



# CAMP C.S. KLAUS 2026

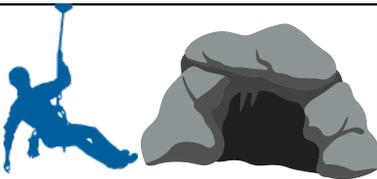


## SCOUTS BSA MERIT BADGE GUIDE



**Camp C.S. Klaus**  
**Est. 1956**

SIGN UP AT [SCOUTSIOWA.ORG](http://SCOUTSIOWA.ORG) STARTING APRIL 1, 2026  
CLASSES LIMITED TO 15 PARTICIPANTS UNLESS OTHERWISE NOTED.



**C.O.P.E. &  
CAVING**

\$20.00 PROGRAM FEE



**B.A.S.E. CAMP**

\$20.00 PROGRAM FEE

### COWBOY ACTION

\$5  
2 SHOTGUN SHELLS  
& 12 .22 ROUNDS.

\*MUST BE 14 OR OLDER.  
OFFERED DURING OPEN  
PROGRAM &  
MONDAY NIGHT\*

# 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](http://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 programs limited by age (14+) are 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. While providing them with fun opportunities in their own B.A.S.E. Camp site.

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

# PROJECT C.O.P.E. & CAVING

C.O.P.E. (Challenging Outdoor Personal Experience) comprises a series of outdoor challenges, beginning with basic group initiative games and progressing to more complicated activities. Low C.O.P.E. 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 week finishes with High C.O.P.E., our high ropes course.

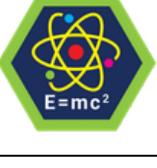
The objectives include team building; solving problems; making decisions; and developing trust, communication, leadership, and self-esteem as team members cooperate to achieve goals upon which they have agreed. The course is designed to foster personal growth in a shorter length of time than anything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

Our staff is excited to provide scouts the opportunity to once again explore some of the other natural wonders afforded to us by the land at Camp Klaus. Scouts interested in partaking in the caving portion of C.O.P.E. this year should be comfortable climbers and willing to navigate tight spaces with others. We're looking forward to seeing you – in the caves at Camp Klaus.

# MERIT BADGE OFFERINGS - SUBJECT TO CHANGE

MERIT BADGE		LOCATION	RECOMMENDED FOR	PREPARATION/ REQUIREMENTS	MATERIALS & ADDITIONAL COSTS	OTHER
American Indian Culture		HANDICRAFT	ALL SCOUTS	REQ #2		
Archaeology		NATURE CENTER / ECOLOGY	AGE 12+	REQ 4, 7A OR 7B, OR 7C		
Archery		FIELD SPORTS / RANGE	ALL SCOUTS			
Art		HANDICRAFT	ALL SCOUTS			
Artificial Intelligence		IMPACT / VISITOR CENTER BASEMENT	AGE 13			
Astronomy		IMPACT / VISITOR CENTER BASEMENT	ALL SCOUTS			LATE NIGHT STELLAR OBSERVATIONS
Automotive Maintenance		TRADES / QUARTERMASTER	AGE 14+		\$10 PROGRAM FEE	LIMITED TO 8 SCOUTS
Canoeing		AQUATICS / LAKE JOHN DEERE	AGE 12+	MUST BE A CURRENT BLUE SWIMMER		LIMITED TO 10 SCOUTS
Citizenship in the Nation		IMPACT / VISITOR CENTER BASEMENT	AGE 13+	REQ 7, 8		

MERIT BADGE		LOCATION	RECOMMENDED FOR	PREPARATION/ REQUIREMENTS	MATERIALS & ADDITIONAL COSTS	OTHER
Climbing		DICK HELLER CLIMBING & RAPPELLING TOWER	AGE 13+	BE IN GOOD PHYSICAL CONDITION	\$5 PROGRAM FEE	LIMITED TO 12 SCOUTS
Communication		TRADING POST	AGE 12+	REQ 5		LIMITED TO 10 SCOUTS
Digital Technology		IMPACT / VISITOR CENTER BASEMENT	AGE 13+			
Electricity		TRADES / QUARTERMASTER	AGE 14+	REQ 2, 7		LIMITED TO 8 SCOUTS
Emergency Preparedness		SCOUTCRAFT	AGE 12+	REQ 2A, 9, 10	FIRST AID KIT & EMERGENCY KIT CAN BE PURCHASED AT THE TRADING POST	
Engineering		IMPACT / VISITOR CENTER BASEMENT	AGE 14+	REQ 1 BRING AN ITEM FOR REQ 1		
Environmental Science		NATURE CENTER / ECOLOGY	AGE 13+			
Exploration		SCOUTCRAFT	AGE 13+	LONG PANTS		
First Aid		SCOUTCRAFT	AGE 12+	BRING FIRST AID KIT FOR REQ 2B		

MERIT BADGE		LOCATION	RECOMMENDED FOR	PREPARATION/ REQUIREMENTS	MATERIALS & ADDITIONAL COSTS	OTHER
Fishing		SCOUTCRAFT	ALL SCOUTS			ENCOURAGED TO BRING YOUR OWN POLE
Fish & Wildlife Management		NATURE CENTER / ECOLOGY	AGE 12+	REQ #5, 8		
Kayaking		AQUATICS / LAKE JOHN DEERE	AGE 13+	MUST BE A CURRENT BLUE SWIMMER		LIMITED TO 8 SCOUTS
Leatherwork		HANDICRAFT	ALL SCOUTS		PROJECT MATERIALS \$6-\$12 PURCHASE AT TRADING POST	
Lifesaving		AQUATICS / LAKE JOHN DEERE	AGE 13+	MUST HAVE EARNED SWIMMING MERIT BADGE AND BE A CURRENT BLUE SWIMMER		
Mammal Study		NATURE CENTER / ECOLOGY	ALL SCOUTS			
Metalwork		HANDICRAFT	AGE 13+		\$10 PROGRAM FEE	LIMITED TO 6 SCOUTS
Orienteering		SCOUTCRAFT	AGE 13+	REQ 7	RECOMMENDED TO BRING YOUR OWN COMPASS	
Physics Test Lab		IMPACT / VISITOR CENTER BASEMENT	AGE 14+		\$5 PROGRAM FEE	NOT CURRENTLY AN APPROVED MERIT BADGE. MUST COMPLETE SURVEY
Plant Science		NATURE CENTER / ECOLOGY	AGE 13+	REQ 5		

MERIT BADGE		LOCATION	RECOMMENDED FOR	PREPARATION/ REQUIREMENTS	MATERIALS & ADDITIONAL COSTS	OTHER
Rifle Shooting		FIELD SPORTS / RANGE	STRONG RECOMMENDATION AGE 12+		\$11 PROGRAM FEE	
Sewing & Needlework Test Lab		HANDICRAFT	AGE 13+		\$5 PROGRAM FEE	NOT CURRENTLY AN APPROVED MERIT BADGE. MUST COMPLETE SURVEY
Shotgun Shooting		FIELD SPORTS / RANGE	STRONG RECOMMENDATION AGE 13+		\$45 PROGRAM FEE	LIMITED TO 8 SCOUTS
Small Boat Sailing		AQUATICS / LAKE JOHN DEERE	AGE 13+	MUST BE A CURRENT BLUE SWIMMER		
Soil & Water Conservation		NATURE CENTER / ECOLOGY	AGE 13+			
Swimming		AQUATICS / LAKE JOHN DEERE	ALL SCOUTS	MUST BE A CURRENT BLUE SWIMMER		
Swim Lessons		AQUATICS / LAKE JOHN DEERE	ALL SCOUTS			SWIM LESSONS AVAILABLE FOR ANY ABILITY LEVEL
Wilderness Survival		SCOUTCRAFT	AGE 12+	REQ 4 PREPARE AND BRING A SURVIVAL KIT		1 OVERNIGHT
Wood Carving		HANDICRAFT	AGE 12+	REQ 2A	BRING YOUR OWN POCKET KNIFE OR PURCHASE ONE, ALONG WITH PROJECT, FROM THE TRADING POST	LIMITED TO 10 SCOUTS

# 2026 MERIT BADGE SCHEDULE - SUBJECT TO CHANGE

X

Class Offered

Class not offered

Program Area	Merit Badge	9:00	10:00	11:00	12:00	2:00	3:00	4:00
<b>Aquatics @ Lake John Deere</b>	Canoeing	X			Lunch	X		Free Swim
	Kayaking			X		X		
	Lifesaving	X						
	Small Boat Sailing	X		X				
	Swimming			X				
	Swim Lessons						X	
<b>B.A.S.E. Camp</b>	B.A.S.E. camp		X		Lunch		X	
<b>C.O.P.E</b>	High & Low C.O.P.E		X		Lunch		Area Closed	
<b>Ecology/ Nature Center</b>	Archeology			X	Lunch			X
	Environmental Science	X				X		
	Fish & Wildlife Management	X				X		
	Mammal Study		X				X	
	Plant Science		X				X	
	Soil & Water Conservation			X				
<b>Field Sports / Range</b>	Archery	X		X	Lunch	X		Free Shoot
	Rifle Shooting	X				X		
	Shotgun Shooting			X				
<b>Trades / Quartermaster</b>	Automotive Maintenance			X	Lunch			
	Electricity	X						

Program Area	Merit Badge	9:00	10:00	11:00	12:00	2:00	3:00	4:00
<b>Handicraft</b>	American Indian Culture	X	X		Lunch		X	X
	Art	X	X				X	X
	Leatherwork	X	X				X	X
	Metalwork			X		X		
	Sewing & Needlework Test Lab		X				X	
	Wood Carving			X		X		
<b> </b>								
<b>IMPACT / Visitor Center Basement</b>	Artificial Intelligence			X	Lunch			X
	Astronomy			X				X
	Citizenship in the Nation		X				X	
	Digital Technology	X				X		
	Engineering	X				X		
	Physics Test Lab		X				X	
<b> </b>								
<b>Scoutcraft</b>	First Aid		X		Lunch		X	
	Emergency Preparedness	X				X		
	Exploration			X				X
	Fishing	X						X
	Orienteering		X			X		
	Wilderness Survival			X			X	
<b> </b>								
<b>Dick Heller Climbing &amp; Rappelling Tower</b>	Climbing	Program Area Closed			Lunch	X	X	Free Climb
<b> </b>								
<b>Trading Post</b>	Communication			X	Lunch		X	