



These lists represent all the morning programs available. You may pick a maximum of four programs from the list below, but some programs span over two sessions, and others have multiple options to choose from.

	MWF Programs		TTh Programs		
Session 1 8:45-10:25	Brownsea Monday-Friday				Session 1 8:45-10:25
	Archery MB		Chess MB		
	Basketry MB		Emergency Prep. MB		
	Camping MB Option 1		Fishing MB Option 1		
	Climbing MB Option 1		Kayaking MB Option 1		
	Environmental Science MB Option 1		Nature MB		
	Rifle Shooting MB Option 1		Personal Fitness MB		
	Space Exploration MB		Fish & Wildlife Management MB		
	Swimming MB Option 1				
	Attend Both Session 1 & 2	High Ropes, ATV Tier 1, Logging Legends		Logging Legends, ATV Tier 1	
High Ropes, Mega Tower, ATV Tier 1		Lifesaving MB			
ATV Tier 1, Mega Tower, Logging Legends		Golf MB			
Fly Fishing MB & Fish and Wildlife Mgmt. MB		NOVA Splash/Chemistry MB			
Horsemanship MB Option 1		Shotgun Shooting MB			
NOVA Next Big Thing/Composite Materials MB		Welding MB, Metalwork MB (ALL DAY)			
Welding MB, Metalwork MB, Plumbing MB (ALL DAY)		Logging Legends, Sporting Arrows/ Paintball Range			
Whitewater MB, Sailing Regatta, Aqua Rig (ALL DAY)		Whitewater MB, Aqua Rig (ALL DAY)			
Woodwork & Painting MB (ALL DAY)					
Session 2 10:35-12:15	Camping MB Option 2		Astronomy MB		Session 2 10:35-12:15
	Canoeing MB		Cooking MB		
	Climbing MB Option 2		Fingerprinting MB		
	Environmental Science MB Option 2		Fishing MB Option 2		
	First Aid MB		Leatherwork MB		
	Geocaching MB		Geology MB		
	Pioneering MB		Kayaking MB Option 2		
	Rifle Shooting MB Option 2		Photography MB		
	Swimming MB Option 2				
	Wilderness Survival. MB		Swimming Lessons		
	Woodcarving MB				



This grid lists programs for older Scouts. You must attend every session shaded gray to the right of the program title. "X" = onsite that day. "O" = offsite that day. Some programs have multiple options to choose from.

Older Scout Programs		Age as of 8/31/25	Mon		Tue		Wed		Thur		Fri	
			AM	PM	AM	PM	AM	PM	AM	PM	AM	PM
Small-Boat Sailing MB		13		X		X		X		X		
Mon, Wed, Fri Bundles	High Ropes, ATV Tier 1, Logging Legends	14	X				X					X
	High Ropes, Mega Tower, ATV Tier 1	14	X				X					X
	Horsemanship MB Option 1	12	X				X					X
	ATV Tier 1, Mega Tower, Logging Legends	14	X				X					X
	NOVA Next Big Thing/Composite Materials MB	13	X				X					X
	Fly Fishing MB, Fish and Wildlife Mgmt. MB	13	X				X					X
	Welding MB, Metalwork MB, Plumbing MB	13		X				X				X
	Whitewater MB, Sailing Regatta, Aqua Rig	13		X				O				X
	Woodwork MB, Painting MB	13		X				X				X
	Biking Onsite, Start Cycling MB, Offsite Biking	13		X				X				O
	Offsite Climbing, Mega Tower, High Ropes	13		X				X				O
	Horsemanship MB Option 2	12		X				X				X
Catamaran Sailing, Wind Surfing, Sailing Regatta	13		X				X				X	
Tue, Thur Bundles	Shotgun Shooting MB	13			X				X			
	Logging Legends, ATV Tier 1	14			X				X			
	ATV Tier 1, Sporting Arrows/Paintball Range	14			X				X			
	NOVA Splash/Chemistry MB	13			X				X			
	Golf MB	13			X				X			
	Logging Legends, Sporting Arrows/Paintball Range	14			X				X			
	Welding MB, Metalwork MB	13				X			X			
	Whitewater MB, Aqua Rig	13				X			O			
	Biking Onsite, Offsite Biking	13				X				O		
	Mega Tower, High Ropes	13				X				X		
Water Sports MB	13				X				X			
One Day Programs	Aqua Rig Option 1	13		X								
	Aqua Rig Option 2	13				X						
	Aqua Rig Option 3	13						X				
	Aqua Rig Option 4	13							X			
	Aqua Rig Option 5	13										X
	ATV Tier 1 Option 1	14		X								
	ATV Tier 1 Option 2	14				X						
	ATV Tier 1 Option 3	14						X				
	ATV Tier 2 Option 1	15							X			
	ATV Tier 2 Option 2	15										X
	Sporting Arrows, Paintball	13										X
Sailing Regatta	13										X	



Many badges will require work outside the scheduled time. Keep this in mind when choosing badges and other programs at camp. Registration for programs begins in April.

Badge/Activity	Minimum Age as of 8/31/25	Can Complete MB at camp	Years Available	Cost	Pre-requisites/Requirements not earned at camp/ Extra Commitments/Notes
Aqua Rig	13	N/A	Every Year	None	Must be Swimmer Level.
Archery MB	12	Yes	Every Year	\$7.50	Scouts usually need to attend open range times to complete shooting requirements.
Astronomy MB	11	Yes	Every Year	None	Scouts will have to attend a 15 minute evening session on Sunday after campfire AND attend a 3-hour observation session on Tuesday night. Scouts will also make moon charts throughout the week. Host a star party for your unit. Bring binoculars to camp.
ATV Tier 1: Safety Riding Course & Trail Ride	14 on day of riding	N/A	Every Year	\$40	Must be 14 years old on day of riding. Must wear ankle high boots, long sleeve shirt, and long pants. Complete hold harmless agreement. E-Course needs to be completed before camp for Tier 1. Tier 2 is intended for Scouts that took the safety course last year.
ATV Tier 2: Extended Ride	15	N/A	Every Year	\$40	
Basketry MB	11	Yes	Every Year	\$20	Scouts should plan on spending time working on their baskets outside of class time or go to handicraft in the evenings. Please send one adult to help.
Bird Study MB	11	Yes	2026 2028	None	Requires extra bird watching on your own time.
Brownsea	11	N/A	Every Year	None	See Brownsea Page for more information. Must have at least one adult attend class to assist.
Camping MB	11	Yes	Every Year	None	Req. 8c, 8d, and 9a need to be completed outside of camp/class. 9b and 9c can be completed at camp outside of class, but most Scouts have done this on other campouts. Submit record sheet to show completion of 8c, 8d, 9a, 9b, and 9c.
Canoeing MB	11	Yes	Every Year	None	Must be Swimmer Level
Chess MB	11	Yes	Every Year	None	Outside of class, organize and run a chess tournament with at least 5 players (four players plus you).
Chemistry MB/ NOVA Splash	13	Yes	2025 2029	\$5	Must watch 3 hours of Chemistry related videos outside of class.
Climbing MB	12	Yes	Every Year	None	To complete the required climbs and rappels, Scouts should plan on attending Open Climb in the evenings.
Citizenship In The Nation	13	No	2026 2028	None	Independent Study: Must come with requirements 1, 2, 3, 4, 5, 7, and 8 completed using the Merit Badge Workbook from USSCOUTS.ORG. Come with completed workbook to Monday Evening Session.
Citizenship In The World	13	No	2025 2027	None	Independent Study: Must come with requirements 1, 2, 3, 4, 5, 6, and 7 completed using the Merit Badge Workbook from USSCOUTS.ORG. Come with completed workbook to Monday Evening Session.



Badge/Activity	Minimum Age as of 8/31/25	Can Complete MB at camp	Years Available	Cost	Pre-requisites/Requirements not earned at camp/ Extra Commitments/Notes
Communication	13	No	Every Year	None	Independent Study: Must come with requirements 1, 2, 3, 4, 7, and 9 completed using the Merit Badge Workbook from USSCOUTS.ORG. Come with completed workbook to Monday Evening Session
Complete Angler Bundle (Fly Fishing MB and Fish & Wildlife Mgmt.)	13	Yes	Every Year	\$5	Requires driving off camp to the dam. Plan extra time for fishing in the evenings or mornings. Scouts aged 16+ need a WI fishing license. Includes Fly Fishing and Fish and Wildlife Management Merit Badges
Composite Materials/NOVA Next Big Thing	13	Yes	2025 2029	\$5	Must watch 3 hours of Inventing related videos outside of class.
Cooking MB	13	No	Every Year	None	This is a "Start a Badge" and cannot be completed in one week at camp. Scouts will plan meals to cook outside of camp. 4c-4e, 5d-5h, and 6d-6f will not be covered at camp.
Emergency Preparedness MB	12	No	Every Year	None	Be enrolled in First Aid Merit Badge or have previously earned it. Must submit work back to camp after getting home.
Environmental Science MB	11	Yes	Every Year	None	Expect out of class work doing observations and writing reports (Req 1, 3, and 4). Make sure to bring a note book and pencil/pen to this merit badge.
Fingerprinting MB	11	Yes	2025 2027	None	
Fishing MB	11	Yes	Every Year	None	Plan extra time for fishing in the evenings or mornings. Scouts aged 16+ need a WI fishing license.
First Aid MB	12	Yes	Every Year	None	Should have earned First Class Rank before camp. Bring materials to create a first aid kit and inspect your Unit's 1st Aid Kit for Requirement 5.
Fish & Wildlife Mgmt. MB	11	Yes	2025 2027	None	This is offered alongside Fly Fishing MB every year and is also offered on its own every other year.
Fishing MB	11	Yes	Every Year	None	Plan extra time for fishing in the evenings or mornings. Scouts aged 16+ need a WI fishing license.
Forestry MB	11	Yes	2026 2028	None	Write two reports outside of class
Geocaching MB	12	Yes	2025 2027	None	Significant amount of time outside of class to plan a geo-hunt
Geology MB	11	Yes	2025 2027	None	
Golf MB	13	Yes	Every Year	None	
Horsemanship MB	12	Yes	Every Year	\$75	Scouts from White Pine will take the bus to the corral. Must come with requirements 2, 3, 4, 5, and 6 completed using the Merit Badge Workbook from USSCOUTS.ORG.
High Ropes	13	N/A	Every Year	\$5	None



Badge/Activity	Minimum Age as of 8/31/25	Can Complete MB at camp	Years Available	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Kayaking MB	11	Yes	Every	None	Must be Swimmer Level.
Leatherwork MB	11	Yes	Every Year	\$10	Plan extra time to complete leatherworking projects outside of class. Have one adult attend to help.
Lifesaving MB	13	Yes	Every Year	None	Have already completed swimming merit badge (2a). Must be able to swim 400 yards in a strong manner (2b).
Logging Legends	14 on the day of shooting	N/A	Every Year	New 2024	Must be 14 years old on the day of shooting. Have a parent/guardian sign the Hold Harmless Agreement.
Mammal Study MB	11	Yes	<u>Indep. Study</u>	None	Independent Study: Must come with requirements 1, 2, and 4 completed using the Merit Badge Workbook from USSCOUTS.ORG. Observations and reports expected to be completed independently.
Mega Tower	13	N/A	Every Year	\$5	None
Natural Rock: Offsite Climbing	13	N/A	Every Year	\$5	Climbing is physically demanding. Keep this in mind when signing up.
Moviemaking MB	13	Yes	2024 Four Year Rotation	None	Need to collect to footage outside of class. You may bring a smart phone or video camera if you wish (not required)
Motorboating	14	Yes	2026 2028	\$20	Must be Swimmer Level and have Wisconsin boat license. Get boating license online through: WWW.BOAT-ED.COM/WISCONSIN
Onsite Biking	13	N/A	Every Year	None	Need to be able to ride a bike standing up. You may bring your bike and helmet (not required).
Offsite Biking	13	No	Every Year	\$15	Need to be able to ride a bike standing up. This program takes strength and endurance. You may bring your bike. You can start (not finish) cycling merit in this program.
Nature MB	11	Yes	2025 2027	None	Requires collection of plants, rocks, etc. outside of class. Nature is offered every other year.
NOVA Up & Away/ Plumbing MB	13	Yes	2024 Four Year Rotation	\$5	Need to watch 3 hours of documentaries before coming to camp. Links to videos will be made available on the website by May 1st.
Oceanography MB	11	Yes	See Stem Rotation	None	Visit an aquarium before camp and write a 500-word report about your visit or do a presentation to your unit.
Orienteering MB	11	Yes	2024 2026	None	While at camp, setup an orienteering course for your unit to do on Thursday night (8a). Serve as an official for your course and teach your unit map and compass skills (9 & 10)
Paintball	13	N/A	Every Year	\$5	
Personal Fitness MB	11	No	Every Year	None	Badge can be started, but cannot be completed at camp. Submit work back to camp after getting home to complete.
Photography MB	11	Yes	Every Year	None	Some point and shoot cameras are available to checkout. Suggested that you bring a own camera or smart phone. Will need time outside of class to take and organize photos.



Badge/Activity	Minimum Age as of 8/31/25	Can Complete MB at camp	Years Available	Cost	Pre-requisites/Requirements not earned at camp/Extra Commitments/Notes
Pioneering MB	11	Yes	2025 2027	None	Must attend Rope Making evening program.
Reptile & Amphibian Study MB	11	No	<u>Indep. Study</u>	None	Independent Study: Must come with requirements 1-7 and 10 completed using the Merit Badge Workbook from USSCOOTS.ORG. Extended observations and reports ex-
Rifle Shooting MB	12	Yes	Every Year	\$5	Scouts should plan on going to the Open Shoots during evenings to complete the shooting requirements.
Salesmanship MB	11	No	2024 2026	None	Badge can be started, but cannot be completed at camp. Sell popcorn to help with the requirement. Submit work back to camp after getting home to complete.
Shotgun Shooting MB	13	Yes	Every Year	\$30	Scouts should plan on going to the Open Shoots during evenings to complete the shooting requirements.
Small Boat Sailing MB	13	Yes	Every Year	None	Must be Swimmer Level. Class is 2pm-5pm Monday through Thursday
Soil and Water Conservation MB	12	Yes	<u>Indep. Study</u>	None	Independent Study: Must come with requirements 1-6 and 7e completed using the Merit Badge Workbook from USSCOOTS.ORG. Extended observations and reports ex-
Space Exploration	11	Yes	Every Year	\$15	Plan time to construct rocket. Outside of class.
Welding MB, Metalwork MB, Plumbing MB	13	Yes	Every Year	\$30	Full Day Program—3 days a week. Adults encourage to attend to help.
Welding MB Metalwork MB	13	Yes	Every Year	\$20	Full Day Program—2 days a week. Adults encourage to attend to help.
Sporting Arrows	13	N/A	Every Year	None	Be able to pull a 20lb bow consistently
Swimming MB	11	Yes	Every Year	None	Must be Swimmer Level.
Water Sports MB	13	Yes	2025 2027	\$15	Must be Swimmer Level. Previous skiing or boarding experience recommended. Scouts will receive up to 5 pulls to get up behind the boat.
Weather MB	11	Yes	2024 2026	None	Daily weather log entries. Units should bring weather radio or plan to use weather app on smart phone.
Whitewater MB Bundles	13	Yes	Every Year	\$20	Must be Swimmer Level and strong paddler.
Wilderness Survival MB	12	Yes	Every Year	None	Scouts will need to construct and sleep in an improvised shelter for one night in their campsite. Fire building requirement is particularly challenging.
Woodcarving MB	12	Yes	Every Year	\$10	Plan for time outside of class to complete carving projects..
Woodwork MB & Painting MB	13	Yes	Every Year	\$5	Full Day Program—3 days a week. Adults encourage to attend to help.

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