



BOY SCOUTS  
OF AMERICA®

**2021 Summer Camp-Gamble**  
**Class Catalog**

Tony Fouts	Director of Camping	314.256.3124	Anthony.Fouts@scouting.org
Elizabeth Belter	Program Assistant	314.256.3044	elizabeth.belter@scouting.org

**Registration opens June 23, 2020**  
**Visit [www.scoutingevent.com/312-](http://www.scoutingevent.com/312-) to register**



BOY SCOUTS  
OF AMERICA®  
GREATER SAINT LOUIS AREA COUNCIL



## Class Catalog

2021 Summer Camp-Gamble: Session 1 June 13-19 at Camp Gamble

### Summer Camp Specialty Programs (Scheduled Classes)

**SCSP129** 9-5 PM



#### **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 this exciting program will receive a T-shirt and a special APEX Program patch!

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

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

**Maximum number of participants: 16**

**Prerequisites:** Scouts are allowed to also select a couple merit badges to work on if they choose. Classes will be allowed to be double booked with the APEX Program.

Days: Mo Tu We Th Fr

**SCSP100** 9-3 PM



#### **Voyageur (first-year campers)**

The Voyageur Program is designed for Scouts who have recently joined a troop or graduated from Webelos. This transitional program helps Scouts understand the patrol method, learn basic Scouting skills, and experience some of the many programs available at summer camp. The program is not intended for Scouts to advance to First Class rank during one week at camp; it is intended to support a troop's advancement program.

**Maximum number of participants: 36**

**NOTE: Scouts will work on Wood Carving and Swimming within the Voyageur Program.**

Days: Mo Tu We Th Fr

**If Scouts wish to work on other Merit Badges they can sign up for those after 3pm.**

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### Summer Camp - FE/Gamble/Catholic Adventure (Scheduled Classes)

**FGC29** 9:01-10:31 AM



#### 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.

**Maximum number of participants:** 16

**Prerequisites:** Recommended advance work: Study requirements 3 & 4

Required materials/preparation: Skills and practice prior to camp

Anticipated cost: \$5 for materials

Days: Mo Tu We Th Fr

**FGC29** 10:32-12:02 PM



#### 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.

**Maximum number of participants:** 16

**Prerequisites:** Recommended advance work: Study requirements 3 & 4

Required materials/preparation: Skills and practice prior to camp

Anticipated cost: \$5 for materials

Days: Mo Tu We Th Fr

**FGC1** 9-10 AM



#### 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.

**Maximum number of participants:** 16

**Prerequisites:** Requirements 5b, 6, & 7b completed prior to camp; bring pen and paper to camp; night observations will be required

Recommended advance work: Knowledge and practice in identifying constellations

Days: Mo Tu We Th Fr

**FGC1** 11-12 PM



#### 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.

**Maximum number of participants:** 16

**Prerequisites:** Requirements 5b, 6, & 7b completed prior to camp; bring pen and paper to camp; night observations will be required

Recommended advance work: Knowledge and practice in identifying constellations

Days: Mo Tu We Th Fr

## Class Catalog

2021 Summer Camp-Gamble: Session 1 June 13-19 at Camp Gamble

**FGC12** 9-10 AM



### 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.

**Maximum number of participants: 16**

**Prerequisites:** Requirements 2, 3, 8c, 8d, & 9 completed prior to camp (bring documentation of your total camping experiences, in the form of reports of each trip; have the reports signed by your Scoutmaster)

Days: Mo Tu We Th Fr

**FGC12** 2-3 PM



### 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.

**Maximum number of participants: 16**

**Prerequisites:** Requirements 2, 3, 8c, 8d, & 9 completed prior to camp (bring documentation of your total camping experiences, in the form of reports of each trip; have the reports signed by your Scoutmaster)

Days: Mo Tu We Th Fr

**FGC22** 10-11 AM



### 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.

**Maximum number of participants: 16**

**Prerequisites:** Recommended advance work: Study requirements 4, 5, & 10 prior to camp

Required materials/preparation: Must be a BSA Swimmer and possess the physical strength required for carrying a canoe and rescuing a swamped canoe

Days: Mo Tu We Th Fr

**FGC32** 11-12 PM



### Chess

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

**Maximum number of participants: 16**

Days: Mo Tu We Th Fr

**FGC32** 4-5 PM



### Chess

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

**Maximum number of participants: 16**

Days: Mo Tu We Th Fr

**FGC13** 9-10 AM



### Cooking

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.

**Maximum number of participants: 16**

**Prerequisites:** Requirements 4, 5, & 6 completed prior to camp

This is a difficult and time consuming badge; a limited number of cooking requirements

Days: Mo Tu We Th Fr

## Class Catalog

2021 Summer Camp-Gamble: Session 1 June 13-19 at Camp Gamble

can be completed at camp

**FGC13** 10-11 AM

Days: Mo Tu We Th Fr



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**Maximum number of participants:** 16

**Prerequisites:** Requirements 4, 5, & 6 completed prior to camp

This is a difficult and time consuming badge; a limited number of cooking requirements can be completed at camp

**FGC13** 2-3 PM

Days: Mo Tu We Th Fr



### Cooking

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.

**Maximum number of participants:** 16

**Prerequisites:** Requirements 4, 5, & 6 completed prior to camp

This is a difficult and time consuming badge; a limited number of cooking requirements can be completed at camp

**FGC33** 10-11 AM

Days: Mo Tu We Th Fr



### Electronics

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.

**Additional Fee:** \$15.00

**Maximum number of participants:** 16

**FGC33** 11-12 PM

Days: Mo Tu We Th Fr



### Electronics

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.

**Additional Fee:** \$15.00

**Maximum number of participants:** 16

**FGC2** 9-11 AM

Days: Mo Tu We Th Fr



### 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.

**Maximum number of participants:** 16

**Prerequisites:** Requirements 3 & 5 completed prior to camp

Each Session is 2 hours; this is a time consuming merit badge

**FGC2** 2-4 PM

Days: Mo Tu We Th Fr



### 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.

**Maximum number of participants:** 16

**Prerequisites:** Requirements 3 & 5 completed prior to camp

Each Session is 2 hours; this is a time consuming merit badge

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2021 Summer Camp-Gamble: Session 1 June 13-19 at Camp Gamble

**FGC14** 9-11 AM

Days: Mo Tu We Th Fr



### 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.

**Maximum number of participants:** 16

**Prerequisites:** Requirements 2 & 7 completed prior to camp; bring first aid kit and documentation of CPR instruction (GSLAC "Red Card")

**FGC14** 2-4 PM

Days: Mo Tu We Th Fr



### 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.

**Maximum number of participants:** 16

**Prerequisites:** Requirements 2 & 7 completed prior to camp; bring first aid kit and documentation of CPR instruction (GSLAC "Red Card")

**FGC3** 2-3 PM

Days: Mo Tu We Th Fr



### Fish and Wildlife Management

Wildlife management is the science and art of managing the wildlife - both animals and fish - with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.

**Maximum number of participants:** 16

**Prerequisites:** Requirements 5 & 7 completed prior to camp  
Bring materials to camp

**FGC4** 9-10 AM

Days: Mo Tu We Th Fr



### 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."

**Maximum number of participants:** 16

**Prerequisites:** 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

**FGC4** 10-11 AM

Days: Mo Tu We Th Fr



### 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."

**Maximum number of participants:** 16

**Prerequisites:** 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

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**FGC5** 3-4 PM

Days: Mo Tu We Th Fr



### Fly Fishing

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

**Maximum number of participants: 16**

**Prerequisites:** Practice knots in requirement 3 and study the Outdoor Code and Leave NO Trace prior to camp; requirement 8 involves knowledge of state and local regulations

**FGC5** 4-5 PM

Days: Mo Tu We Th Fr



### Fly Fishing

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

**Maximum number of participants: 16**

**Prerequisites:** Practice knots in requirement 3 and study the Outdoor Code and Leave NO Trace prior to camp; requirement 8 involves knowledge of state and local regulations

**FGC6** 4-5 PM

Days: Mo Tu We Th Fr



### 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.

**Maximum number of participants: 16**

**Prerequisites:** Prerequisites 5 & 7 completed prior to camp

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

**FGC34** 9-10 AM

Days: Mo Tu We Th Fr



### 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.

**Maximum number of participants: 16**

**FGC34** 2-3 PM

Days: Mo Tu We Th Fr



### Game Design

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**Maximum number of participants: 16**

**FGC15** 9:01-10:31 AM

Days: Mo Tu We Th Fr



### Geocaching

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

**Maximum number of participants: 16**

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**Prerequisites:** Requirements 7 & 8 completed prior to camp  
GPS devices are available at camp, or Scouts may bring their own

**FGC36** 9:01-10:31 AM



### 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.

**Additional Fee:** \$20.00

**Maximum number of participants:** 16

**Prerequisites:** Requirements 1, 2, & 4 completed prior to camp

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

Days: Mo Tu We Th Fr

**FGC36** 10:32-12:02 PM



### 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.

**Additional Fee:** \$20.00

**Maximum number of participants:** 16

**Prerequisites:** Requirements 1, 2, & 4 completed prior to camp

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

Days: Mo Tu We Th Fr

**FGC16** 11-12 PM



### Indian Lore

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

**Maximum number of participants:** 16

**Prerequisites:** Research the history of an Indian tribe for requirement 1, requirements 2c & d completed prior to camp if the Scout plans to use it to fulfill requirement 2

Anticipated Cost: \$4-\$15 depending on the projects chosen

Days: Mo Tu We Th Fr

**FGC23** 9-10 AM



### Kayaking

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

**Maximum number of participants:** 8

**Prerequisites:** Must be a BSA Swimmer

Days: Mo Tu We Th Fr

**FGC23** 10-11 AM



### Kayaking

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

**Maximum number of participants:** 8

**Prerequisites:** Must be a BSA Swimmer

Days: Mo Tu We Th Fr



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**FGC17** 11-12 PM

Days: Mo Tu We Th Fr



### 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.

**Maximum number of participants:** 16

**Prerequisites:** Anticipated Cost: \$7-\$18 depending on the projects chosen

**FGC17** 4-5 PM

Days: Mo Tu We Th Fr



### 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.

**Maximum number of participants:** 16

**Prerequisites:** Anticipated Cost: \$7-\$18 depending on the projects chosen

**FGC24** 9-10 AM

Days: Mo Tu We Th Fr



### Lifesaving

No Boy 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.

**Maximum number of participants:** 16

**Prerequisites:** Recommended advance work: Practice swimming skills prior to camp  
Required materials/preparation: Documentation of CPR instruction (GSLAC "Red Card"); Scout must have completed Second and First Class swimming requirements prior to camp; long-sleeve button-up shirt and long pants needed for requirement 7e  
Must be a strong swimmer

NOTE: For second year campers and older

**FGC24** 11-12 PM

Days: Mo Tu We Th Fr



### Lifesaving

No Boy 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.

**Maximum number of participants:** 16

**Prerequisites:** Recommended advance work: Practice swimming skills prior to camp  
Required materials/preparation: Documentation of CPR instruction (GSLAC "Red Card"); Scout must have completed Second and First Class swimming requirements prior to camp; long-sleeve button-up shirt and long pants needed for requirement 7e  
Must be a strong swimmer

NOTE: For second year campers and older

**FGC7** 11-12 PM

Days: We Th



### 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.

**Maximum number of participants:** 16

**Prerequisites:** Required Materials: writing materials

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**FGC25** 11-12 PM



### Motorboating

With the fun of operating a motor boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely.

**Additional Fee:** \$10.00

**Maximum number of participants:** 3

**Prerequisites:** Required materials/preparation: Documentation of CPR instruction (GSLAC "Red Card"); must be a BSA swimmer

Class size is limited due to equipment availability

Days: Mo Tu We Th Fr

**FGC8** 4-5 PM



### 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.

**Maximum number of participants:** 16

**Prerequisites:** Requirement 3a completed prior to camp

Days: Tu We Th Fr

**FGC18** 11-12 PM



### Orienteering

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

**Maximum number of participants:** 16

**Prerequisites:** Recommended advance work: Knowledge of orienteering basics; participation in St. Louis Orienteering Club events is suggested ([stlouisorienteering.org](http://stlouisorienteering.org))

Days: Mo Tu We Th Fr

**FGC9** 2-3 PM



### 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.

**Maximum number of participants:** 16

Days: Mo Tu We Th Fr

**FGC9** 3-4 PM



### 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.

**Maximum number of participants:** 16

Days: Mo Tu We Th Fr

**FGC19** 3-5 PM



### 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.

**Maximum number of participants:** 16

Days: Mo Tu We Th Fr

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**Prerequisites:** Recommended advance work: Knowledge of knots and lashings  
Construction of pioneering project can be time-consuming

**FGC10** 4-5 PM



### Reptile and Amphibian Study

Boys 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.

**Maximum number of participants:** 16

**Prerequisites:** Requirement 8 completed prior to camp

Required Materials: Drawing Materials

Days: Mo Tu We Th Fr

**FGC30** 10:32-12:02 PM



### 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.

**Maximum number of participants:** 16

**Prerequisites:** Recommended advance work: Shooting skill and knowledge of related terminology

Days: Mo Tu We Th Fr

**FGC35** 2-4 PM



### 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); he 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.

**Additional Fee:** \$15.00

**Maximum number of participants:** 16

Days: Mo Tu We Th Fr

**FGC31** 9:01-10:31 AM



### Shotgun Shooting

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

**Additional Fee:** \$40.00

**Maximum number of participants:** 16

**Prerequisites:** Recommended advance work: Knowledge of state and local regulations

Required materials/preparation: Shooting skill

Days: Mo Tu We Th Fr

**FGC26** 9:01-10:31 AM



### 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.

**Maximum number of participants:** 4

**Prerequisites:** Recommended advance work: Review sailing terminology

Required materials/preparation: Must be a BSA Swimmer; documentation of CPR

Days: Mo Tu We Th Fr

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instruction (GSLAC "Red Card")  
 Weather may impact the completion of the badge  
 NOTE: For third year campers and older

**FGC26** 10:32-12:02 PM



### 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.

**Maximum number of participants: 4**

**Prerequisites:** Recommended advance work: Review sailing terminology  
 Required materials/preparation: Must be a BSA Swimmer; documentation of CPR instruction (GSLAC "Red Card")

Weather may impact the completion of the badge  
 NOTE: For third year campers and older

Days: Mo Tu We Th Fr

**FGC11** 10-12:02 PM



### Sustainability

Sustainability Merit Badge.

**Maximum number of participants: 16**

**Prerequisites:** A family-orientated merit badge, all requirements pertaining to family discussions must be completed prior to camp in order to successfully complete the badge. These requirements include 1, 2a (water), 2a (food), 2b-c (energy), 2a-b (stuff), 4, & 5a

Days: Mo Tu We Th Fr

**FGC11** 2-4 PM



### Sustainability

Sustainability Merit Badge.

**Maximum number of participants: 16**

**Prerequisites:** A family-orientated merit badge, all requirements pertaining to family discussions must be completed prior to camp in order to successfully complete the badge. These requirements include 1, 2a (water), 2a (food), 2b-c (energy), 2a-b (stuff), 4, & 5a

Days: Mo Tu We Th Fr

**FGC27** 9-10 AM



### 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.

**Maximum number of participants: 16**

**Prerequisites:** Recommended advance work: Knowledge of Safe Swim Defense Plan  
 Must be a BSA Swimmer

Days: Mo Tu We Th Fr

**FGC27** 10-11 AM



### 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.

**Maximum number of participants: 16**

**Prerequisites:** Recommended advance work: Knowledge of Safe Swim Defense Plan  
 Must be a BSA Swimmer

Days: Mo Tu We Th Fr

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2021 Summer Camp-Gamble: Session 1 June 13-19 at Camp Gamble

**FGC27** 11-12 PM



### 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.

**Maximum number of participants:** 16

**Prerequisites:** Recommended advance work: Knowledge of Safe Swim Defense Plan  
Must be a BSA Swimmer

Days: Mo Tu We Th Fr

**FGC28** 9-10 AM



### Water Sports

Water sports 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.

**Additional Fee:** \$20.00

**Maximum number of participants:** 3

**Prerequisites:** Required materials/preparation: Documentation of CPR instruction (GSLAC "Red Card"); must be a BSA Swimmer

NOTE: For fourth year campers and older

Days: Mo Tu We Th Fr

**FGC28** 10-11 AM



### Water Sports

Water sports 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.

**Additional Fee:** \$20.00

**Maximum number of participants:** 3

**Prerequisites:** Required materials/preparation: Documentation of CPR instruction (GSLAC "Red Card"); must be a BSA Swimmer

NOTE: For fourth year campers and older

Days: Mo Tu We Th Fr

**FGC28** 11-12 PM



### Water Sports

Water sports 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.

**Additional Fee:** \$20.00

**Maximum number of participants:** 3

**Prerequisites:** Required materials/preparation: Documentation of CPR instruction (GSLAC "Red Card"); must be a BSA Swimmer

NOTE: For fourth year campers and older

Days: Mo Tu We Th Fr

**FGC20** 11-12 PM



### 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.

**Maximum number of participants:** 16

**Prerequisites:** Required Materials/preparation: Personal survival kit for requirement 5  
Schedule includes a wilderness overnight

Days: Mo Tu We Th Fr

## Class Catalog

2021 Summer Camp-Gamble: Session 1 June 13-19 at Camp Gamble

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**FGC21** 2-3 PM



### 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.

**Maximum number of participants: 16**

**Prerequisites:** Requirement 1 completed prior to camp; practice and knowledge of sharpening a pocket knife

Required Materials; Totin' Chip

Anticipated Costs: \$5-\$10 for materials

Days: Mo Tu We Th Fr

**FGC21** 3-4 PM



### 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.

**Maximum number of participants: 16**

**Prerequisites:** Requirement 1 completed prior to camp; practice and knowledge of sharpening a pocket knife

Required Materials; Totin' Chip

Anticipated Costs: \$5-\$10 for materials

Days: Mo Tu We Th Fr

## Class Catalog

2021 Summer Camp-Gamble: Session 1 June 13-19 at Camp Gamble

### Stem Novas (Scheduled Classes)

**STNO100** 9-10 AM



**Shoot!**

This module is designed to help you explore how science affects your life each day.

**Maximum number of participants: 16**

**Prerequisites: 1, 2**

Days: Mo Tu We Th Fr

**STNO100** 4-5 PM



**Shoot!**

This module is designed to help you explore how science affects your life each day.

**Maximum number of participants: 16**

**Prerequisites: 1, 2**

Days: Mo Tu We Th Fr

**STNO105** 10-11 AM



**Splash!**

This module is designed to help you explore how water affects your life every day.

Splash! is part of the Science category.

**Maximum number of participants: 16**

**Prerequisites: 1, 2, 4**

Days: Mo Tu We Th Fr

**STNO105** 3-4 PM



**Splash!**

This module is designed to help you explore how water affects your life every day.

Splash! is part of the Science category.

**Maximum number of participants: 16**

**Prerequisites: 1, 2, 4**

Days: Mo Tu We Th Fr