Instructions: Fill out complete contact information and select the merit badges you wish to take during summer camp. Ensure you note any badges that are more than a single session as this will influence how many you can take. You can take a maximum of 5 merit badges if they are all single sessions. You must ensure the merit badge is available and does not conflict with the schedule of another merit badge session you want to take. You must provide and alternate schedule in the event a choice is full. Discuss your choices with your parents and patrol advisor.

|  |  |  |  |
| --- | --- | --- | --- |
| **Scout’s Full Name** |  | **Patrol** |  |
| **Telephone** |  | **Email** |  |
| **Program** |  | **DOB/Age** |  |
| **Choices** | **SESSION 1****9:00 – 9:50** | **SESSION 2****10:00 – 10:50** | **SESSION 3****11:00 – 11:50** | **SESSION A****1:30 – 2:35** | **SESSION B****2:45 – 3-50** |
| **Primary** |  |  |  |  |  |
| **Alternate** |  |  |  |  |  |

**Merit Badge Specific Requirements or Costs**

**Goin’ Great is morning session, pick 2 from afternoon**

**BSA Lifeguard – 15 or older**

**Kayaking MB – 14 or older**

**Lifesaving MB – 12 or older**

**Forestry - $5 fee**

**Pulp and Paper – 14 or older**

**Basketry - $35 to $45 cost**

**Indian Lore - $20 to $35 cost**

**Leatherwork - $15 to $25 cost**

**Woodcarving - $5 to $15 cost**

**Cooking – Cost $12**

**Archery – Cost $10**

**Rifle Shooting – Cost $20**

**Shotgun Shooting – Cost $20**

**Space Exploration – Cost $10 to $15**

**Stockton Farm (Horsemanship and Animal Science) – 1 MB $60 or 2 MB $100**