Requirements: Wilderness Survival

Notes and Prerequisites:

Recommend at 13 or older

A survival kit should be assembled at home and brought to camp, requirement 5.

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

SC71	Wood Carving 	As with any art, wood carving involves learning the basics of design, along with material selection, tools, techniques, and wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.	Added to catalog: 09-30-2025 1 period
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Linked Requirements: Wood Carving

Notes and Prerequisites:

Totin' chip is required before camp to complete 2a

Scouts may bring their knives

Scouts should plan on spending time on their projects at their campsite.

SC28	Woodwork 	Wood is an amazingly versatile, practical, yet beautiful material. A skilled craftsman can use wood to fashion just about anything. As a woodworker or carpenter, you will find no end of useful, valuable, and fun items you can make yourself, from wood.	Added to catalog: 09-30-2025 1 period
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Linked Requirements: Woodwork

Notes and Prerequisites:

Recommended 13 years or older.

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

Requirement(s) 2b, 7 must be completed before camp; please provide a letter signed by the Scoutmaster stating completion.

Totin' chip is required before camp to complete 1c

Class Catalog

Summer Camp- Youth and Adult Classes

SWYA2

Mile Swim



The Mile Swim award was introduced in 1961 by the BSA Health and Safety Service. The original purpose of the award was for Scouts to learn to swim a mile safely with ease. It was, and remains, a challenging recognition that contributes to fitness and safety. Four hours of required training before swimming the mile was added as a requirement. The Mile Swim award's purpose is to build confidence and improve water competency.

Added to catalog:

07-03-2025

1 period

Linked Requirements: Mile Swim BSA

Notes and Prerequisites:

Held before breakfast daily

Must be a swimmer

Scouts must bring a spotter each day.

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

A Scout can complete the Swim test Sunday at camp, but will have to move classes if not able to pass the swim test Sunday of Camp.

SWYA3

Mountain Adventures



The Mountain Adventures program, part of our summer camp offerings, is a demanding and adrenaline-filled five-day expedition designed around East Tennessee's mountains, rivers, caves, and trails. Adventures may include backpacking, caving, whitewater rafting, climbing, mountain biking, shooting sports, and more.

Added to catalog:

01-27-2026

1 period

Fee: 230.00

Expeditions are led by seasoned guides, but Scouts and leaders cooperate to plan their journey for the week. Mountain Adventures is open to all Scouts BSA, Venturers, and Sea Scouts at least 14 years of age, as well as leaders.

Notes and Prerequisites:

For Scouts looking for adventure, not merit badges. This program leaves camp and goes on adventures. Ranging from many different activities Scouts can leave camp to participate in different outdoor programs that may include:

Whitewater Rafting

Cycling

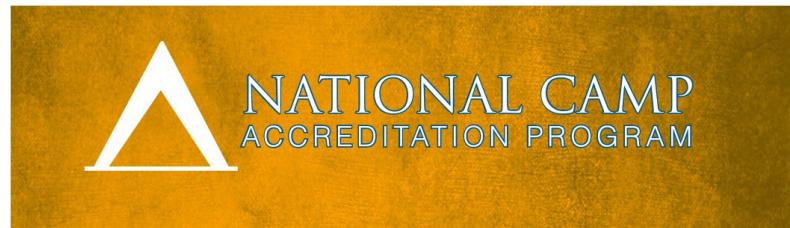
Caving

Shooting

Climbing

Backpacking

Recommended age 13 or older.



This Guide is subject to change. Please visit <https://easttnscouts.org/about/camps/buck-toms/> for the most updated edition.

