

CAMP GAMBLE



GREATER ST. LOUIS AREA
SCOUTING



2026

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 Scouting
1122 Town & Country Commons Dr, Suite 200
St. Louis, MO 63017
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:

Bryan Ranney - Camp Gamble Camp Director

bryanranney@gmail.com



What's New

Dear Scouter,

The 2026 Staff and I are excited to welcome you and your Scouts to Sunny Camp Gamble for an unforgettable week of fun and exploration. Our goal is simple but ambitious: by practicing the Patrol Method, every troop leaves Camp Gamble stronger than they arrived. We believe that Patrol-based meal operations, first introduced at S-F Scout Ranch at its founding, improve overall operating efficiency and build patrol morale. Sixty years later, the tradition continues at Camp Gamble, giving Scouts a hands-on way to practice teamwork, responsibility, and the patrol method every day.



Last year, we introduced SPL meetings, featuring focused leadership discussions and goal setting. We also reimagined Introduction to Outdoor Leadership Skills (IOLS) for adult leaders to develop the skills needed to help Scouts advance, including hands-on activities and patrol method discussions to support youth leadership. Troop Counselors expanded their role by visiting patrol leaders on their campsites to mentor and problem-solve.

In Program Areas, we focused on improving the quality of merit badge instruction and optimizing scheduling to give Scouts more opportunities for advancement. Combo Merit Badge Classes help Scouts earn multiple related badges efficiently, while Friday Merit Badge Workshops guide Scouts toward completing Eagle-required badges after camp.

Building on these ongoing improvements, 2026 brings more Open Program opportunities for Scouts and adult leaders. The Wayfinder staff will host daily afternoon games for younger Scouts, while older Scouts attend the APEX program at locations across The Ranch. Open STEM sessions will offer free time for hands-on exploration. Adult leaders will find additional offerings for training and skill development, to connect and have fun.

Our merit badge program continues to expand with Radio Merit Badge, taking advantage of new, high-quality radio installations. We've also added the highly requested and Eagle-required, Communication Merit Badge. Camp Gamble continues to evolve each year, shaped by your feedback and our shared commitment to instilling the values of Scouting while creating experiences that your Scouts will never forget.

See you at camp,

Bryan Ranney
Camp Director

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 5TH

- 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 5TH

\$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, 2026.

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 5 | Individual Registration Opens. Begin making individual payments. |
| <input type="checkbox"/> January 5 | Scouts who have paid at least \$150 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 \$30 discount. |
| <input type="checkbox"/> May 15 | Campership applications due. |
| <input type="checkbox"/> May | Gather <u>Medical Forms</u> & <u>Release forms</u> 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, 2026: \$415 (Youth who join a Troop after Feb. 1 receive this rate)
- If paid in full April 16 - May 31, 2026: \$445
- If paid in full after May 31, 2026: \$455

**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: \$175

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, 2026 Horse Camp, 2026 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, 2026; 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 paid at least \$150 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.

Scouting America Annual Health & Medical Record

All youth and adults attending camp must have a current Scouting America 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 Scouting America's form. The most current form is found at <https://www.scouting.org/health-and-safety/ahmr/>

Outdoor Programs Parental Release

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. There are certain instances where we can not accommodate a diet. If that is the case, you'll be contacted and may need to bring your own food. 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, Tablets, etc...), 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 Scouting America 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 of 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 Gamble.

- 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 Scouting America'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 Scouting America guidelines.**



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 2026 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/312-101416> 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 read the pamphlets before camp. All merit badge pamphlets are now available online on the [Scouting America website](https://www.scouting.org).

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. **We DO NOT offer printed blue cards at the end of camp!**





2026 Summer Camp-Gamble Class Catalog

Council Contact

3143610600

help@stlbsa.org

Matt Kaufman

Director of Summer Camp

2174292326

matt.kaufman@scouting.org



Class Catalog

2026 Summer Camp-Gamble: Session 1 at 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: Session 1

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

Additional Fee: \$10.00

Maximum number of participants: 25

Sessions: Session 1

Prerequisites: Animation Prerequisites:

Art Prerequisites: #6



SBS122 APEX - Castor River Shut-Ins Off-Site Adventure

Scouts will travel to the nearby Castor River Shut-ins outside of Fredericktown. Unit Leaders will be needed for additional supervision and transportation.

2-5 PM **Days:** Tu

Minimum Age: 14

Maximum number of participants: 16

Sessions: Session 1

Prerequisites: Scouts must be classified as Swimmers to attend!



SBS68 APEX - 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.

9-4 PM **Days:** Fr

Minimum Age: 14

Maximum number of participants: 12

Sessions: Session 1

Prerequisites: Prerequisites: MUST ALSO ENROLL IN PRE-CLIMBING SESSION HELD TUESDAY EVENING!

Scouts should bring long pants & sturdy shoes for climbing.

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

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..

Lunch will be provided at the Cliffs on Friday.



SBS121 APEX - Cowboy Action Shooting & Mountain Biking Adventure

Cowboy Action Shooting is a multi-faceted shooting sport in which contestants compete with firearms typical of those used in the taming of the Old West: single action revolvers, pistol caliber lever action rifles, and old time shotguns.

While Scouts are not shooting they will participate in a Mountain Bike Trail Ride.

2-5 PM **Days:** Mo

Minimum Age: 14

Maximum number of participants: 16

Sessions: Session 1

Class Catalog

2026 Summer Camp-Gamble: Session 1 at Camp Gamble



SBS112 APEX - High Ropes Course

2-5 PM
Days: We
Minimum Age: 14
Maximum number of participants: 7
Sessions: Session 1



SBS120 APEX - Sporting Arrows & Crate Stacking, Mountain Boards

This is an archery game where Scouts fire at foam disk that are launched in the air or rolled along the ground.

While not shooting, Scouts will participate in Crate Stacking and/or Mountain Boarding!

2-5 PM
Days: Th
Minimum Age: 14
Maximum number of participants: 16
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

2-3:30 PM **Days:** Mo Tu We Th **Room:** Archery Range
Additional Fee: \$10.00
Maximum number of participants: 16
Sessions: Session 1
Prerequisites: Prerequisites - Be prepared to explain Requirement #1 on the first day of class.



SBS1 Astronomy

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

10-11 AM **Days:** Mo Tu We Th **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: #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

Class Catalog

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SBS123 Basketry (S-F)

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.

12-12:01 PM

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

Sessions: Session 1

Prerequisites: There is no scheduled time-frame for this badge. Scouts will pick up their kits anytime at the Scoutcraft area beginning on Monday. They will need to turn the completed projects in by Noon on Friday at Camp Famous Eagle or by 5pm at Camp Gamble.



SBS73 Bird Study

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

11-12 PM

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: #8, #9
Scouts should bring binoculars



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)

Class Catalog

2026 Summer Camp-Gamble: Session 1 at Camp Gamble



SBS22 Canoeing

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

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics

Maximum number of participants: 24

Sessions: Session 1

10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics

Maximum number of participants: 24

Sessions: Session 1

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.



SBS32 Chess

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

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

Maximum number of participants: 16

Sessions: Session 1

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

Maximum number of participants: 16

Sessions: Session 1

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

Maximum number of participants: 16

Sessions: Session 1

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: Session 1

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

Maximum number of participants: 25

Sessions: Session 1

Prerequisites: Prerequisites: #7

This badge requires extensive pre-work
Only for Scouts who are at least Star Rank

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SBS57 Communication

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

11-12 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 20
Sessions: Session 1

2-3 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 20
Sessions: Session 1
Prerequisites: Prerequisites: #4, #5, #7, #8
This badge requires extensive pre-work
Only for Scouts who are at least Star Rank



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: Session 1

10:30-12 PM **Days:** Fr **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: Session 1
Prerequisites: Prerequisites: #2c, #4, #5, #6



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.

2-3:30 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: Session 1

3:30-5 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: Session 1
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: Session 1

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

Class Catalog

2026 Summer Camp-Gamble: Session 1 at Camp Gamble



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.

11-12 PM **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: #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.

11-12 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: Session 1
Prerequisites: Prerequisites: #5



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: Session 1

10-11 AM **Days:** Fr **Room:** STEM Pavilion
Maximum number of participants: 25
Sessions: Session 1

11-12 PM **Days:** Fr **Room:** STEM Pavilion
Maximum number of participants: 25
Sessions: Session 1

2-3 PM **Days:** Fr **Room:** STEM Pavilion
Maximum number of participants: 25
Sessions: Session 1
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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: Session 1

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: #2b(1) - Personal First Aid Kit
Scouts should review the conditions that must exist before performing CPR and be familiar with the CPR technique.

Class Catalog

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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

3-4 PM **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: #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)



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: Session 1

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

Maximum number of participants: 25

Sessions: Session 1

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.

Class Catalog

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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: Session 1

3-4 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: Session 1
Prerequisites: Prerequisites: #8



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.

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: 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: 14
Maximum number of participants: 5
Sessions: Session 1

10:30-12 PM **Days:** Mo Tu We Th **Room:** Horse Corral
Additional Fee: \$20.00
Minimum Age: 14
Maximum number of participants: 5
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!

Class Catalog

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SBS71 Insect Study

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

3-4 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: Session 1
Prerequisites: Prerequisites: #3b, #4b, #4c, #5b, #9



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



SBS23 Kayaking

Kayaking has become one of the fastest-growing paddlesports in the United States. An estimated nine million Americans enjoy this sport. The most popular style of kayaking is recreational kayaking, followed by touring/sea kayaking, and whitewater kayaking. This merit badge will introduce you to recreational kayaking and help prepare you for advanced paddlesports such as tour/sea and whitewater kayaking.

9-10:30 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
3-4 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.

Class Catalog

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SBS24 Lifesaving

No Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

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, #16

Recommended advance work: Practice swimming skills prior to camp

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

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



SBS7 Mammal Study

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.

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



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: Session 1

10-11 AM **Days:** Fr

Maximum number of participants: 500

Sessions: Session 1

11-12 PM **Days:** Fr

Maximum number of participants: 500

Sessions: Session 1

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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.

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

Additional Fee: \$15.00

Minimum Age: 13

Maximum number of participants: 16

Sessions: Session 1

11-12 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



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: Session 1

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

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

Additional Fee: \$10.00

Minimum Age: 14

Maximum number of participants: 5

Sessions: Session 1

10:30-12 PM **Days:** Mo Tu 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

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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.

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

Maximum number of participants: 16

Sessions: Session 1

2-3 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion

Maximum number of participants: 16

Sessions: Session 1

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.

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

Maximum number of participants: 25

Sessions: Session 1

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

Maximum number of participants: 25

Sessions: Session 1

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: 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



SBS108 Pre-Climbing Instruction Session

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

7:15-9:15 PM **Days:** Tu

Minimum Age: 14

Maximum number of participants: 12

Sessions: Session 1

Prerequisites: Required to take the Climbing Merit Badge!

Class Catalog

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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: Session 1

10:30-12 PM **Days:** Fr **Room:** STEM Pavilion
Maximum number of participants: 25
Sessions: Session 1

3-4:30 PM **Days:** Fr **Room:** STEM Pavilion
Maximum number of participants: 25
Sessions: Session 1
Prerequisites: Prerequisites: #7



SBS114 Radio

Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can't reply) as well as two-way radio (where the same person can both receive and send messages).

9-10 AM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 12
Sessions: Session 1

2-3 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 12
Sessions: Session 1
Prerequisites: Prerequisite: #8



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

Class Catalog

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SBS30 Rifle Shooting

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

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

2-3:30 PM **Days:** Mo Tu We Th **Room:** Rifle Range

Maximum number of participants: 16

Sessions: Session 1

Prerequisites: Prerequisites: #1g, #1h #3

Be prepared to explain the other parts of Requirement #1 on the first day of class.



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.

3-4 PM **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: #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: Session 1

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

Maximum number of participants: 25

Sessions: Session 1

Prerequisites: Prerequisites: #4, #6a

Class Catalog

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SBS31 Shotgun Shooting

Learning to shoot is like mastering any other skill - it takes study and practice. The Shotgun Shooting merit badge is an introduction to safely using basic skills to hit the target. Once you have mastered the fundamentals, you can begin to apply them to a variety of shotgun activities.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Shotgun Range
Additional Fee: \$40.00
Minimum Age: 13
Maximum number of participants: 3
Sessions: Session 1

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: Session 1

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: Session 1
Prerequisites: Prerequisites: #1g, #3
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.

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

9-10:30 AM **Days:** Mo Tu We Th **Room:** Aquatics
Minimum Age: 13
Maximum number of participants: 8
Sessions: Session 1

10:30-12 PM **Days:** Mo Tu 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

2026 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!

9-10 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.



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.

9-10 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: #2, #3, #4, #5, #6



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: Session 1

10-11 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 30
Sessions: Session 1

11-12 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 30
Sessions: Session 1
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

Class Catalog

2026 Summer Camp-Gamble: Session 1 at Camp Gamble



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.

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

Additional Fee: \$20.00

Minimum Age: 14

Maximum number of participants: 5

Sessions: Session 1

10:30-12 PM **Days:** Mo Tu 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

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: 18

Sessions: Session 1

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

Maximum number of participants: 18

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, 1d, 1e, 1f, 3b, 4a, 4b, 5

Tenderfoot - 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 7a, 8

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: 18

Sessions: Session 1

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

Maximum number of participants: 18

Sessions: Session 1

Class Catalog

2026 Summer Camp-Gamble: Session 1 at Camp Gamble



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 - 2a, 2b, 2c, 2d, 2f, 2g, 3a, 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:** Wayfinder Area

Maximum number of participants: 18

Sessions: Session 1

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

Maximum number of participants: 18

Sessions: Session 1



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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** STEM Pavilion

Additional Fee: \$20.00

Minimum Age: 13

Maximum number of participants: 5

Sessions: Session 1

10:30-12 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion

Additional Fee: \$20.00

Minimum Age: 13

Maximum number of participants: 5

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

Maximum number of participants: 25

Sessions: Session 1

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

Maximum number of participants: 25

Sessions: Session 1

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

Maximum number of participants: 25

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.

Class Catalog

2026 Summer Camp-Gamble: Session 1 at Camp Gamble



SBS21 Wood Carving

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

10-11 AM	Days: Mo Tu We Th Room: Scoutcraft Area Additional Fee: \$10.00 Maximum number of participants: 16 Sessions: Session 1
11-12 PM	Days: Mo Tu We Th Room: Scoutcraft Area Additional Fee: \$10.00 Maximum number of participants: 16 Sessions: Session 1
4-5 PM	Days: Mo Tu We Th Room: Scoutcraft Area Additional Fee: \$10.00 Maximum number of participants: 16 Sessions: Session 1 Prerequisites: Prerequisites: #2a (Totin' Chip) Required Materials; Bring a pocket knife All required kits will be provided as part of the class fee.

Camp Program

CAMP 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 2026 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.

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.

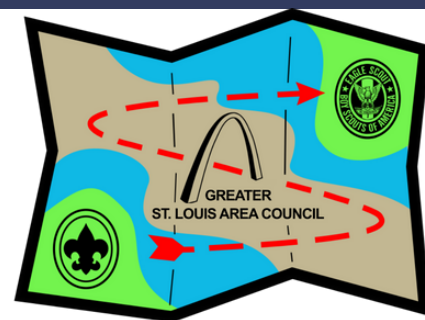
Like merit badge registration, you can select the sessions that each scout needs.

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 around the Ranch. 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 2026, 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 2026 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 2026 Camp Staff application and interview information.

CAMP STAFF SCHOLARSHIPS

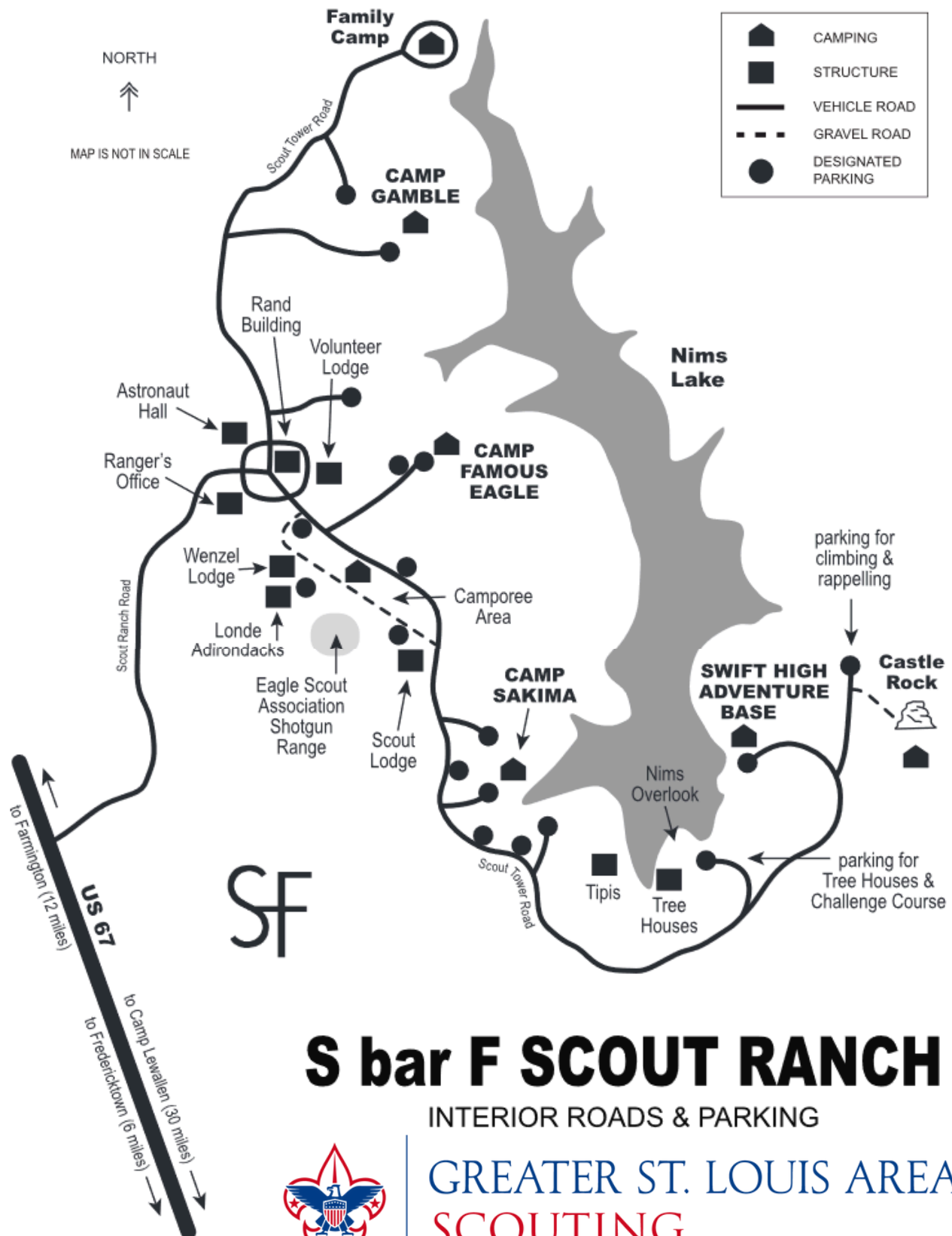
Scholarships are available for camp staff members* who have completed their high school education and are enrolled as full-time undergraduate or graduate students.

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

