



# Gerber Scout Reservation Scouts BSA Resident Camp

## Class Catalog

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## Class Catalog

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### GS2637 Advanced Climbing

This class will concentrate on advanced climbing skills above and beyond Climbing Merit Badge.

While Climbing Merit Badge is not required, it is recommended.

10-12 PM      **Days:** Mo Tu We Th Fr    **Room:** Williams Climbing Tower  
**Maximum number of participants:** 12  
**Sessions:** All  
**Prerequisites:** Climbing Merit Badge Recommended



### GS2648 Archery (2025 version)

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.

11-12 PM      **Days:** Mo Tu We Th Fr    **Room:** Archery Range  
**Sessions:** All  
4-5 PM        **Days:** Mo Tu We Th Fr    **Room:** Archery Range  
**Sessions:** All



### GS2633 Art (2014 version)

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.

4-5 PM        **Days:** Mo Tu We Th Fr    **Room:** Walt Mathews Handicraft Program Shelter  
**Sessions:** All



### GS2624 Artificial Intelligence (AI) (2025 version)

The Artificial Intelligence (AI) Merit Badge introduces Scouts to the fundamentals of AI and automation through hands-on activities and real-world examples. Scouts learn key terms, explore how AI and automation are used in daily life, school, and work, and examine ethical concerns like bias and privacy. They also investigate deepfakes, practice communicating effectively with AI, and apply their knowledge through a project or teaching activity. Finally, Scouts explore career paths in AI by researching or interviewing professionals in the field.

4-5 PM        **Days:** Mo Tu We Th Fr    **Room:** Outpost/Health Lodge-Tech Center  
**Sessions:** All  
**Prerequisites:** #4(a).



### GS2618 Astronomy (2025 version)

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.

4-5 PM        **Days:** Mo Tu We Th Fr    **Room:** ERC Program Shelter  
**Sessions:** All  
**Prerequisites:** #5b



### GS2626 Automotive Maintenance (2026 version)

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

2-3 PM        **Days:** Mo Tu We Th Fr    **Room:** Ranger Shop  
**Sessions:** All

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### GS2638 Camping (2024 version)

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.

9-10 AM

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

**Sessions:** All

**Prerequisites:** #4b; #5e; #7b; #8d; #9a; #9b(1); #9b(2); #9b(3); #9b(4); #9b(5); #9b(6); #9c



### GS267 Canoeing (2024 version)

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.

4-5 PM

**Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Sessions:** All

**Prerequisites:** May be difficult for smaller scout to complete some requirements like the swamp and in water recovery.

Must complete BSA Swimmer test to complete

Must attend CPR Familiarization offered in camp course to complete



### GS2612 Chess (2026 version)

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.

11-12 PM

**Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

**Sessions:** All

4-5 PM

**Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

**Sessions:** All



### GS2645 Citizenship in the Nation (2022 version)

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.

2-3 PM

**Days:** Mo Tu We Th Fr **Room:** Deyman Lodge

**Sessions:** All



### GS2644 Citizenship in the World (2016 version)

Scouts who earn the Citizenship in the World merit badge will discover that they are already a citizen of the world. How good a citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.

11-12 PM

**Days:** Mo Tu We Th Fr **Room:** Deyman Lodge

**Sessions:** All



### GS2642 Communication (2014 version)

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."

9-10 AM

**Days:** Mo Tu We Th Fr **Room:** Deyman Lodge

**Sessions:** All

3-4 PM

**Days:** Mo Tu We Th Fr **Room:** Deyman Lodge

**Sessions:** All

**Prerequisites:** #3; #5; #7a; #7b; #7c; #8

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### GS2615 Cooking (2025 version)

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.

2-4 PM      **Days:** Mo Tu We Th Fr    **Room:** Eagle Quest  
**Sessions:** All  
**Prerequisites:** #2c.; #4a.; #4b.; #4c.; #4d.; #4e.; #4f.; #5a.; #5b.; #5c.; #5d.; #5e.; #5f.; #5g.; #5h.; #6a.; #6b.; #6c.; #6d.; #6e.; #6f.



### GS2623 Cybersecurity (2025 version)

The Cybersecurity Merit Badge equips Scouts with essential knowledge and skills to navigate and protect the digital world. Scouts learn about online safety, ethical behavior, cyber threats, and how to defend against them using tools like firewalls, antivirus software, and strong passwords. They explore encryption, connected devices, and the risks of public Wi-Fi, while also practicing safe habits like updating software and backing up data. Through hands-on activities, Scouts investigate real-world cyber incidents, participate in cybersecurity challenges, and explore career opportunities in the field.

2-4 PM      **Days:** Mo Tu We Th Fr    **Room:** Outpost/Health Lodge-Tech Center  
<https://www.scouting.org/training/youth/scouts-bsa/>  
**Sessions:** All  
**Prerequisites:** #1(a); #4(e)(1); #4(e)(2); #4(f); #5(b)(2); #5(c)(3); #5(c)(4)



### GS2646 Eagle Mentor

4-5 PM      **Days:** Mo Tu We Th Fr    **Room:** Deyman Lodge  
**Sessions:** All



### GS2640 Emergency Preparedness (2026 version)

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.

3-4 PM      **Days:** Mo Tu We Th Fr    **Room:** Scoutcraft  
**Sessions:** All  
**Prerequisites:** #1(a); #1(b)(1); #1(b)(2); #1(b)(3); #1(b)(4); #1(b)(5); #1(b)(6); #1(b)(7); #1(b)(8); #1(b)(9); #1(b)(10); #1(b)(11); #1(b)(12); #1(b)(13); #1(b)(14); #1(b)(15); #1(b)(16); #1(b)(17); #1(b)(18); #1(b)(19); #1(b)(20); #1(b)(21); #3(a); #3(b)



### GS2616 Environmental Science (2025 version)

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.

9-11 AM      **Days:** Mo Tu We Th Fr    **Room:** ERC Program Shelter  
**Sessions:** All  
2-4 PM      **Days:** Mo Tu We Th Fr    **Room:** ERC Program Shelter  
**Sessions:** All



### GS2628 Farm Mechanics (2009 version)

From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder-this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.

Friday Only  
4-5 PM      **Days:** Fr    **Room:** Ranger Shop  
**Sessions:** All

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### GS2622 First Aid (2025 version)

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.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Health Lodge  
**Sessions:** All  
**Prerequisites:** #2(b)(1); #2(b)(2)



### GS2614 First Year Camper

Scouts BSA Scout rank advancement

Scouts BSA Tenderfoot rank advancement

Scouts BSA Second Class rank advancement

9-12 PM **Days:** Mo Tu We Th Fr **Room:** Eagle Quest  
**Sessions:** All  
**Prerequisites:** This class will concentrate on Scouts BSA Rank Requirements up through 2nd Class.



### GS269 Fishing (2021 version)

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.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge  
**Sessions:** All  
**Prerequisites:** Bring Personal Gear



### GS2610 Fly Fishing (2024 version)

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.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge  
**Sessions:** All  
**Prerequisites:** Bring Personal Gear



### GS2617 Forestry (2026 version), Geology (2026 version)

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.

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.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** ERC Program Shelter  
**Sessions:** All

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### GS2634 Game Design (2025 version)

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.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter

**Sessions:** All

4-5 PM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter

**Sessions:** All



### GS2621 Insect Study (2025 version)

In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** ERC Program Shelter

**Sessions:** All



### GS266 Kayaking (2020 version)

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.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Sessions:** All

2-3 PM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Sessions:** All

**Prerequisites:** #2



### GS263 Learn To Swim

Great class for those scouts that need some practice to prepare for the BSA Swim Test.

2-3 PM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Sessions:** All



### GS2613 Leatherwork (2017 version)

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.

2-3 PM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

**Maximum number of participants:** 15

**Sessions:** All

3-4 PM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

**Maximum number of participants:** 15

**Sessions:** All



### GS262 Lifesaving (2021 version)

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.

10-12 PM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Sessions:** All

**Prerequisites:** #2a

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### GS2620 Mammal Study (2026 version), Nature (2025 version)

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.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** ERC Program Shelter  
**Sessions:** All



### GS2627 Metalwork (2025 version)

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.

3-4 PM **Days:** Mo Tu We Th Fr **Room:** Skilled Trades Pavilion  
**Maximum number of participants:** 12  
**Sessions:** All

4-5 PM **Days:** Mo Tu We Th Fr **Room:** Skilled Trades Pavilion  
**Maximum number of participants:** 12  
**Sessions:** All  
**Prerequisites:** Make sure to wear only natural fibers such as leather and cotton.

Jeans are required.



### GS2635 Model Design and Building (2026 version)

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.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter  
**Sessions:** All



### GS265 Motorboating (2026 version)

The Motorboating Merit Badge is a fun merit badge for Scouts interested in Sea Scouts. The Motorboating Merit Badge allows Scouts to learn about different types of motorboats and motors, so they can safely navigate the open waters. Scouts will get hands-on experience driving and handling a motorboat while learning about the various types of personal floatation devices and explaining the rules and laws that apply to recreational boating in their communities.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area  
**Sessions:** All  
**Prerequisites:** #2(a)



### GS2631 Moviemaking (2026 version)

Moviemaking is a way to tell stories visually through the art and science of motion picture photography.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter  
**Sessions:** All

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### GS2630 Photography (2024 version)

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter  
**Sessions:** All  
2-3 PM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter  
**Sessions:** All  
**Prerequisites:** Bring a camera or phone with a camera.



### GS2651 Pottery (2009 version)

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.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge  
**Sessions:** All  
4-5 PM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge  
**Sessions:** All



### GS2643 Public Speaking (2003 version)

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.

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Deyman Lodge  
**Sessions:** All  
**Prerequisites:** Have speech idea ready.



### GS2611 Pulp and Paper (2014 version)

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.

3-4 PM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge  
**Sessions:** All



### GS2647 Rifle Shooting (2025 version)

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.

9-11 AM **Days:** Mo Tu We Th Fr **Room:** Rifle Range  
**Maximum number of participants:** 16  
**Sessions:** All  
**Prerequisites:** Read the Merit Badge book before attending.



### GS2650 SCUBA PADI Open Water Certificate

Scouts can join American Dive Zone (the only 5-Star Instructor Development Center in the area) where scouts learn about and try scuba diving prior to diving into the full certification and merit badge program. Scouts will do classroom work during evening program and go to the pool during program time.

\* 15+ with swimming merit badge

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SCUBA merit badge with PADI Open Water  
Scuba Diving Certification

Includes:

- PADI Open Water eLearning
- Logbook
- First aid & CPR classroom session
- Pool and lake scuba instruction
- Ecosystem and career opportunities review
- Rental tanks, BCDs, regulators, weights, and wetsuits

\*Students will be required to purchase their own mask, snorkel, fins, and boots. (SEE Product Info graphic on page 5 of the Gerber Scout Reservation Leaders Guide 2026)

9-12 PM           **Days:** Mo Tu We Th Fr   **Room:** TBD  
**Additional Fee:** \$500.00  
**Maximum number of participants:** 12  
**Sessions:** All  
**Prerequisites:** Swimming MB

Aged 15+



### GS2629 Sculpture (2026 version)

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.

9-10 AM           **Days:** Mo Tu We Th Fr   **Room:** Walt Mathews Handicraft Program Shelter  
**Sessions:** All



### GS2649 Shotgun Shooting (2026 version)

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.

2-4 PM           **Days:** Mo Tu We Th Fr   **Room:** Shotgun Range  
**Maximum number of participants:** 12  
**Sessions:** All  
**Prerequisites:** Read the Merit Badge book before attending.



### GS2639 Signs, Signals, and Codes (2026 version)

The Signs, Signals and Codes merit badge covers a number of the nonverbal ways we communicate: emergency signaling, Morse code, American Sign Language, braille, trail signs, sports officiating hand signals, traffic signs, secret codes and more.

2-3 PM           **Days:** Mo Tu We Th Fr   **Room:** Scoutcraft  
**Sessions:** All



### GS261 Small-Boat Sailing (2023 version)

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 AM           **Days:** Mo Tu We Th Fr   **Room:** Boy Scout Aquatics Program Area  
**Sessions:** All  
 10-11 AM         **Days:** Mo Tu We Th Fr   **Room:** Boy Scout Aquatics Program Area  
**Sessions:** All  
**Prerequisites:** #2

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### GS268 Stand Up Paddleboarding

Stand Up Paddleboarding - not a MB

3-4 PM

**Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Sessions:** All

**Prerequisites:** Must complete BSA Swimmer test to participate.



### GS264 Swimming (2024 version)

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.

3-5 PM

**Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Sessions:** All

**Prerequisites:** Scout needs to have strong skills/mechanics and grasp of the strokes.

Not a learn to swim class.

Not recommended for first year Scouts



### GS2632 Textile (2004 version)

People use countless fibers and fabrics in their everyday lives: clothes, carpets, curtains, towels, sheets, upholstered furniture. Add to that list boat sails, book bindings, bandages, flags, sleeping bags, mailbags, airbags, seat belts, backpacks, parachutes, umbrellas, basketball nets, and more.

3-4 PM

**Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter

**Sessions:** All



### GS2619 Weather (2026 version)

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.

9-10 AM

**Days:** Mo Tu We Th Fr **Room:** ERC Program Shelter

**Sessions:** All



### GS2625 Welding (2012 version)

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.

9-10 AM

**Days:** Mo Tu We Th Fr **Room:** Skilled Trades Pavilion

**Maximum number of participants:** 12

**Sessions:** All

10-11 AM

**Days:** Mo Tu We Th Fr **Room:** Skilled Trades Pavilion

**Maximum number of participants:** 12

**Sessions:** All

**Prerequisites:** Make sure to wear only natural fibers such as leather and cotton.

Jeans are required.

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### GS2641 Wilderness Survival (2026 version)

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.

4-5 PM

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

**Sessions:** All

**Prerequisites:** Bring a survival kit.

Totin' Chip & Firem'n Chit required

Must sleep in a shelter you built in this instructional session so be prepared.



### GS2636 Wood Carving (2015 version)

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.

11-12 PM

**Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter

**Maximum number of participants:** 12

**Sessions:** All

**Prerequisites:** Must have Totin' Chip.