



BOY SCOUTS  
OF AMERICA®

## 2022 Summer Camp-Gamble Class Catalog

### Event Contacts

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Registration opens January 03, 2022  
Visit [www.scoutingevent.com/312-](http://www.scoutingevent.com/312-) to register



BOY SCOUTS  
OF AMERICA®  
GREATER SAINT LOUIS AREA COUNCIL



## Class Catalog

2022 Summer Camp-Gamble: Session 1 at Camp Gamble

### Summer Camp - FE/Gamble/Catholic Adventure (Scheduled Classes)

**FGC29** 9-10:30 AM

Days: Mo Tu We Th Fr



#### Archery

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow - but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.

**Maximum number of participants:** 15

**Prerequisites:** Recommended advance work: Study requirements 3 & 4  
 Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

**FGC29** 10:30-12 PM

Days: Mo Tu We Th Fr



#### Archery

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow - but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.

**Maximum number of participants:** 15

**Prerequisites:** Recommended advance work: Study requirements 3 & 4  
 Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

**FGC1** 9-10 AM

Days: Mo Tu We Th Fr



#### 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.

**Maximum number of participants:** 20

**Prerequisites:** Requirements 5b, 6, 7b completed prior to camp; bring pen and paper to camp; night observations will be required  
 Recommended advance work: Knowledge and practice in identifying constellations  
 Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

**FGC12** 9-10 AM

Days: Mo Tu We Th Fr



#### 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.

**Maximum number of participants:** 25

**Prerequisites:** Requirements 2, 3, 8c, 8d, & 9 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)  
 Minimum age: All Scouts

## Class Catalog

2022 Summer Camp-Gamble: Session 1 at Camp Gamble

**FGC12** 2-3 PM



### Camping

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Minimum age: All Scouts

Days: Mo Tu We Th Fr

**FGC12** 4-5 PM



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Minimum age: All Scouts

Days: Mo Tu We Th Fr

**FGC22** 9-10 AM



### 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.

**Maximum number of participants:** 24

**Prerequisites:** Prerequisites: 4, 5, 10 and must be a BSA Swimmer and possess the physical strength required for carrying a canoe and rescuing a swamped canoe

Minimum age: All Scouts

Days: Mo Tu We Th Fr

**NOTE: Minimum Age: All Scouts**

**FGC22** 10-11 AM



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Minimum age: All Scouts

Days: Mo Tu We Th Fr

**NOTE: Minimum Age: All Scouts**

**FGC45** 11-12 PM



### Chemistry

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you become a chemist.

**Minimum Age:** 13

**Maximum number of participants:** 16

Days: Mo Tu We Th Fr

## Class Catalog

2022 Summer Camp-Gamble: Session 1 at Camp Gamble

**FGC45** 4-5 PM

Days: Mo Tu We Th Fr



### Chemistry

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you become a chemist.

**Minimum Age:** 13

**Maximum number of participants:** 16

**FGC32** 2-3 PM

Days: Tu We Th Fr



### Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

**Maximum number of participants:** 24

**Prerequisites:** Minimum age: All Scouts

**FGC32** 4-5 PM

Days: Tu We Th Fr



### Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

**Maximum number of participants:** 24

**Prerequisites:** Minimum age: All Scouts

**FGC13** 10-11 AM

Days: Mo Tu We Th Fr



### 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:** 25

**Prerequisites:** Requirements 4, 5, & 6 completed prior to camp

This is a difficult and time consuming badge; a limited number of cooking requirements can be completed at camp

Minimum age: All Scouts

**FGC13** 11-12 PM

Days: Mo Tu We Th Fr



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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.

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**FGC13** 4-5 PM

Days: Mo Tu We Th Fr



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## Class Catalog

2022 Summer Camp-Gamble: Session 1 at Camp Gamble

**FGC33** 10-11 AM

Days: Mo Tu We Th Fr



### Electronics

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.

**Additional Fee:** \$15.00

**Maximum number of participants:** 16

**Prerequisites:** Minimum age: All Scouts

**FGC33** 11-12 PM

Days: Mo Tu We Th Fr



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**Additional Fee:** \$15.00

**Maximum number of participants:** 16

**Prerequisites:** Minimum age: All Scouts

**FGC2** 9-11 AM

Days: Mo Tu We Th Fr



### 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

**Prerequisites:** Requirements 3 & 5 completed prior to camp

Each Session is 2 hours; this is a time consuming merit badge

Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

**FGC2** 2-4 PM

Days: Mo Tu We Th Fr



### 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

**Prerequisites:** Requirements 3 & 5 completed prior to camp

Each Session is 2 hours; this is a time consuming merit badge

Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

**FGC14** 10-12 PM

Days: Mo Tu We Th Fr



### 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

**Prerequisites:** Requirements 7 completed prior to camp; bring first aid kit and documentation of CPR instruction (GSLAC "Red Card")

Minimum age: All Scouts

**FGC14** 2-4 PM

Days: Mo Tu We Th Fr



### 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.

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Minimum age: All Scouts

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<b>FGC3</b>	9-10 AM		<p><b>Fish and Wildlife Management</b></p> <p>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.</p> <p><b>Maximum number of participants: 20</b>  <b>Prerequisites:</b> Requirements 5 &amp; 7 completed prior to camp            Bring materials to camp            Minimum age: All Scouts  <b>NOTE: Minimum age: All Scouts</b></p>
<b>FGC3</b>	3-4 PM		<p><b>Fish and Wildlife Management</b></p> <p>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.</p> <p><b>Maximum number of participants: 20</b>  <b>Prerequisites:</b> Requirements 5 &amp; 7 completed prior to camp            Bring materials to camp            Minimum age: All Scouts  <b>NOTE: Minimum age: All Scouts</b></p>
<b>FGC4</b>	9-10 AM		<p><b>Fishing</b></p> <p>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."</p> <p><b>Maximum number of participants: 20</b>  <b>Prerequisites:</b> Practice knots and study Outdoor Code prior to camp; requirement 7 involves knowledge of state and local regulations            Required Materials: Fishing rod &amp; reel, line, bait or lures are needed for requirement 9            Minimum age: All Scouts  <b>NOTE: Minimum age: All Scouts</b></p>
<b>FGC4</b>	11-12 PM		<p><b>Fishing</b></p> <p>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."</p> <p><b>Maximum number of participants: 20</b>  <b>Prerequisites:</b> Practice knots and study Outdoor Code prior to camp; requirement 7 involves knowledge of state and local regulations            Required Materials: Fishing rod &amp; reel, line, bait or lures are needed for requirement 9            Minimum age: All Scouts  <b>NOTE: Minimum age: All Scouts</b></p>
<b>FGC5</b>	10-11 AM		<p><b>Fly Fishing</b></p> <p>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.</p> <p><b>Maximum number of participants: 20</b>  <b>Prerequisites:</b> 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>

## Class Catalog

2022 Summer Camp-Gamble: Session 1 at Camp Gamble

Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

**FGC5** 3-4 PM

Days: Mo Tu We Th Fr



### 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**

**Prerequisites:** 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

Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

**FGC6** 2-3 PM

Days: Mo Tu We Th Fr



### 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**

**Prerequisites:** Prerequisites 5 & 7 completed prior to camp

Required Materials: A tree identification guide and spiral notebook are helpful

Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

**FGC34** 9-10 AM

Days: Mo Tu We Th Fr



### Game Design

Games also come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.

**Maximum number of participants: 25**

**Prerequisites:** Minimum age: All Scouts

**FGC34** 2-3 PM

Days: Mo Tu We Th Fr



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**Maximum number of participants: 25**

**Prerequisites:** Minimum age: All Scouts

**FGC15** 10:30-12 PM

Days: Mo Tu We Th Fr



### 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**

**Prerequisites:** Requirements 7 & 8 completed prior to camp

GPS devices are available at camp, or Scouts may bring their own

Minimum age: All Scouts

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2022 Summer Camp-Gamble: Session 1 at Camp Gamble

**FGC15** 2-3:30 PM

Days: Mo Tu We Th Fr



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**Maximum number of participants:** 12

**Prerequisites:** Requirements 7 & 8 completed prior to camp

GPS devices are available at camp, or Scouts may bring their own

Minimum age: All Scouts

**FGC44** 11-12 PM

Days: Fr



### Golf

Golf is unique because the players police themselves. Other sports depend upon referees or umpires to apply penalties when there are infractions of the rules. In golf, every player is expected to act honorably, and the welfare and integrity of the game rely on every player's honesty. This is why golf often is referred to as a "gentleman's game."

**Prerequisites:** Scouts play during the week under supervision of unit leaders. Scouts and leaders will choose a course of their liking that is close to camp. You will meet at end of the week to actually discuss with a merit badge counselor.

Minimum age: All Scouts

**FGC36** 9-10:30 AM

Days: Mo Tu We Th Fr



### 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:** 10

**Prerequisites:** Requirements 1, 2, & 4 completed prior to camp

Required materials: Shoes with heels and long pants; physical strength is needed to saddle, mount, and dismount

Minimum age: All Scouts

**FGC23** 9-10 AM

Days: Mo Tu We Th Fr



### Kayaking

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

**Maximum number of participants:** 15

**Prerequisites:** Must be a BSA Swimmer

Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

**FGC23** 10-11 AM

Days: Mo Tu We Th Fr



### Kayaking

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

**Maximum number of participants:** 15

**Prerequisites:** Must be a BSA Swimmer

Minimum age: All Scouts

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**FGC23** 11-12 PM

Days: Mo Tu We Th Fr



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## Class Catalog

2022 Summer Camp-Gamble: Session 1 at Camp Gamble

**Prerequisites:** Must be a BSA Swimmer  
 Minimum age: All Scouts  
**NOTE: Minimum age: All Scouts**

**FGC17** 10-11 AM

Days: Mo Tu We Th Fr



### 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.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

**Maximum number of participants: 30**

**Prerequisites:** Anticipated Cost: \$7-\$18 depending on the projects chosen  
 Minimum age: All Scouts

**FGC17** 11-12 PM

Days: Mo Tu We Th Fr



### Leatherwork

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**Maximum number of participants: 30**

**Prerequisites:** Anticipated Cost: \$7-\$18 depending on the projects chosen  
 Minimum age: All Scouts

**FGC17** 3-4 PM

Days: Mo Tu We Th Fr



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**Maximum number of participants: 30**

**Prerequisites:** Anticipated Cost: \$7-\$18 depending on the projects chosen  
 Minimum age: All Scouts

**FGC24** 9-10 AM

Days: Mo Tu We Th Fr



### 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.

**Minimum Age: 12**

**Maximum number of participants: 25**

**Prerequisites:** Recommended advance work: Practice swimming skills prior to camp  
 Required materials/preparation: Documentation of CPR instruction (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  
 Must be a strong swimmer

**FGC24** 11-12 PM

Days: Mo Tu We Th Fr



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 long-sleeve button-up shirt and long pants needed for requirement 7e  
 Must be a strong swimmer

**FGC7** 11-12 PM



### 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

**Prerequisites:** Required Materials: writing materials

Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

Days: We Th

**FGC25** 9-10 AM



### Motorboating

With the fun of operating a motor boat 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

**Minimum Age:** 14

**Maximum number of participants:** 5

**Prerequisites:** Required materials/preparation: Documentation of CPR instruction (GSLAC "Red Card"); must be a BSA swimmer  
 Class size is limited due to equipment availability

Days: Mo Tu We Th Fr

**FGC25** 10-11 AM



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**Minimum Age:** 14

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**Prerequisites:** Required materials/preparation: Documentation of CPR instruction (GSLAC "Red Card"); must be a BSA swimmer  
 Class size is limited due to equipment availability

Days: Mo Tu We Th Fr

**FGC25** 11-12 PM



### Motorboating

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**Minimum Age:** 14

**Maximum number of participants:** 5

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 Class size is limited due to equipment availability

Days: Mo Tu We Th Fr

## Class Catalog

2022 Summer Camp-Gamble: Session 1 at Camp Gamble

**FGC8** 2-3 PM

Days: Tu We Th Fr



### Movie-making

Movie-making 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.

**Minimum Age:** 13

**Maximum number of participants:** 15

**Prerequisites:** Requirement 3a completed prior to camp

**FGC8** 4-5 PM

Days: Tu We Th Fr



### Movie-making

Movie-making 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.

**Minimum Age:** 13

**Maximum number of participants:** 15

**Prerequisites:** Requirement 3a completed prior to camp

**FGC18** 9-10 AM

Days: Mo Tu We Th Fr



### 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

**Prerequisites:** Recommended advance work: Knowledge of orienteering basics; participation in St. Louis Orienteering Club events is suggested ([stlouisorienteering.org](http://stlouisorienteering.org))  
 Minimum age: All Scouts

**FGC9** 11-12 PM

Days: Mo Tu We Th Fr



### 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.

**Minimum Age:** 12

**Maximum number of participants:** 15

**FGC9** 4-5 PM

Days: Mo Tu We Th Fr



### 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.

**Minimum Age:** 12

**Maximum number of participants:** 15

## Class Catalog

2022 Summer Camp-Gamble: Session 1 at Camp Gamble

**FGC19** 9-11 AM

Days: Mo Tu We Th Fr



### 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.

**Minimum Age:** 12

**Maximum number of participants:** 15

**Prerequisites:** Recommended advance work: Knowledge of knots and lashings  
Construction of pioneering project can be time-consuming

**FGC19** 3-5 PM

Days: Mo Tu We Th Fr



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**Minimum Age:** 12

**Maximum number of participants:** 15

**Prerequisites:** Recommended advance work: Knowledge of knots and lashings  
Construction of pioneering project can be time-consuming

**FGC10** 3-4 PM

Days: Mo Tu We Th Fr



### 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.

**Minimum Age:** 12

**Maximum number of participants:** 25

**Prerequisites:** Requirement 8 completed prior to camp  
Required Materials: Drawing Materials

**FGC30** 9-10:30 AM

Days: Mo Tu We Th Fr



### 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

**Prerequisites:** Prerequisites: #8

Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

**FGC30** 10:30-12 PM

Days: Mo Tu We Th Fr



### 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

**Prerequisites:** Prerequisites: #8

Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

## Class Catalog

2022 Summer Camp-Gamble: Session 1 at Camp Gamble

**FGC31** 9-10:30 AM

Days: Mo Tu We Th Fr



### 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

**Prerequisites:** Recommended advance work: Knowledge of state and local regulations

Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

**FGC31** 10:30-12 PM

Days: Mo Tu We Th Fr



### 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

**Prerequisites:** Recommended advance work: Knowledge of state and local regulations

Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

**FGC26** 9-10:30 AM

Days: Mo Tu We Th Fr



### 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.

**Minimum Age:** 13

**Maximum number of participants:** 8

**Prerequisites:** Recommended advance work: Review sailing terminology  
Required materials/preparation: Must be a BSA Swimmer; documentation of CPR instruction (GSLAC "Red Card")

Weather may impact the completion of the badge

**FGC26** 10:30-12 PM

Days: Mo Tu We Th Fr



### 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.

**Minimum Age:** 13

**Maximum number of participants:** 8

**Prerequisites:** Recommended advance work: Review sailing terminology  
Required materials/preparation: Must be a BSA Swimmer; documentation of CPR instruction (GSLAC "Red Card")

Weather may impact the completion of the badge

**FGC11** 10-12 PM

Days: Mo Tu We Th Fr



### Sustainability

Sustainability Merit Badge.

**Maximum number of participants:** 16

**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 requirements include 1, 2a (water), 2a (food), 2b-c (energy), 2a-b (stuff), 4, & 5a

## Class Catalog

2022 Summer Camp-Gamble: Session 1 at Camp Gamble

Minimum age: All Scouts

**FGC11** 2-4 PM



### Sustainability

Sustainability Merit Badge.

**Maximum number of participants: 16**

**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 requirements include 1, 2a (water), 2a (food), 2b-c (energy), 2a-b (stuff), 4, & 5a

Minimum age: All Scouts

Days: Mo Tu We Th Fr

**FGC27** 9-10 AM



### 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**

**Prerequisites:** Recommended advance work: Knowledge of Safe Swim Defense Plan Must be a BSA Swimmer

Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

Days: Mo Tu We Th Fr

**FGC27** 10-11 AM



### 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**

**Prerequisites:** Recommended advance work: Knowledge of Safe Swim Defense Plan Must be a BSA Swimmer

Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

Days: Mo Tu We Th Fr

**FGC27** 11-12 PM



### 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**

**Prerequisites:** Recommended advance work: Knowledge of Safe Swim Defense Plan Must be a BSA Swimmer

Minimum age: All Scouts

**NOTE: Minimum age: All Scouts**

Days: Mo Tu We Th Fr

**FGC28** 9-10 AM



### 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**

**Minimum Age: 14**

**Maximum number of participants: 6**

**Prerequisites:** Required materials/preparation: must be a BSA Swimmer

Days: Mo Tu We Th Fr

## Class Catalog

2022 Summer Camp-Gamble: Session 1 at Camp Gamble

**FGC28** 10-11 AM



### 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

**Minimum Age:** 14

**Maximum number of participants:** 6

**Prerequisites:** Required materials/preparation: must be a BSA Swimmer

Days: Mo Tu We Th Fr

**FGC28** 11-12 PM



### 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

**Minimum Age:** 14

**Maximum number of participants:** 6

**Prerequisites:** Required materials/preparation: must be a BSA Swimmer

Days: Mo Tu We Th Fr

**FGC46** 3-4 PM



### Welding

The new Welding badge and pamphlet was released by BSA, and Scouts could begin earning the badge on February 24, 2012.

**Additional Fee:** \$15.00

**Minimum Age:** 12

**Maximum number of participants:** 16

Days: Mo Tu We Th Fr

**FGC20** 11-12 PM



### 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

**Prerequisites:** Required Materials/preparation: Personal survival kit for requirement 5

Schedule includes a wilderness overnight

Minimum age: All Scouts

Days: Mo Tu We Th Fr

**FGC20** 4-5 PM



### 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

**Prerequisites:** Required Materials/preparation: Personal survival kit for requirement 5

Schedule includes a wilderness overnight

Minimum age: All Scouts

Days: Mo Tu We Th Fr

## Class Catalog

2022 Summer Camp-Gamble: Session 1 at Camp Gamble

**FGC21** 9-10 AM



### 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:** 20

**Prerequisites:** Requirement 1 completed prior to camp; practice and knowledge of sharpening a pocket knife

Required Materials; Totin' Chip

Anticipated Costs: Approx. \$10 @ Trading Post

Minimum age: All Scouts

Days: Mo Tu We Th Fr

**FGC21** 3-4 PM



### 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:** 20

**Prerequisites:** Requirement 1 completed prior to camp; practice and knowledge of sharpening a pocket knife

Required Materials; Totin' Chip

Anticipated Costs: Approx. \$10 @ Trading Post

Minimum age: All Scouts

Days: Mo Tu We Th Fr

**FGC21** 4-5 PM



### 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:** 20

**Prerequisites:** Requirement 1 completed prior to camp; practice and knowledge of sharpening a pocket knife

Required Materials; Totin' Chip

Anticipated Costs: Approx. \$10 @ Trading Post

Minimum age: All Scouts

Days: Mo Tu We Th Fr

## Class Catalog

2022 Summer Camp-Gamble: Session 1 at Camp Gamble

### Summer Camp Specialty Programs (Scheduled Classes)

**SCSP129** 9-5 PM



#### **APEX - Older Scout Program**

The APEX Program features activities designed for Scouts who are at least 14 years old or in their fourth year of camp. Scouts who participate in this exciting program will receive a T-shirt and a special APEX Program patch!

Scouts who participate in the APEX Program will spend the majority of their day participating in various activities including Mountain Biking, Sporting Arrows, Cowboy Action Shoot, Low Ropes, an overnight experience, and much more!

The APEX Program will take Scouts to different portions of S bar F as well as some off-site locations. Unit leaders will need to provide transportation to the off-site locations.

**Maximum number of participants: 32**

**Prerequisites:** Scouts are allowed to also select a couple merit badges to work on if they choose. Classes will be allowed to be double booked with the APEX Program.

Days: Mo Tu We Th Fr

**SCSP140** 2-3 PM



#### **Wayfinder-First Class**

This new program will allow the camper's summer camp experience to focus on what they need to complete, and open up other times for additional programs.

Please selection this session if you are working towards your First Class Rank. This may vary, but in general the following requirements will be taught.

First Class - 3a, 3b, 3c, 7a, 7b, 7c, 7d, 7e, 7f

Summer camp staff do not "sign off" on these requirements. The Scout's approval of the completion of these requirements should be managed by the Unit Leader (Guide to Advancement, Page 19). Troops will receive a printout at the end of their week showing which requirements were covered.

**Maximum number of participants: 36**

Days: Mo Tu We Th Fr

**SCSP138** 9-10 AM



#### **Wayfinder-Scout & Tenderfoot**

This new program will allow the camper's summer camp experience to focus on what they need to complete, and open up other times for additional programs.

Please register for this session if you are working towards your Scout & Tenderfoot ranks. This may vary, but in general the following requirements will be taught.

Scout - 1a, 1b, 1c, 1f, 3b, 4a, 4b, 5

Tenderfoot - 3a, 3b, 3c, 3d, 4a, 4b, 4d, 7a

Summer camp staff do not "sign off" on these requirements. The Scout's approval of the completion of these requirements should be managed by the Unit Leader (Guide to Advancement, Page 19). Troops will receive a printout at the end of their week showing which requirements were covered.

**Maximum number of participants: 36**

Days: Mo Tu We Th Fr

## Class Catalog

2022 Summer Camp-Gamble: Session 1 at Camp Gamble

**SCSP141** 9-3 PM



### Wayfinder-Scout, Tenderfoot, Second Class, and First Class

This new program will allow the camper's summer camp experience to focus on what they need to complete, and open up other times for additional programs.

Please select this session if you wish to work on all four ranks during Summer Camp. This may vary, but in general the following requirements will be taught.

Scout - 1a, 1b, 1c, 1f, 3b, 4a, 4b, 5

Tenderfoot - 3a, 3b, 3c, 3d, 4a, 4b, 4d, 7a

Second Class - 2b, 2c, 2f, 2g, 3b, 3c, 6a, 6b, 6c, 6d, 6e, 8a, 8b, 9a, 9b

First Class - 3a, 3b, 3c, 7a, 7b, 7c, 7d, 7e, 7f

Summer camp staff do not "sign off" on these requirements. The Scout's approval of the completion of these requirements should be managed by the Unit Leader (Guide to Advancement, Page 19). Troops will receive a printout at the end of their week showing which requirements were covered.

#### Prerequisites:

Days: Mo Tu We Th Fr

**SCSP139** 10-11 AM



### Wayfinder-Second Class

This new program will allow the camper's summer camp experience to focus on what they need to complete, and open up other times for additional programs.

Please choose this session if you are working towards your Second Class Rank. This may vary, but in general the following requirements will be taught.

Second Class - 2b, 2c, 2f, 2g, 3b, 3c, 6a, 6b, 6c, 6d, 6e, 8a, 8b, 9a, 9b

Summer camp staff do not "sign off" on these requirements. The Scout's approval of the completion of these requirements should be managed by the Unit Leader (Guide to Advancement, Page 19). Troops will receive a printout at the end of their week showing which requirements were covered.

#### Maximum number of participants: 36

Days: Mo Tu We Th Fr