

Camp Gamble

S-F Scout Ranch
Greater St. Louis Area Council



2024

Scouts BSA
Summer Camp
Leader Guide

I CAN DO THAT!



Welcome to

S-F SCOUT RANCH

CAMP GAMBLE

GREATER ST. LOUIS AREA COUNCIL

S bar F Scout Ranch, located in the rolling hills of Southeast Missouri, consists of 5,200 acres of forests, rocks, streams, bluffs, trails, and wildlife — all of which makes "The Ranch" a great place for summer camp. S bar F is home to four camps, all situated around 270-acre Nims Lake: Camp Famous Eagle boasts a state-of-the-art dining hall; Camp Gamble offers a traditional patrol cooking experience; Swift High Adventure Base offers exciting high-adventure activities for Venturers and older Scouts; and Camp Sakima serves as the site for the council's National Youth Leadership Training program (NYLT).

2024 Sessions

- Session 1 - June 16 - 22
- Session 2 - June 23 - 29
- Session 3 - June 30 - July 6
- Session 4 - July 7 - 13
- Session 5 - July 14 - 20



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What's New in 2024?

HYBRID MERIT BADGE SCHEDULE

Camp Gamble will feature a hybrid merit badge schedule in 2024. Some classes will be on a “Block” Schedule where they meet for longer blocks of time on only 2 days of the week. Other classes will still have the familiar 1 hour a day sessions.

COUNCIL HELP DESK

If you have questions about camp, you can email help@stlbsa.org. A member of our Council staff will be in touch with an answer.

Camp Planning

Camp Planning in 4 Easy Steps

Step 1: Read this guide entirely. Each year there are program and procedure changes. This guide provides all the latest information.

Step 2: Get organized. Start the planning process with your unit now so you can get the information you need in advance of deadlines.

Step 3: Ask questions. If you are unsure of anything, please don't hesitate to reach out. Parent's questions should be directed to unit leaders to streamline communications with the Council.

- Email: help@stlbsa.org
- Telephone - 314.361.0600

Step 4: Help us help you. Some things will go wrong. That's life! Please let us know ASAP so we can work with you to address any issues that crop up.

Checklist

- | | |
|--------------------------------------|--|
| <input type="checkbox"/> ASAP | Site Reserved. |
| <input type="checkbox"/> January 2 | Individual Registration Opens. Begin making individual payments. |
| <input type="checkbox"/> January 2 | Scouts current with payment schedule can select classes. |
| <input type="checkbox"/> Late Winter | Unit Leaders attend Camp Leader Webinar. |
| <input type="checkbox"/> April 10 | Camper Savings Day. Pay in full to receive a \$20 discount. |
| <input type="checkbox"/> May 15 | Campership applications due. |
| <input type="checkbox"/> May | Gather BSA Medical Forms for all attending camp. |
| <input type="checkbox"/> May | Submit any special dietary needs/food allergies. |

Camp Planning

Camp Fees

These fees apply to one week of Scouts BSA Summer camp with a Troop or individually.

Youth

- If paid in full on or before April 10, 2024: \$397
- If paid in full April 11 - May 31: \$417
- If paid in full after May 31: \$427

Leaders

- 3 - 10 Scouts: 1 free leader
- 11 - 20 Scouts: 2 free leaders
- 21 - 30 Scouts: 3 free leaders
- 31 - 40 Scouts: 4 free leaders
- 41 - 50 Scouts: 5 free leaders
- Each additional leader: \$130

Payment Schedule

March 8	\$80.00
April 26	\$170.00
May 31	\$167.00

To qualify for the Camper Savings \$20 discount. The entire fee of \$397 must be paid on or before **April 10, 2024.**

Discounts

Multiple Week Discount

\$100 off a second week of a qualifying camp.

Family Discount

\$100 off each additional Scout attending from the same household.



Multiple Week and Family discounts will be automatically applied within the registration system. For Multiple Week discounts, the system will qualify the discount based on two (or more) registrations having a Scout with the same first name, last name, and unit number. For the Family discount, the system will qualify the discount based on two (or more) Scouts having the same street address. For each discount, one Scout/session will need to be paid in full before the discount can be automatically applied to the other Scout(s)/Session(s). Discounts are not eligible for NYLT. **Discounts cannot be combined, including with camperships.**

Camp Planning

Register Individual Scouts

Beginning January 2nd

- Enter names of Scouts attending camp.
- Setup Parent Portal option for parents to make payments and register their Scout(s) for merit badges.
- Apply payments to individual Scouts.
- Remove unused youth and adult slots by completing the Participant Deletion Form.



Select Merit Badges

Beginning January 2nd

- Scouts who are current with the payment schedule may register for merit badges through the unit registration or Parent Portal.



Camperships

Every youth deserves the opportunity to experience summer camp. Camperships may cover up to 50% of the full camp fee. To apply for a campership, submit an application via our online form (<https://247scouting.com/forms/312-campership24>) by May 15, 2024; camperships will be available until funds are depleted.

Camperships are limited to one per qualifying Scout and are only available to Scouts registered as a member of the Greater St. Louis Area Council attending an in-Council camp.

Cancellations & Refunds

Refunds may be issued in circumstances involving medical or family emergencies and must be requested online at <https://247scouting.com/forms/?OrgKey=BSA312&id=3691> before August 31, 2024. Unit should attempt to collect fees from families before making payments. **Refund requests from units that make payments on behalf of families that ultimately do not come to camp will only be considered in the case of medical or family emergencies. Refunds are made to the individual or group who made the payment.**

Camp Planning



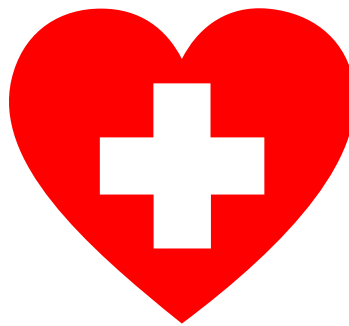
HELP START YOUR WEEK SMOOTHLY BY HAVING THE RIGHT FORMS

Below is an explanation for the three most common types of forms/documentation that Scouts and Adult Leaders need to provide either before or upon arriving at camp.



SPECIAL DIETS

Allergies and special diets are a common concern of our campers. Our food service providers are happy to accommodate any diet for religious, medical or allergy needs; however, a form must be submitted three weeks prior to arrival. The online form can be found at: www.stlbsa.org/camps



BSA ANNUAL HEALTH & MEDICAL RECORD

All youth and adults attending camp must have a current BSA Annual Health & Medical Record form. Part C of this form requires a visit to a physician, nurse practitioner, or physician's assistant. Please note that school, sport, or any other physical form cannot be substituted for the BSA's form. The most current form is found at <https://www.scouting.org/health-and-safety/ahmr/>



MERIT BADGE PRE-WORK

Many of the Merit Badges we offer have prerequisites. These are requirements that cannot be completed at camp. Review these prerequisites in this guide well before camp and come prepared so that you can complete the badge. Counselors may ask for documentation or other proof of completion of these requirements.

Camp Planning

PERSONAL EQUIPMENT CHECKLIST

- Water bottle
- Completed & signed medical form
- Medications, with directions, in original containers
- Duffle bag or pack
- Swimsuit (pack on top)
- Towels (pack on top)
- Field uniform (Class A)
- Hiking shoes/boots
- Rain jacket/poncho
- Sweatshirt/light jacket
- Sunscreen
- Shower shoes/sandals
- Camp/Scout T-shirts
- Underwear
- Socks (6+ pair)
- Washcloth
- Soap & Shampoo
- Toothbrush & paste
- Hairbrush or comb
- Flashlight & batteries
- Insect repellent (non-aerosol)
- Pocketknife
- Personal first aid kit
- Sleeping bag or sheets & blanket
- Pillow
- Pajamas
- Camp chair
- Merit badge pamphlet, advance work & writing materials
- Scouts BSA Handbook
- CPR Certification or GSLAC "Red Card"
- Spending money
- Personal knife, fork, & spoon

Prohibited items: firearms or ammunition, fireworks, alcoholic beverages, drugs, and aerosol products

Items not recommended: electronic devices (such as Nintendo Switch, iPods), items of value, and extra food that might attract animals

Campers should mark all of their equipment and clothing with their names.

A Scout is welcome in any Scout camp, whether or not he or she owns a Scout uniform.

Health & Safety

S bar F Scout Ranch is staffed 24 hours a day by qualified health personnel. The Ranch medical director holds sick call in the program hall each day (exact times will be announced at the Sunday leader meeting). All injuries and illnesses — no matter how minor — should be reported to your camp office. Persons with serious injuries or illnesses requiring hospitalization are transported to Parkland Health Center in Farmington. If an emergency occurs that requires calling 911, also contact your camp office immediately.

MEDICAL FORMS & RECHECKS

Every Scout and adult attending camp must — upon arrival — present a completed health record: Parts A, B, and C of the current Annual Health and Medical Record. Part C must be signed by licensed medical personnel (limited to a doctor of medicine, doctor of osteopathy, physician's assistant, or nurse practitioner). The Annual Health and Medical Record requires a yearly medical exam by licensed medical personnel for all Scouts and adults attending camp.

Medical recheck takes place in the campsite by the troop counselor and an adult leader of the troop. Medical forms should remain in the campsite during check-in until these checks are finished.

Adults who will spend fewer than 72 hours in camp are classified as visiting leaders and are not required to have the physician's statement. They must complete Parts A and B of the Annual Health and Medical Record.

Medical forms can be downloaded from the Summer Camps page at stlbsa.org. The forms can be filled out online, printed, and saved with the typed information.

Beware of common errors: missing date of physical, doctor's signature, and tetanus shot date.

Unit leaders should collect and review all medical forms prior to camp. If the unit leader has any questions concerning a Scout's medical form, they should contact the Scout's parents.

EXPERIENCING SYMPTOMS?

For the safety of everyone in camp, Scouts and adults are not to attend camp if they have had flu-like symptoms in the 3 days prior to their arrival in camp. Flu-like symptoms include fever (100 degrees or higher), cough, sore throat, chills, headache, fatigue, vomiting, and/or diarrhea.

Parents and unit leaders are responsible for ensuring that Scouts and adults who are ill do not come to camp.

MEDICAL TRANSPORTATION

Parents of Scouts are responsible for the cost of any treatment that cannot be done in camp. Non-emergency transportation of a Scout or leader to a hospital is the responsibility of the troop. In case of an emergency, transportation is provided by local authorities. Parents of the Scout are responsible for any costs incurred for emergency transportation.

MEDICATION

Medications **MUST** be kept secure and dispensed by the unit leader. Unit leaders should keep track of when, how much, the type, and by whom the medication was dispensed. When requested, the camp holds medications requiring refrigeration or those that the camper and his leaders feel uncomfortable holding.

While at Camp

Opening Day & Arrival

ARRIVING AT CAMP (CHANGE FOR 2024)

Your troop may move one trailer to the campsite **starting at 12:30pm** on Sunday. Each troop is responsible for moving its trailer.

NO OTHER VEHICLES SHOULD BE AT THE CAMPSITE! Please plan on transporting your gear with the provided carts if it is not in the trailer.

Upon arrival, Troops may go directly to their campsite and begin setting up camp. Keep in mind that there are often multiple units on the same campsite, so be sure to share the tent platforms that are on each site. It is a best practice to wait until all Troops have arrived to begin setup.

Troop Counselors will arrive on your campsite **at 1:00pm** to begin guiding your Troop through the check-in process including medical screenings and swim tests.

A unit leader **MUST** check-in at the camp office between 1:00pm & 3:00pm. This is to make sure the camp has an accurate list of attendees and all fees are settled.

Pre-camp swim checks are strongly encouraged! Guidance for completing these tests prior to camp can be found at <https://filestore.scouting.org/filestore/Outdoor%20Program/Aquatics/pdf/430-122.pdf>. Camp Aquatics Directors reserve the right to re-test anyone if they feel their swimming ability is in question.



SUNDAY SCHEDULE

1:00 - 3:00 PM -

- CHECK-IN FOR LEADERS AT CAMP OFFICE
- MEDICAL SCREENING AT CAMPSITE
- CAMP TOUR INCLUDING COMMISSARY ORIENTATION AND SWIM TEST

6:15 PM - FLAG LOWERING

6:15 - 6:45 PM - DINNER (COOKED BY THE CAMP)

7:15 PM - ADULT LEADER & SPL MEETING AT PROGRAM HALL

7:15 PM - APEX PROGRAM MEETING AT NORTHSTAR PAVILION

8:15 PM - OPENING CAMPFIRE - ASSEMBLE AT FLAGPOLES

While at Camp

Life at Camp

While at Camp Gamble, Scouts will stay in one of 13 campsites. Each campsite features canvas tents on wooden platforms and room for additional tents on wooden floorboards. Each tent has 2 military style cots.

Campsites all have potable water and latrines on site with ambient-temperature water showers attached. Sites are also equipped with picnic tables and canvas dining flies along with multiple fire rings.

Campsites are often shared by 2 Troops. **Please keep that in mind when setting up camp if you arrive before the other Troop.**



General Camp Information

MEAL CREW

Camp Gamble is a patrol-cooking camp where units prepare meals in their campsite.

During your camp tour, your troop will learn about their meal crew duties. These will include picking up the food at the commissary for each meal. These are the steps that are necessary to help ensure a smooth dining experience at each meal.

RELIGIOUS OBSERVANCE

S bar F employs a full-time camp chaplain who is available to conduct religious services and visit with Scouts and leaders. The Camp Office will have contact information for the Chaplain.

MAIL DELIVERY

Scouts love getting mail at camp! Mail takes several days to arrive, so you may wish to send mail prior to your Scout's departure for camp. Please DO NOT send mail after Wednesday of your Scout's week of camp. To ensure proper delivery, use the complete address below:

Scout's Name & Troop Number
Camp Gamble
Campsite Name
S bar F Scout Ranch
Knob Lick, MO 63651

While at Camp

General Camp Information

GATEWAY TRADERS (Trading Post)

We have excellent camp stores in all of our camps! Each Gateway Traders Trading Post is stocked with an assortment of patches, cups, Scouting supplies, camp t-shirts, toiletries, snacks, and more! There is no specific amount of money a Scout should bring to camp, but on the average Scouts spend around \$50. Stores are open during program hours and in the evenings. Credit cards are accepted.



CAMP SHIRT PRE-ORDERS

Units are **STRONGLY** encouraged to pre-order camp t-shirts. This will ensure Scouts get the size & quantity they need. You can pre-order shirts from www.gatewaytraders.org. The supply at camp will be limited.

CAMP IS FOR SCOUTS & LEADERS

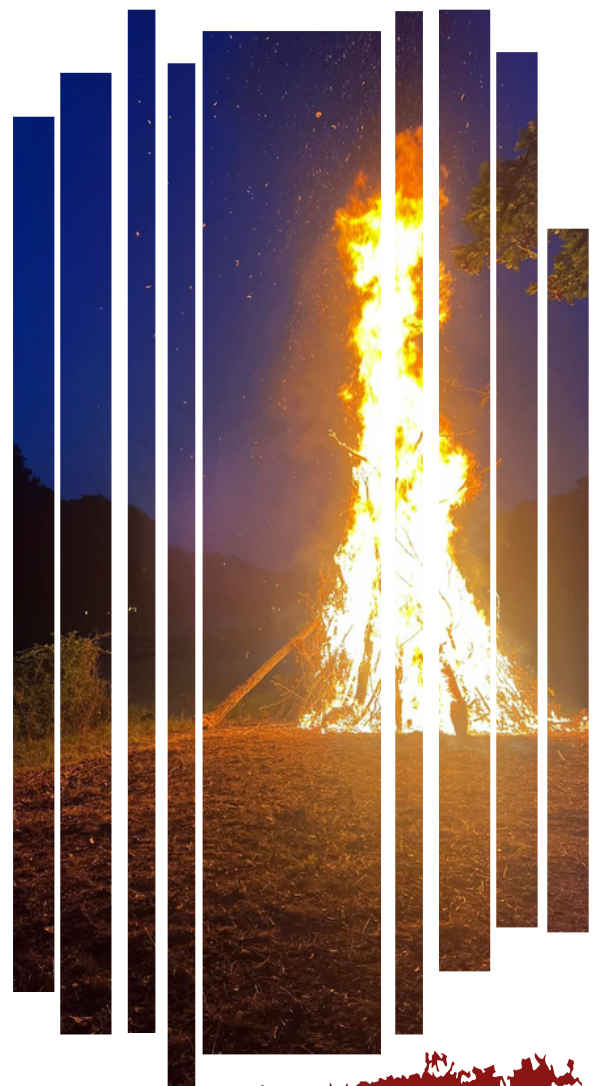
Summer camp is for registered Scouts BSA members and leaders. BSA policies do not permit non-registered siblings of any age to attend. **Any adult leader who attends camp MUST be a registered member of the unit they are attending with.**

TWO-DEEP LEADERSHIP

Every unit must provide at least two registered adult leaders over the age of 21 for all Scouting activities, including Summer Camp. **Linked Troops must provide two-deep leadership for each Troop.**

SCOUTS ARE HELPFUL

Troops will be asked to help with certain cleaning duties at camp including shower and restroom facilities.



Camp Program

Camp Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
7:00am	Breakfast Pickup (6:45am on Thursday)				
8:00am	Breakfast				
9am - 12pm	Merit Badge Sessions				Merit Badge Makeup
12:00pm	Lunch Pickup				
2pm - 5pm	Merit Badge Sessions & Open Programs				Mile Swim
5:30pm	Dinner Pickup				
7:15pm	Special Evening Programs				
8:15pm					Closing Campfire

DAILY LEADER MEETINGS

Each Troop needs to have at least one adult present at every meeting. These meetings are held on the Program Hall porch.

Sunday 7:15pm
Monday - Friday - 9:00am

MERIT BADGE MAKEUP

There may be times during your stay at camp when a Scout needs to miss a merit badge class for another activity. While we encourage you to work with your Scouts to minimize this when planning their schedules, we offer Merit Badge Makeup sessions on Friday for all classes.



Camp Program

Aquatics

Nims Lake is the jewel of S bar F Scout Ranch. Look at all that is offered!

Canoeing, Kayaking, Stand-up Paddleboarding, Rowing, Waterskiing, Sailing, Fishing, Swimming, Floating Iceberg Climbing Wall, Water Bikes, Huck's Cove, and Motorboating!

HUCKS COVE

Huck's Cove has two awesome water slides, a zip line, rope swings, and more!

Troops schedule their time at Huck's Cove at the camp program office. Transportation to Huck's Cove from Camp Gamble is by pontoon boat (limited capacity) or personal vehicles. Pontoon boats leave the Camp Gamble docks 10 minutes before each hour - make sure your Scouts are on time to make the boat! **Buddy tags must be taken to Huck's Cove!**

SWIMMING

Every troop has a scheduled time for free swim once a day, Mon. - Thu. ***Please help your Scouts plan their schedule so they can participate.*** In addition, Scouts can register for Swimming and/or Lifesaving merit badges. For specific open swim times, see the schedule on the next page.

Instructional swim sessions are available to assist Scouts in the completion of swimming requirements for Second and First Class ranks and to help Scouts pass the swim test.



RECREATIONAL BOATING

Canoes, rowboats, kayaks, stand-up paddleboards, and water bikes are available from 3:00pm - 5:00pm, Monday through Thursday. Scouts must be BSA Swimmers to use kayaks and paddleboards.



Camp Program

Aquatics

MILE SWIM

Mile Swim BSA is held on Friday at 2:00pm. This session includes a mandatory orientation that begins at 1:30pm. Any participant in the Mile Swim BSA must have a minimum of 4 hours of practice swimming in camp - prior to the Mile Swim - to qualify. Unit leadership is responsible for ensuring the practice swimming occurs during the week.

FISHING

Nims Lake is full of bass, crappie, and catfish! Bring your fishing gear and have a great time. Everyone must observe the following general fishing rules:

- Anyone between the ages of 16 and 65 must hold a current Missouri fishing license.
- Wading is not permitted.
- Live minnows may not be used in the lake at any time.
- Fishing is not permitted in any waterfront, Huck's Cove, or boating areas. Lines should not be cast toward swimming area ropes, mile swim lines, or any type of floating device anchored for marking safety or direction.
- Hours for the use of boats by adults are 5:30am to 7:45am and 7:30pm to 8:30pm. Please obtain approval for the use of boats from the Aquatics Director.



CANOE FLOATS

Your troop is encouraged to plan a unit float in the evening or as an overnight. These trips do conflict with some evening program. Scheduling can be done at the camp office. BSA Safety Afloat guidelines apply to these outings.

Swimming Schedule

Campsite	Free Swim Time
Busch	3:00pm
Desoto	3:00pm
Dickson	4:00pm
Francis	3:00pm
Hubeli	4:00pm
Jacobsen	4:00pm
Kelso	4:00pm
Knight	3:00pm
Morie	4:00pm
Osage	4:00pm
Pratte	3:00pm
Weisman	3:00pm
Wisebart	4:00pm



Camp Program

Wayfinder Program

The Wayfinder Program is our summer camp program for Scouts who have recently joined a troop or have just crossed over from Cub Scouts. This program replaced the Voyager program of previous years. In Wayfinder, new Scouts are immersed in the Scouting Program and the S bar F Scout Ranch. Scouts will learn the patrol method and basic Scouting skills, and experience some of the many programs available at summer camp. Leaders will receive a printout of what was completed at camp, but the staff do not “sign-off” on the requirements.



WAYFINDER

Scouts may now register for individual rank sessions based on their needs. Sessions are divided into Scout and Tenderfoot, Second Class, and First Class.

Like merit badge registration, you can select the sessions that each scout needs.

Merit badges are no longer automatically included in the program. Depending on the number of rank sessions in which the scout is enrolled, he or she may register for 3-5 merit badges of their choice. The rank sessions have been scheduled to offer at least one Swimming merit badge session at a non-conflicting time.

There is no additional fee for the Wayfinder program.

Leaders with more than five Scouts in the Wayfinder program are asked to assist by providing adult supervision as they have time available.



Camp Program

Merit Badge Program

Unit Leaders should guide Scouts to set achievable goals. Some subjects require a greater length of time for instruction than others, and this should be taken into account when scheduling them.

Please remember to review this guide and schedule around certain activities that Scouts wish to participate in such as free swim. Scouts should be able to have some free time at camp to enjoy themselves. There is much more to summer camp than merit badges!

New for 2024 - while most merit badge classes will maintain the traditional 60 to 90-minute daily sessions, others will be available in 3-hour blocks for only 2 days a week. Friday sessions will assist Scouts in earning badges more suitable for post-camp work without consuming valuable daily class time. The merit badge catalog with full descriptions starts on page 18 of this guide. A summarized table can be found at <https://scoutingevent.com/312-2024Gamble> under "Attachments."

The merit badge pamphlets for the badges offered will not be available at the Camp Trading Post, however, your Scouts are **STRONGLY** encouraged to buy or borrow pamphlets prior to camp. Scouts should obtain, read, and study the current pamphlet for each merit badge they wish to pursue prior to attending classes.



Partial completion of a merit badge is not a failure, it is what the name indicates; partial success. Many Scouts will complete only sections of badges with prerequisites or that are very difficult. They then can complete them with another counselor at home or back at camp the following summer. Partials are valid until a Scout turns 18.

Be sure to provide the required documentation for Scouts who have completed requirements for merit badges before they come to camp.





2024 Summer Camp-Gamble

Class Catalog

Event Contacts

Name	Title	Phone	Email
Bobby Kaye	Camp Director - Gamble 2024	314-387-1355	thebobbykaye@gmail.com
Council Contact		314-361-0600	help@stlbsa.org
Matt Kaufman	Director of Summer Camp	217.429.2326	matt.kaufman@scouting.org

Registration opens January 02, 2024
Visit www.scoutingevent.com/312-2024Gamble to register



BOY SCOUTS
OF AMERICA®
GREATER SAINT LOUIS AREA COUNCIL



Class Catalog

2024 Summer Camp-Gamble: Session 1 at Camp Gamble

Summer Camp - Scouts BSA 2023 (Scheduled Classes)



SBS63 APEX - Older Scout Program

The APEX Program features activities designed for Scouts who are at least 14 years old or in their fourth year of camp.

Scouts who participate in the APEX Program will spend the majority of their day participating in various activities including Mountain Biking, Sporting Arrows, Cowboy Action Shoot, Low Ropes, an overnight experience, and much more!

The APEX Program will take Scouts to different portions of camp as well as some off-site locations. Unit leaders will need to provide transportation to the off-site locations.

9-5 PM

Days: Mo Tu We Th Fr

Minimum Age: 14

Maximum number of participants: 36

Sessions: Session 1



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.

9-10:30 AM

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

Additional Fee: \$10.00

Maximum number of participants: 16

Sessions: Session 1

10:30-12 PM

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

Additional Fee: \$10.00

Maximum number of participants: 16

Sessions: Session 1

Prerequisites: Prerequisites - None



SBS49 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

4-5 PM

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

Additional Fee: \$10.00

Maximum number of participants: 25

Sessions: Session 1

Prerequisites: Prerequisites: #6

Minimum Age: All Scouts

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



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.

9-10 AM

Days: Mo Tu We Th **Room:** Nature Area

Maximum number of participants: 25

Sessions: Session 1

3-4 PM

Days: Mo Tu We Th **Room:** Nature Area

Maximum number of participants: 25

Sessions: Session 1

Class Catalog

2024 Summer Camp-Gamble: Session 1 at Camp Gamble

Prerequisites: Prerequisites: #5b, #6b

Bring pen and paper to camp; night observations will be required. Scouts may also wish to bring a green or red colored flashlight to protect their night vision.

Recommended advance work: Knowledge and practice in identifying constellations



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.

12-12:10 PM

Days: Mo Tu We Th **Room:** Greenbar

Additional Fee: \$20.00

Sessions: Session 1

Prerequisites: Prerequisites: None

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

NOTE: There is not a set time for this badge. Scouts can come to the Greenbar Area at anytime to receive their kits and instructions Monday - Thursday. They will bring them back once completed



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.

9-10:30 AM

Days: Fr **Room:** Scoutcraft Area

Maximum number of participants: 25

Sessions: Session 1

10:30-12 PM

Days: 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)

NOTE: Join this introductory session to complete some requirements and work on the rest after camp. Or, if you have completed the requirements, bring your documentation



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 **Room:** Aquatics

Maximum number of participants: 24

Sessions: Session 1

10:30-12 PM

Days: Mo Tu We Th **Room:** Aquatics

Maximum number of participants: 24

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.

2-3 PM

Days: Mo Tu We Th **Room:** STEM Pavilion

Maximum number of participants: 16

Sessions: Session 1

Prerequisites: Prerequisites: None

Class Catalog

2024 Summer Camp-Gamble: Session 1 at Camp Gamble

**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.

9-5 PM

Days: Th**Minimum Age:** 14**Maximum number of participants:** 12**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..

**SBS92 Cooking (TG)**

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.

10:30-12 PM

Days: Fr **Room:** Greenbar**Maximum number of participants:** 25**Sessions:** Session 1**Prerequisites:** Prerequisites: #2c, #4, #5, #6**NOTE:** Join this introductory session to complete some requirements and work on the rest after camp. Or, if you have completed the requirements, bring your documentation**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.

9-10:30 AM

Days: Fr **Room:** Scoutcraft Area**Maximum number of participants:** 25**Sessions:** Session 1

10:30-12 PM

Days: Fr **Room:** Scoutcraft Area**Maximum number of participants:** 25**Sessions:** Session 1**Prerequisites:** Prerequisites: #1, #2c, #6c, #7a, #8b, #9a**NOTE:** Join this introductory session to complete some requirements and work on the rest after camp. Or, if you have completed the requirements, bring your documentation**SBS93 Environmental Science (TG)**

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.

10:30-12 PM

Days: Mo Tu We Th **Room:** Nature Area**Maximum number of participants:** 25**Sessions:** Session 1

3:30-5 PM

Days: Mo Tu We Th **Room:** Nature Area**Sessions:** Session 1**Prerequisites:** Prerequisites: None

Class Catalog

2024 Summer Camp-Gamble: Session 1 at Camp Gamble



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.

10:30-12 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area

Maximum number of participants: 25

Sessions: Session 1

2-3:30 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area

Maximum number of participants: 25

Sessions: Session 1

Prerequisites: Prerequisites: #5

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



SBS3 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.

9-10:30 AM **Days:** Fr **Room:** Nature Area

Maximum number of participants: 25

Sessions: Session 1

10:30-12 PM **Days:** Fr **Room:** Nature Area

Maximum number of participants: 25

Sessions: Session 1

Prerequisites: Prerequisites: #5, #7

NOTE: Join this introductory session to complete some requirements and work on the rest after camp. Or, if you have completed the requirements, bring your documentation



SBS4 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."

9-10 AM **Days:** Mo Tu We Th **Room:** Nature Area

Maximum number of participants: 25

Sessions: Session 1

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

Maximum number of participants: 25

Sessions: Session 1

Prerequisites: Prerequisites: #7

Practice knots and study Outdoor Code prior to camp; requirement 7 involves knowledge of state and local regulations

Required Materials: Fishing rod & reel, line, bait or lures are needed for requirement 9 (Camps have some equipment, but welcome to bring your own)



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.

9-10 AM **Days:** Mo Tu We Th **Room:** Nature Area

Maximum number of participants: 25

Sessions: Session 1

Prerequisites: Prerequisites #5, #8

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

Class Catalog

2024 Summer Camp-Gamble: Session 1 at Camp Gamble



SBS34 Game Design

Games also 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.

11-12 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion

Maximum number of participants: 16

Sessions: Session 1

Prerequisites: Prerequisites: #8



SBS51 Geology

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.

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

Maximum number of participants: 25

Sessions: Session 1

4-5 PM **Days:** Mo Tu We Th **Room:** Nature Area

Maximum number of participants: 25

Sessions: Session 1

Prerequisites: Prerequisites: #4



SBS36 Horsemanship

In addition to learning how to safely ride and care for horses, Scouts who earn this merit badge will gain an understanding of the instincts and behaviors of horses and humane and effective methods for training horses.

9-12 PM **Days:** Mo Tu **Room:** Horse Corral

Additional Fee: \$20.00

Minimum Age: 12

Maximum number of participants: 6

Sessions: Session 1

9-12 PM **Days:** We Th **Room:** Horse Corral

Additional Fee: \$20.00

Minimum Age: 12

Maximum number of participants: 6

Sessions: Session 1

Prerequisites: Prerequisites: Be able to explain requirements #1, #2, and #4

Required materials: Shoes with heels and long pants; physical strength is needed to saddle, mount, and dismount

WEIGHT LIMIT - 230lbs!



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 **Room:** Aquatics

Maximum number of participants: 20

Sessions: Session 1

10-11 AM **Days:** Mo Tu We Th **Room:** Aquatics

Maximum number of participants: 20

Sessions: Session 1

11-12 PM **Days:** Mo Tu We Th **Room:** Aquatics

Maximum number of participants: 20

Sessions: Session 1

Class Catalog

2024 Summer Camp-Gamble: Session 1 at Camp Gamble



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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 15
Sessions: Session 1

10:30-12 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 15
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 **Room:** Scoutcraft Area
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Session 1

2-3 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Session 1

Prerequisites: Prerequisites: #5

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



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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Aquatics
Minimum Age: 12
Maximum number of participants: 18
Sessions: Session 1

10:30-12 PM **Days:** Mo Tu We Th **Room:** Aquatics
Minimum Age: 12
Maximum number of participants: 18
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

Class Catalog

2024 Summer Camp-Gamble: Session 1 at Camp Gamble



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.

9-10:30 AM **Days:** Fr **Room:** Nature Area
Maximum number of participants: 25
Sessions: Session 1
10:30-12 PM **Days:** Fr **Room:** Nature Area
Maximum number of participants: 25
Sessions: Session 1
Prerequisites: Prerequisites: #3



SBS75 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.

2-3 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Additional Fee: \$15.00
Minimum Age: 13
Maximum number of participants: 16
Sessions: Session 1
Prerequisites: Prerequisites: None



SBS91 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.

10-11 AM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Additional Fee: \$15.00
Maximum number of participants: 25
Sessions: Session 1
3-4 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Additional Fee: \$15.00
Maximum number of participants: 25
Sessions: Session 1
Prerequisites: Class fee will cover materials needed to complete the badge.



SBS25 Motorboating

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

9-12 PM **Days:** Mo Tu **Room:** Aquatics
Additional Fee: \$10.00
Minimum Age: 14
Maximum number of participants: 5
Sessions: Session 1
9-12 PM **Days:** We Th **Room:** Aquatics
Additional Fee: \$10.00
Minimum Age: 14
Maximum number of participants: 5
Sessions: Session 1
Prerequisites: Prerequisites: #2a
This class is completed using a johnboat.
Class size is limited due to equipment availability

Class Catalog

2024 Summer Camp-Gamble: Session 1 at Camp Gamble



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.

9-10 AM **Days:** Mo Tu We Th **Room:** STEM Pavilion

Maximum number of participants: 16

Sessions: Session 1

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

Maximum number of participants: 16

Sessions: Session 1

Prerequisites: Prerequisites: None

Scouts should plan to bring a camera or use their smartphone for this class.



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:** Nature Area

Maximum number of participants: 25

Sessions: Session 1

2-3 PM **Days:** Mo Tu We Th Fr **Room:** Nature 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.

10:30-12 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area

Maximum number of participants: 20

Sessions: Session 1

2-3:30 PM **Days:** Mo Tu We Th **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.



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 **Room:** Nature Area

Maximum number of participants: 16

Sessions: Session 1

4-5 PM **Days:** Mo Tu We Th **Room:** Nature Area

Maximum number of participants: 16

Sessions: Session 1

Prerequisites: Prerequisites: #1a

Scouts should plan to bring a camera or use their smartphone

Class Catalog

2024 Summer Camp-Gamble: Session 1 at Camp Gamble



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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Scoutcraft Area

Maximum number of participants: 16

Sessions: Session 1

3:30-5 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area

Maximum number of participants: 16

Sessions: Session 1

Prerequisites: Recommended advance work: Knowledge of knots and lashings

Construction of pioneering project can be time-consuming



SBS90 Plant Science

Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.

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

Maximum number of participants: 25

Sessions: Session 1

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

Maximum number of participants: 25

Sessions: Session 1

Prerequisites: Prerequisites: #5

The camp will have supplies for Scouts to plant a plant in a container at camp to take home if they do not complete this ahead of time.



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.

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

Maximum number of participants: 25

Sessions: Session 1

4-5 PM **Days:** Mo Tu We Th **Room:** Nature Area

Maximum number of participants: 25

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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Rifle Range

Maximum number of participants: 16

Sessions: Session 1

10:30-12 PM **Days:** Mo Tu We Th **Room:** Rifle Range

Maximum number of participants: 16

Sessions: Session 1

Prerequisites: Prerequisites: #1f

Class Catalog

2024 Summer Camp-Gamble: Session 1 at Camp Gamble



SBS35 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); they 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.

4-5 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: Session 1
Prerequisites: Prerequisites: #6a



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.

9-12 PM **Days:** Mo Tu **Room:** Shotgun Range
Additional Fee: \$40.00
Minimum Age: 13
Maximum number of participants: 6
Sessions: Session 1
9-12 PM **Days:** We Th **Room:** Shotgun Range
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.



SBS79 Signs, Signals, and Codes

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.

9-10 AM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 20
Sessions: Session 1
4-5 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 20
Sessions: Session 1
Prerequisites: Prerequisites: #7



SBS26 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.

9-12 PM **Days:** Mo Tu **Room:** Aquatics
Minimum Age: 13
Maximum number of participants: 8
Sessions: Session 1
9-12 PM **Days:** We Th **Room:** Aquatics
Minimum Age: 13
Maximum number of participants: 8
Sessions: Session 1
Prerequisites: Prerequisites: #2
Requirement #2 must be complete before a Scout can work on requirements #3 - #9.
Recommended advance work: Review sailing terminology
Weather may impact the completion of the badge

Class Catalog

2024 Summer Camp-Gamble: Session 1 at Camp Gamble



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!

10-11 AM **Days:** Mo Tu We Th **Room:** STEM Pavilion

Additional Fee: \$15.00

Maximum number of participants: 16

Sessions: Session 1

4-5 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion

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.



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 **Room:** Aquatics

Maximum number of participants: 35

Sessions: Session 1

10-11 AM **Days:** Mo Tu We Th **Room:** Aquatics

Maximum number of participants: 35

Sessions: Session 1

11-12 PM **Days:** Mo Tu We Th **Room:** Aquatics

Maximum number of participants: 35

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



SBS28 Water Sports

Water sports such as water skiing are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do.

9-12 PM **Days:** Mo Tu **Room:** Aquatics

Additional Fee: \$20.00

Minimum Age: 14

Maximum number of participants: 5

Sessions: Session 1

9-12 PM **Days:** We Th **Room:** Aquatics

Additional Fee: \$20.00

Minimum Age: 14

Maximum number of participants: 5

Sessions: Session 1

Prerequisites: Prerequisites: #3

Requirement #3 must be completed before Scouts can work on requirements #4 - #6.

Scouts will be on the lake a lot during this badge. Extra sunscreen is recommended.



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

Class Catalog

2024 Summer Camp-Gamble: Session 1 at Camp Gamble

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 **Room:** Greenbar

Maximum number of participants: 36

Sessions: Session 1

4-5 PM **Days:** Mo Tu We Th **Room:** Greenbar

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 **Room:** Greenbar

Maximum number of participants: 36

Sessions: Session 1



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 **Room:** Greenbar

Maximum number of participants: 36

Sessions: Session 1

11-12 PM **Days:** Mo Tu We Th **Room:** Greenbar

Maximum number of participants: 36

Sessions: Session 1

3-4 PM **Days:** Mo Tu We Th **Room:** Greenbar

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.

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

Maximum number of participants: 25

Sessions: Session 1

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

Maximum number of participants: 25

Sessions: Session 1

Prerequisites: Prerequisites: #9

Class Catalog

2024 Summer Camp-Gamble: Session 1 at Camp Gamble



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.

9-12 PM **Days:** Mo Tu **Room:** STEM Pavilion

Additional Fee: \$20.00

Minimum Age: 13

Maximum number of participants: 8

Sessions: Session 1

9-12 PM **Days:** We Th **Room:** STEM Pavilion

Additional Fee: \$20.00

Minimum Age: 13

Maximum number of participants: 8

Sessions: Session 1

Prerequisites: Prerequisites: None

Scouts should bring appropriate clothing to weld safely (Long pants made of 100% natural fibers and closed toed shoes)



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.

9-10 AM **Days:** Mo Tu We Th **Room:** Scoutcraft Area

Minimum Age: 12

Maximum number of participants: 20

Sessions: Session 1

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

Minimum Age: 12

Maximum number of participants: 20

Sessions: Session 1

Prerequisites: Prerequisites: #5

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

Scouts should bring their personal survival kit to camp to show their counselor.



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.

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

Additional Fee: \$10.00

Maximum number of participants: 16

Sessions: Session 1

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

Additional Fee: \$10.00

Maximum number of participants: 16

Sessions: Session 1

4-5 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area

Additional Fee: \$10.00

Maximum number of participants: 16

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.

Camp Program

Camp-wide Programs



ADULT LEADER TRAINING

During the summer, Scouts BSA leader training is conducted at camp.

Adults taking Introduction to Outdoor Leader Skills Training will work with the camp staff in the morning on Monday, Tuesday, Wednesday, & Thursday. Wednesday at Leadership Hall (Camp Famous Eagle Dining Hall) to complete Leader specific training. The Wednesday session will meet from 1:30 PM to approximately 4:30 PM. Registration will be available online at www.stlbsa.org



OPENING CAMPFIRE/CLOSING CAMPFIRE

The Opening Campfire is presented by the Camp Staff on Sunday night. The Closing Campfire will take place on Friday. Troops should assemble on the parade ground at 8:15pm for both of these campfires.

TOP SHOT & OPEN SHOTS

Top Shot is an exciting shooting sports program with daily eliminations resulting in the camp "Top Shots" being recognized at the Closing Campfire. Scouts can also participate in open shoots at the rifle range Monday and Wednesday from 2pm-5pm, archery on Tuesday and Thursday from 2pm - 5pm, and shotgun range from 2pm - 5pm Monday - Thursday. (Shotgun Fee - \$10 for 10 Shots).

SPECIAL OPEN PROGRAM AREAS

Monday, Tuesday, and Wednesday evenings will feature special evening programs that all Scouts can participate in. These will include activities at Scoutcraft, Nature, STEM, and more! Wednesday night will feature the Luau at the waterfront. Scouts and leaders are encouraged to bring and wear tropical shirts to the program!

FAMILY NIGHT

Thursday night at camp is Family Night. Families of Scouts in attendance are invited to attend and see the camp. Guests should not arrive prior to 5:00pm so they do not interfere with program. There will be a special family night campfire at the waterfront area at 8:15pm and families can also watch the Order of the Arrow Call-Out Ceremony. Vehicles are not allowed past the parking lot. Those with a medical need for transportation may request a shuttle ride upon arrival.

Camp Program

APEX OLDER SCOUT PROGRAM

The APEX Program features activities designed for Scouts who are at least 14 years old or in their fourth year of camp.

In APEX, Scouts will spend the majority of their day participating in various activities including Mountain Biking, Sporting Arrows, Cowboy Action Shoot, Low Ropes, climbing, and much more!

The APEX Program will take Scouts to different portions of S bar F, including areas requiring transportation. **Unit leaders may need to provide transportation if the shuttle bus is not available.**

Scouts will meet at 7:15pm Sunday with the APEX staff to review the week's activities and decide which ones they wish to participate in. Scouts are welcome to attend as many programs as they would like. Climbing and rappelling will take most of the day, therefore Scouts should work with their other Merit Badge Counselors to make up any missed requirements at a mutually agreed upon time. If a Scout participates in all planned APEX activities, they will not have time to take merit badges.



APEX

OLDER SCOUT MERIT BADGES

S-F has exciting merit badge opportunities to keep your older Scouts coming back year after year! These badges are offered to Scouts who are at least 14 years old or in their fourth year of camp. Some classes have an additional cost for participation. Fees are collected online at the time of registration.

- Motorboating (\$10)
- Water Sports (\$20)
- Climbing



Looking for more
Adventure? Check
out the S-F Ranger
Program on Pg. 35!

Camp Program

Order of the Arrow at Camp

The Order of the Arrow (O.A.) plays a vital role in the council's camping program. Members of the Order of the Arrow represent Scouting's honored campers. Please set the best example possible for all Scouts and adults to follow.

OA ELECTION INFORMATION

Shawnee Lodge unit elections are held on Thursday morning in the campsite. At least 50% of the unit must be present to conduct the election. The Shawnee Lodge citation fee must be paid in the camp Trading Post prior to the Callout ceremony. This fee will be posted on the lodge's website below. Pre-Ordeal takes place on Thursday night in-camp at S-F for candidates of Shawnee Lodge.

Anpetu-We, Nisha Kittan & Woapink Lodge unit elections are held prior to summer camp. Please visit your lodge's website below or contact the lodge leadership for assistance with completing your election.

Not sure which lodge you're in? Email help@stlbsa.org (include your Troop #) and we can help connect you!



THE ELECTION

The leader...

- Provides ballots (may be preprinted) and candidate list.
- Gives a short explanation of the O.A. and includes these points:
 - It is a national honor society of the Boy Scouts of America.
 - It honors those that best exemplify the Scout Oath and Scout Law.
 - The only way to gain membership is to be elected by their unit.
 - Leaders age 21 and older are not allowed to vote.
 - The election is not a popularity contest.
- Calls forward the candidates and has them form a line in the front of the troop.

More information about our Order of the Arrow Lodges is available at:

anpetu-we.org

nishakittan.org

shawneelodge.org

woapink.org

Members of ALL lodges can be called-out at camp. For those outside of GSLAC, a letter is needed from the home lodge to participate.

Additional Information

S-F Ranger Program

The S-F Ranger Program offers adventures beyond regular summer camp. Scouts participating in the Ranger Program increase their appreciation of nature, camping, and self-reliance.

The Ranger Program's activities take place at various locations at S bar F Scout Ranch. Scouts live in outpost camps, carry all equipment necessary for camping, and hike portions of the Three Notch Trail that show nature in its raw form. Leadership is provided for all participants until Friday afternoon.

Teamwork, problem solving, cooperation, and leadership development are important parts of the Ranger Program. Specific activities vary from year to year; typical activities include blacksmithing, ropes course, and black powder shooting. Scouts swim, have time to fish, and participate in games designed to improve outdoor skills. Since many of the activities require strength, some physical conditioning may be desirable before camp.

The Ranger Program is for Scouts age 14 or older.



Individual Scouts often register for this experience as a second week of summer camp, and can receive a \$100 discount for doing so!

Cost is \$416 per camp. The fee includes meals, program supplies, Ranger Emblem and camp segment. Visit

<https://scoutingevent.com/312-2024rangerprogram> to register and access program information, including the equipment list.

Scouts meet at 2:00pm on Sunday at Wenzel Lodge in the Camporee Area. Supervision is provided for Scouts who will not be rejoining a troop at the conclusion of the program on Friday evening.



Additional Information

National Youth Leadership Training

PARTICIPANT REQUIREMENTS:

First Class rank or higher and completed
Introduction to Leadership Skills for
Troops

13+ years old

Approved by the Scoutmaster or
Crew Advisor

Pack & Paddle candidates must be 14
years old by the date of camp and pass
the BSA Swim test.

No rank requirement for Venturers and
Sea Scouts



BEST YOUTH LEADERSHIP DEVELOPMENT PROGRAM IN THE COUNTRY

4 SESSIONS TO CHOOSE FROM

Camp Sakima, Camp Warren Levis, & Beaumont Scout Reservation

LAND-BASED AND "PACK & PADDLE" OPTIONS

Register at <https://scoutingevent.com/312-NYLTsummersessions>

Additional Information

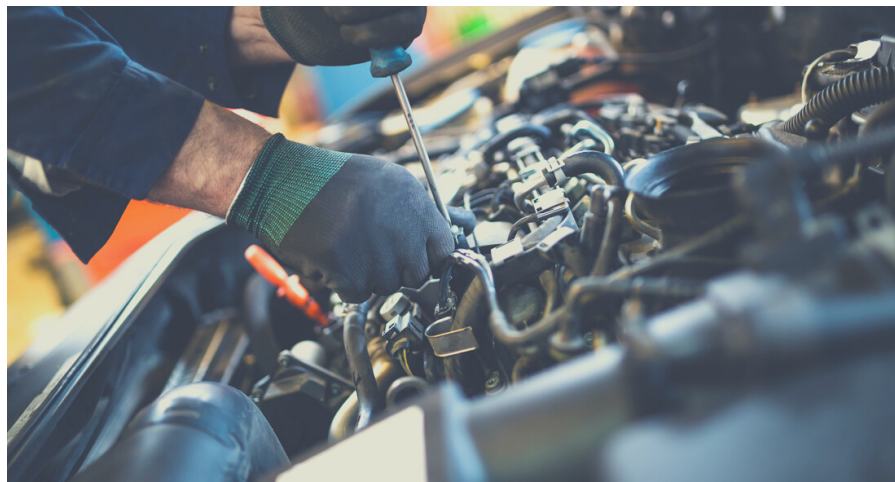
Get involved at GSLAC Camps

ARE YOU INTERESTED IN MAKING A LASTING IMPACT ON SCOUTING PROPERTIES AND PROGRAM?
THE CAMPMASTER AND QUARTERMASTER PROGRAMS ALLOW YOU TO DO JUST THAT!

The Campmaster program is designed to have interested volunteers assist at camp on weekends by checking-in units, responding to equipment needs, and working with the rangers to make sure any other needs are met.

The Quartermaster Corps allows volunteers with various skills to assist with maintenance projects at camp. Whether it is mowing grass, electrical work, or equipment operating, the needs are great and the assistance is invaluable.

Please contact the ranger station at any of the camps that you are interested in helping.



**DO YOU HAVE
EXPERTISE IN...**

ELECTRICAL

PLUMBING

HVAC SERVICE

PAINTING

HEAVY EQUIPMENT

ROOFING

CHAINSAW

**AUTO OR
MARINE MECHANICS**

WELDING

**THEN JOIN THE
QUARTERMASTER
CORPS TODAY!**

Additional Information

Summer Camp Staff Opportunities

THE ULTIMATE CAMP EXPERIENCE

Each year, the Greater St. Louis Area Council hires dedicated and passionate individuals to serve on summer camp staff. Staff members help provide a fun, positive experience for campers— while earning a salary! They also have the opportunity to earn a college scholarship worth up to \$1,250.

Check the [Camp Staff](https://stlbsa.org/camp-staff) page at stlbsa.org for the 2024 Camp Staff application and interview information.



CAMP STAFF SCHOLARSHIPS

Scholarships are available for camp staff members* who have completed their high school education and are enrolled as full-time undergraduate or graduate students.

Scholarships start at \$250 for staff who work one summer, increasing to \$1,250 for those who have worked five summers or more.

To contribute to the camp staff scholarship fund, please visit <https://stlbsa.org/give/camp-staff-scholarship>.

*Scholarships are not currently available for staff at Rhodes France Scout Reservation.



Additional Information

Frequently Asked Questions

DO YOU HAVE A LOTTERY FOR SUMMER CAMP?

No. During the "Deposit Phase," troops select their camp, campsite, and week of camp on a first-come-first-serve basis. Please visit the [Scouts BSA Summer Camp](#) page for a list of available weeks for each camp.

HOW DO YOU COMPLY WITH BSA POLICY REGARDING TROOPS SHARING CAMPSITES?

Boy Troops and Girl Troops can only share a campsite when they are "Linked Troops". This means that they share the same Chartered Organization. If Troops are not linked, campsites will be single-gendered.

WHAT IF I DON'T KNOW HOW MANY SCOUTS WILL ATTEND CAMP?

That's ok! We know that numbers can be hard to estimate months before camp. We ask that troops estimate their attendance based on current troop membership, anticipated crossover Webelos, and any planned recruitment activities. We do not hold a set number of spots in reserve for each troop. Please do not grossly over-estimate numbers.

WHAT IS THE PARENT PORTAL?

The Parent Portal is an option in our online registration system that gives parents the ability to make payments and register for merit badges for their Scout(s). The Scoutmaster will need to activate the Parent Portal within the unit's registration to use it. If you need assistance with this, please email help@stlbsa.org.

WHAT IF THE REGISTRATION SYSTEM SAYS MY PREFERRED WEEK IS ALREADY FULL?

All camps have a maximum capacity. This helps camp operate safely, have adequate equipment on hand, and provide Scouts a great program. If your first week choice is unavailable, please consider a different week. Weeks that occur later in the summer are oftentimes less-crowded and give Scouts even more program opportunities!



GREATER ST. LOUIS AREA COUNCIL
SCOUTING

Additional Information

Camp Graces

Scout Benediction

*May the Great Master of all Scouts
be with us 'til we meet again,
Amen.*

S bar F Ranch

*For the gifts of food and freedom
and hills to roam.
For crimson sunsets
and the Earth, our home.
For the stars at night
and gentle wind in trees,
We thank You, Great Spirit, for all of these.
Amen.*

Camp Lewallen

*Beneath the stars above Logan,
by the river as it winds,
Looking over old Potashnick,
and sheltered by the towering pines,
We thank you Lord for these blessings
— this food, this fellowship, and this day.
And ask your continued grace and mercy
as we carry on the Scouting way.
Amen.*

Camp May

*We thank you, Lord, in every way
For the gifts you give to us each day,
For the gifts of life, the gifts of love,
The gifts of friends and heavens above.
For every Scout who does his best,
May this food of ours be blessed.
Amen.*

Philmont

*For food, for raiment, For life, for opportunity, For
friendship and fellowship, We thank Thee, O Lord.
Amen.*

Camp Warren Levis Grace

*Be present at our table Lord...
Be here and everywhere adored...
These mercies bless and grant that we...
May feast in paradise with Thee.
Amen.*

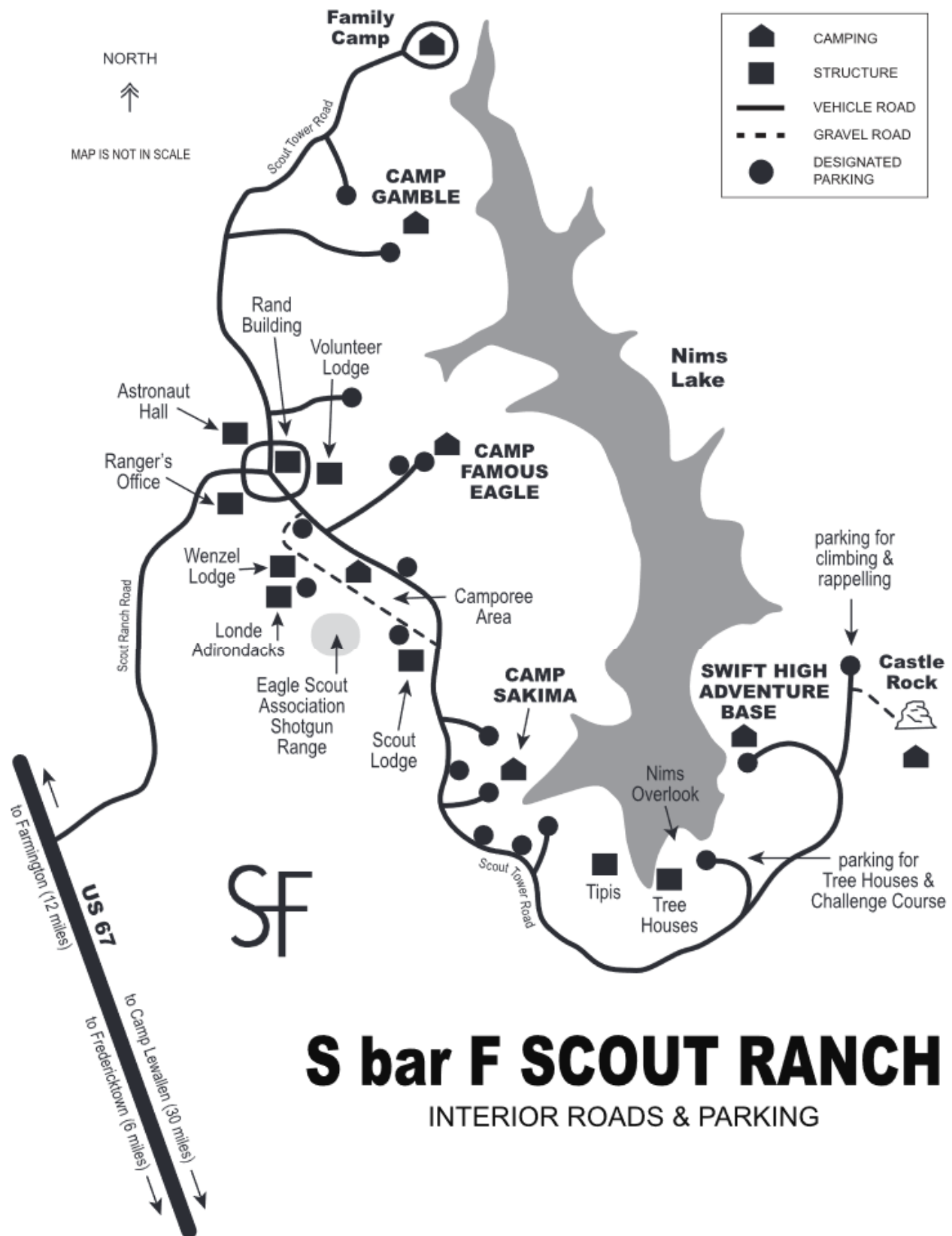
Rhodes France

*For Wind in the Trees and
Good Times by the Fire
For Food Shared with Friends,
and For All Your Care.
We Thank You Dear Father,
Your Love We Will Share.
Amen.*

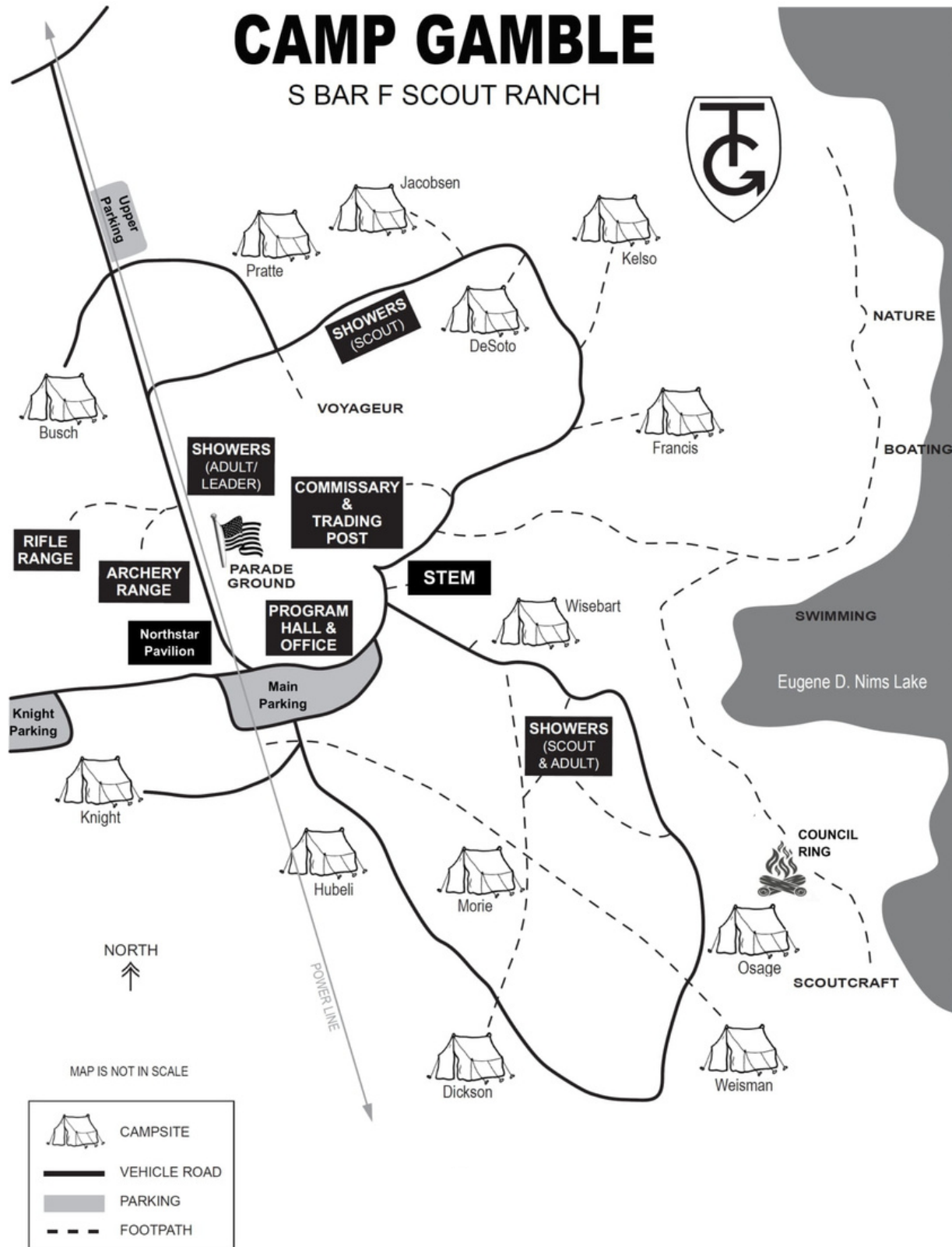
Pine Ridge

*By the water and through the trees,
Among the pines and gentle breeze,
For the bread we break,
The training we take,
And the friends we make,
We thank you God for all of these.
Amen.*

Additional Information



Additional Information



Additional Information

St. Louis Area Attractions

ST. LOUIS SCIENCE CENTER

Their mission "To ignite and sustain lifelong science and technology learning" the science center is one of the top five in the nation. Admission is free. You can purchase tickets the four-story IMAX dome theater, and the James S. McDonnell Planetarium, one of the largest in the world. For tickets or more information call 314-289-4400.

GATEWAY ARCH

The Gateway to the West is an iconic part of St. Louis. Enjoy the See Everything Combo with a ride to the top of the arch and a Riverboat cruise for the best views of St. Louis! You can also stop by the old court house, just 0.3 miles away, to learn more about the history of St. Louis! For group pricing call 1-877-982-1410.

CITY MUSEUM

Four floors filled with miles of tunnels, a full cave system, over 30 slides, a circus, an arts area, a LARGE outdoor climbing space and much more! There are hundreds of activities to do and shows to see. On the roof of the building there is a working Ferris wheel and a school bus hanging off the edge. Scouting groups are eligible for a discount call 314-231-2489 X601 or email groups@citymuseum.org.

WORLD BIRD SANCTUARY

The World Bird Sanctuary sits on 305 acres sits right next Lone Elk County Park. They provide housing and medical care for injured and non-releasable birds. Enjoy free seasonal shows, nature trails and educational programs., and see if you can find all the Eagle projects that have been done there! Guided tours are available. To reserve, call 636-225-4390 ext. 101 or email education@worldbirdsantuary.org

ACADEMY OF RACING SCIENCE

The Academy of Racing Science at Pole Position Raceway in South County provides a fun and interactive way to earn badges while learning about STEM education concepts. Scouts BSA can learn basic car maintenance, operation, vehicle safety, and more. At the end, take a ride around the track. For more information and pricing, call 314-297-0720.

SIX FLAGS

Located in Eureka, Missouri the park is split into eight different areas. There are over 20 different rides throughout the park, plus Hurricane Harbor, one of the highest rated water parks in the Midwest. While at the park, enjoy the variety of shows and games they have to offer. For more information on tickets, call 636-938-5300 Ext 4.

MISSOURI CIVIL WAR MUSEUM

The museum is housed in the 1905 Jefferson Barracks Post Exchange, formally part of the military post. Refinished in 2013, the museum honors our soldiers of past and present. With over a thousand artifacts and six permanent exhibits, the museum offers hours of educational entertainment. While at the museum you can visit the Jefferson Barracks cemetery, county park, and many of the other museums nearby.

CATHEDRAL BASILICA OF ST. LOUIS

The Cathedral is one of the largest collections of mosaics in the world. It took a collaboration of 20 artist covering 83,000 square feet using over 40 million pieces of glass to complete the artwork. Beneath the Cathedral is the Mosaic Museum which gives an in depth look at how the Cathedral was made along with some additional art pieces. To schedule a tour call 314-373-8200.

If your troop is planning to take advantage of these opportunities and needs assistance with lodging, please contact our camping department at 314-361-0600 or by emailing help@stlbsa.org