



2024 - Scouts BSA Summer Camp

Class Catalog

Event Contacts

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Registration opens January 01, 2024
Visit www.scoutingevent.com/162-2024_SummerCamp to register



Class Catalog

2024 - Scouts BSA Summer Camp: Week 1 at Camp Buffalo

SHOT103 9-10 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.

NOTE: Course fees cover the cost of the arrow kit and bow string materials.

Additional Fee: \$6.00

Maximum number of participants: 8

SHOT103 10-11 AM

Days: Mo Tu We Th Fr



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Maximum number of participants: 8

SHOT103 11-12 PM

Days: Mo Tu We Th Fr



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Maximum number of participants: 8

SHOT103 2-3 PM

Days: Mo Tu We Th Fr



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Additional Fee: \$6.00

Maximum number of participants: 8

HND105 2-3 PM

Days: Mo Tu We Th Fr



Art

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art

Maximum number of participants: 10

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sce1 3-6 PM



ATV Class

90-minute class from 3-5:30pm available Monday-Friday. \$45/Scout which covers vehicle maintenance, fuel, equipment, instructor training, etc.

Additional Fee: \$45.00

Minimum Age: 14

Maximum number of participants: 6

Prerequisites: Must be at least 14 years old to participate.

Days: Mo Tu We Th Fr

HND104 9-10 AM



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.

NOTE: This class requires an additional fee of \$20 to cover supplies, which includes a basket making kit and additional supplies.

Additional Fee: \$20.00

Maximum number of participants: 10

Days: Mo Tu We Th Fr

ECO107 9-10 AM



Bird Study

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.

Maximum number of participants: 10

Days: Mo Tu We Th Fr

AQU109 2-3 PM



Browsea Island Swimming

*This class is recommended for non-swimmers. See classifications below.

Our swimming programs are designed for 3 different level swimmers:

1. Non-swimmers: a Scout who should take instructional swim (Browsea Island is recommended for newer Scouts or Instructional Swim for experienced Scouts that don't have experience in the water).
2. Beginner swimmers: a Scout who can swim and has some kind of experience in the water.
3. Expert swimmers: a Scout who can swim in different conditions, by themselves and without help, can name different swim strokes, can swim long distances without a break, etc.

Ability Groups

All youth and adult participants are designated as swimmers, beginners, or non-swimmers based on swimming ability confirmed by standardized BSA swim classification tests. Each group is assigned a specific swimming area with depths consistent with those abilities. The classification tests must be renewed annually, preferably at the beginning of the season even if the youth has earned the Swimming merit badge.

Anyone who has not completed either the beginner or swimmer tests is classified as a non-swimmer. The non-swimmer area should be no more than waist to chest deep and should be enclosed by physical boundaries such as the shore, a pier, or lines. The enclosed beginner area should contain water of standing depth and may extend to depths just over the head. The swimmer area may be up to 12 feet in depth in clear water and should be defined by floats or other markers.

Beginners pass this test: Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming, and return to the starting place.

Swimmers pass this test: Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes:

Days: Mo Tu We Th Fr

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sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Maximum number of participants: 16

Prerequisites: BSA Swim Test Required. *This class is recommended for non-swimmers.

NOTE: This class is recommended for Scouts who are non-swimmers/learners.

OUT110 9-10 AM



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: 12

Prerequisites: 4b,5e,7b,8c,8d,9a,9b

Days: Mo Tu We Th Fr

OUT110 10-11 AM



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: 12

Prerequisites: 4b,5e,7b,8c,8d,9a,9b

Days: Mo Tu We Th Fr

AQU111 9-11 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. Our swimming programs are designed for 3 different level swimmers:

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2. Beginner swimmers: a Scout who can swim and has some kind of experience in the water.
3. Expert swimmers: a Scout who can swim in different conditions, by themselves and without help, can name different swim strokes, can swim long distances without a break, etc.

Ability Groups

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Beginners pass this test: Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming, and return to the starting place.

Swimmers pass this test: Jump feet first into water over the head in depth. Level off

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and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Maximum number of participants: 10

Prerequisites: BSA Swim Test.

NOTE: Note: Class times: 11am-12pm & resumes after lunch 2-3pm

EAGL227 11-12 PM



Chess

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

Maximum number of participants: 12

Days: Mo Tu We Th Fr

sce2 9-4 PM



Climbing

This class is available on Friday only. The cost is \$45/Scout which covers transportation to the climbing facility and all rental fees.

Additional Fee: \$45.00

Minimum Age: 14

Maximum number of participants: 13

Prerequisites: Scout must be at least 14 years old to participate.

Days: Fr

OUT174 3-6 PM



Cycling

Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge.

Maximum number of participants: 12

Prerequisites: Note class times: 3-5:30pm on Thursdays only.

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Days: Th

EAGL231 2-3 PM



Digital Technology

Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age.

Maximum number of participants: 12

Days: Mo Tu We Th Fr

EAGL233 10-11 AM



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.

Maximum number of participants: 12

Days: Mo Tu We Th Fr

EAGL122 9-10 AM



Emergency Preparedness

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.

NOTE: Recommended for older Scouts.

FOLLOW-UP REQUIREMENTS: 2c, 8b

Maximum number of participants: 10

Prerequisites: Prereq or concurrently First Aid MB

Days: Mo Tu We Th Fr

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ECO124 11-3 PM



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.

NOTE: Recommended for older Scouts. Note: Class times are 11am-noon & 2-3pm

Maximum number of participants: 12

NOTE: Note class times: 11am-noon and resumes after lunch 2pm-3pm.

Days: Mo Tu We Th Fr

OUT173 2-3 PM



Fire Safety

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.

Maximum number of participants: 12

Days: Mo Tu We Th Fr

EAGL127 10-11 AM



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.

NOTE: Recommended for older Scouts

FOLLOW-UP REQUIREMENTS: 5a, b

Maximum number of participants: 12

Days: Mo Tu We Th Fr

EAGL127 11-12 PM



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.

NOTE: Recommended for older Scouts

FOLLOW-UP REQUIREMENTS: 5a, b

Maximum number of participants: 12

Days: Mo Tu We Th Fr

ECO129 9-11 AM



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: 12

Days: Mo Tu We Th Fr

OUT130 9-10 AM



Fishing

Baden-Powell offers this advice on fishing: "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: 12

Days: Mo Tu We Th Fr

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ECO131 2-3 PM



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: 12

Days: Mo Tu We Th Fr

ECO172 9-10 AM



Geology, Weather

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

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.

Maximum number of participants: 12

Days: Mo Tu We Th Fr

AQU108 2-3 PM



Instructional Swim

*This class is recommended for beginner swimmers. See classification below.

Our swimming programs are designed for 3 different level swimmers:

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3. Expert swimmers: a Scout who can swim in different conditions, by themselves and without help, can name different swim strokes, can swim long distances without a break, etc.

Ability Groups

All youth and adult participants are designated as swimmers, beginners, or non-swimmers based on swimming ability confirmed by standardized BSA swim classification tests. Each group is assigned a specific swimming area with depths consistent with those abilities. The classification tests must be renewed annually, preferably at the beginning of the season even if the youth has earned the Swimming merit badge.

Anyone who has not completed either the beginner or swimmer tests is classified as a non-swimmer. The non-swimmer area should be no more than waist to chest deep and should be enclosed by physical boundaries such as the shore, a pier, or lines. The enclosed beginner area should contain water of standing depth and may extend to depths just over the head. The swimmer area may be up to 12 feet in depth in clear water and should be defined by floats or other markers.

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Swimmers pass this test: Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Maximum number of participants: 16

Prerequisites: BSA Swim Test Required. *This class is recommended for beginner swimmers.

NOTE: Beginner prereq.

Days: Mo Tu We Th Fr

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AQU172 11-12 PM



Kayaking

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

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Maximum number of participants: 10

Prerequisites: BSA Swim Test.

Days: Mo Tu We Th Fr

AQU172 2-3 PM



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Days: Mo Tu We Th Fr

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depths just over the head. The swimmer area may be up to 12 feet in depth in clear water and should be defined by floats or other markers.

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Maximum number of participants: 10

Prerequisites: BSA Swim Test.

HND101 11-12 PM

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.

NOTE: This requires an additional \$15 fee for supplies, which includes a leather kit of their choice, either wallet or knife holster. Additional kits can be purchased in the TP.

Additional Fee: \$15.00

Maximum number of participants: 10

AQU139 9-11 AM

Days: Mo Tu We Th Fr



Lifesaving (1.5 hour class) See Pre-reqs.

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.

NOTE: Recommended only for campers who are returning to Summer Camp for their 3rd year.

Our swimming programs are designed for 3 different level swimmers:

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Beginners pass this test: Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming, and return to

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Swimmers pass this test: Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Maximum number of participants: 10

Prerequisites: BSA Swim Test. This class is only 1.5 hours. Morning class: 9am-10:30pm. Second class: 10:30am-12pm

AQU139 10-12 PM



Lifesaving (1.5 hour class) See Pre-reqs.

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Maximum number of participants: 10

Prerequisites: BSA Swim Test. This class is only 1.5 hours. Morning class: 9am-10:30pm. Second class: 10:30am-12pm

ECO140 2-3 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.

Days: Mo Tu We Th Fr

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Maximum number of participants: 12

TR100 9-10 AM



Metalwork

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

NOTE: Course fee covers raw materials for a project the Scout will build and take home.

Additional Fee: \$15.00

Maximum number of participants: 10

Prerequisites: Scouts will use molten metal and hot coal. Please bring additional clothing. No synthetic clothing or rubber shoes allowed. They will melt and stick to their skin.

Days: Mo Tu We Th Fr

TR100 10-11 AM



Metalwork

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

NOTE: Course fee covers raw materials for a project the Scout will build and take home.

Additional Fee: \$15.00

Maximum number of participants: 10

Prerequisites: Scouts will use molten metal and hot coal. Please bring additional clothing. No synthetic clothing or rubber shoes allowed. They will melt and stick to their skin.

Days: Mo Tu We Th Fr

ECO143 10-11 AM



Nature

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.

Maximum number of participants: 12

Days: Mo Tu We Th Fr

OUT172 10-12 PM



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: 10

Prerequisites: FOLLOW-UP REQUIREMENTS: 10

Days: Mo Tu We Th Fr

HND106 3-6 PM



Painting

This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects.

Maximum number of participants: 10

Prerequisites: Note class times: 3-5:30pm on Tuesdays only.

Days: Tu

OUT145 11-12 PM



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: 10

Days: Mo Tu We Th Fr

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TR102	11-12 PM		<p>Plumbing Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes. Prerequisites: Scout must wear long blue jeans, long sleeve shirt, and sturdy shoes.</p>
Days: Mo Tu We Th Fr			
TR103	10-11 AM		<p>Public Health The field of public health deals with maintaining and monitoring the health of communities, and with the detection, cure, and prevention of health risks and diseases. Although public health is generally seen as a community-oriented service, it actually starts with the individual. From a single individual to the family unit to the smallest isolated rural town to the worldwide global community, one person can influence the health of many.</p>
Days: Mo Tu We Th Fr			
EAGL235	3-6 PM		<p>Public Speaking A lot happens during the course of every person's life and your ability to communicate your feelings and ideas is the best way to connect to the larger world. Even if you haven't stood at a podium on the stage and find the whole idea scary, sooner or later, someone is going to ask you to get up and say a few words. If you are prepared, it won't be scary. It can even be fun. Maximum number of participants: 15 Prerequisites: Note class times: 3-5:30pm on Thursdays only. NOTE: Note class times: 3-5:30pm on Thursdays only.</p>
Days: Th			
OUT128	11-12 PM		<p>Rank: Brownsea Island First Class Brownsea Island Adventure (BSI) is designed for Scouts who have just joined a troop or have just graduated from Webelos. The program completes most requirements for Tenderfoot and Second Class, and many requirements for First Class. This is a transitional program to help Scouts understand the patrol method, learn basic Scout skills, and experience many of the programs available at Summer Camp.</p> <p>Program Goals</p> <ul style="list-style-type: none"> -To provide a well-organized program based upon the Patrol Method lead by qualified instructors. -To teach the basic skills necessary to succeed in Scouting and the outdoor program. -To instill a respect for the Scouting Methods and Ideals found in the Outdoor Code and Scout Law. -To provide an exciting and memorable summer camp experience. -Provide the opportunity to participate in Beginner Swimming or earn the Swimming Merit Badge. <p>Maximum number of participants: 40</p>
Days: Mo Tu We Th Fr			
OUT158	10-11 AM		<p>Rank: Brownsea Island Second Class Brownsea Island Adventure (BSI) is designed for Scouts who have just joined a troop or have just graduated from Webelos. The program completes most requirements for Tenderfoot and Second Class, and many requirements for First Class. This is a transitional program to help Scouts understand the patrol method, learn basic Scout skills, and experience many of the programs available at Summer Camp.</p> <p>Program Goals</p> <ul style="list-style-type: none"> -To provide a well-organized program based upon the Patrol Method lead by qualified instructors.
Days: Mo Tu We Th Fr			

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- To teach the basic skills necessary to succeed in Scouting and the outdoor program.
- To instill a respect for the Scouting Methods and Ideals found in the Outdoor Code and Scout Law.
- To provide an exciting and memorable summer camp experience.
- Provide the opportunity to participate in Beginner Swimming or earn the Swimming Merit Badge.

Maximum number of participants: 40

OUT155 9-10 AM



Rank: Brownsea Island Tenderfoot

Brownsea Island Adventure (BSI) is designed for Scouts who have just joined a troop or have just graduated from Webelos. The program completes most requirements for Tenderfoot and Second Class, and many requirements for First Class. This is a transitional program to help Scouts understand the patrol method, learn basic Scout skills, and experience many of the programs available at Summer Camp.

Program Goals

- To provide a well-organized program based upon the Patrol Method lead by qualified instructors.
- To teach the basic skills necessary to succeed in Scouting and the outdoor program.
- To instill a respect for the Scouting Methods and Ideals found in the Outdoor Code and Scout Law.
- To provide an exciting and memorable summer camp experience.
- Provide the opportunity to participate in Beginner Swimming or earn the Swimming Merit Badge.

Maximum number of participants: 40

Days: Mo Tu We Th Fr

ECO173 11-12 PM



Reptile and Amphibian Study

Scouts 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: 12

Days: Mo Tu We Th Fr

SHOT152 9-11 AM



Rifle Shooting (Modern Cartridge)

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.

Additional Fee: \$5.00

Maximum number of participants: 16

Prerequisites: NOTE: Course fees help offset the cost of ammunition, targets, and gun replacement. Class times: Morning Class 9am-11am. Second Class 11am-noon & 2-3pm.

Days: Mo Tu We Th Fr

SHOT152 11-3 PM



Rifle Shooting (Modern Cartridge)

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Days: Mo Tu We Th Fr

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EAGL228 9-11 AM



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.

Maximum number of participants: 14

Days: Mo Tu We Th Fr

AQU173 9-11 AM



Rowing

Rowing is the use of oars as a means of propelling boats, which has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.

Our swimming programs are designed for 3 different level swimmers:

1. Non-swimmers: a Scout who should take instructional swim (Brownsea Island is recommended for newer Scouts or Instructional Swim for experienced Scouts that don't have experience in the water).
2. Beginner swimmers: a Scout who can swim and has some kind of experience in the water.
3. Expert swimmers: a Scout who can swim in different conditions, by themselves and without help, can name different swim strokes, can swim long distances without a break, etc.

Ability Groups

All youth and adult participants are designated as swimmers, beginners, or non-swimmers based on swimming ability confirmed by standardized BSA swim classification tests. Each group is assigned a specific swimming area with depths consistent with those abilities. The classification tests must be renewed annually, preferably at the beginning of the season even if the youth has earned the Swimming merit badge.

Anyone who has not completed either the beginner or swimmer tests is classified as a non-swimmer. The non-swimmer area should be no more than waist to chest deep and should be enclosed by physical boundaries such as the shore, a pier, or lines. The enclosed beginner area should contain water of standing depth and may extend to depths just over the head. The swimmer area may be up to 12 feet in depth in clear water and should be defined by floats or other markers.

Beginners pass this test: Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming, and return to the starting place.

Swimmers pass this test: Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Maximum number of participants: 6

Prerequisites: BSA Swim Test

Note: Morning Class 9am-11am. Second Class 11am-noon & 2-3pm.

AQU173 11-3 PM



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3. Expert swimmers: a Scout who can swim in different conditions, by themselves and without help, can name different swim strokes, can swim long distances without a break, etc.

Ability Groups

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Swimmers pass this test: Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Maximum number of participants: 6

Prerequisites: BSA Swim Test

Note: Morning Class 9am-11am. Second Class 11am-noon & 2-3pm.

OUT157 2-3 PM

Days: Mo Tu We Th Fr



Search and Rescue

Scouts learn 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; and determining when Universal Transverse Mercator (UTM) and latitude and longitude (Lat/Lon) should be used.

Minimum Age: 14

Maximum number of participants: 12

SHOT159 9-11 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: \$20.00

Maximum number of participants: 8

Prerequisites: NOTE: Physically demanding. Course fees help offset the cost of ammunition, targets, and gun replacement. Class times: Morning Class 9am-11am. Second Class 11am-noon & 2-3pm.

SHOT159 11-3 PM

Days: Mo Tu We Th Fr



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EAGL160 2-3 PM



Signs, Signals, and Codes

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'

Maximum number of participants: 12

Days: Mo Tu We Th Fr

AQU174 9-11 AM



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.

Our swimming programs are designed for 3 different level swimmers:

1. Non-swimmers: a Scout who should take instructional swim (Brownsea Island is recommended for newer Scouts or Instructional Swim for experienced Scouts that don't have experience in the water).
2. Beginner swimmers: a Scout who can swim and has some kind of experience in the water.
3. Expert swimmers: a Scout who can swim in different conditions, by themselves and without help, can name different swim strokes, can swim long distances without a break, etc.

Ability Groups

All youth and adult participants are designated as swimmers, beginners, or non-swimmers based on swimming ability confirmed by standardized BSA swim classification tests. Each group is assigned a specific swimming area with depths consistent with those abilities. The classification tests must be renewed annually, preferably at the beginning of the season even if the youth has earned the Swimming merit badge.

Anyone who has not completed either the beginner or swimmer tests is classified as a non-swimmer. The non-swimmer area should be no more than waist to chest deep and should be enclosed by physical boundaries such as the shore, a pier, or lines. The enclosed beginner area should contain water of standing depth and may extend to depths just over the head. The swimmer area may be up to 12 feet in depth in clear water and should be defined by floats or other markers.

Beginners pass this test: Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming, and return to the starting place.

Swimmers pass this test: Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Maximum number of participants: 6

Prerequisites: BSA Swim Test

NOTE: Morning Class 9am-11am. Second Class 11am-noon & 2-3pm.

AQU174 11-3 PM



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Days: Mo Tu We Th Fr

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break, etc.

Ability Groups

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Maximum number of participants: 6

Prerequisites: BSA Swim Test

NOTE: Morning Class 9am-11am. Second Class 11am-noon & 2-3pm.

ECO174 3-6 PM



Sustainability (2024 version)

Sustainability Merit Badge.

Maximum number of participants: 12

Prerequisites: Note class times: 3-5:30pm on Tuesdays only.

NOTE: Note class times: 3-5:30pm on Tuesdays only.

Days: Tu

AQU164 9-10 AM



Swimming

*This class is recommended for expert swimmers. See classifications below.

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.

Our swimming programs are designed for 3 different level swimmers:

1. Non-swimmers: a Scout who should take instructional swim (Brownsea Island is recommended for newer Scouts or Instructional Swim for experienced Scouts that don't have experience in the water).
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Ability Groups

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Anyone who has not completed either the beginner or swimmer tests is classified as a non-swimmer. The non-swimmer area should be no more than waist to chest deep and should be enclosed by physical boundaries such as the shore, a pier, or lines. The enclosed beginner area should contain water of standing depth and may extend to

Days: Mo Tu We Th Fr

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depths just over the head. The swimmer area may be up to 12 feet in depth in clear water and should be defined by floats or other markers.

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Maximum number of participants: 12

Prerequisites: BSA Swim Test. *This class is recommended for expert swimmers.

NOTE: Swimmer prereq.

AQU164 10-11 AM

Days: Mo Tu We Th Fr



Swimming

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Maximum number of participants: 12

Prerequisites: BSA Swim Test. *This class is recommended for expert swimmers.

NOTE: Swimmer prereq.

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AQU164 11-12 PM



Swimming

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Ability Groups

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Maximum number of participants: 12

Prerequisites: BSA Swim Test. *This class is recommended for expert swimmers.

NOTE: Swimmer prereq.

TR101 11-12 PM



Welding

Scouts will learn about mechanical and thermal cutting processes, including protective gear and and equipment needed.

NOTE: Course fees cover raw materials such as metal plate, welding rods, and gas consumed in the welding process.

Additional Fee: \$10.00

Minimum Age: 14

Maximum number of participants: 8

Prerequisites: Scouts will use molten metal and hot coal. Please bring additional clothing. No synthetic clothing or rubber shoes allowed. They will melt and stick to their skin.

TR101 2-3 PM



Welding

Scouts will learn about mechanical and thermal cutting processes, including protective gear and and equipment needed.

NOTE: Course fees cover raw materials such as metal plate, welding rods, and gas consumed in the welding process.

Days: Mo Tu We Th Fr

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2024 - Scouts BSA Summer Camp: Week 1 at Camp Buffalo

Additional Fee: \$10.00

Minimum Age: 14

Maximum number of participants: 8

Prerequisites: Scouts will use molten metal and hot coal. Please bring additional clothing. No synthetic clothing or rubber shoes allowed. They will melt and stick to their skin.

OUT168 2-3 PM

Days: Mo Tu We Th Fr



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: 12

HND102 10-11 AM

Days: Mo Tu We Th Fr



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.

NOTE: Scouts will need to purchase a Wood Carving Kit for a project they will complete and take home. Kits range from \$7-\$15.

Maximum number of participants: 10