2027 - Sagamore Council Scouting America Summer

Class Catalog

Event Contacts

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Visit www.scoutingevent.com/162-116745 to register

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2027 - Sagamore Council Scouting America Summer Camp: Week 1 at Camp Buffalo

27SC18 9-10 AM
R & T - Archery

Days: Mo Tu We Th



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: 12

27SC18 10-11 AM
R & T - Archery

Days: Mo Tu We Th



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27SC18 11-12 PM
R & T - Archery

Days: Mo Tu We Th



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27SC18 1:30-2:30 PM
R & T - Archery

Days: Mo Tu We Th



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: 12

27SC27 10-11 AM
Handicraft 1

Days: Mo Tu We Th



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: 8
Prerequisites: 6

27SC69 9-11 AM
ATV Field

Days: Mo Tu We Th

ATV Training Course
ATV Training Course
Maximum number of participants: 5
Prerequisites: Scouts must be 14. Complete the Online Course, have the Parental Waiver, and wear: long sleeves, pants, and over the ankle boots.

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2027 - Sagamore Council Scouting America Summer Camp: Week 1 at Camp Buffalo

27SC69 3:30-5:30 PM
ATV Field

Days: Mo Tu We Th

ATV Training Course
ATV Training Course
Maximum number of participants: 5
Prerequisites: Scouts must be 14. Complete the Online Course, have the Parental Waiver, and wear: long sleeves, pants, and over the ankle boots.

27SC29 1:30-2:30 PM
Handicraft 1

Days: Mo Tu We Th



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.
Maximum number of participants: 8

27SC44 9-10 AM
Ecology 1

Days: Mo Tu We Th



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: 12

27SC57 1:30-2:30 PM
Aquatics - Pool 1

Days: Mo Tu We Th

Brown Sea Swimming
This class is designed to accomplish the swimming requirements of the first four ranks
Maximum number of participants: 12
Prerequisites: Must have swimsuit.

27SC10 9-10 AM
Outdoor Skills 1

Days: Mo Tu We Th



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: 1b, 4, 5e, 7, 8d, 9

27SC10 10-11 AM
Outdoor Skills 1

Days: Mo Tu We Th



Camping
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Maximum number of participants: 12
Prerequisites: 1b, 4, 5e, 7, 8d, 9

27SC66 9-10 AM
Aquatics - Pond 2

Days: Mo Tu We Th



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: 8

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Prerequisites: ALL aquatics badges require you to take the swim test beforehand. With the exceptions of Brown Sea Swim and Instructional Swim, Scouts will need to pass the "Swimmer" requirements to be able to complete the full badge. Also… have a swimsuit.

27SC66 10-11 AM
Aquatics - Pond 2

Days: Mo Tu We Th



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Maximum number of participants: 8
Prerequisites: ALL aquatics badges require you to take the swim test beforehand. With the exceptions of Brown Sea Swim and Instructional Swim, Scouts will need to pass the "Swimmer" requirements to be able to complete the full badge. Also… have a swimsuit.

27SC40 1:30-2:30 PM
Eagle Quest 3

Days: Mo Tu We Th



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.
Maximum number of participants: 12

27SC43 1:30-2:30 PM
Eagle Quest 2

Days: Mo Tu We Th



Chess
Chess is among the oldest board games in the world, and it ranks among the most popular games ever created. Chess is played worldwide-even over the Internet. Players meet for fun and in competition, everywhere from kitchen tables and park benches to formal international tournaments.
Maximum number of participants: 12

27SC38 9-10 AM
Eagle Quest 2

Days: Mo Tu We Th



Collections
Discover how collecting can be an educational and financially rewarding pastime with the Collections Merit Badge. Scouts will prepare a brief written report, give a detailed description, and explain the development of their collection while demonstrating the knowledge of preserving and displaying their most prized possessions.
Maximum number of participants: 12
Prerequisites: Scouts are encouraged to bring their own collections to camp for this badge, though opportunities to start collections will be present.

27SC39 10-12 PM
Eagle Quest 2

Days: Mo Tu We Th



Communication
This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."
Maximum number of participants: 12

27SC16 11-12 PM
Brownsea - Legion Pavillion

Days: Mo Tu We Th



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: 12

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Prerequisites: 4, 5

27SC42 11-12 PM
Eagle Quest 3

Days: Mo Tu We Th



Crime Prevention & Fingerprinting
Preventing crime, which can be as simple as reducing the opportuntities for crime to occur, is far less costly than apprehending and bringing legal action against those who break the law and it helps save people from the anguish of being victims.

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.
Maximum number of participants: 12

27SC36 11-12 PM
Eagle Quest - Scoutmaster Pavilion

Days: Mo Tu We Th



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.
Maximum number of participants: 12
Prerequisites: 2, 3, 8b-d
Post-Requisites: 2b, 9a

27SC36 1:30-2:30 PM
Eagle Quest - Scoutmaster Pavilion

Days: Mo Tu We Th



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.
Maximum number of participants: 12
Prerequisites: 2, 3, 8b-d
Post-Requisites: 2b, 9a

27SC49 1:30-3:30 PM
Ecology 2

Days: Mo Tu We Th



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: 12

27SC52 11-12 PM
Ecology 3

Days: Mo Tu We Th



Exploration & Space Exploration
Discover the history and importance of various kinds of exploration by earning the Exploration Merit Badge. Scouts will study real-life explorers who made their mark either in the wild or in a scientific lab, then plan, prepare and go on an expedition that could be nearby or far away.

Discover the why and how we explore space. Learn about current and historic space systems along with how they work. Design a future station to survive on other worlds. Gain hands-on experience in building and launching model rockets. Finish your studies learning about the careers that make space exploration possible.
Maximum number of participants: 12

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27SC8 1:30-2:30 PM
Brownsea

Days: Mo Tu We Th



Fire Safety
The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to uses 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
Prerequisites: 5c, 5g

27SC33 9-10 AM
Eagle Quest - Scoutmaster Pavilion

Days: Mo Tu We Th



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: 12
Prerequisites: Follow-Up Requirements: 5a & 5b

27SC33 10-11 AM
Eagle Quest - Scoutmaster Pavilion

Days: Mo Tu We Th



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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: 12
Prerequisites: Follow-Up Requirements: 5a & 5b

27SC48 9-11 AM
Ecology 2

Days: Mo Tu We Th



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

27SC14 9-10 AM
Brownsea - Legion Pavillion

Days: Mo Tu We Th



Fishing
Fishing is one of Scouting's essential skills and teaches Scouts to feed themselves, their troops, and their families. In their pursuit of the Fishing Merit Badge, Scouts will demonstrate how to use fishing equipment properly, tie various fishing knots, identify natural fishing baits and artificial lures, and explain safety practices to follow while fishing.
Maximum number of participants: 12

27SC14 10-11 AM
Brownsea - Legion Pavillion

Days: Mo Tu We Th



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Maximum number of participants: 12

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27SC53 1:30-2:30 PM
Ecology 1

Days: Mo Tu We Th



Forestry & Pulp and Paper
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.

Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.
Maximum number of participants: 12

27SC32 11-12 PM
Handicraft 2

Days: Mo Tu We Th



Game Design
Games 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: 8

27SC47 1:30-2:30 PM
Ecology 1

Days: Mo Tu We Th



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

27SC60 1:30-2:30 PM
Aquatics - Pool 2

Days: Mo Tu We Th

Instructional Swim
This class is designed to get new swimmers comfortable in the water.
Maximum number of participants: 12
Prerequisites: Must have a swimsuit.

27SC61 9-10 AM
Aquatics - Pond 1

Days: Mo Tu We Th



Kayaking
Kayaking has become one of the fastest-growing paddlesports in the United States. An estimated nine million Americans enjoy this sport. The most popular style of kayaking is recreational kayaking, followed by touring/sea kayaking, and whitewater kayaking. This merit badge will introduce you to recreational kayaking and help prepare you for advanced paddlesports such as tour/sea and whitewater kayaking.
Maximum number of participants: 8
Prerequisites: ALL aquatics badges require you to take the swim test beforehand. With the exceptions of Brown Sea Swim and Instructional Swim, Scouts will need to pass the "Swimmer" requirements to be able to complete the full badge. Also… have a swimsuit.

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27SC61 10-11 AM
Aquatics - Pond 1

Days: Mo Tu We Th



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27SC61 1:30-2:30 PM
Aquatics - Pond 1

Days: Mo Tu We Th



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27SC30 9-10 AM
Handicraft 2

Days: Mo Tu We Th



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: 8

27SC58 9-11 AM
Aquatics - Pool 2

Days: Mo Tu We Th



Lifesaving
No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.
Maximum number of participants: 12
Prerequisites: ALL aquatics badges require you to take the swim test beforehand. With the exceptions of Brown Sea Swim and Instructional Swim, Scouts will need to pass the "Swimmer" requirements to be able to complete the full badge. Also… have a swimsuit.

27SC31 10-11 AM
Handicraft 2

Days: Mo Tu We Th



Model Design and Building
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.
Maximum number of participants: 8

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27SC50 9-10 AM
Ecology 3

Days: Mo Tu We Th



Oceanography
The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.
Maximum number of participants: 12

27SC9 3:30-5:30 PM
Brownsea

Days: Th Fr

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.
Maximum number of participants: 12

27SC17 1:30-3:30 PM
Outdoor Skills 2

Days: Mo Tu We Th



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: 12
Prerequisites: 5, 6

27SC26 9-10 AM
Handicraft 1

Days: Mo Tu We Th



Pottery
The Pottery merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish.
Maximum number of participants: 8

27SC41 10-11 AM
Eagle Quest 3

Days: Mo Tu We Th



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: 12

27SC7 11-12 PM
Brownsea

Days: Mo Tu We Th

Rank: First Class
Scouts BSA First Class rank advancement
Maximum number of participants: 12
Prerequisites: 1a, 2a-c, 2e, 6a, 9a, 9c, 10, 11, 12, 13

27SC5 9-10 AM
Brownsea

Days: Mo Tu We Th

Rank: Scout & Tenderfoot
Scouts BSA Scout rank advancement

Scouts BSA Tenderfoot rank advancement
Maximum number of participants: 12
Prerequisites: Scout: 6, 7
Tenderfoot: 4d, 6c, 10, 11

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27SC6 10-11 AM
Brownsea

Days: Mo Tu We Th

Rank: Second Class
Scouts BSA Second Class rank advancement
Maximum number of participants: 12
Prerequisites: 1a, 1c, 7a, 7b, 8c, 8d, 11, 12

27SC45 10-11 AM
Ecology 1

Days: Mo Tu We Th



Reptile and Amphibian Study
Kids 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

27SC22 9-11 AM
R & T - Rifle

Days: Mo Tu We Th



Rifle Shooting
The Rifle Shooting merit badge shows you how a rifle works, how to handle it safely, and how to care for it. There is much more to shooting than squeezing the trigger. Once you have learned the fundamentals of rifle shooting, you can begin to apply them to various rifle-shooting sports and activities.
Maximum number of participants: 12
Prerequisites: Merit badge completion - completion dependent on qualifying scores. The
MAJORITY of scouts complete the merit badge during camp. If a scout does not complete the shooting section during camp, contact Robert and Sarah Martin for additional information.

27SC22 1:30-3:30 PM
R & T - Rifle

Days: Mo Tu We Th



Rifle Shooting
The Rifle Shooting merit badge shows you how a rifle works, how to handle it safely, and how to care for it. There is much more to shooting than squeezing the trigger. Once you have learned the fundamentals of rifle shooting, you can begin to apply them to various rifle-shooting sports and activities.
Maximum number of participants: 12
Prerequisites: Merit badge completion - completion dependent on qualifying scores. The
MAJORITY of scouts complete the merit badge during camp. If a scout does not complete the shooting section during camp, contact Robert and Sarah Martin for additional information.

27SC67 11-12 PM
Aquatics - Pond 2

Days: Mo Tu We Th



Rowing
Rowing is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.
Maximum number of participants: 8
Prerequisites: ALL aquatics badges require you to take the swim test beforehand. With the exceptions of Brown Sea Swim and Instructional Swim, Scouts will need to pass the "Swimmer" requirements to be able to complete the full badge. Also… have a swimsuit.

27SC67 1:30-2:30 PM
Aquatics - Pond 2

Days: Mo Tu We Th



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27SC35 1:30-2:30 PM
Handicraft 2

Days: Mo Tu We Th



Scouting Heritage
Explore the origins of the Scouting movement by earning the Scouting Heritage Merit Badge. Scouts will learn about the life and times of Lord Baden-Powell, discover how Scouting grew in the United States, and understand how Scouting's programs have developed and adapted over time.
Maximum number of participants: 8

27SC28 11-12 PM
Handicraft 1

Days: Mo Tu We Th



Sculpture
This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.
Maximum number of participants: 8

27SC13 1:30-2:30 PM
Outdoor Skills 1

Days: Mo Tu We Th



Search and Rescue
A search is an emergency situation requiring a team of trained searchers to locate a missing person. A rescue is an emergency situation where a person's location is known - perhaps having just been found by searchers - and he or she must be removed from danger and returned to safety. By working on the Search and Rescue merit badge, you will learn and practice many skills that may someday save a life.
Maximum number of participants: 12
Prerequisites: Scouts must be 14 years of age or older.

27SC24 9-11 AM
R & T - Shotgun

Days: Mo Tu We Th



Shotgun Shooting
Learning to shoot is like mastering any other skill - it takes study and practice. The Shotgun Shooting merit badge is an introduction to safely using basic skills to hit the target. Once you have mastered the fundamentals, you can begin to apply them to a variety of shotgun activities.
Maximum number of participants: 12
Prerequisites: Merit badge completion - completion dependent on qualifying scores. The
MAJORITY of scouts complete the merit badge during camp. If a scout does not complete the shooting section during camp, contact Robert and Sarah Martin for additional information.

27SC24 1:30-3:30 PM
R & T - Shotgun

Days: Mo Tu We Th



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Learning to shoot is like mastering any other skill - it takes study and practice. The Shotgun Shooting merit badge is an introduction to safely using basic skills to hit the target. Once you have mastered the fundamentals, you can begin to apply them to a variety of shotgun activities.
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27SC59 11-12 PM
Aquatics - Pool 2

Days: Mo Tu We Th



Snorkeling
Snorkeling BSA
Maximum number of participants: 12
Prerequisites: ALL aquatics badges require you to take the swim test beforehand. With the exceptions of Brown Sea Swim and Instructional Swim, Scouts will need to pass the "Swimmer" requirements to be able to complete the full badge. Also… have a swimsuit.

27SC51 10-11 AM
Ecology 3

Days: Mo Tu We Th



Soil and Water Conservation
Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.
Maximum number of participants: 12

27SC63 11-12 PM
Aquatics - Pond 1

Days: Mo Tu We Th



Stand Up Paddleboarding
Stand Up Paddleboarding
Maximum number of participants: 8
Prerequisites: ALL aquatics badges require you to take the swim test beforehand. With the exceptions of Brown Sea Swim and Instructional Swim, Scouts will need to pass the "Swimmer" requirements to be able to complete the full badge. Also… have a swimsuit.

27SC46 11-12 PM
Ecology 1

Days: Mo Tu We Th



Sustainability
Learn to reduce waste and teach sustainable practices to others so you can help conserve Earth's resources with the Sustainability Merit Badge. Scouts will develop and implement a plan to reduce their water usage, household food waste, and learn about the sustainability of different energy sources, including fossil fuels, solar, wind, nuclear, hydropower, and geothermal.
Maximum number of participants: 12

27SC54 9-10 AM
Aquatics - Pool 1

Days: Mo Tu We Th



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: 12
Prerequisites: ALL aquatics badges require you to take the swim test beforehand. With the exceptions of Brown Sea Swim and Instructional Swim, Scouts will need to pass the "Swimmer" requirements to be able to complete the full badge. Also… have a swimsuit.

27SC54 10-11 AM
Aquatics - Pool 1

Days: Mo Tu We Th



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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: 12
Prerequisites: ALL aquatics badges require you to take the swim test beforehand. With the exceptions of Brown Sea Swim and Instructional Swim, Scouts will need to pass the "Swimmer" requirements to be able to complete the full badge. Also… have a

Class Catalog

2027 - Sagamore Council Scouting America Summer Camp: Week 1 at Camp Buffalo

swimsuit.

27SC54 11-12 PM
Aquatics - Pool 1

Days: Mo Tu We Th



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: 12
Prerequisites: ALL aquatics badges require you to take the swim test beforehand. With the exceptions of Brown Sea Swim and Instructional Swim, Scouts will need to pass the "Swimmer" requirements to be able to complete the full badge. Also… have a swimsuit.

27SC71 9-10 AM
Welding Shop

Days: Mo Tu We Th



Welding
Welding is the process of joining with a weld - joining or combining similar pieces of metal by heating them with a flame torch or an electric current, then hammering or pressing them together while they are soft. Welding plays a major role in our modern world, and mastery of the skill can lead to exciting career opportunities. Someday, you may have an opportunity to experience exciting new career paths in welding.

Maximum number of participants: 12
Prerequisites: Scout must be at least 14 years old.

27SC12 11-12 PM
Outdoor Skills 1

Days: Mo Tu We Th



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
Prerequisites: 5