



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



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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.