



CAMP C.S. KLAUS 2025

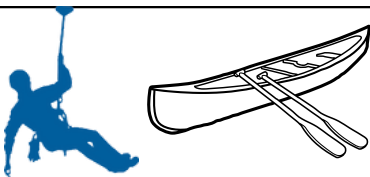


SCOUTS BSA MERIT BADGE GUIDE



SIGN UP AT [SCOUTSIOWA.ORG](https://scoutsiowa.org) STARTING APRIL 1, 2025
CLASSES LIMITED TO 15 PARTICIPANTS UNLESS OTHERWISE NOTED.

****Classes and times are subject to change.****



COPE & CANOE

\$15.00 PROGRAM FEE



B.A.S.E. CAMP

\$15.00 PROGRAM FEE

COWBOY ACTION

\$5
2 SHOTGUN SHELLS
& 12 .22 ROUNDS

***MUST BE 14 OR OLDER.
OFFERED DURING OPEN
PROGRAM***

MERIT BADGE INFORMATION AND OTHER PROGRAMS

SCOUTMASTER ROLE

The Scoutmaster is the first and last step in the merit badge process. They talk to a Scout to determine needs, level of interest, amount of preparation, and helps guide the Scout to meaningful badge work.

MERIT BADGE SESSIONS

Unless otherwise stated, each merit badge will be limited to 15 youth participants.

MERIT BADGE SIGNUP

Registration for merit badges and other programs is through an online system on the council website www.scoutsiowa.org. Registration will open **April 1st** with registration on a first-come, first-served basis, there are no wait-listed classes. Registrations must be completed for the spot to be held for any Scout.

RANK AND AGE REQUIREMENTS

Scouting America has no set age or rank requirements for working on merit badges. Therefore, Camp C.S. Klaus will not limit a merit badge class due to age. However, some badges are more advanced than others, so we have provided strongly recommended minimum ages for each badge. The only program limited by age (14+) is Project C.O.P.E. and Cowboy Action.

PLANNING

Merit badges at camp are offered on a schedule to allow for more focused instructional time. Scout leaders are encouraged to assist each Scout in the planning and preparation of the merit badges which the Scout wishes to take. Most merit badges have pre-camp preparation/requirements.

Camp Merit Badge Counselors are available in most program areas from 9:00-11:50am and from 2:00-4:50pm each day. Most merit badges at camp require the Scout to attend class every day AND complete work outside of merit badge class as some badges are not able to be completed at camp.

B.A.S.E. CAMP (BEGINNING ADVANCEMENT SKILLS FOR EAGLE)

This full day program continues to meet the needs of Scouts in their first trip to Camp C.S. Klaus. In addition to working on some basic requirements, Scouts will develop a strong foundation in Scouting centered skills and hands-on activities. A large part of this program is to teach our newest Scouts the meaning of leadership and provide them with fun opportunities in their own BASE Camp site.

We are excited to offer this program and feel that BASE Camp is the perfect way to get new Scouts integrated into the Scouts BSA Program while having fun! Scouts will earn Scouting Heritage, Disability Awareness, and Basketry Merit Badges.

PROJECT C.O.P.E. & CANOE OUTPOST

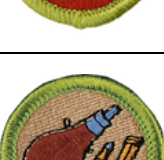
COPE (Challenging Outdoor Personal Experience) comprises a series of outdoor challenges, beginning with basic group initiative games and progressing to more complicated activities. Low COPE events involve a group effort in which participants climb, swing, balance, and jump as well as think through solutions to a variety of challenges.

The objectives include team building; solving problems; making decisions; and developing trust, communication, leadership, and self-esteem as team members cooperate to achieve goals upon which they have agreed. The course is designed to foster personal growth in a shorter length of time than anything most people have experienced.

The canoe outpost will be a 7.5 mile trek on the Turkey River from Garber to Osterdock. Participation is limited to youth signed up for the COPE program and will take place during the morning throughout the week of summer camp.

MERIT BADGE		LOCATION	RECOMMENDED FOR	PREPARATION/ REQUIREMENTS	MATERIALS & ADDITIONAL COSTS	OTHER
Animal Science		NATURE CENTER / ECOLOGY	AGE 12+	REQ #6 AND #7		
Archery		FIELD SPORTS / RANGE	ALL SCOUTS			
Art		HANDICRAFT	ALL SCOUTS			OFFERED WITH PAINTING MERIT BADGE
Canoeing		AQUATICS / LAKE JOHN DEERE	AGE 12+	MUST BE A BLUE SWIMMER		LIMITED TO 10 SCOUTS
Citizenship in the World		VISITORS CENTER BASEMENT	AGE 13+			
Chemistry		VISITORS CENTER BASEMENT	AGE 13+			LIMITED TO 12 SCOUTS
Climbing		DICK HELLER CLIMBING & RAPPELLING TOWER	AGE 12+	BE IN GOOD PHYSICAL CONDITION	\$5 PROGRAM FEE	LIMITED TO 12 SCOUTS
Communications		VISITORS CENTER BASEMENT	2ND YEAR CAMPERS & OLDER			LIMITED TO 10 SCOUTS
Electronics		VISITORS CENTER BASEMENT	AGE 13+	REQ #6	\$10 PROGRAM FEE	

MERIT BADGE		LOCATION	RECOMMENDED FOR	PREPARATION/ REQUIREMENTS	MATERIALS & ADDITIONAL COSTS	OTHER
Emergency Preparedness		SCOUTCRAFT	AGE 13+	REQ #3C	BRING FIRST AID AND EMERGENCY KIT	
FIRST AID		SCOUTCRAFT	2ND YEAR CAMPERS & OLDER	BRING FIRST AID KIT FOR REQ 5A		
Fish & Wildlife Mgmt		NATURE CENTER / ECOLOGY	ALL SCOUTS	REQ #5 & #8		
Fishing		NATURE CENTER / ECOLOGY	ALL SCOUTS			ENCOURAGED TO BRING YOUR OWN FISHING POLE
Geology		NATURE CENTER / ECOLOGY	AGE 13+	REQ #4		
Insect Study		NATURE CENTER / ECOLOGY	ALL SCOUTS	REQ #5, #7, & #13		
Kayaking		AQUATICS / LAKE JOHN DEERE	AGE 12+	MUST BE A BLUE SWIMMER		LIMITED TO 8 SCOUTS
Leatherwork		HANDICRAFT	ALL SCOUTS		PROJECT MATERIALS \$6-\$12 PURCHASE AT TRADING POST	LIMITED TO 16 SCOUTS
Lifesaving		AQUATICS / LAKE JOHN DEERE	AGE 14+	SWIMMING MERIT BADGE MUST BE EARNED BEFORE SIGNING UP MUST BE A BLUE SWIMMER		

MERIT BADGE		LOCATION	RECOMMENDED FOR	PREPARATION/ REQUIREMENTS	MATERIALS & ADDITIONAL COSTS	OTHER
Model Design & Building		HANDICRAFT	ALL SCOUTS	REQ #6	\$5 PROGRAM FEE	
Nuclear Science		VISITORS CENTER BASEMENT	ALL SCOUTS	REQ 4		
Painting		HANDICRAFT	ALL SCOUTS			OFFERED WITH ART MERIT BADGE
Personal Fitness		SCOUTCRAFT	AGE 12+	REQ #1B & #8 BE IN GOOD PHYSICAL CONDITION		
Pulp & Paper		HANDICRAFT	ALL SCOUTS	REQ 7		
Plumbing		QUARTERMASTER	AGE 14+		\$10 PROGRAM FEE	LIMITED TO 10 SCOUTS
Rifle Shooting		FIELD SPORTS / RANGE	AGE 13+		\$12 PROGRAM FEE	
Search & Rescue		SCOUTCRAFT	AGE 14+	REQ #10	PLEASE HAVE HIKING BOOTS, LONG SLEEVE SHIRT, AND LONG PANTS.	
Shotgun Shooting		FIELD SPORTS / RANGE	AGE 14+		\$45 PROGRAM FEE	LIMITED TO 8 SCOUTS

MERIT BADGE		LOCATION	RECOMMENDED FOR	PREPARATION/ REQUIREMENTS	MATERIALS & ADDITIONAL COSTS	OTHER
Signs, Signals, & Codes		SCOUTCRAFT	ALL SCOUTS			
Small Boat Sailing		AQUATICS / LAKE JOHN DEERE	AGE 13+	MUST BE A BLUE SWIMMER		LIMITED TO 8 SCOUTS
Space Exploration		VISITORS CENTER BASEMENT	ALL SCOUTS	REQ #8	\$15 PROGRAM FEE	
Standup Paddleboard Award		AQUATICS / LAKE JOHN DEERE	AGE 13+	MUST BE A BLUE SWIMMER BE IN GOOD PHYSICAL CONDITION		
Sustainability		NATURE CENTER / ECOLOGY	AGE 13+	REQ #9		
Swimming & Swim Lessons		AQUATICS / LAKE JOHN DEERE	ALL SCOUTS	MUST BE A BLUE SWIMMER FOR SWIMMING MERT BADGE		SWIM LESSONS AVAILABLE FOR ANY ABILITY LEVEL
Welding		QUARTERMASTER	AGE 14+	REQ #7A	\$15 PROGRAM FEE	LIMITED TO 8 SCOUTS
Wilderness Survival		SCOUTCRAFT	2ND YEAR CAMPERS & OLDER	REQ 5 PREPARE AND BRING A SURVIVAL KIT		1 OVERNIGHT
Wood Carving		HANDICRAFT	ALL SCOUTS	REQ #2A	BRING YOUR OWN POCKET KNIFE OR PURCHASE ONE, ALONG WITH PROJECT, FROM THE TRADING POST	LIMITED TO 10 SCOUTS

		9:00	10:00	11:00	12:00	2:00	3:00	4:00
Aquatics/Lake John Deere	Canoeing	XXXXXX				XXXXXX	FREE SWIM	
	Kayaking		XXXXXX			XXXXXX		
	Life Saving		XXXXXX			XXXXXX		
	Stand up Paddleboard Award	XXXXXX				XXXXXX		
	Small Boat Sailing					XXXXXX		
	Swimming & Swim Lessons	XXXXXX	XXXXXX					
BASE Camp	B.A.S.E. Camp					BASKETRY		Special Program
COPE	C.O.P.E.							
Ecology/Nature Center	Animal Science	XXX		XXX		XXX		XXX
	Fish & Wildlife Mgmt.	XXX	XXX			XXX	XXX	
	Fishing	XXX	XXX			XXX	XXX	
	Geology		XXX	XXX			XXX	XXX
	Insect Study	XXX		XXX		XXX		XXX
	Sustainability		XXX	XXX			XXX	XXX
Field Sports / Range	Archery						OPEN SHOOT	
	Rifle Shooting		XXXXXX					
	Shotgun Shooting	XXXXXX				XXXXXX		

		9:00	10:00	11:00	12:00	2:00	3:00	4:00	
Handicraft	Art & Painting			XXX	CLOSED FOR BASE CAMP		XXX		
	Pulp & Paper			XXX			XXX		
	Model Design & Building			XXX			XXX		
	Wood Carving	XXX	XXX					XXX	
	Leatherwork	XXX	XXX					XXX	
I.M.P.A.C.T. / Visitors Center Basement	Electronics		XXX	XXX			XXX	XXX	
	Chemistry		XXX	XXX			XXX	XXX	
	Nuclear Science	XXX		XXX			XXX		XXX
	Space Exploration	XXX	XXX					XXX	XXX
	Citizenship in the World	XXX	XXX					XXX	XXX
	Communication	XXX		XXX			XXX		XXX
Scoutcraft	Wilderness Survival		XXX	XXX				XXX	XXX
	Signs, Signals, & Codes	XXX	XXX				XXX	XXX	
	Emergency Preparedness	XXX	XXX				XXX		XXX
	Personal Fitness		XXX	XXX				XXX	XXX
	Search & Rescue	XXX		XXX			XXX	XXX	
	First Aid	XXX		XXX			XXX		XXX
Skilled Trades / QM	Plumbing			XXXXX					
	Welding	XXXXX							
Tower	Climbing								FREE CLIMB