

# CAMP LEWALLEN



GREATER ST. LOUIS AREA  
SCOUTING



2026

SUMMER CAMP  
LEADER'S GUIDE





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## WELCOME TO CAMP LEWALLEN

Dear Scouter,

Welcome to Camp Lewallen! We're excited to welcome you and your Scouts to Summer Camp 2026 with Greater St. Louis Area Scouting. Camp Lewallen offers a dynamic mix of programs and merit badges designed to challenge and inspire. This guide will help you get ready for an unforgettable week—please take time to review it thoroughly.

Our Camp Administration is busy preparing our staff and facilities to ensure a smooth and fun experience. To help you get ready, we'll host a virtual leader meeting in March. All units are encouraged to attend for important updates and planning tips.

If you have questions about registration or logistics, our Council support team is here to help—don't hesitate to reach out.

We can't wait to welcome you to 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](mailto:matt.kaufman@scouting.org)

## REGISTRATION INQUIRIES

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

[camping@stlbsa.org](mailto:camping@stlbsa.org)

314.256.3090

## CAMP DIRECTOR

For general questions about Camp Lewallen such as facilities, housing, general equipment, etc., contact:

Shawn Banks - Camp Director

[mrshawnbanks@gmail.com](mailto:mrshawnbanks@gmail.com)

618.889.6222

## WHAT'S NEW IN 2026

- The Early Bird discount is now \$30 per Scout!
- No blue cards will be printed at camp.





# 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

### DUET 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 <a href="#">Scouting America Medical Forms</a> 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](http://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 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](http://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
- Toothbrush & paste
- Hairbrush or comb
- Flashlight & batteries
- Insect repellent (non-aerosol)
- Pocketknife
- Personal first aid kit
- Sleeping bag or sheets & blanket
- Pillow
- Pajamas
- Camp chair
- Merit badge pamphlet, advance work & writing materials
- Scouts BSA Handbook
- 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

Camp Lewallen is staffed 24 hours a day by qualified health personnel. The camp medical director office hours will be posted. All injuries and illnesses — no matter how minor — should be reported to the health office. Persons with serious injuries or illnesses requiring hospitalization are transported by unit leadership to nearby emergency rooms or urgent care facilities. If an emergency occurs that requires calling 911, also 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 SYPMTOMS?

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](http://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 8:00pm Sunday evening 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 Lewallen.

- Shirts must be worn by all participants when not in the aquatics areas (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 areas or at the showerhouse. Open-toed shoes (such as flip flops, crocs, and sandals) may only be worn at the aquatics areas 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 camp 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

You can easily follow the signs from Highway 67 to Camp Lewallen.

Your Troop may move one trailer to the campsite beginning at **12:30pm** on Sunday. Each Troop is responsible for moving its trailer. Once your trailer is at the site, your vehicle needs to be returned to the parking lot. **NO OTHER VEHICLES SHOULD BE AT THE CAMPSITE** unless approved by the Camp Director.

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.



Starting at 1:00pm, the unit leader should report to the camp office to check-in. Their Troop Counselor (TC) will be assigned to them and lead the unit on their camp tour, medical rechecks, swim tests, etc.

### 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
- Health checks at campsite
- Camp tour including Dining Hall orientation & Swim Tests

### 5:50pm - Camp-wide Flag Lowering

### 6:00pm - Dinner

### Following Dinner

- Adult Leader Meeting
- SPL Meeting
- APEX Program Meeting

### 8:15pm - Opening Campfire - Assemble at Flags

# Life at Camp

## YOUR HOME AWAY FROM HOME

While at Camp Lewallen, Scouts will stay in one of 10 campsites. Each campsite features canvas tent platforms and room for additional tents on wooden floorboards. Each tent has 2 military style cots. 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. Sites are also equipped with picnic tables and canvas dining flies along with multiple fire rings. Multiple sites have pavilions or shelters.

**Campsites are sometimes 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 Lewallen features two showerhouses with private showers and changing areas. There are also showers in each campsite with campfire-fueled hot water tanks. Cleaning responsibilities are also shared between the campsites for each shower facility.

## 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 Lewallen

Campsite Name

1588 Wayne Route K

Silva, MO 63964

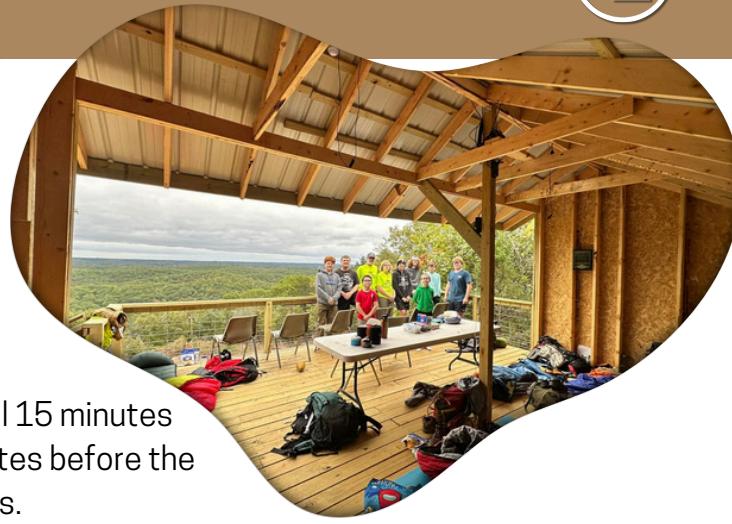




# General Camp Information

## DINING HALL & MEALS

Each unit's assigned table servers will arrive at the dining hall 15 minutes before each meal to set the tables. Units will line up 10 minutes before the meal in formation on the parade field in front of the Flag Poles.



Meals are served "family-style" in the air-conditioned Earl Jarvis Dining Hall at Camp Lewallen. During your dining hall orientation, your unit will learn about their Table Servers duties. These will include setting the tables and cleaning up after each meal. These are the steps necessary to help ensure a smooth dining experience at each meal.

There is a sign up sheet in the Dining Hall for unit leaders to volunteer to help plate bussing, scraping and the dish window. Please have each of your leaders sign up for a couple of meals so that we have coverage. This will greatly help the Dining Hall Steward and their assistant. Your help is greatly appreciated.

## 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](http://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

Cell service is very limited at Camp Lewallen. Cell service is often best at the Council Ring. By the start of the camping season, Wi-Fi access should be available at our dining hall for adult leaders that need it.



# Camp Program

Camp Lewallen 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!

The majority of classes are 1-hour in length and meet Monday - Friday. The merit badge catalog with full descriptions starts on page 19 of this guide. A summarized table can be found at <https://scoutingevent.com/312-101420> 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](#).

## 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 Administration Building. 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!**



## Class Catalog

2026 Summer Camp- Camp Lewallen

### Summer Camp - Scouts BSA 2023 (Scheduled Classes)



#### SBS53 Animal Science

Cattle, horses, sheep, goats, hogs, poultry, and other domesticated animals are important to people for many reasons. They supply us with food and clothing, we use them for recreational purposes, they work with and for us.

2-3 PM      **Days:** Mo Tu Th Fr    **Room:** Ecology Area  
**Maximum number of participants:** 20  
**Sessions:** All  
**Prerequisites:** Prerequisites: None



#### SBS63 APEX - Older Scout Program

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

Scouts who participate in the APEX Program will spend the afternoons (and some evening offerings) participating in different activities around the camp!

2-5 PM      **Days:** Mo Tu Th Fr  
**Maximum number of participants:** 20  
**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 Fr    **Room:** Archery Range  
**Additional Fee:** \$10.00  
**Maximum number of participants:** 16  
**Sessions:** All

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

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



#### SBS67 ATV Program

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

## Class Catalog

2026 Summer Camp- Camp Lewallen

10-12 PM	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> ATV Area <b>Additional Fee:</b> \$25.00 <b>Minimum Age:</b> 14 <b>Maximum number of participants:</b> 6 <b>Sessions:</b> All
2-4 PM	<b>Days:</b> Mo Tu Th Fr <b>Room:</b> ATV Area <b>Additional Fee:</b> \$25.00 <b>Minimum Age:</b> 14 <b>Maximum number of participants:</b> 6 <b>Sessions:</b> All <b>Prerequisites:</b> Must complete ASI E-course; bring long sleeved shirt, long pants, and leather gloves; may bring helmet and goggles



### SBS47 Basketry

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

4-5 PM	<b>Days:</b> Mo Tu Th Fr <b>Room:</b> Scoutcraft Area <b>Additional Fee:</b> \$20.00 <b>Maximum number of participants:</b> 50 <b>Sessions:</b> All <b>Prerequisites:</b> Prerequisites: None All required kits will be provided as part of the class fee.
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### SBS81 Beastmaster

Combined Merit Badges - Bird Study & Mammal 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.

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 AM	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> Ecology Area <b>Maximum number of participants:</b> 20 <b>Sessions:</b> All <b>Prerequisites:</b> Prerequisites: Bird Study #8, #9 Mammal Study #3
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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 AM	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> Scoutcraft Area <b>Maximum number of participants:</b> 25 <b>Sessions:</b> All
4-5 PM	<b>Days:</b> Mo Tu Th Fr <b>Room:</b> Scoutcraft Area <b>Maximum number of participants:</b> 25 <b>Sessions:</b> All <b>Prerequisites:</b> 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- Camp Lewallen



### 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 AM      **Days:** Mo Tu We Th Fr    **Room:** Lake Potashnick  
**Maximum number of participants:** 16  
**Sessions:** All

11-12 PM      **Days:** Mo Tu We Th Fr    **Room:** Lake Potashnick  
**Maximum number of participants:** 16  
**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.



### SBS45 Chemistry

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.

2-3 PM      **Days:** Mo Tu Th Fr    **Room:** STEM Area  
**Maximum number of participants:** 16  
**Sessions:** All  
**Prerequisites:** Prerequisites: #8c



### SBS32 Chess

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

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

2-3 PM      **Days:** Mo Tu Th Fr    **Room:** STEM Area  
**Maximum number of participants:** 16  
**Sessions:** All  
**Prerequisites:** Prerequisites: None



### SBS115 Climbing (Camp Lewallen)

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

9-12 PM      **Days:** Mo Tu We Th Fr    **Room:** Climbing Tower  
**Minimum Age:** 14  
**Maximum number of participants:** 20  
**Sessions:** All

**Prerequisites:** Scouts should bring long pants & sturdy shoes for climbing. Scouts must be physically able to handle the demands of climbing. Bring at least 2, 1-liter water bottles.

## Class Catalog

2026 Summer Camp- Camp Lewallen



### SBS72 Composite Materials

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

9-10 AM	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> STEM Area <b>Additional Fee:</b> \$15.00 <b>Maximum number of participants:</b> 12 <b>Sessions:</b> All
4-5 PM	<b>Days:</b> Mo Tu Th Fr <b>Room:</b> STEM Area <b>Additional Fee:</b> \$15.00 <b>Maximum number of participants:</b> 12 <b>Sessions:</b> All <b>Prerequisites:</b> Prerequisites: #4 Minimum Age: All Scouts Class fee covers project needs for class.



### SBS48 Electricity

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

10-11 AM	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> STEM Area <b>Maximum number of participants:</b> 16 <b>Sessions:</b> All <b>Prerequisites:</b> Prerequisites: #7, #8a, #11
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### SBS55 Emergency Preparedness

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

10-11 AM	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> Scoutcraft Area <b>Maximum number of participants:</b> 20 <b>Sessions:</b> All <b>Prerequisites:</b> Prerequisites: #2a, #2b, #2c, #7b, #8b, #8c, #8d, #9, #10
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### SBS109 Engineering (2024 version)

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

3-4 PM	<b>Days:</b> Mo Tu Th Fr <b>Room:</b> STEM Area <b>Maximum number of participants:</b> 20 <b>Sessions:</b> All <b>Prerequisites:</b> Prerequisites - #1, #2
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### SBS2 Environmental Science

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

11-12 PM	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> Ecology Area <b>Maximum number of participants:</b> 20 <b>Sessions:</b> All
3-4 PM	<b>Days:</b> Mo Tu Th Fr <b>Room:</b> Ecology Area <b>Maximum number of participants:</b> 20 <b>Sessions:</b> All <b>Prerequisites:</b> Prerequisites: #6, #7, #11

## Class Catalog

2026 Summer Camp- Camp Lewallen



### SBS14 First Aid

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

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

**Maximum number of participants:** 20

**Sessions:** All

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

**Maximum number of participants:** 20

**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."

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

**Maximum number of participants:** 20

**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)



### SBS6 Forestry

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

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

**Maximum number of participants:** 20

**Sessions:** All

**Prerequisites:** Prerequisites #5, #8

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



### SBS51 Geology

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

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

**Maximum number of participants:** 20

**Sessions:** All

**Prerequisites:** Prerequisites: #6

## Class Catalog

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### SBS66 Instructional Swim

For Scouts who are NOT classified as Swimmers. The staff will focus on teaching fundamentals of swimming.

9-10 AM	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> Pool <b>Maximum number of participants:</b> 16 <b>Sessions:</b> All
10-11 AM	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> Pool <b>Maximum number of participants:</b> 16 <b>Sessions:</b> All
11-12 PM	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> Pool <b>Maximum number of participants:</b> 16 <b>Sessions:</b> All



### SBS23 Kayaking

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

9-10 AM	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> Lake Potashnick <b>Maximum number of participants:</b> 10 <b>Sessions:</b> All
10-11 AM	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> Lake Potashnick <b>Maximum number of participants:</b> 10 <b>Sessions:</b> All
11-12 PM	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> Lake Potashnick <b>Maximum number of participants:</b> 10 <b>Sessions:</b> All <b>Prerequisites:</b> 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	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> Scoutcraft Area <b>Additional Fee:</b> \$15.00 <b>Maximum number of participants:</b> 25 <b>Sessions:</b> All
4-5 PM	<b>Days:</b> Mo Tu Th Fr <b>Room:</b> Scoutcraft Area <b>Additional Fee:</b> \$15.00 <b>Maximum number of participants:</b> 25 <b>Sessions:</b> All <b>Prerequisites:</b> Prerequisites: #5 All required kits will be provided as part of the class fee.

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### SBS24 Lifesaving

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

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

**Minimum Age:** 12

**Maximum number of participants:** 20

**Sessions:** 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



### SBS8 Moviemaking

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

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

**Maximum number of participants:** 15

**Sessions:** All

**Prerequisites:** Prerequisites: None

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



### SBS74 Nature

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

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

**Maximum number of participants:** 24

**Sessions:** All

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

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** Prerequisites: None



### SBS52 Oceanography

The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.

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

**Maximum number of participants:** 20

**Sessions:** All

**Prerequisites:** Prerequisites: #8

## Class Catalog

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### SBS9 Photography

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

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

**Maximum number of participants:** 15

**Sessions:** All

**Prerequisites:** Prerequisites: #1a

Scouts should plan to bring a camera or use their smartphone



### SBS19 Pioneering

Pioneering-the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars-is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

9-11 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Area

**Maximum number of participants:** 15

**Sessions:** All

2-4 PM **Days:** Mo Tu Th Fr **Room:** Scoutcraft Area

**Maximum number of participants:** 15

**Sessions:** All

**Prerequisites:** Recommended advance work: Knowledge of knots and lashings

Construction of pioneering project can be time-consuming



### SBS90 Plant Science

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

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

**Maximum number of participants:** 20

**Sessions:** All

**Prerequisites:** Prerequisites: #5

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



### SBS116 Prints & Pulp

Combination Fingerprinting & Pulp & Paper Merit Badges

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.

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.

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

**Maximum number of participants:** 20

**Sessions:** All

## Class Catalog

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### 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).

11-12 PM      **Days:** Mo Tu We Th Fr   **Room:** STEM Area  
**Maximum number of participants:** 12  
**Sessions:** All  
**Prerequisites:** Prerequisite: #9



### SBS10 Reptile and Amphibian Study

Scouts always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

4-5 PM      **Days:** Mo Tu Th Fr   **Room:** Ecology Area  
**Maximum number of participants:** 20  
**Sessions:** All  
**Prerequisites:** Prerequisites: #8  
Required Materials: Drawing Materials



### 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 Fr   **Room:** Shooting Sports Area  
**Maximum number of participants:** 16  
**Sessions:** All  
10:30-12 PM      **Days:** Mo Tu We Th Fr   **Room:** Shooting Sports Area  
**Maximum number of participants:** 16  
**Sessions:** All  
**Prerequisites:** Prerequisites: #1g, #1h #3  
Be prepared to explain the other parts of Requirement #1 on the first day of class.



### SBS41 Rowing

Rowing is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.

10-11 AM      **Days:** Mo Tu We Th Fr   **Room:** Lake Potashnick  
**Maximum number of participants:** 12  
**Sessions:** All  
**Prerequisites:** Prerequisites: #2 - Must be a Scouting America Swimmer  
Scouts must complete requirement #2 before working on requirements #4 - #7



### 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.

2-4 PM      **Days:** Mo Tu Th Fr   **Room:** Shooting Sports Area  
**Additional Fee:** \$40.00  
**Minimum Age:** 13  
**Sessions:** All  
**Prerequisites:** Prerequisites: #1g, #3  
Recommended advance work: Knowledge of state and local regulations  
Scouts must be physically able to shoot a shotgun.

## Class Catalog

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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.

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

2-3 PM      **Days:** Mo Tu Th Fr    **Room:** Scoutcraft Area  
**Maximum number of participants:** 20  
**Sessions:** All  
**Prerequisites:** Prerequisites: #7



### SBS76 Soil and Water Conservation

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

4-5 PM      **Days:** Mo Tu Th Fr    **Room:** Ecology Area  
**Maximum number of participants:** 20  
**Sessions:** All



### 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!

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

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



### 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.

2-3 PM      **Days:** Mo Tu Th Fr    **Room:** Ecology Area  
**Maximum number of participants:** 20  
**Sessions:** All  
**Prerequisites:** Prerequisites: #2, #3, #4, #5, #6

## Class Catalog

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### SBS27 Swimming

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.

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

11-12 PM      **Days:** Mo Tu We Th Fr    **Room:** Pool  
**Maximum number of participants:** 25  
**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



### SBS125 Wayfinder - Open Instruction

This session will provide Scouts the opportunity to revisit skills and topics they would like extra help with. Consider it a "tutoring session". Open to any Scout who wishes to attend.

3-4 PM      **Days:** Mo Tu Th Fr    **Room:** Wayfinder Area  
**Sessions:** All



### 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 select this session if you are working towards your First Class Rank. This may vary, but in general the following requirements will be taught.  
First Class - 3a, 3b, 3c, 7a, 7b, 7c, 7d, 7e, 7f

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

2-3 PM      **Days:** Mo Tu Th Fr    **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, 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 Fr    **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.

## Class Catalog

### 2026 Summer Camp- Camp Lewallen

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	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> Wayfinder Area <b>Maximum number of participants:</b> 36 <b>Sessions:</b> All
11-12 PM	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> Wayfinder Area <b>Maximum number of participants:</b> 36 <b>Sessions:</b> All

#### SBS20    Wilderness Survival



In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

11-12 PM	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> Scoutcraft Area <b>Maximum number of participants:</b> 20 <b>Sessions:</b> All
3-4 PM	<b>Days:</b> Mo Tu Th Fr <b>Room:</b> Scoutcraft Area <b>Maximum number of participants:</b> 20 <b>Sessions:</b> All <b>Prerequisites:</b> Prerequisites: #4 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.

11-12 PM	<b>Days:</b> Mo Tu We Th Fr <b>Room:</b> Scoutcraft Area <b>Additional Fee:</b> \$10.00 <b>Maximum number of participants:</b> 20 <b>Sessions:</b> All
2-3 PM	<b>Days:</b> Mo Tu Th Fr <b>Room:</b> Scoutcraft Area <b>Additional Fee:</b> \$10.00 <b>Maximum number of participants:</b> 20 <b>Sessions:</b> All <b>Prerequisites:</b> 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
<b>7:50am</b>			Camp-wide Flag Raising		
<b>8:00am</b>			Breakfast		
<b>9am - 12pm</b>			Merit Badge Sessions		
<b>12:30pm</b>			Lunch		
<b>2pm - 5pm</b>			Merit Badge Sessions & Open Programs		
<b>5:55pm</b>			Camp-wide Flag Lowering		
<b>6:00pm</b>			Dinner		
<b>7:15pm</b>			Special Evening Programs		
<b>8:15pm</b>					Closing Campfire
<b>10:00pm</b>			Quiet Hours Begin (10:00am - 6:00am)		
**Reminder that certain activities may be canceled due to weather and/or safety concerns**					

## DAILY LEADER MEETINGS

Each Troop should plan to have at least one leader present at every leader meeting.

Sunday - 7:15pm - Spring Hollow  
 Monday - 10:30am - Spring Hollow  
 Tuesday - 1:15pm - Spring Hollow  
 Wednesday - 10:30am - Climbing Tower  
 Friday - 10:30am - Spring Hollow



# Camp Program

## AQUATICS

Camp Lewallen operates a large, in-ground pool for campers and leaders. Swimming and Lifesaving merit badges as well as an instructional swim period are offered at the Pool. Free swim periods are held each afternoon (except Sunday & Friday) during each week of camp. Scouts can attend anytime during the free swim periods.

## RECREATIONAL BOATING

Canoes, rowboats, kayaks, and stand-up paddleboards are available on Lake Potashnick from 3:00pm - 4:00pm Monday, Tuesday, and Thursday. Note: Scouts must be Swimmers to use kayaks and paddleboards.



## MILE SWIM

The Mile Swim is held from 2:00pm - 5:00pm on Friday at the Pool.

Note: Any participant in the Mile Swim must have a minimum of four hours of practice swimming in camp - prior to the Mile Swim - to qualify. Unit leadership is responsible for ensuring the practice swimming occurs during the week. Click [here](#) to see the full requirements for the Mile Swim.





# 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 Camp Lewallen. 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 summer camp. Activities will include off-property outings and access to unique programming at camp, including Range & Target Activities.

Unit leaders may need to help provide transportation to off property activities.

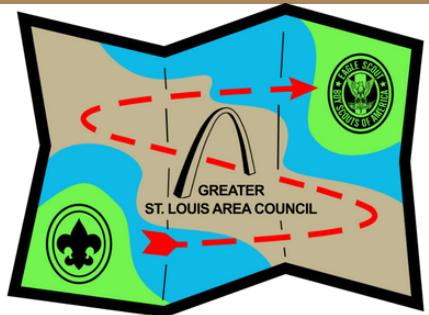
APEX Program Schedule (subject to change)

Monday - River Float Trip (after lunch)

Tuesday - Axe & Knife Throwing (Afternoon) & Cowboy Action Shooting (6:45pm)

Thursday - Free Climb at Climbing Tower

Friday - Natural Rock Climbing & Rappelling at S-F Scout Ranch (all day)



## WAYFINDER



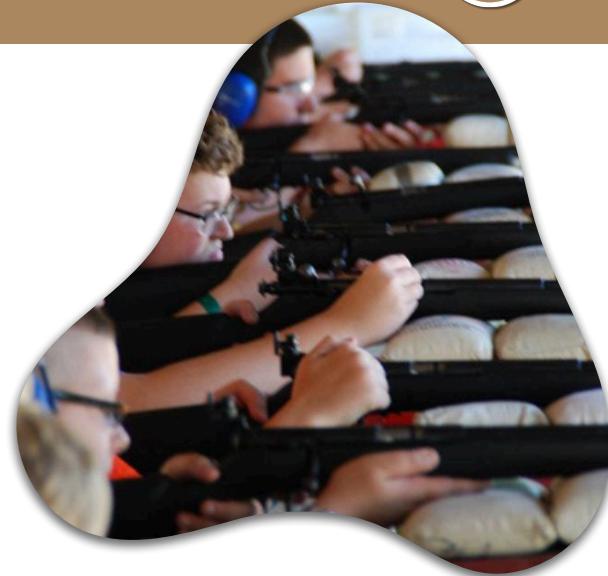
## APEX



# 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 and Troops will have a chance to perform skits, songs, and more!



## FAMILY NIGHT & OA CALL-OUT CEREMONY

Parents are invited to visit Camp on Wednesdays! They may arrive at camp beginning at 2:00 PM. Troops should plan to help guide visiting parents from the main parking lot to their campsite, where they are welcome to visit until after the Family Night Campfire & OA Call Out Ceremony at 8:15pm.

Many units host potluck dinners on Wednesday in their campsites.

## 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**  
**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](#) at [stlbsa.org](https://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

Camp Lewallen  
1588 Wayne Route K  
Silva, MO 63964

