



# 2026 Ingersoll Scout Reservation Summer Camp

## Class Catalog

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**Ingersoll Merit Badges (Scheduled Classes)**



**ING33 Archaeology (1)**

Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Maximum number of participants:** 20  
**Sessions:** All



**ING31 Archery (2)**

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.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Field Sports  
**Additional Fee:** \$10.00  
**Maximum number of participants:** 20  
**Sessions:** All

10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Field Sports  
**Additional Fee:** \$10.00  
**Maximum number of participants:** 20  
**Sessions:** All

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Field Sports  
**Additional Fee:** \$10.00  
**Maximum number of participants:** 20  
**Sessions:** All



**ING37 Bird Study (1)**

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Ecology / Conservation  
**Maximum number of participants:** 20  
**Sessions:** All  
**Prerequisites:** Requirement: 13  
Identify career opportunities, prepare a report and bring with you to camp: <https://www.scouting.org/merit-badges/bird-study/>



**ING69 Brownsea Island**

PRE-REQ: First Aid MB req. 5  
The following merit badges and requirements will be earned at camp:  
Nature Merit Badge  
American Indian Culture  
Tenderfoot: 1c, 3a-d, 4a-d, 5a-d, 7a-b, 8  
Second Class: 1b, 2f&g, 3a, 3c, 3d, 4, 5a-d, 6a-e, 8a-b  
First Class: 1b, 3a-d, 4a-b, 5a-d, 6a-e, 7a-f, 9a-b

9-12 PM **Days:** Mo Tu We Th Fr **Room:** Brownsea Island  
**Maximum number of participants:** 20  
**Sessions:** All



**ING2 Camping (2)**

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.

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9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Maximum number of participants:** 20  
**Sessions:** All  
**Prerequisites:** Requirements: 4b, 5e, 7a-b, 8c-d, 9a-b  
 Help Patrol prepare for a campout. Cook one breakfast, one lunch, and one dinner. Camp 20 days/nights.  
 Half of 9b can be completed by rappelling at the climbing tower during Open Climb.



### ING25 Canoeing (2)

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.

9-10:20 AM **Days:** Mo Tu We Th Fr **Room:** Lakefront  
**Maximum number of participants:** 20  
**Sessions:** All

10:30-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Lakefront  
**Maximum number of participants:** 20  
**Sessions:** All  
**Prerequisites:** Requirement: 2  
 Complete the BSA Swimmers Swim Test



### ING11 Chemistry (1)

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.

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** STEM Center  
**Maximum number of participants:** 20  
**Sessions:** All  
**Prerequisites:** Do ONE of the following: Requirement 8a, b, OR c  
 Requirements can be found at: <https://www.scouting.org/merit-badges/chemistry/>



### ING38 Chess (1)

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

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** STEM Center  
**Maximum number of participants:** 20  
**Sessions:** All



### ING77 Citizenship in the Nation

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Sinclair Pavilion  
**Maximum number of participants:** 10  
**Sessions:** All  
**Prerequisites:** Requirements: 5, 7, and 8

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**ING23 Climbing (3)**

Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.

10:30-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Climbing Tower  
**Maximum number of participants:** 12  
**Sessions:** All

2-3:20 PM **Days:** Mo Tu We Th Fr **Room:** Climbing Tower  
**Maximum number of participants:** 12  
**Sessions:** All



**ING57 Electronics (2)**

Scouts will learn about capacitors, transistors, and resistors while grasping the basic principals of digital techniques and demonstrating how to build a control device circuit. Understand the behaviors of electrons and learn safety precautions when using, building, altering, or repairing electronic devices with the Electronics Merit Badge.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** STEM Center  
**Maximum number of participants:** 20  
**Sessions:** All



**ING3 Emergency Preparedness (2)**

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Maximum number of participants:** 20  
**Sessions:** All  
**Prerequisites:** Requirements: 1, 2c, 7b, 8b, 10a, b, OR c.  
Complete the First Aid Merit Badge. Teach your family how to make an emergency kit and create a family emergency plan. Make a personal emergency service pack and a family emergency pack.



**ING12 Environmental Science (3)**

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.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Ecology / Conservation  
**Maximum number of participants:** 20  
**Sessions:** All

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Ecology / Conservation  
**Maximum number of participants:** 20  
**Sessions:** All  
**Prerequisites:** Requirement: 11  
This badge is required for Eagle. It is recommended for older scouts (age 13+) as it requires a great deal of writing. Scouts will need to bring a notebook and pen.  
Identify career opportunities, prepare a report and bring with you to camp. <https://www.scouting.org/merit-badges/environmental-science/>

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### ING4 First Aid (1)

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.

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Maximum number of participants:** 20  
**Sessions:** All

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Maximum number of participants:** 20  
**Sessions:** All  
**Prerequisites:** Requirements: 2b; 15a, b, c, OR d  
Complete all First Aid requirements for Tenderfoot, 2nd Class, and 1st Class. Assemble a personal First Aid kit for hiking or backpacking, bring to camp.



### ING14 Fish and Wildlife Management (2)

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.

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Ecology / Conservation  
**Maximum number of participants:** 16  
**Sessions:** All

**Prerequisites:** Requirement: 8  
Identify career opportunities, prepare a report and bring with you to camp. <https://www.scouting.org/merit-badges/fish-wildlife-management/>



### ING13 Fishing (1)

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."

10:30-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Fish Shack  
**Maximum number of participants:** 10  
<https://www.scouting.org/merit-badges/fishing/>  
**Sessions:** All

2-3:20 PM **Days:** Mo Tu We Th Fr **Room:** Fish Shack  
**Maximum number of participants:** 10  
<https://www.scouting.org/merit-badges/fishing/>  
**Sessions:** All  
**Prerequisites:** Requirement: 4  
Read the Fishing MB pamphlet. Practice the Improved Clinch, Palomar, Uni to Uni, and Arbor knots.



### ING15 Fly Fishing (2)

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.

9-10:20 AM **Days:** Mo Tu We Th Fr **Room:** Fish Shack  
**Maximum number of participants:** 8  
<https://www.scouting.org/merit-badges/fly-fishing/>  
**Sessions:** All

**Prerequisites:** Requirement: 3a-e  
Read the Fly Fishing MB pamphlet.  
Practice the Arbor, Nail, Loop-to-Loop, Surgeons, and Improved Clinch Knot.

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**ING16 Forestry (1)**

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.

2-2:50 PM      **Days:** Mo Tu We Th Fr    **Room:** Ecology / Conservation  
**Maximum number of participants:** 20  
**Sessions:** All  
**Prerequisites:** Requirements: 5, 8  
 Do 1 of the activities in 5. Bring report for 8 to camp.



**ING65 Instructional Swim**

2-3:30 PM      **Days:** Mo Tu We Th Fr    **Room:** Pool  
**Maximum number of participants:** 20  
**Sessions:** All



**ING59 Inventing (1)**

Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge, and discover your inner inventiveness.

10-10:50 AM      **Days:** Mo Tu We Th Fr    **Room:** STEM Center  
**Maximum number of participants:** 20  
<https://www.scouting.org/merit-badges/inventing/>  
**Sessions:** All  
**Prerequisites:** Requirements: 8 a OR b  
 Do ONE: (a) Participate with a club or team (robotics team, science club, or engineering club) that builds a useful item. (b) Visit a museum or exhibit dedicated to an inventor or invention, and create a presentation of your visit.



**ING26 Kayaking (1)**

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

10:30-12 PM      **Days:** Mo Tu We Th Fr    **Room:** Lakefront  
**Maximum number of participants:** 10  
**Sessions:** All  
 2-3:30 PM      **Days:** Mo Tu We Th Fr    **Room:** Lakefront  
**Maximum number of participants:** 10  
**Sessions:** All  
**Prerequisites:** Requirement: 2  
 Complete the BSA Swimmers Swim Test



**ING5 Leatherwork (1)**

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.

9-9:50 AM      **Days:** Mo Tu We Th Fr    **Room:** Scoutcraft  
**Additional Fee:** \$15.00  
**Maximum number of participants:** 20  
**Sessions:** All  
**Prerequisites:** NOTE: This requires an additional \$15 fee for supplies, which includes a leather kit. Additional kits can be purchased in the Trading Post.

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### ING27 Lifesaving (2)

No 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.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Pool  
**Maximum number of participants:** 10  
**Sessions:** All

10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Pool  
**Maximum number of participants:** 10  
**Sessions:** All  
**Prerequisites:** Requirements: 2a, 16b  
Pass BSA Swim Test for your current rank.  
This badge is required for Eagle (with alternatives). It is a challenging merit badge that requires physical strength and stamina. Bring long pants, long-sleeved button-down shirt, and shoes that can get wet.



### ING66 Mammal Study, Nature

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.

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Ecology / Conservation  
**Maximum number of participants:** 20  
<https://www.scouting.org/merit-badges/mammal-study>; <https://www.scouting.org/merit-badges/nature>  
**Sessions:** All  
**Prerequisites:** Mammal Study Requirements: 7a OR 7b  
Do ONE: (a) Explore careers related to this merit badge. (b) Explore how you could use knowledge and skills from this merit badge to pursue a hobby or healthy lifestyle.  
Nature Requirements: 7a OR 7b  
Identify career opportunities, prepare a report and bring with you to camp.  
<https://www.scouting.org/merit-badges/nature>



### ING61 Model Design and Building (2)

Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby: it is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes.

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** STEM Center  
**Maximum number of participants:** 20  
**Sessions:** All



### ING41 Moviemaking (2)

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.

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** STEM Center  
**Maximum number of participants:** 20  
**Sessions:** All

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**ING7 Orienteering (2)**

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.

10-10:50 AM

**Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Maximum number of participants:** 20

**Sessions:** All

**Prerequisites:** Requirements: 7, 10

Take part in three orienteering events. One of these must be a cross-country course.

Teach orienteering techniques to your patrol, troop or crew.



**ING74 Paul Bunyan Award**

To encourage proper use of woods tools, training others in Totin' Chip skills, and creating a simple outdoor project using acquired woods tool skills.

2-2:50 PM

**Days:** Mo Tu We Th Fr **Room:** Brownsea Island

**Maximum number of participants:** 20

**Sessions:** All

**Prerequisites:** Earn Totin' Chip



**ING8 Pioneering (2)**

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.

2-2:50 PM

**Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Maximum number of participants:** 20

<https://www.scouting.org/merit-badges/pioneering/>

**Sessions:** All

**Prerequisites:** Requirements: 2b, 2c

2b. Demonstrate how to tie a rope tackle and the following knots: clove hitch formed as two half hitches, clove hitch on a bight, butterfly knot, roundturn with two half hitches, and rolling hitch.

2c. Demonstrate and explain when to use the following lashings: square, diagonal, round, shear, tripod, and floor lashing.



**ING62 Reptile and Amphibian Study (1)**

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.

11-11:50 AM

**Days:** Mo Tu We Th Fr **Room:** Ecology / Conservation

**Maximum number of participants:** 20

<https://www.scouting.org/merit-badges/reptile-and-amphibian-study>

**Sessions:** All

**Prerequisites:** Requirements: 8a OR 8b

Do ONE of the following:

(a) Take custody of one or more reptiles or amphibians and maintain it for a month.

(b) Choose a reptile or amphibian you can observe or foster at a local zoo, aquarium, nature center, local rescue or other exhibit.

Full requirements at URL above.

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### ING43 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.

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.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Field Sports  
**Additional Fee:** \$5.00

**Maximum number of participants:** 16

**Sessions:** All

10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Field Sports  
**Additional Fee:** \$5.00

**Maximum number of participants:** 16

**Sessions:** All

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Field Sports  
**Additional Fee:** \$5.00

**Maximum number of participants:** 16

**Sessions:** All

**Prerequisites:** Requirement: 3

Identify career opportunities, prepare a report and bring it with you to camp.

<https://www.scouting.org/merit-badges/rifle-shooting>

NOTE: Course fees help offset the cost of ammunition, targets, and gun replacement.



### ING53 Robotics (2)

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.

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** STEM Center  
**Maximum number of participants:** 8

**Sessions:** All

**Prerequisites:** Requirements: 6a or 6b, 7

Attend a robotics competition or learn about three youth competitions.

Learn about three robotics related career fields.



### ING68 Search and Rescue, Signs, Signals, and Codes

The process and safety methods of working around specialized teams such as aircraft, canine, and aquatic rescue teams. Identifying differences between search and rescue environments, such as coastal, wilderness, rural, and urban landscapes. Determining when Universal Transverse Mercator (UTM) and latitude and longitude (Lat/Lon) should be used.

American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives?

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Maximum number of participants:** 20

<https://www.scouting.org/merit-badges/signs-signals-and-codes/>

**Sessions:** All

**Prerequisites:** Search & Rescue Requirement: 8

Interview a member of a search and rescue team.

Find out about career or volunteer opportunities in SAR.

Signs, Signals, and Codes: Memorize and know how to use Morse code and semaphore.

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### ING32 Shotgun Shooting (3)

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.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Field Sports  
**Additional Fee:** \$12.00  
**Maximum number of participants:** 6

**Sessions:** All

10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Field Sports  
**Additional Fee:** \$12.00  
**Maximum number of participants:** 6

**Sessions:** All

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Field Sports  
**Additional Fee:** \$12.00  
**Maximum number of participants:** 6

**Sessions:** All

**Prerequisites:** Requirement: 3

Identify career opportunities, prepare a report and bring with you to camp.

<https://www.scouting.org/merit-badges/shotgun-shooting/>

NOTE: Course fees help offset the cost of ammunition, targets, and gun replacement.



### ING29 Small-Boat Sailing (3)

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.

9-10:20 AM **Days:** Mo Tu We Th Fr **Room:** Lakefront  
**Maximum number of participants:** 10  
**Sessions:** All

2-3:20 PM **Days:** Mo Tu We Th Fr **Room:** Lakefront  
**Maximum number of participants:** 10  
**Sessions:** All

**Prerequisites:** Requirements: 2, 7a

Complete the BSA Swimmers Swim Test.

Show how to tie a square (reef) knot, clove hitch, two half hitches, bowline, cleat hitch, and figure-eight knot. Demonstrate the use of each.



### ING44 Space Exploration (1)

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.

Scouts will design, construct, launch, and recover a model rocket.

NOTE: Fee includes the cost of the rocket kit and engines

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** STEM Center  
**Additional Fee:** \$12.00  
**Maximum number of participants:** 20

**Sessions:** All

**Prerequisites:**

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### ING30 Swimming (1)

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.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Pool  
**Maximum number of participants:** 20  
**Sessions:** All

10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Pool  
**Maximum number of participants:** 20  
**Sessions:** All

2-3:30 PM **Days:** Mo Tu We Th Fr **Room:** Pool  
**Maximum number of participants:** 20  
**Sessions:** All

**Prerequisites:** Requirement: 2  
Complete the BSA Swimmers Swim Test

This is a good entry-level aquatics badge and is required for Eagle (with alternatives). It is strongly suggested that Scouts take this before other Aquatic merit badges.

**NOTE:** 2:00 Class for 1st year Campers



### ING73 Weather

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Ecology / Conservation  
**Maximum number of participants:** 20  
**Sessions:** All

**Prerequisites:** Requirement: 12  
Explore careers. Bring your findings to camp.



### ING9 Wilderness Survival (2)

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.

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Maximum number of participants:** 20  
**Sessions:** All

**Prerequisites:** Requirements: 4, 6  
Put together a personal survival kit. Bring your kit to camp.  
Using three different methods (other than matches), build and light three fires.



### ING48 Wood Carving (1)

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.

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Additional Fee:** \$10.00  
**Maximum number of participants:** 20  
**Sessions:** All

**Prerequisites:** Requirement: 2  
Earn the Totin' Chip. Bring the totin'-chip to camp.  
**NOTE:** Fee covers cost of supplies

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### **ING64 Woodwork (2)**

Wood is an amazingly versatile, practical, yet beautiful material. A skilled craftsman can use wood to fashion just about anything. As a woodworker or carpenter, you will find no end of useful, valuable, and fun items you can make yourself, from wood.

9-9:50 AM

**Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Additional Fee:** \$20.00

**Maximum number of participants:** 15

**Sessions:** All

**Prerequisites:** Requirement: 7

Talk with a cabinetmaker or finish carpenter. Learn about training, apprenticeships, career opportunities, work conditions, work hours, pay rates, and union organization that woodworking experts have in your area. Prepare a report and bring with you to camp.