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<p>MB111 9-10 AM or 4-5 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Astronomy In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.</p> <p>Maximum number of participants: 20 Where: Nature Area Who: For third-year campers and older Recommended advance work: Knowledge and practice in identifying constellations Prerequisites: Requirements 5b, 6, & 7b should be completed prior to camp; pen and paper Other information: Night observations are required</p>
<p>MB116 2-5 PM</p> <p>Days: Mo</p> 	<p>Basketry Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.</p> <p>Maximum number of participants: 20 Where: Scoutcraft Area Who: For all Scouts Required materials/preparation: Stool kit and 2 basket kits - one square and one round Anticipated costs: \$20-\$25 for materials Other information: The amount of time required to complete the badge depends on the needs of the Scout</p>
<p>MB101 9-10 AM or 2-3 PM or 3-4 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Camping Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.</p> <p>Maximum number of participants: 30 Where: Scoutcraft Area Who: For second-year campers and older Prerequisites: Requirements 2, 3 8c, 8d, & 9 should be completed prior to camp (bring documentation of your total camping experiences, in the form of reports of each trip; have the reports signed by your Scoutmaster)</p>
<p>MB119 9-10 AM 10-11 AM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Canoeing For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.</p> <p>Maximum number of participants: 24 Where: Boating Area Who: For second-year campers and older Recommended advance work: Study requirements 4, 5, & 10 prior to camp Required materials/preparation: Must be a BSA Swimmer and possess the physical strength required for carrying a canoe and rescuing a swamped canoe; schedule includes a dry session Wednesday evening following the Beach Party</p>
<p>B227 2-3 PM or 4-5 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Chess Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.</p> <p>Maximum number of participants: 24 Where: Scoutcraft Area Who: For all Scouts</p>

<p>MB131 10-11 AM or 11-12 PM or 4-5 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Cooking The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available. Maximum number of participants: 20 Prerequisites: Requirements 4, 5, & 6 Where: Scoutcraft Area Who: For all Scouts Other information: A difficult and time-consuming badge; a limited number of cooking requirements can be completed at camp</p>
<p>MB138 11-12 PM or 4-5 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Electricity (GAMBLE ONLY) Electricity is a powerful and fascinating force of nature. As early as 600 BC observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years. Maximum number of participants: 20 Where: STEM Area Who: For all scouts Prerequisites: Complete requirements 2, 8, 9a</p>
<p>MB139 11-12 PM 4-5 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Electronics (FAMOUS EAGLE ONLY) Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field. Where: STEM Area Additional Fee: \$15</p>
<p>MB142 2-3 PM or 3-4 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Engineering (GAMBLE ONLY) Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China. Where: Scoutcraft Area Prerequisites: 4</p>
<p>MB144 9-11 AM or 2-4 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Environmental Science While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world. Maximum number of participants: 35 Where: Nature Area Who: For third-year campers and older Prerequisites: Completion of requirements 3 & 5 prior to camp Other information: Each session is 2 hours; this is a time-consuming merit badge</p>
<p>MB149 10-12 PM or 2-4 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>First Aid First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life. Maximum number of participants: 20 Where: Scoutcraft Area Who: For all Scouts Prerequisites: Requirements 2d & 7 prior to camp (bring first aid kit); documentation of CPR instruction (or GSLAC "Red Card")</p>






<p>MB150 9-10 AM or 3-4 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Fish and Wildlife Management Wildlife management is the science and art of managing the wildlife - both animals and fish - with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy. Maximum number of participants: 20 Where: Nature Area Who: For second-year campers and older Prerequisites: Completion of requirement 5 and 7 Required materials/preparation: Bring materials to camp</p>
<p>MB151 10-11 AM or 11-12 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Fishing In Scouting for Boys, Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish." Maximum number of participants: 20 Where: Nature Area Who: For all Scouts Prerequisites: Practice knots and study Outdoor Code prior to camp; requirement 7 involves knowledge of state and local regulations Required materials: Fishing rod & reel, line, bait or lures are needed for requirement 9</p>
<p>MB152 3-4 PM or 4-5 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Fly-Fishing Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people. Maximum number of participants: 20 Where: Nature Area Who: For all Scouts Prerequisites: Practice knots in requirement 3 and study the Outdoor Code and Leave No Trace prior to camp; requirement 8 involves knowledge of state and local regulations</p>
<p>MB153 2-3 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Forestry In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests. Maximum number of participants: 20 Where: Nature Area Who: For all Scouts Prerequisites: 5 and 7 Required materials: A tree identification guide and spiral notebook are helpful</p>
<p>MB233 11-12 PM or 4-5 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Game Design (FAMOUS EAGLE ONLY) Game Design Merit Badge. Maximum number of participants: 20 Where: STEM Area Who: For all scouts</p>
<p>MB224 9-10:30 AM or 10:30-12 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Geocaching The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth – a hiding place, you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space. Maximum number of participants: 12 Where: Scoutcraft Area Who: For all Scouts Prerequisites: Requirements 7 & 8 prior to camp Other Information: GPS devices are available at camp, or Scouts may bring their own</p>




<p>MB161 9-10:30 AM or 10:30-12 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Horsemanship In addition to learning how to safely ride and care for horses, Scouts who earn this merit badge will gain an understanding of the instincts and behaviors of horses and humane and effective methods for training horses. Additional Fee: \$20.00 Maximum number of participants: 5 Where: Corral at north end of Camporee Area Who: For fourth-year campers and older Prerequisites: Requirements 1, 2, & 4 prior to camp Required materials: Shoes with heels and long pants; physical strength is needed to saddle, mount, and dismount</p>
<p>MB162 2-3 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Indian Lore Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples. Maximum number of participants: 25 Where: Scoutcraft Area Who: For second-year campers and older Prerequisites: Research the history of an Indian tribe for requirement 1; requirements 2c & d must be completed prior to camp if the Scout plans to use it to fulfill requirement 2 Anticipated costs: \$4-\$15, depending on the projects chosen</p>
<p>MB225 9-10 AM or 10-11 AM or 11-12 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Kayaking A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge. Maximum number of participants: 15 Where: Boating Area Who: For all Scouts Prerequisites: Must be a BSA Swimmer Other information: Schedule includes a dry session Wednesday evening following the Beach Party</p>
<p>MB167 10-11 AM or 11-12 PM or 3-4 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Leatherwork Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding. Learn how to preserve and protect leather items so they will last a lifetime and beyond. Maximum number of participants: 30 Where: Scoutcraft Area Who: For all Scouts Anticipated costs: \$7-\$18 depending on the projects chosen Other information: Assistance available 2:00-5:00 p.m. in the Scoutcraft Area</p>
<p>MB168 9-10 AM or 11-12 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Lifesaving No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies. Maximum number of participants: 25 Where: Swimming Area Who: For second-year campers and older Recommended advance work: Practice swimming skills prior to camp Required materials/preparation: Documentation of CPR instruction (or GSLAC "Red Card"); Scout must have completed Second and First Class swimming requirements prior to camp; long-sleeve button-up shirt and long pants needed for requirement 7e Other information: Must be strong swimmer; schedule includes a dry session Wednesday evening following the Beach Party</p>

<p>MB169 2-3 PM</p> <p>Days: We Th</p> 	<p>Mammal Study A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal. Maximum number of participants: 25 When: Wednesday and Thursday, 2:00-3:00p.m. Where: Nature Area Who: For all Scouts Required materials/preparation: Writing materials</p>
<p>MB173 9-10 AM or 10-11 AM or 11-12 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Motorboating With the fun of operating a motor boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely. Additional Fee: \$10.00 Maximum number of participants: 5 Where: Boating Area Who: For fourth-year campers and older Required materials/preparation: Documentation of CPR instruction (or GSLAC "Red Card"); must be a BSA Swimmer Other information: Class size is limited due to equipment availability</p>
<p>MB121 11-12 PM or 4-5 PM</p> <p>Days: Tu We Th Fr</p> 	<p>Moviemaking Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture. Prerequisites: 3A must be completed before camp. Where: Nature Area When: Tuesday - Friday 2pm-3pm or 4pm-5pm Who: For third year campers and older</p>
<p>MB179 10-12 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Oceanography (GAMBLE ONLY) The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself. Prerequisites: 8 Where: Nature Area Who: Third year campers and older</p>
<p>MB180 9-10 AM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Orienteering Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions. Maximum number of participants: 24 Where: Scoutcraft Area Who: For all Scouts Recommended advance work: Knowledge of orienteering basics; participation in St. Louis Orienteering Club events is suggested (stlouisorienteering.org)</p>
<p>MB184 2-3 PM or 3-4 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Photography Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history. Maximum number of participants: 15 Where: Nature Area Who: For third-year campers and older</p>

<p>MB185 9-11 AM or 3-5 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Pioneering Pioneering-the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars-is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies. Maximum number of participants: 15 Where: Scoutcraft Area Who: For second-year campers and older Recommended advance work: Knowledge of knots and lashings Other information: Construction of pioneering project can be time-consuming</p>
<p>MB195 3-4 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Reptile and Amphibian Study Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency. Maximum number of participants: 25 Where: Nature Area Who: For second-year campers and older Required materials/preparation: Requirement 8; drawing materials</p>
<p>MB196 9-10:30 AM or 10:30-12 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Rifle Shooting Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices. Maximum number of participants: 16 Where: Rifle Range Who: For third-year campers and older Recommended advance work: Shooting skill and knowledge of related terminology Other information: Each session is 90 minutes</p>
<p>MB229 9-11 AM or 2-4 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Robotics Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career. Additional Fee: \$15.00 Maximum number of participants: 12 Where: STEM Area Who: For all scouts</p>
<p>MB197 10-11 AM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Rowing Rowing is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising. Maximum number of participants: 10 Where: Boating Area Who: For second-year campers and older Required materials/preparation: Must be a BSA Swimmer; requires the physical strength to manage a swamped rowboat Other information: Schedule includes a dry session Wednesday evening after the Beach Party</p>
<p>MB202 9-10:30 AM or 10:30-12 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Shotgun Shooting A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning. Additional Fee: \$40.00 Maximum number of participants: 6 Where: Shotgun Range in Camporee Field Who: For fourth-year campers and older Recommended advance work: Knowledge of state and local regulations Required materials/preparation: Shooting skill</p>

<p>MB204 9-10:30 AM or 10:30-12 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Small-Boat Sailing Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety. Maximum number of participants: 8 Where: Boating Area Who: For third-year campers and older Recommended advance work: Review sailing terminology Required materials/preparation: Must be a BSA Swimmer; documentation of CPR instruction (or GSLAC "Red Card") Other information: Weather may impact the completion of the badge; schedule includes a dry session Wednesday night after the Beach Party</p>
<p>MB206 9-10 AM or 11-12 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Soil and Water Conservation Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly. Maximum number of participants: 25 Where: Nature Area Who: For third-year campers and older Recommended advance work: Completion of requirement 7 Required materials/preparation: Drawing materials</p>
<p>MB207 11-12 PM or 4-5 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Space Exploration (GAMBLE ONLY) Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there. Space: the final frontier. These are the voyages of the Starship Enterprise. Its continuing mission: to explore strange, new worlds; to seek out new life and new civilizations; to boldly go where no one has gone before... Maximum number of participants: 20 Where: STEM Area Who: For all scouts</p>
<p>MB235 10-12 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Sustainability (FAMOUS EAGLE ONLY) This Eagle-required merit badge option examines the environment in which we live and how scouts and their families can utilize more sustainable practices in their everyday life. While earning this badge, Scouts learn about climate change, species extinction, resource extraction, green chemistry, recycling, and zero-waste manufacturing. Maximum number of participants: 30 Prerequisites: A family-orientated merit badge, all requirements pertaining to family discussions must be completed prior to camp in order to successfully complete the badge. These are requirements 1, 2A (Water), 2A (Food), 2B,C (Energy), 2A, B (Stuff), 4, and 5A.</p>
<p>MB211 9-10 AM or 10-11 AM or 11-12 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Swimming Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills. Maximum number of participants: 25 Where: Swimming Area Who: For all Scouts Recommended advance work: Knowledge of Safe Swim Defense Plan Prerequisites: Must be a BSA Swimmer Other information: Schedule includes a dry session Wednesday evening after the Beach Party</p>

<p>MB218 9-10 AM or 10-11 AM or 11-12 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Water Sports Water sports are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do. Additional Fee: \$20.00 Maximum number of participants: 6 Where: Boating Area Who: For fourth-year campers and older Required materials/preparation: Documentation of CPR instruction (or GSLAC "Red Card"); must be a BSA Swimmer Other information: Schedule includes a dry session Wednesday evening after the Beach Party; class size is limited due to equipment availability</p>
<p>MB221 11-12 PM or 4-5 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Wilderness Survival In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again. Maximum number of participants: 25 Where: Scoutcraft Area Who: For second-year campers and older Required materials/preparation: Personal survival kit for requirement 5 Other information: Schedule includes a wilderness overnight</p>
<p>MB222 9-10 AM or 4-5 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Wood Carving As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity. Maximum number of participants: 25 Where: Scoutcraft Area Who: For all Scouts Prerequisites: Requirement 1; practice and knowledge of sharpening a pocket knife Required materials/preparation: Totin' Chip Anticipated costs: \$5-\$10 for materials Other information: Assistance available in Scoutcraft Area 2:00-5:00 p.m.</p>
<p>STNO101 10-11 AM or 3-4 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Start Your Engines! (GAMBLE ONLY) Technology based Nova This module is designed to help you explore how technology affects your life each day. Maximum number of participants: 20 Prerequisites: 1 and 2 Where: STEM Area Who: For all scouts</p>
<p>STNO100 9-10 AM or 2-3 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Shoot! Science based nova Maximum number of participants: 20 Prerequisites: 1 Where: STEM Area Who: For all scouts</p>

<p>STNO105 10-11 AM or 3-4 PM</p> <p>Days: Mo Tu We Th Fr</p> 	<p>Splash! (FAMOUS EAGLE ONLY) This module is designed to help you explore how water affects your life every day. Splash! is part of the Science category. Maximum number of participants: 20 Prerequisites: 1 and 2 Where: STEM Area Who: For all scouts</p>
<p>SCSP110 9-5 PM</p> <p>Days: We Th</p> 	<p>Older Scout Climbing Merit Badge (Famous Eagle) Scouts will learn and practice the fundamentals of safe top-rope climbing and rappelling technique on a natural rock face or climbing wall. Maximum number of participants: 5 When: 9:00am-12:00pm Wednesday AND 9:00am-5:00pm Thursday Who: For fourth-year campers and older Required materials/preparation: Documentation of CPR instruction (or GSLAC "Red Card")</p>
<p>SCSP128 2-5 PM</p> <p>Days: We</p>	<p>Older Scouts Kayak Polo Challenge your friends to a game of kayak polo on Nims Lake. Maximum number of participants: 24</p>
<p>SCSP132 2-4 PM</p> <p>Days: Mo Tu We Fr</p> 	<p>Older Scouts Search & Rescue Merit Badge Search and Rescue merit badge will allow scouts to explore more of the camp property while developing knowledge and skills that can help save the life of others or even their selves. Scouts will explore the processes used in aircraft, canine, and aquatic rescue teams, and conduct a search while making sure the proper process is followed Maximum number of participants: 16 Where: Older Scout Program Area Who: For third year campers and older Prerequisites: To complete the merit badge, requirement 6A must be completed prior to camp.</p>
<p>SCSP105 2-3 PM or 3-4 PM or</p> <p>Days: Mo</p>	<p>Older Scouts Shotgun Shooting-session 1 Each session includes 10 rounds. Additional Fee: \$5.00 Maximum number of participants: 6</p>
<p>SCSP107 2-3 PM or 3-4 PM or</p> <p>Days: Tu</p>	<p>Older Scouts Shotgun Shooting-session 2 Each session includes 10 rounds. Additional Fee: \$5.00 Maximum number of participants: 6</p>
<p>SCSP122 2-3 PM or 3-4 PM or 4-5 PM</p> <p>Days: Mo</p>	<p>Older Scouts Waterskiing- session 1 Please do not sign up for more than one session so that others can participate during this week. Additional Fee: \$5.00 Maximum number of participants: 6</p>
<p>SCSP109 2-3 PM or 3-4 PM or 4-5 PM</p> <p>Days: Tu</p>	<p>Older Scouts Waterskiing-session 2 Please do not sign up for more than one session so that others can participate during this week. Additional Fee: \$5.00 Maximum number of participants: 6</p>
<p>SCSP123 2-3 PM or 3-4 PM or 4-5 PM</p> <p>Days: We</p>	<p>Older Scouts Waterskiing-session 3 Please do not sign up for more than one session so that others can participate during this week. Additional Fee: \$5.00 Maximum number of participants: 6</p>

<p>SCSP124 2-3 PM or 3-4 PM or 4-5 PM</p> <p>Days: Th</p>	<p>Older Scouts Waterskiing-session 4 Please do not sign up for more than one session so that others can participate during this week. Additional Fee: \$5.00 Maximum number of participants: 6</p>
<p>SCSP127 2-3 PM or 3-4 PM or 4-5 PM</p> <p>Days: Fr</p>	<p>Older Scouts Waterskiing- session 5 Please do not sign up for more than one session so that others can participate during this week. Additional Fee: \$5.00 Minimum number of participants: 1 Maximum number of participants: 6</p>
<p>SCSP101 9-3 PM</p> <p>Days: Mo Tu We Th Fr</p>	<p>Voyageur Program AM Session The Voyageur Program is designed for Scouts who have recently joined a troop or graduated from Webelos. This transitional program helps Scouts understand the patrol method, learn basic Scouting skills, and experience some of the many programs available at summer camp. The program is not intended for Scouts to advance to First Class rank during one week at camp; it is intended to support a troop's advancement program. Additional Fee: \$10 Maximum number of participants: 60 NOTE: Monday-Friday 9am-Noon and 2-3 pm</p>