

CAMP GAMBLE



GREATER ST. LOUIS AREA COUNCIL
SCOUTING



2025

SUMMER CAMP
LEADER'S GUIDE



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WELCOME TO CAMP THEODORE R. GAMBLE

Dear Scouter,

Welcome to Camp Gamble at S bar F Scout Ranch! We are excited to have you and your Scouts attending Summer Camp in the Greater St. Louis Area Council. Camp Gamble and S bar F have a wide variety of programs and merit badges for your Scouts to choose from. Please be sure to thoroughly read this guide to help you prepare of camp this summer.

We have some great programs lined up and the Camp Administration is working to prepare our staff for your arrival. We will host a virtual leader meeting in March to help you as you prepare to come to camp. This will be important for all units to attend.

Our Council support staff are available to help you with any registration questions you may have, so please feel free to contact us for assistance.

We are looking forward to serving you at camp this summer!

Yours in Scouting,



Matt Kaufman | Camping Director



Contact Us

Greater St. Louis Area Council, Scouting
4568 West Pine Blvd.
St. Louis, MO 63108
314.361.0600

Camping Director
Matt Kaufman
217.521.4044
matt.kaufman@scouting.org

REGISTRATION INQUIRIES

For questions regarding your registration, payments, etc...please contact us at:

camping@stlbsa.org

314.256.3090

CAMP DIRECTOR

For general questions about Camp Gamble such as facilities, housing, general equipment, merit badges, program, etc., contact:

Bobby Kaye - Camp Gamble Camp Director

thebobbykaye@gmail.com



What's New

Dear Scouter,

The 2025 Camp Gamble Staff and I are excited to welcome you and your scouts to sunny Camp Gamble! You'll be happy to discover that we're making some great improvements to the Camp Gamble experience in an effort to maximize your scouts' time at camp.



I'd like to highlight some important council level changes here and then give you an overview of our scheduling changes so that you know the key points to pass along to your unit:

There is now an easier to understand payment schedule. Once a Scout has paid at least \$150, they can select their classes and other programs.

Outdoor Program Release Form – this is now a required form. Every Scout attending camp must have a signed copy attached to their medical form.

New refund policy - please be sure to read carefully on page 9 of this guide.

We've amplified the Camp Gamble experience to include:

- Twice the amount of STEM class sessions and the addition of 4 new STEM badges.
- The creation of 2 in 1 combo classes in most areas.
- Motorboating, Rifle Shooting, & Archery merit badge sessions are now also available in the afternoon.
- Free boating, water skiing, and the inflatable anvil will now also be available for your scouts from 2-3pm in addition to the historical times.
- 1 hour all day Friday merit badge makeup sessions will be an option your scouts can select in BlackPug to reduce scheduling confusion.
- Mile Swim will be an option your scouts can select in BlackPug to reduce scheduling confusion.
- A significant expansion of our Friday merit badge program with at least 8 additional class sessions including the addition of Citizenship in the World, Fingerprinting, and Pulp & Paper.
- A limited selection of Friday afternoon merit badges for scouts who aren't participating in mile swim.
- An approximately 36% increase in total class periods over the week for your scouts to choose from to allow for easier scheduling with additional sessions added for popular badges that filled up quickly over the past two years such as Chess, Robotics, Fishing, Wilderness Survival, & Leatherwork.
- A revamped IOLS program at Camp Gamble running Monday-Friday from 10-11am which will allow your adult leaders to not have scheduling conflicts with mealtime responsibilities.

My staff and I are looking forward to making Camp Gamble the place you want to be this summer!

- Bobby Kaye

Registering for Camp



OVERVIEW

There are four main steps to summer camp registration. First, the Unit Deposit (\$100, non-refundable) and estimated attendance. This secures the unit's reservation and lists a campsite preference. Second, confirming your numbers and assigning names to reserved camper spots. Third, per Scout payments of \$150. Once Scouts have paid at least \$150, they can sign up for merit badges and other sessions. Finally, your unit's remaining balance is paid.

UNIT DEPOSIT PHASE

DUE WITH RESERVATION

\$100

- Required to reserve your week of camp and make a campsite preference selection.
- Enter estimated youth and adult attendance numbers (please be conservative, you can add more later).
- Is non-refundable.

CONFIRM NUMBERS

BEGINS JANUARY 6TH

- Confirm the number of spots you have reserved.
- Begin assigning names to each of the reserved youth and adult spots.
- Set-up the Parent Portal to allow individual families to manage their reservation and make payments.
- Send out Parent Portal credentials to individual families.

PER SCOUT PAYMENTS

BEGINS JANUARY 6TH

\$150/SCOUT

- This can be managed by the unit or by utilizing the Parent Portal.
- Once a Scout has paid at least \$150, they can select their merit badges and sign up for additional programs.
- Remember, to receive the early bird rate - a Scout must be paid in full by April 15, 2025.

UNIT BALANCE DUE

PRIOR TO ARRIVAL

- Units can check and pay their balance in the Black Pug registration system at any time.
- The final balance, including any class fees, should be paid in full **BEFORE** your arrival at camp.

****Parents should not register on their own - they should only register with the Troop to avoid confusion!**

Preparing for Camp



CHECKLIST

- | | |
|--------------------------------------|--|
| <input type="checkbox"/> ASAP | Site Reserved. |
| <input type="checkbox"/> January 6 | Individual Registration Opens. Begin making individual payments. |
| <input type="checkbox"/> January 6 | Scouts current with payment schedule can select classes. |
| <input type="checkbox"/> Late Winter | Unit Leaders attend Camp Leader Webinar. |
| <input type="checkbox"/> April 15 | 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 & Release forms for all attending camp. |
| <input type="checkbox"/> May | Submit any special dietary needs/food allergies. |

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 15, 2025: \$405 (Youth who join a Troop after Feb. 1 receive this rate)
- If paid in full April 16 - May 31, 2025: \$425
- If paid in full after May 31, 2025: \$435

**Class registration opens once an individual has paid at least \$150 of their total fee.

Adult 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: \$135

Part-Time Leaders

Leaders who will be in camp less than a full week can register as part-time adults - they will only be charged for the days they attend.

Preparing for Camp



DISCOUNTS

Scouts attending any week-long Scouts BSA Summer Camp are eligible for the following discounts:

Multiple Week Discount

\$100 off a second week of a qualifying camp (Scouts BSA Summer Camp, S-F Ranger Program, 2025 Horse Camp, 2025 STEM & Skilled Trades Camp).

Family Discount

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

Discount Notes

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.**

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 available in the resources menu at <https://stlbsa.org/camps> by May 15, 2025; 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.

Preparing for Camp

REFUNDS/CANCELLATIONS

Any youth spots that have not had the deposit of \$85 by April 15th will be removed from the unit's camp reservation.

Refund Policy:

1. All refund requests must be submitted via the refund request form thirty (30) days prior to attending camp.
2. No refunds will be granted without thirty (30) days' notice unless one of the extenuating circumstances listed below is met.
3. Refund requests will NOT be accepted at camp. All requests must be sent using the online form.
4. All refunds will be issued back to the payee via the original method of payment. The unit is responsible to distribute the refund if payment was made by the unit.
5. Absolutely no refunds will be granted for No Shows.
6. All refunds will be less a 10% processing fee. Any refunds granted after May 31st will only be eligible for 75% of the total camp fee.
7. All refund requests must be completed by August 31st. No refunds will be approved after this date, regardless of circumstance.
8. Completing the Refund Request Form does not guarantee the refund will be received. The person submitting the request will receive notification if the request is denied.

The only circumstances under which a refund will be considered less than thirty (30) days prior to arrival are:

1. An injury/illness that prevents attendance at summer camp. A signed doctor's note must accompany this request.
2. The death of an immediate family member (parent/guardian, sibling, grandparent).
3. Family relocation makes attending camp impractical.
4. Mandatory summer school attendance/work schedule change. A signed note from the school/employer must accompany this request.

The refund request form can be found at www.stlbsa.org/camps under the resources menu.



Preparing for Camp

REQUIRED FORMS

Help start your week of camp off smoothly by having the right forms when you arrive. Below is an explanation of the 3 most common types of forms/documentation that Scouts and Adult Leaders need to provide either before or upon arriving at camp.

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/>

Outdoor Programs Parental Release - NEW FOR 2025

Each scouts (age 17 and under) must also have a signed Outdoor Programs Parental Release form to ensure that parents are aware of the rigorous nature of activities offered at summer camp. This form will be collected at the camp office as part of the check-in process.

Special Diet Requests

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 under the resources menu.

Preparing for Camp

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
- Completed & Signed Release form
- Toothbrush & paste
- Hairbrush or comb
- Personal Mess Kit
- 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
- Spending money

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 at Camp



CAMP MEDICAL STAFF

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, contact your camp office immediately.

MEDICAL FORMS & HEALTH CHECKS

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. As indicated on the form, **please attach a copy of each participant's insurance card to their medical form.**

National policy requires that all youth and adults go through a Health Check upon arrival. This takes will take place during check-in. Medical forms should remain in with the unit until these checks are finished. They are then stored in the camp office for the week.

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.

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

MEDICATIONS

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.

Inhalers and Epinephrine Autoinjectors

We recommend that Scouts and leaders who use inhalers, epinephrine autoinjectors, and other emergency medications carry the medications with them at all times.

Health & Safety at Camp

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 leadership. In case of an emergency, transportation is provided by local authorities. Parents of the Scout are responsible for any costs incurred for emergency transportation.

TRANSPORTATION TO CAMP

Each unit is responsible for the safe transportation of its members to and from camp, and to make sure that all vehicles meet national insurance requirements. Transporting Scouts or adults in a trailer or in the bed of a pickup truck — whether it is covered or uncovered — is against BSA policy and not allowed under any circumstances. Driving directions, maps, and other useful travel information is available on www.stlbsa.org/camps and later in this guide.

PARKING

Troop vehicles are not to be parked in the roads during the week. Units are encouraged to leave a trailer in the campsite in order to store gear, but all vehicles should be moved to designated parking areas as soon as gear has been unloaded. Do not block the roads, as they serve as vital arteries for camp logistics and during emergencies.

All campsites must be cleared of vehicles by breakfast Monday morning unless prior permission has been arranged with the administration staff.

BUDDY SYSTEM

The buddy system is designed to provide an additional layer of safeguarding by ensuring no youth member is alone and that a buddy can get help in an emergency. The buddy system is used whenever youth members are outside the line of sight of qualified adult leadership and specific activities where the buddy system is required for participation. Read more about the makeup of buddy pairs or triples [here](#).



Health & Safety at Camp



TWO-DEEP LEADERSHIP

Every unit must provide at least two registered leaders over the age of 21 for all Scouting activities, including Summer Camp. Troops participating in the Scouting America combined Troop pilot program and Linked Troops must abide by any specific youth protection policies for these programs during their stay at camp.

NO NON-REGISTERED PARTICIPANTS

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

DRESS CODE

Scouts and leaders are required to wear appropriate clothing and closed-toed shoes while at Camp Famous Eagle.

- Shirts must be worn by all participants when not in the aquatics area (see below for swimwear requirements)
- Shirts must be in good Scouting nature. Shirts other than scouting shirts are allowed, such as t-shirts, long sleeve shirts, sleeveless shirts, and jackets. Sleeveless shirts should not show off the chest area. Shirts should not contain inappropriate language, inappropriate graphics, or promote alcohol, drugs, or violence.
- Pants or shorts other than Scout shorts can be worn, such as athletic/gym shorts, jeans, and cargo shorts. All shorts/pants should be long enough to prohibit exposure of any bottom area.
- Closed-toed shoes are required at all times when not at the aquatics area or at the showerhouse. Open-toed shoes (such as flip flops, crocs, and sandals) may only be worn at the aquatics area or at the showerhouse.

Swimwear should be worn only at the aquatics area. Swimwear should be in accordance with the BSA's National Aquatics Subcommittee's recommendations, which state:

"Swimsuits should be comfortable, functional and modest. For males, swim trunks or board shorts are appropriate. Modest tankinis or one-piece swimsuits for females. Inappropriate swimwear includes swim briefs or swim bottoms short enough to allow exposure and bikinis."

DAMAGED EQUIPMENT

The cost of any damaged tents, tarps, cots, or other equipment will be billed to the unit. This charge will be for the replacement and/or repair cost of the damaged item.

Arrival & Opening Day

ARRIVING AT CAMP

When you arrive at S-F Scout Ranch, you'll follow the signs to Camp Gamble.

Your Troop may move one trailer to the campsite beginning at **12:30pm** on Sunday. each Troop is responsible for moving its trailer. **NO OTHER VEHICLES SHOULD BE AT THE CAMPSITE** unless approved by the Camp Director. 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. Some tents will already be setup for you, but you may need to set some up with assistance from your Troop Counselor. 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 discuss this with other Troops before arrival at camp.

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

A Unit Leader MUST check-in at the camp office between 1:00pm and 3:00pm. This is to make sure the camp has an accurate list of attendees and all fees are settled. The leader should not bring medical forms to the office since they are needed for medical rechecks at their campsite. The leader should bring hard copies of the following with them in order for the office to cross check and confirm information that was previously submitted: patrol names with counts as well as which special dietary needs (if any) are in each patrol.

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

1:00pm - 3:00pm

- Check-in for Leaders at Camp Office
- Medical Health Checks
- Camp Tour including Commissary Orientation and Swim Tests

6:15pm - Flag Lowering immediately followed by pre-cooked dinner served at the Commissary.

7:15pm - Adult Leader & SPL Meeting at Program Hall

7:15pm - APEX Program Meeting at North Star Pavilion

8:10pm - Camp Fire Drill - Unit Fire Buddies report to Parade Field Flags

8:15pm - Opening Campfire - Assemble at Parade Field

Life at Camp

YOUR HOME AWAY FROM HOME

While at Camp Gamble, Scouts will stay in one of 13 campsites. Each campsite features some canvas tent platforms and room for additional tents on wooden floorboards. Additional tents may need to be setup upon arrival. Each tent has 2 military style cots. Units can bring their own tents, or use those provided by the camp. **Hammocks can be used at camp, however, they may not be stacked and must be used following the BSA guidelines. If the top of the hammock is higher than a Scout's eye-level upon setting it up, it is too high.**



Campsites all have potable water and latrines on site with ambient-temperature water showers attached (to be used clothed). 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. A Scout is courteous.**

SHOWER FACILITIES

Camp Gamble has three main shower facilities located throughout camp. Each of these are shared by all campsites. The Southside Shower House has private showers and restrooms. The Showerhouse near Desoto campsite is a rustic showerhouse without the modern amenities. The Adult Leader Showers are located near the Parade Field and are available to all leaders 18 and older. Cleaning responsibilities are also shared between the campsites for each shower facility. These cleaning schedules will be distributed during check-in.

MAIL SERVICE

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, please use the complete address below:

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



General Camp Information



PATROL COOKING & MEALS

Camp Gamble is a patrol-cooking camp where units prepare meals at their campsite in order to learn and practice the patrol method.

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, cooking the meal, and cleaning up after the meals while utilizing the patrol method.

TRADING POST

We have excellent camp stores in all of our camps! Each 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. Cash, credit cards, and tap-to-pay options are accepted.

CAMP T-SHIRT PRE-ORDERS

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

COMING & GOING

The safety and security of every Scout is of paramount concern to all leaders and Staff. To enhance our security efforts, we require parents, leaders, and Scouts to sign in and sign out at the Camp Office when entering or leaving camp during the week. Scouts who are leaving camp before their unit will need to check out at the Camp Office with our staff while being accompanied by an adult from the unit to authorize the departure. If there are concerns of an individual Scout's well-being and protection, the unit leader should contact the Camp Director.

WI-FI AND CELL SERVICE

Camp Gamble offers fast and reliable Wi-Fi for participants at the Program Hall. Most cellular providers receive coverage throughout Camp Gamble due to the cell tower on the S bar F property.



Camp Program

Camp Gamble is proud to offer programs for Scouts of all ages! This guide is just a taste of the programs that will take place this summer. To get all the details, a 2025 Program Guide will be released in February. This Program Guide will feature all of the specifics for all non-merit badge programs that will take place.

AGE RECOMMENDATIONS

Some merit badges have physical or mental demands that are more suited to Scouts of a particular age, maturity, or skill level. In the class catalog, you can view which merit badges may have restrictions on ages and/or ranks. Unit leaders are responsible for ensuring that Scouts meet age, maturity, and skill levels needed for all sessions.

PREREQUISITES AND PARTIAL COMPLETIONS

Some programs have requirements that cannot be completed at camp and should instead be completed before or after camp. Details are available in the class catalog.

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.

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 open swimming. Scouts should be able to have some free time at camp to enjoy themselves. There is much more to summer camp than merit badges!

Most classes are 1-hour in length and meet Monday - Thursday. Some merit badge that require extensive setup, transportation, or are tailored to older scouts have block style scheduling. The merit badge catalog with full descriptions starts on page 18 of this guide. A summarized table can be found at <https://scoutingevent.com/312-2025Gamble> 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.

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. Scouts will be able to select hour long increments for merit badge makeup when they are selecting classes in BlackPug. It is strongly recommended that you ensure they have at least one of those times selected if they are going to be attending Huck's Cove during the week since they will miss a class period.

BLUE CARDS

The Greater St. Louis Area Council utilizes electronic blue cards for completed and partially completed merit badges. Scouts do not need to bring physical blue cards to camp.

PAPERWORK

Before departure on Saturday, each unit will need to pick-up their check-out packet in the Program Hall. These include merit badge advancement reports, health forms, and other paperwork for the entire unit. Leaders with questions about merit badge requirements and completions should speak with our Camp Administration before leaving camp.





2025 Summer Camp-Gamble

Class Catalog

Event Contacts

Name	Title	Phone	Email
Bobby Kaye	Camp Director - Gamble 2025	314-387-1355	thebobbykaye@gmail.com
Council Contact		3143610600	help@stlbsa.org
Matt Kaufman	Director of Summer Camp	2174292326	matt.kaufman@scouting.org



Class Catalog

2025 Summer Camp-Gamble

Summer Camp - Scouts BSA 2023 (Scheduled Classes)



SBS102 Animation & Art Combo

Computer or traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities.

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

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

Additional Fee: \$10.00

Maximum number of participants: 25

Sessions: All

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

Additional Fee: \$10.00

Maximum number of participants: 25

Sessions: All

Prerequisites: Animation Prerequisites:

Art Prerequisites: #6



SBS113 APEX - Disc Golf, Cycling Pump Track, Ultimate Frisbee

2-5 PM **Days:** Th **Room:** North Star Pavilion

Minimum Age: 14

Maximum number of participants: 20

Sessions: All



SBS112 APEX - High Ropes Course

2-5 PM **Days:** We **Room:** North Star Pavilion

Minimum Age: 14

Maximum number of participants: 7

Sessions: All



SBS110 APEX - Low Ropes

2-5 PM **Days:** Mo **Room:** North Star Pavilion

Minimum Age: 14

Maximum number of participants: 13

Sessions: All

Prerequisites: Monday PM



SBS111 APEX - Mountain Biking Adventure

2-5 PM **Days:** Tu **Room:** North Star Pavilion

Minimum Age: 14

Maximum number of participants: 12

Sessions: All

Class Catalog

2025 Summer Camp-Gamble



SBS63 APEX - Older Scout Program (suspended)

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.

2-5 PM **Days:** Mo Tu We Th
Minimum Age: 14
Maximum number of participants: 36
Sessions: All



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: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Archery Range
Additional Fee: \$10.00
Maximum number of participants: 16
Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Archery Range
Additional Fee: \$10.00
Maximum number of participants: 16
Sessions: All
Prerequisites: Prerequisites - None



SBS1 Astronomy

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

9-10 AM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #4c, #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

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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: All

10:30-12 PM **Days:** Fr **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #3, #4b, #5e, #7b, #8d, #9 (bring documentation of your total camping experiences, in the form of reports of each trip; have the reports signed by your Scoutmaster. This can be pulled using the Activity Log in Scoutbook)



SBS22 Canoeing

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 24
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 24
Sessions: All
Prerequisites: Prerequisites: #2 (Scouting America 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.



SBS99 Chemistry & Composite Materials Combo

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you become a chemist.

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

9-10 AM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Additional Fee: \$15.00
Maximum number of participants: 16
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Additional Fee: \$15.00
Maximum number of participants: 16
Sessions: All
Prerequisites: Chemistry Prerequisites: #8c
Composite Materials Prerequisites: #4

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SBS32 Chess

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

11-12 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: All
Prerequisites: Prerequisites: None



SBS58 Citizenship in the World

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

9-10:30 AM **Days:** Fr **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

10:30-12 PM **Days:** Fr **Room:** Nature Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #7
This badge requires extensive pre-work
Only for Scouts who are at least Star Rank



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.

8-5 PM **Days:** Fr
Minimum Age: 14
Maximum number of participants: 8
Sessions: All
Prerequisites: Prerequisites: MUST ALSO ENROLL IN PRE-CLIMBING SESSION!
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 Friday climbing at the Cliffs and will not be available for other activities from 8am - 4pm. Bring at least 2, 1 liter water bottles..

NOTE: Timing can vary - climbing could finish an hour or two early depending on the week.



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.

9-10:30 AM **Days:** Fr **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All

10:30-12 PM **Days:** Fr **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #2c,#4, #5, #6

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SBS100 Electricity & Electronics Combo

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

Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field.

9-10:30 AM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: All
Prerequisites: Electricity Prerequisites: #7, #8a, #11
Electronics Prerequisites: None



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: All

10:30-12 PM **Days:** Fr **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #1, #3a, #3b, #3c, #8b, #9b, #9c, #9d, #10



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: All

3:30-5 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #6, #7, #11



SBS77 Exploration

After learning about the history and importance of exploration - like when Eagle Scout Paul Siple traveled to Antarctica or when Eagle Scout Neil Armstrong landed on the moon - you will prepare for and go on an actual expedition.

9-10 AM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #5

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SBS105 Fingerprinting

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

9-10 AM **Days:** Fr **Room:** STEM Pavilion
Maximum number of participants: 25
Sessions: All

10-11 AM **Days:** Fr **Room:** STEM Pavilion
Maximum number of participants: 25
Sessions: All

11-12 PM **Days:** Fr **Room:** STEM Pavilion
Maximum number of participants: 25
Sessions: All

2-3 PM **Days:** Fr **Room:** STEM Pavilion
Maximum number of participants: 25
Sessions: All
Prerequisites: None



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: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #2b(1) - Personal First Aid Kit
Scouts should review the conditions that must exist before performing CPR and be familiar with the CPR technique.



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: All

2-3 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All
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)

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SBS104 Forestry & Plant Science Combo

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.

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.

9-10 AM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25

Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25

Sessions: All

Prerequisites: Forestry Prerequisites #5, #8

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

Plant Science 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.



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.

10-11 AM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16

Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16

Sessions: All

Prerequisites: Prerequisites: #8



SBS15 Geocaching

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

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

Sessions: All

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

Sessions: All

Prerequisites: Prerequisites: #7, #8

GPS devices are available at camp, or Scouts may bring their own

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SBS103 Geology & Weather Combo

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

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

10-11 AM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Geology Prerequisites: #4
Weather Prerequisites: #9



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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Horse Corral
Additional Fee: \$20.00
Minimum Age: 13
Maximum number of participants: 5
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Horse Corral
Additional Fee: \$20.00
Minimum Age: 13
Maximum number of participants: 5
Sessions: All
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 classified as 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: All

10-11 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 20
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 20
Sessions: All

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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: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 15
Sessions: All

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: All

11-12 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: All

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

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: All

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

Prerequisites: Prerequisites: #2a, #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

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



SBS107 Merit Badge Makeup

Select this if your Scout will plan to work on Merit Badge Makeup during this time on Friday.

9-10 AM **Days:** Fr
Maximum number of participants: 500
Sessions: All
10-11 AM **Days:** Fr
Maximum number of participants: 500
Sessions: All
11-12 PM **Days:** Fr
Maximum number of participants: 500
Sessions: All
2-3 PM **Days:** Fr
Maximum number of participants: 500
Sessions: All
3-4 PM **Days:** Fr
Maximum number of participants: 500
Sessions: All
4-5 PM **Days:** Fr
Maximum number of participants: 500
Sessions: All



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: All
3-4 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Additional Fee: \$15.00
Minimum Age: 13
Maximum number of participants: 16
Sessions: All
Prerequisites: Prerequisites: None

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SBS106 Mile Swim

The Mile Swim will take place on Friday beginning at 2pm in the Aquatics Area.

2-5 PM

Days: Fr **Room:** Aquatics

Maximum number of participants: 250

Sessions: All

Prerequisites: Mile Swim Award Requirements:

Successfully complete the BSA swimmer test: Jump feetfirst into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn.

Learn through discussion and application how skill, stamina, stroke selection, and pace influence distance swimming.

Pre-qualify for the mile by either swimming continuously for 1/4 mile or otherwise demonstrating ability to the satisfaction of a counselor approved by the local council.

Swim one mile under safe conditions over a course approved by the counselor supervising the swim.



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: All

9-12 PM

Days: We Th **Room:** Aquatics

Additional Fee: \$10.00

Minimum Age: 14

Maximum number of participants: 5

Sessions: All

2-5 PM

Days: Mo Tu **Room:** Aquatics

Additional Fee: \$10.00

Minimum Age: 14

Maximum number of participants: 5

Sessions: All

2-5 PM

Days: We Th **Room:** Aquatics

Additional Fee: \$10.00

Minimum Age: 14

Maximum number of participants: 5

Sessions: All

Prerequisites: Prerequisites: #2a

This class is completed using a johnboat.

Class size is limited due to equipment availability



SBS101 Moviemaking & Photography Combo

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.

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.

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9-10 AM	Days: Mo Tu We Th Room: STEM Pavilion Maximum number of participants: 16 Sessions: All
11-12 PM	Days: Mo Tu We Th Room: STEM Pavilion Maximum number of participants: 16 Sessions: All
4-5 PM	Days: Mo Tu We Th Room: STEM Pavilion Maximum number of participants: 16 Sessions: All Prerequisites: Moviemaking Prerequisites: None Photography Prerequisites: #1a 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 Room: Nature Area Maximum number of participants: 25 Sessions: All
2-3 PM	Days: Mo Tu We Th Room: Nature Area Maximum number of participants: 25 Sessions: All Prerequisites: Prerequisites: None



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: All
3:30-5 PM	Days: Mo Tu We Th Room: Scoutcraft Area Maximum number of participants: 16 Sessions: All Prerequisites: Recommended advance work: Knowledge of knots and lashings Construction of pioneering project can be time-consuming



SBS108 Pre-Climbing Instruction Session

Anyone taking the Climbing Merit Badge MUST also attend this session.

7:15-8:45 PM	Days: Mo Tu Room: Program Hall Minimum Age: 14 Maximum number of participants: 8 Sessions: All Prerequisites: Required to take the Climbing Merit Badge!
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SBS50 Pulp and Paper

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

9-10:30 AM **Days:** Fr **Room:** STEM Pavilion
Maximum number of participants: 25
Sessions: All

10:30-12 PM **Days:** Fr **Room:** STEM Pavilion
Maximum number of participants: 25
Sessions: All

3:30-5 PM **Days:** Fr **Room:** STEM Pavilion
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #7



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: All

4-5 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All
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: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Rifle Range
Maximum number of participants: 16
Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Rifle Range
Maximum number of participants: 16
Sessions: All
Prerequisites: Prerequisites: #1g, #3

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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.

11-12 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Additional Fee: \$15.00
Maximum number of participants: 16
Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Additional Fee: \$15.00
Maximum number of participants: 16
Sessions: All
Prerequisites: Prerequisites: #6a



SBS78 Search and Rescue

The process and safety methods of working around specialized teams such as aircraft, canine, and aquatic rescue teams. Identifying differences between search and rescue environments, such as coastal, wilderness, rural, and urban landscapes. Determining when Universal Transverse Mercator (UTM) and latitude and longitude (Lat/Lon) should be used.

10-11 AM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #4, #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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Shotgun Range
Additional Fee: \$40.00
Minimum Age: 13
Maximum number of participants: 3
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Shotgun Range
Additional Fee: \$40.00
Minimum Age: 13
Maximum number of participants: 3
Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Shotgun Range
Additional Fee: \$40.00
Minimum Age: 13
Maximum number of participants: 3
Sessions: All
Prerequisites: Prerequisites: #1g, #3
Recommended advance work: Knowledge of state and local regulations
Scouts must be physically able to shoot a shotgun.

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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: 25
Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
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: All

9-12 PM **Days:** We Th **Room:** Aquatics
Minimum Age: 13
Maximum number of participants: 8
Sessions: All
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



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: All

3-4 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Additional Fee: \$15.00
Maximum number of participants: 16
Sessions: All
Prerequisites: Prerequisites: #2
All required kits will be provided as part of the class fee.

Class Catalog

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SBS11 Sustainability

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

10-11 AM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #2



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: 30
Sessions: All

10-11 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 30
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 30
Sessions: All
Prerequisites: Prerequisites: #2 - Must be a Scouting America 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: All

9-12 PM **Days:** We Th **Room:** Aquatics
Additional Fee: \$20.00
Minimum Age: 14
Maximum number of participants: 5
Sessions: All
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.

Class Catalog

2025 Summer Camp-Gamble

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

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

10-11 AM **Days:** Mo Tu We Th **Room:** Wayfinder Area
Maximum number of participants: 36
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Wayfinder Area
Maximum number of participants: 36
Sessions: All



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:** Wayfinder Area
Maximum number of participants: 36
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Wayfinder Area
Maximum number of participants: 36
Sessions: All



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.

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

10-11 AM **Days:** Mo Tu We Th **Room:** Wayfinder Area
Maximum number of participants: 36
Sessions: All

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

Class Catalog

2025 Summer 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: 5
Sessions: All

9-12 PM **Days:** We Th **Room:** STEM Pavilion
Additional Fee: \$20.00
Minimum Age: 13
Maximum number of participants: 5
Sessions: All
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
Maximum number of participants: 25
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
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: All

11-12 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Additional Fee: \$10.00
Maximum number of participants: 16
Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Additional Fee: \$10.00
Maximum number of participants: 16
Sessions: All
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 SCHEDULE

	Monday	Tuesday	Wednesday	Thursday	Friday
7:55am	Flag Raising				
8:00am	Breakfast				
9am - 12pm	Merit Badge Sessions				Merit Badge Makeup
12:30pm	Lunch				
2pm - 5pm	Merit Badge Sessions & Open Programs				Mile Swim & Merit Badge Makeup
5:55pm	Flag Lowering				
6:00pm	Dinner				
7:15pm	Special Evening Programs				
8:15pm					Closing Campfire

DAILY LEADER MEETINGS

Each Troop should plan to have at least one leader present at every leader meeting. These meetings are held on the Program Hall Porch.

Sunday - 7:15pm

Monday - Friday - 9:15am



Camp Program

AQUATICS

The 270-acre Nims Lake is the jewel of S bar F Scout Ranch. Look at all that is offered!

**Canoeing, Kayaking, Standup Paddleboards
Waterskiing, Small Boat Sailing
Fishing, Swimming, Water Bikes
Floating Anvil Climbing Wall, Motorboating
Huck's Cove Water Park**

OPEN SWIMMING AND BOATING

Each campsite is assigned a time for free swim, once a day, Monday - Thursday. **Please review the schedule below and help your Scouts plan their schedule so they can attend!**

Canoes, water skiing, kayaks, stand-up paddleboards, inflatable Anvil, and water bikes are available from 2:00pm - 5:00pm, Monday - Thursday in the Aquatics Area. Evening & overnight canoe out-and-about are available.

3:00pm - 4:00pm Open Swim

Busch
Desoto
Francis
Knight
Pratte
Weisman

HUCK'S COVE WATER PARK

Huck's Cove has two awesome water slides, a zip line, rope swings, volleyball, monkey bars, an inflatable and more!

Information on how Troops schedule their time at Huck's Cove is found in the 2025 Program Guide. 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!



4:00pm - 5:00pm Open Swim

Dickson
Hubeli
Jacobsen
Kelso
Morie
Osage
Wisebart



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 Voyageur 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.

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

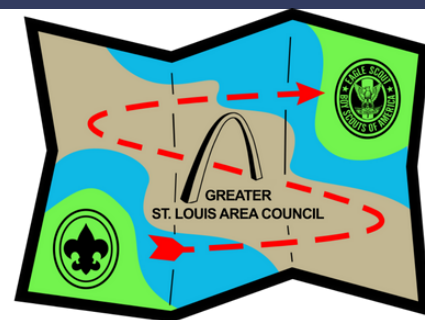
Like merit badge registration, you can select the sessions that each scout needs.

Merit badges are not 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.

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

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 afternoon participating in various activities including 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. For 2025, Apex Older Scout program will only be occurring in the afternoon so scouts should still sign up for morning merit badges



WAYFINDER



APEX

Camp Program

OPENING & CLOSING CAMPFIRES

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.

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 Aquatics 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. Transportation can be provided for those with medical needs.

ADDITIONAL PROGRAMS & TRAININGS

All additional program details will be included in the 2025 Program Guide that will be released in February. This guide will include more information about:

Troop Competitions

Evening Programs & Activities

Adult Leader Training

APEX Older Scout Program

Open Program Opportunities

Range and Target Activities

Order of the Arrow Programs

Specialty Camps

AND MORE!!!





Camp Staff

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 page](https://stlbsa.org/camp-staff) at stlbsa.org for the 2025 Camp Staff application and interview information.

CAMP STAFF SCHOLARSHIPS

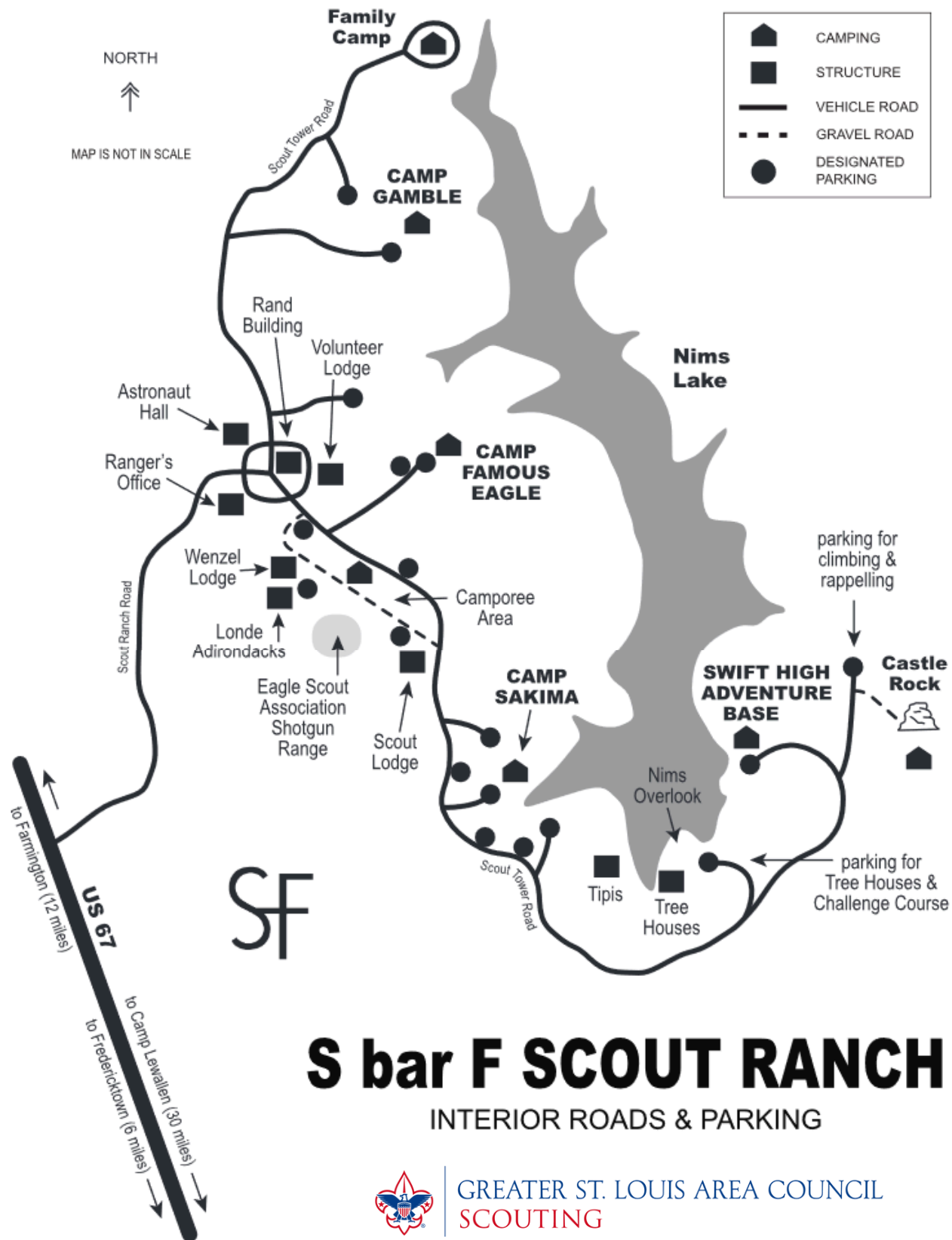
Scholarships are available for camp staff members* who have completed their high school education and are enrolled as full-time undergraduate or graduate students.

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>.

Resources

S-F Scout Ranch
 120 US Highway 67
 Farmington, MO 63640



Resources

