# 2020 Camp Trexler Merit Badge Sign-Up

Check the Merit Badges that you would like to participate in, and return this sheet to your Leader. Leaders can sign Scouts up for badges online at mnsitrails.org - **Online Registration is NOT required for badges other than Welding/Metalworking**

- *E* - Denotes Eagle Required
- *$* - Denotes Extra Costs
- *-'* - Denotes Extra Programs to Attend
- **PR** - Denotes Pre-Registration/Signup Online

**Citizenship in the Nation - E**
- Archeology
- Astronomy *
- American Heritage
- Art
- Communication
- Exploration *
- Traffic Safety
- Scouting Heritage

**Citizenship in the World - E**
- Astronomy *
- Archeology
- American Heritage
- Automotive Maint/Farm Mechanics
- Bird Study
- Camping - E
- Communication
- Home Repairs
- Insect Study
- Mammal Study
- Music
- Nuclear Science
- Painting

**Game Design**
- Pioneering
- Emergency Preparedness - E
- Communication
- Engineering
- Inventing
- Home Repairs
- Insect Study
- Mammal Study
- Music
- Nuclear Science
- Painting

**Indian Lore**
- Rowing
- Fire Safety
- Inventing
- Home Repairs
- Insect Study
- Mammal Study
- Music
- Nuclear Science
- Painting

**Kayaking**
- Swimming - E
- Forestry
- Oceanography
- Plant Science
- Plumbing $* $
- Nuclear Science
- Painting
- Safety

**Nature**
- Weather
- Kayaking
- Exploration *
- Inventing
- Music
- Nuclear Science
- Painting

**Pottery**
- Woodcarving $*$
- Leatherwork $*$
- Textiles
- Painting
- Safety

**Reptile and Amphibian Study**
- Swimming - E
- Leatherwork - $
- Textiles
- Painting
- Safety

**Swimming - E**
- Woodcarving - $
- Textiles
- Painting
- Safety

**Woodcarving - $**

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**9:00-9:45am**
- Citizenship in the Nation - E
- Fish and Wildlife Management
- Environmental Science - E
- Game Design
- Indian Lore
- Kayaking
- Nature
- Pottery
- Reptile and Amphibian Study
- Swimming - E
- Woodcarving - $

**10:00-10:45am**
- Archeology
- Law
- Emergency Preparedness - E
- Pioneering
- Rowing
- Swimming - E
- Weather
- Woodcarving $
- Pottery
- Swimming - E

**11:00-11:45am**
- Astronomy *
- Citizenship in the World - E
- Environmental Science - E
- Citizenship in the Nation - E
- Forestry
- Leatherwork - $
- Plant Science
- Exploration *
- Textiles
- Traffic Safety

**2:2-2:45pm**
- Art
- Citizenship in the World - E
- Communication
- Exploration *
- Engineering
- Exploration *
- Scouting Heritage
- Wilderness Survival *

**3-3:45pm**
- American Heritage
- Communication
- Exploration *
- Traffic Safety
- Scouting Heritage
- Wilderness Survival *

**9:00-10:20am**
- Archery - $*
- Climbing
- Cooking - E
- Lifesaving - E
- Moviemaking
- Photography
- Shotgun - $
- Space Exploration - $
- Welding - $ * PR

**10:30-11:50am**
- Archery - $*
- Climbing
- Cooking - E
- Lifesaving - E
- Moviemaking
- Photography
- Shotgun - $
- Space Exploration - $
- Welding - $ * PR

**Special Programming**
- Trexler Rangers (Wed @ 1:45)
- COPE (Daily, After Lunch)
- Operation First Class (All Day) $*
- White Water Excursion (Wed- Noon-5) $*
- Basketry Merit Badge (Mon and Friday @ 1-2) $*
- Blue Mountain Outdoor Adventure (Wed 1-6) $ PR
- Extra Programs to Attend to Complete Requirements
- * Search and Rescue Search (Thursday @ 7:15)
- * Wilderness Survival Outpost (Thursday @ 3pm - Overnight)
- * Astronomy Star Gazing (Thursday @ 9:30pm)
- * Exploration Trek (Thursday @ 2pm - 5pm)
- * Welding (You'll be assigned extra welding times throughout the week)

**One Day Badges**
- Pulp and Paper (Tues @ 4pm)
- Fingerprinting (Tues @ 4pm)

**Extra Programs:** If you're taking multiple badges that have extra programming that overlap, talk with your counselor to see if you're able to make up the requirement, leave to go to the other event, or talk to see what we can work out.

Reminder: Badges in these two slots are longer. This list is subject to change - Last Updated 3/16/2020