



2024 Summer Camp- Camp Lewallen

Class Catalog

Event Contacts

Name	Title	Phone	Email
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Registration opens January 02, 2024
Visit www.scoutingevent.com/312-2024Lewallen to register



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Summer Camp - Scouts BSA 2023 (Scheduled Classes)



SBS29 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.

2-4 PM

Days: Mo Tu We Th Fr **Room:** Archery Range

Additional Fee: \$10.00

Maximum number of participants: 15

Sessions: Session 1

Prerequisites: Prerequisites - None



SBS1 Astronomy

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

10-11 AM

Days: Mo Tu We Th Fr **Room:** Ecology Area

Maximum number of participants: 20

Sessions: Session 1

3-4 PM

Days: Mo Tu We Th Fr **Room:** Ecology Area

Maximum number of participants: 20

Sessions: Session 1

Prerequisites: Prerequisites: #5b, #6b

Bring pen and paper to camp; night observations will be required

Recommended advance work: Knowledge and practice in identifying constellations



SBS67 ATV Program

Scouts will learn how to safely operate and maintain an ATV and participate in trail rides.

10-12 PM

Days: Mo Tu We Th Fr **Room:** ATV Area

Additional Fee: \$25.00

Minimum Age: 14

Maximum number of participants: 6

Sessions: Session 1

2-4 PM

Days: Mo Tu We Th Fr **Room:** ATV Area

Additional Fee: \$25.00

Minimum Age: 14

Maximum number of participants: 6

Sessions: Session 1

Prerequisites: Must complete ASI E-course; bring long sleeved shirt, long pants, and leather gloves; may bring helmet and goggles



SBS47 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.

4-5 PM

Days: Mo Fr **Room:** Scoutcraft Area

Additional Fee: \$20.00

Maximum number of participants: 50

Sessions: Session 1

Prerequisites: Prerequisites: None

All required kits will be provided as part of the class fee.

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SBS88 Camp Lewallen - APEX Program

For Scouts 14 and older. This program will feature various High Adventure and special activities for older Scouts to enjoy.

2-5 PM

Days: Mo Tu We Th Fr

Minimum Age: 14

Maximum number of participants: 24

Sessions: Session 1



SBS12 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.

9-10 AM

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

Maximum number of participants: 25

Sessions: Session 1

4-5 PM

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

Maximum number of participants: 25

Sessions: Session 1

Prerequisites: Prerequisites: #3, #4b, #5e, #7b, #8d, #9 (bring documentation of your total camping experiences, in the form of reports of each trip; have the reports signed by your Scoutmaster. This can be pulled using the Activity Log in Scoutbook)



SBS22 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.

9-10:30 AM

Days: Mo Tu We Th Fr **Room:** Lake Potashnick

Maximum number of participants: 20

Sessions: Session 1

10:30-12 PM

Days: Mo Tu We Th Fr **Room:** Lake Potashnick

Maximum number of participants: 20

Sessions: Session 1

Prerequisites: Prerequisites: #2 (BSA Swimmer) and possess the physical strength required for carrying a canoe and rescuing a swamped canoe. Cannot work on requirements 3-12 until requirement 2 is met.



SBS32 Chess

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

10-11 AM

Days: Mo Tu We Th Fr **Room:** STEM Area

Maximum number of participants: 16

Sessions: Session 1

2-3 PM

Days: Mo Tu We Th Fr **Room:** STEM Area

Maximum number of participants: 16

Sessions: Session 1

Prerequisites: Prerequisites: None

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SBS68 Climbing

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

9-12 PM

Days: Mo Tu We Th **Room:** Climbing Tower

Minimum Age: 14

Maximum number of participants: 20

Sessions: Session 1

Prerequisites: Prerequisites: None

Scouts should bring long pants & sturdy shoes for climbing.

Scouts must be physically able to handle the demands of climbing.

Scouts will need to attend an instructional session prior to climbing on Thursday. This time will be announced each week.. Scouts will spend Thursday climbing at the Cliffs and will not be available for other activities from 9am - 2pm. Bring at least 2, 1 liter water bottles..



SBS72 Composite Materials

Composites can be found just about everywhere: in airplanes and sports cars, golf clubs and guitars, boats and baseball bats, bathtubs and circuit boards, and even bridges. Composites make bicycles and skis lighter, kayaks and canoes stronger, houses warmer, and helmets tougher.

9-10 AM

Days: Mo Tu We Th Fr **Room:** STEM Area

Additional Fee: \$15.00

Maximum number of participants: 12

Sessions: Session 1

2-3 PM

Days: Mo Tu We Th Fr **Room:** STEM Area

Additional Fee: \$15.00

Maximum number of participants: 12

Sessions: Session 1

Prerequisites: Prerequisites: #4

Minimum Age: All Scouts

Class fee covers project needs for class.



SBS48 Electricity

Electricity is a powerful and fascinating force of nature. As early as 600 b.c., observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

3-4 PM

Days: Mo Tu We Th Fr **Room:** STEM Area

Maximum number of participants: 16

Sessions: Session 1

Prerequisites: Prerequisites: #2, #8, #9a



SBS55 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.

10-11 AM

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

Maximum number of participants: 20

Sessions: Session 1

Prerequisites: Prerequisites: #1, #2c, #6c, #7a, #8b

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SBS2 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.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Ecology Area
Maximum number of participants: 20

Sessions: Session 1

2-3 PM **Days:** Mo Tu We Th Fr **Room:** Ecology Area
Maximum number of participants: 20

Sessions: Session 1

Prerequisites: Prerequisites: #3

This is a time consuming merit badge



SBS14 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.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Area
Maximum number of participants: 20

Sessions: Session 1

3-4 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Area
Maximum number of participants: 20

Sessions: Session 1

Prerequisites: Prerequisites: #5

Scouts should review the conditions that must exist before performing CPR and be familiar with the CPR technique.



SBS69 Fishing, Fly Fishing

In Scouting for Boys, Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Ecology Area
Maximum number of participants: 20

Sessions: Session 1

Prerequisites: Prerequisites: Fishing: #8, Fly Fishing: #8

Fishing--Recommended advance work: Practice knots and study the Outdoor Code and Leave No Trace prior to camp; requirement 7 involves knowledge of state and local regulations

Materials needed: Fishing rod & reel, line, bait or lures as needed for requirement 9

Fly Fishing--Recommended advance work: practice knots in requirement 3, study the Outdoor Code and Leave no Trace prior to camp; requirement 8 involves knowledge of state and local regulations



SBS6 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.

3-4 PM **Days:** Mo Tu We Th Fr **Room:** Ecology Area
Maximum number of participants: 20

Sessions: Session 1

Prerequisites: Prerequisites #5, #8

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

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SBS66 Instructional Swim

For Scouts who are not BSA Swimmers. The staff will focus on teaching fundamentals of swimming.

- 9-10 AM **Days:** Mo Tu We Th Fr **Room:** Pool
Maximum number of participants: 16
Sessions: Session 1
- 10-11 AM **Days:** Mo Tu We Th Fr **Room:** Pool
Maximum number of participants: 16
Sessions: Session 1
- 11-12 PM **Days:** Mo Tu We Th Fr **Room:** Pool
Maximum number of participants: 16
Sessions: Session 1



SBS23 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.

- 9-10 AM **Days:** Mo Tu We Th Fr **Room:** Lake Potashnick
Maximum number of participants: 10
Sessions: Session 1
- 10-11 AM **Days:** Mo Tu We Th Fr **Room:** Lake Potashnick
Maximum number of participants: 10
Sessions: Session 1
- 11-12 PM **Days:** Mo Tu We Th Fr **Room:** Lake Potashnick
Maximum number of participants: 10
Sessions: Session 1
Prerequisites: Prerequisites: #2
Requirement #2 must be complete before a Scout can work on requirements #3 - #8.



SBS17 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.

- 9-10 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Area
Additional Fee: \$15.00
Maximum number of participants: 25
Sessions: Session 1
- 4-5 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Area
Additional Fee: \$15.00
Maximum number of participants: 25
Sessions: Session 1
Prerequisites: Prerequisites: #5
All required kits will be provided as part of the class fee.

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SBS24 Lifesaving

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.

10-11 AM

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

Minimum Age: 12

Maximum number of participants: 20

Sessions: Session 1

Prerequisites: Prerequisites: #2a, #2b, #16

Recommended advance work: Practice swimming skills prior to camp

Required materials/preparation: Documentation of CPR instruction (GSLAC "Red Card" or other proof)

Cannot be taking the Swimming Merit Badge simultaneously. Must be a strong swimmer



SBS7 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.

10-11 AM

Days: Mo Tu We Th Fr **Room:** Ecology Area

Maximum number of participants: 25

Sessions: Session 1

Prerequisites: Prerequisites: #3



SBS8 Moviemaking

Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture.

11-12 PM

Days: Mo Tu We Th Fr **Room:** Ecology Area

Maximum number of participants: 15

Sessions: Session 1

Prerequisites: Prerequisites: None



SBS74 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.

11-12 PM

Days: Mo Tu We Th Fr **Room:** Ecology Area

Maximum number of participants: 25

Sessions: Session 1

Prerequisites: Prerequisites: None



SBS18 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.

2-3 PM

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

Maximum number of participants: 20

Sessions: Session 1

Prerequisites: Prerequisites: #7, #10

Requirement #8 can be completed prior to camp as well. If not, the Scout will need to do this during camp.

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SBS9 Photography

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

11-12 PM

Days: Mo Tu We Th Fr **Room:** Ecology Area**Maximum number of participants:** 12**Sessions:** Session 1**Prerequisites:** Prerequisites: #1a

Scouts should plan to bring a camera or use their smartphone



SBS19 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.

9-11 AM

Days: Mo Tu We Th Fr **Room:** Scoutcraft Area**Maximum number of participants:** 15**Sessions:** Session 1

3-5 PM

Days: Mo Tu We Th Fr **Room:** Scoutcraft Area**Maximum number of participants:** 15**Sessions:** Session 1**Prerequisites:** Recommended advance work: Knowledge of knots and lashings

Construction of pioneering project can be time-consuming



SBS10 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.

4-5 PM

Days: Mo Tu We Th Fr **Room:** Ecology Area**Maximum number of participants:** 20**Sessions:** Session 1**Prerequisites:** Prerequisites: #8

Required Materials: Drawing Materials



SBS30 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.

2-4 PM

Days: Mo Tu We Th Fr **Room:** Shooting Sports Area**Maximum number of participants:** 16**Sessions:** Session 1**Prerequisites:** Prerequisites: #1f

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SBS31 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.

9-11 AM

Days: Mo Tu We Th Fr **Room:** Shooting Sports Area

Additional Fee: \$40.00

Minimum Age: 13

Maximum number of participants: 6

Sessions: Session 1

Prerequisites: Prerequisites: #1f

Recommended advance work: Knowledge of state and local regulations

Scouts must be physically able to shoot a shotgun.



SBS76 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.

4-5 PM

Days: Mo Tu We Th Fr **Room:** Ecology Area

Maximum number of participants: 20

Sessions: Session 1



SBS42 Space Exploration

Step into the future by exploring the vast realm of outer space through the Space Exploration merit badge. This merit badge aims to foster a passion for space and its unending mysteries among young minds. Part of this class will be building and launching model rockets!

4-5 PM

Days: Mo Tu We Th Fr **Room:** STEM Area

Additional Fee: \$15.00

Maximum number of participants: 16

Sessions: Session 1

Prerequisites: Prerequisites: #2

All required kits will be provided as part of the class fee.



SBS11 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.

10-11 AM

Days: Mo Tu We Th Fr **Room:** Ecology Area

Maximum number of participants: 20

Sessions: Session 1

Prerequisites: A family-orientated merit badge, all requirements pertaining to family discussions must be completed prior to camp in order to successfully complete the badge. These requirements include 1, 2a (water), 2a (food), 2b-c (energy), 2a-b (stuff), 4, & 5a

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SBS27 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.

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Pool
Maximum number of participants: 25
Sessions: Session 1

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Pool
Maximum number of participants: 25
Sessions: Session 1
Prerequisites: Prerequisites: #2 - Must be a BSA Swimmer
Requirement #2 must be completed before Scouts can work on requirements #3 - #8.
Recommended advance work: Knowledge of Safe Swim Defense Plan



SBS60 Wayfinder-First Class

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

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

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

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

2-3 PM **Days:** Mo Tu We Th Fr **Room:** Wayfinder Area
Maximum number of participants: 36
Sessions: Session 1



SBS62 Wayfinder-Scout & Tenderfoot

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

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

Scout - 1a, 1b, 1c, 1f, 3b, 4a, 4b, 5
Tenderfoot - 3a, 3b, 3c, 3d, 4a, 4b, 4d, 7a

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

9-10 AM **Days:** Mo Tu We Th Fr **Room:** Wayfinder Area
Maximum number of participants: 36
Sessions: Session 1

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SBS61 Wayfinder-Second Class

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

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

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

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

10-11 AM **Days:** Mo Tu We Th Fr **Room:** Wayfinder Area

Maximum number of participants: 36

Sessions: Session 1

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Wayfinder Area

Maximum number of participants: 36

Sessions: Session 1



SBS54 Weather

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

2-3 PM **Days:** Mo Tu We Th Fr **Room:** Ecology Area

Maximum number of participants: 25

Sessions: Session 1

Prerequisites: Prerequisites: #9



SBS46 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.

3-4 PM **Days:** Mo Tu We Th Fr **Room:** STEM Area

Additional Fee: \$15.00

Minimum Age: 13

Maximum number of participants: 16

Sessions: Session 1

Prerequisites: Prerequisites: None



SBS20 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.

11-12 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Area

Minimum Age: 12

Maximum number of participants: 25

Sessions: Session 1

3-4 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Area

Minimum Age: 12

Maximum number of participants: 25

Sessions: Session 1

Prerequisites: Prerequisites: #5

Scouts will attend a survival overnight during their week of camp.

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SBS21 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.

11-12 PM

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

Additional Fee: \$10.00

Maximum number of participants: 20

Sessions: Session 1

2-3 PM

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

Additional Fee: \$10.00

Maximum number of participants: 20

Sessions: Session 1

Prerequisites: Prerequisites: #2a (Totin' Chip)

Required Materials; Bring a pocket knife

All required kits will be provided as part of the class fee.