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2024 Summer Camp - Trevor Rees-Jones Scout Camp Class Catalog

Event Contacts

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Registration opens July 15, 2023 Visit www.scoutingevent.com/571-2024SummerCampTRJ to register







	TRSC93	10:00 AM Free Time
57	10-10:50 AM	Days: Mo Tu We Th Sessions: Week 3
1 Line	TRSC94	11:00 AM Free Time
	11-11:55 AM	Days: Mo Tu We Th Sessions: Week 3
LO N	TRSC95	2:00 PM Free Time
	2-2:50 PM	Days: Mo Tu We Th Sessions: Week 3
	TRSC96	3:00 PM Free Time
	3-3:50 PM	Days: Mo Tu We Th Sessions: Week 3
	TRSC92	9:00 AM Free Time
	9-9:50 AM	Days: Mo Tu We Th Sessions: Week 3
Ì		Animation traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities. Days: Mo Tu We Th Room: Cit/Com (Training Lodge) Maximum number of participants: 20 Sessions: Week 3 Days: Mo Tu We Th Room: Cit/Com (Training Lodge) Maximum number of participants: 20 Sessions: Week 3
	Archaeologist	Archaeology ts are detectives who study how people lived in the past. They figure out what happened, when, how, and the clues that people left behind, they try to understand how and why human culture has changed Days: Mo Tu We Th Room: Nature Area MB Midway Maximum number of participants: 20 Sessions: Week 3
	Archery is a for disciplined mi	Archery un way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a nd. This merit badge can provide a thorough introduction to those who are new to the bow and arrow - he experienced archer, earning the badge can help to increase the understanding and appreciation of Days: Mo Tu We Th Room: Shooting Sports Area
		Additional Fee: \$10.00 Maximum number of participants: 16 Sessions: Week 3
	10-10:50 AM	Days: Mo Tu We Th Room: Shooting Sports Area Additional Fee: \$10.00 Maximum number of participants: 16 Sessions: Week 3
	2-2:50 PM	Days: Mo Tu We Th Room: Shooting Sports Area Additional Fee: \$10.00 Maximum number of participants: 16 Sessions: Week 3





2024 Summer Camp - Trevor Rees-Jones Scout Camp: Week 3 at Clements Scout Ranch/Trevor Rees-Jones Scout



TRSC100 Art, Sculpture

This is a dual merit badge, scouts will work on both at the same time.

The Art merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.

The Sculpture merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

9-9:50 AM	Days: Mo Tu We Th Room: Handicraft Area
	Additional Fee: \$10.00
	Maximum number of participants: 10
	Sessions: Week 3
11-11:50 AM	Days: Mo Tu We Th Room: Handicraft Area
	Additional Fee: \$10.00
	Maximum number of participants: 10
	Sessions: Week 3
3-3:50 PM	Days: Mo Tu We Th Room: Handicraft Area
	Additional Fee: \$10.00
	Maximum number of participants: 10
	Sessions: Week 3



TRSC8 Astronomy

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars. 10-10:50 AM **Days:** Mo Tu We Th **Room:** Nature Area MB Midway

Days: Mo Tu We Th Room: Nature Area MB Midway Maximum number of participants: 20 Sessions: Week 3 Prerequisites: Note: Requires 1 late night session.



TRSC60 ATV Experience

We are pleased to feature a fleet of Polaris 4-wheelers as one of the program offerings this summer. Our All -Terrain Vehicles Experience will be back but BIGGER and BETTER than ever! We have doubled our program from 2 to 4 sessions a week and have also added more ATVs to the program to increase the class size to eight Scouts! This opportunity is for Scouts 14 years of age and older. There will be an additional \$90 charge to participate in the program which will be added to the unit invoice in Black Pug. During the course, the Scouts will earn the ATV Safety Institute Rider certification and get a chance to experience a rare opportunity to see some of the over 2,000 acres of land on the back of a four-wheeler. Fly through the air with us this summer!

10-11:30 AM	Days: Mo Tu We Th Room: ATV Area
	Additional Fee: \$90.00
	Minimum Age: 14
	Maximum number of participants: 8
	https://scoutingevent.com/attachment/BSA571/document_16207814840_10565.pdf
	Sessions: Week 3
3-4:30 PM	Days: Mo Tu We Th Room: ATV Area
	Additional Fee: \$90.00
	Minimum Age: 14
	Maximum number of participants: 8
	https://scoutingevent.com/attachment/BSA571/document_16207814840_10565.pdf
	Sessions: Week 3
	Prerequisites: IMPORTANT NOTE: Scouts taking the ATV Experience MUST take the online safety course PRIOR to attending summer camp at atvsafety.org. Please keep in mind that this course is about 2 hours long and Scouts will need to bring a copy of their certificate of completion. Required items: Long sleeved shirt, pants (no shorts), and shoes that cover the ankles are required to be worn during class. One long-sleeved ATV shirt will be provided at check in for the Scout participants.





2024 Summer Camp - Trevor Rees-Jones Scout Camp: Week 3 at Clements Scout Ranch/Trevor Rees-Jones Scout



TRSC107 Automotive Maintenance (2024 version)

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape. 10-10:50 AM Days: Mo Tu We Th Room: Scout Skills Area MB Midway Additional Fee: \$10.00

	Maximum number of participants: 15
	Sessions: Week 3
2-2:50 PM	Days: Mo Tu We Th Room: Scout Skills Area MB Midway
	Additional Fee: \$10.00
	Maximum number of participants: 15
	Sessions: Week 3



TRSC6 Basketry, Leatherwork

This is a dual merit badge, scouts will work on both at the same time.

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.

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.

9-9:50 AM	Days: Mo Tu We Th Room: Handicraft Area
	Additional Fee: \$25.00
	Maximum number of participants: 20
	Sessions: Week 3
11-11:50 AM	Days: Mo Tu We Th Room: Handicraft Area
	Additional Fee: \$25.00
	Maximum number of participants: 20
	Sessions: Week 3
2-2:50 PM	Days: Mo Tu We Th Room: Handicraft Area
	Additional Fee: \$25.00
	Maximum number of participants: 20
	Sessions: Week 3
	Prerequisites: Note: Dual Merit Badge which includes cost of both basketry and leatherwork kits.



TRSC9 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. The Camping Merit Badge prepares Scouts in orienteering, hiking, backpacking, and safety to properly prepared for an overnight trek. Scouts also learn the Leave No Trace principles and the Outdoor Code.

11-11:50 AM	Days: Mo Tu We Th Room: Scout Skills Area MB Midway
	Maximum number of participants: 20
	Sessions: Week 3
3-3:50 PM	Days: Mo Tu We Th Room: Scout Skills Area MB Midway
	Maximum number of participants: 20
	Sessions: Week 3





2024 Summer Camp - Trevor Rees-Jones Scout Camp: Week 3 at Clements Scout Ranch/Trevor Rees-Jones Scout



TRSC10 Canoeing

Canoing is an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness. In taking this Merit Badge, Scouts will learn the parts of the canoe and paddle, proper strokes, safety, and rescue techniques. Days: Mo Tu We Th Room: Lakefront Pavilion 9-9:50 AM Maximum number of participants: 20 Sessions: Week 3 Days: Mo Tu We Th Room: Lakefront Pavilion 11-11:50 AM Maximum number of participants: 20 Sessions: Week 3 Davs: Mo Tu We Th Room: Lakefront Pavilion 3-3:50 PM Maximum number of participants: 20 Sessions: Week 3 Prerequisites: Must pass the 1st Class Swim Test before taking course.



TRSC12 Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people. It is a fun activity that can be done at campouts and Scout meetings! 9-9:50 AM Days: Mo Tu We Th Room: Cit/Com (Training Lodge) Instructor: John Whitgrove Maximum number of participants: 20



TRSC13 Citizenship in the Nation

Sessions: Week 3

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens, aware of and grateful for their liberties and rights, how to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.

10-10:50 AM	Days: Mo Tu We Th Room: Cit/Com (Training Lodge) Instructor: John Whitgrove
	Maximum number of participants: 20
	Sessions: Week 3
2-2:50 PM	Days: Mo Tu We Th Room: Cit/Com (Training Lodge) Instructor: John Whitgrove
	Maximum number of participants: 20
	Sessions: Week 3



TRSC14 Citizenship in the World

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

11-11:50 AM	Days: Mo Tu We Th	Room: Cit/Com (Training Lodge)	Instructor: John Whitgrove
	Sessions: Week 3		
3-3:50 PM	Days: Mo Tu We Th	Room: Cit/Com (Training Lodge)	Instructor: John Whitgrove
	Maximum number of	f participants: 20	-
	Sessions: Week 3		



TRSC63 Climbing

2-3:55 PM

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.

Scouts who take this Merit Badge will learn climbing techniques, rope maintenance, rope makeup, and proper rope storage as well as how to belay a climber, rappel, and boulder climb.

Days: Mo Tu We Th Room: Climbing Tower Instructor: Beau Matthews Additional Fee: \$20.00 Maximum number of participants: 20 Sessions: Week 3





2024 Summer Camp - Trevor Rees-Jones Scout Camp: Week 3 at Clements Scout Ranch/Trevor Rees-Jones Scout

This clear and con people use messa	inmunication icise definition comes from the U.S. Department of Education: "Communication focuses on how ges to generate meanings within and across various contexts, cultures, channels, and media. The ation promotes the effective and ethical practice of human communication."
9-9:50 AM	Days: Mo Tu We Th Room: Cit/Com (Training Lodge) Instructor: John Whitgrove Maximum number of participants: 20 Sessions: Week 3
3-3:50 PM	Days: Mo Tu We Th Room: Cit/Com (Training Lodge) Instructor: John Whitgrove Maximum number of participants: 20 Sessions: Week 3
who earn this bad	king badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts ge will learn about food safety, nutritional guidelines, meal planning, and methods of food vill review the variety of culinary (or cooking) careers available. Days: Mo Tu We Th Room: Scout Skills Area MB Midway Additional Fee: \$10.00 Minimum Rank: First Class Maximum number of participants: 12
2-3:55 PM	Sessions: Week 3 Days: Mo Tu We Th Room: Scout Skills Area MB Midway Additional Fee: \$10.00 Minimum Rank: First Class Maximum number of participants: 12

TRSC108 COPE (Challenging Outdoor Personal Experience)

Sessions: Week 3

Youth 13 years of age and older can sign up to be tested on our week-long course. COPE stands for Challenging Outdoor Personal Experience and our focus at COPE is to have Scouts take a step outside of their comfort zone while accomplishing activities they did not think they were capable of.

Scouts will be immersed in learning leadership skills, teamwork, trust, and communication. The whole week will be spent engaging in team building activities that test their mental fortitude by participating in low and high ropes course elements. The final day of COPE is spent having fun doing the high elements such as the zipline, power pole, and screamer.

9-11:55 AM Days: Mo Tu W

Days: Mo Tu We Th Room: HQ Pavilion Additional Fee: \$30.00 Minimum Age: 13 Maximum Age: 17 Maximum number of participants: 20 Sessions: Week 3 Prerequisites: Required Items: You must wear closed-toed shoes (no crocs), long hair needs to be pulled back, and bring a water bottle.



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TRSC64 Cycling

Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge. 9-10:55 AM Days: Mo Tu We Th Room: Sports Field Pavilion Maximum number of participants: 8 Sessions: Week 3



TRSC20 Emergency Preparedness

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

9-9:50 AM	Days: Mo Tu We Th Room: Scout Skills Area MB Midway
	Maximum number of participants: 20
	Sessions: Week 3
3-3:50 PM	Days: Mo Tu We Th Room: Scout Skills Area MB Midway
	Maximum number of participants: 20
	Sessions: Week 3





TRSC21 En	gineering
	oth science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny,
low-cost battery f	for your cell phone to a gigantic dam across the mighty Yangtze River in China.
2-2:50 PM	Days: Mo Tu We Th Room: Scout Skills Area MB Midway
	Minimum Rank: First Class
	Maximum number of participants: 20
	Sessions: Week 3
TRSC22 En	vironmental Science
While earning the	e Environmental Science merit badge, Scouts will get a taste of what it is like to be an
environmental sc	cientist, making observations and carrying out experiments to investigate the natural world.
9-9:50 AM	Days: Mo Tu We Th Room: Nature Area MB Midway
	Maximum number of participants: 20
	Sessions: Week 3
10-10:50 AM	Days: Mo Tu We Th Room: Nature Area MB Midway
	Maximum number of participants: 20
	Sessions: Week 3
2-2:50 PM	Days: Mo Tu We Th Room: Nature Area MB Midway
	Maximum number of participants: 20
	Sessions: Week 3
TRSC23 Fir	st Aid
First aid - caring	for injured or ill persons until they can receive professional medical care - is an important skill for
	h some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt
	ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.
9-9:50 AM	Days: Mo Tu We Th Room: Scout Skills Area MB Midway
	Maximum number of participants: 20
	Sessions: Week 3
11-11:50 AM	Days: Mo Tu We Th Room: Scout Skills Area MB Midway
	Maximum number of participants: 20
	Sessions: Week 3
3-3:50 PM	Days: Mo Tu We Th Room: Scout Skills Area MB Midway
	Maximum number of participants: 20
	Sessions: Week 3
	Prerequisites: Note: To complete this badge, you will need to demonstrate to your counselor that
	you have current knowledge of all first-aid requirements for Tenderfoot, Second Class, and First
	Class ranks.
TD0057 5:-	
	st Year Camper class that we offer from 9 a.m. to 11 a.m. and 2 p.m. to 4 p.m. We designed this program for the
	st year with a Scout BSA troop. They will spend their time focusing on basic Scouting skills and
having FUN!!!	st year with a book bor troop. They will spend their time locusing on basic booking skills and
9-10:55 AM	Days: Mo Tu We Th Room: First Year Camper Area
9-10.55 AM	Maximum number of participants: 50
	Sessions: Week 3
2 2.55 DM	Days: Mo Tu We Th Room: First Year Camper Area
2-3:55 PM	Maximum number of participants: 50
	Sessions: Week 3
	Prerequisites: We will not sign off on any requirements for rank advancement as a part of this program. Many of the rank requirements will be envered and a list will be provided at the
	program. Many of the rank requirements will be covered and a list will be provided at the conclusion of camp and in the reports section of your registration. Sign-off on requirements
	remains the responsibility of the Scoutmaster or their designee.





2024 Summer Camp - Trevor Rees-Jones Scout Camp: Week 3 at Clements Scout Ranch/Trevor Rees-Jones Scout



TRSC70 Fishing

Fishing is one of Scouting's essentila skills and teaches Scouts to feed themselves, their troops, and their families. In their pursuit of the Fishing Merit Badge, Scouts will demonstrate how to use fishing equipment properly, tie various fishing knots, identify natural fishing baits and artificial lures, and explain safety practices to follow while fishing.
 9-9:50 AM
 Pays: Mo Tu We Th Room: Nature Area MB Midway
 Maximum number of participants: 15
 Sessions: Week 3
 11-11:50 AM
 Days: Mo Tu We Th Room: Nature Area MB Midway
 Maximum number of participants: 15



TRSC24 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. 10-10:50 AM **Days:** Mo Tu We Th **Room:** Nature Area MB Midway

Days: Mo Tu We Th **Room**: Nature Area MB Midway Maximum number of participants: 15 Sessions: Week 3 Prerequisites: Bring a fishing pole.



TRSC25 Geocaching, Orienteering

Sessions: Week 3

This class will primarily focus on Orienteering and will include some requirements from 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.

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

10-10:40 AM	Days: Mo Tu We Th Room: Scout Skills Area MB Midway		
	Maximum number of participants: 20		
	Sessions: Week 3		
2-2:40 PM	Days: Mo Tu We Th Room: Scout Skills Area MB Midway		
	Maximum number of participants: 20		
	Sessions: Week 3		



TRSC73 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. 2-2:50 PM Days: Mo Tu We Th Room: Nature Area MB Midway

Days: Mo Tu We Th Room: Nature Area MB Midway Maximum number of participants: 20 Sessions: Week 3





2024 Summer Camp - Trevor Rees-Jones Scout Camp: Week 3 at Clements Scout Ranch/Trevor Rees-Jones Scout



TRSC54 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.

10-10:50 AM	Days: Mo Iu We In Room: Lower Corral
	Additional Fee: \$40.00
	Maximum number of participants: 10
	Sessions: Week 3
11-11:50 AM	Days: Mo Tu We Th Room: Lower Corral
	Additional Fee: \$40.00
	Maximum number of participants: 10
	Sessions: Week 3
2-2:50 PM	Days: Mo Tu We Th Room: Lower Corral
	Additional Fee: \$40.00
	Maximum number of participants: 10
	Sessions: Week 3
3-3:50 PM	Days: Mo Tu We Th Room: Lower Corral
	Additional Fee: \$40.00
	Maximum number of participants: 10
	Sessions: Week 3
	Prerequisites: Note: Scouts will pick one morning where they will be transported by van to the
	Upper Corral at 5:30 a.m. to feed the horses.

TRSC75 Instructional Swim

Swimming is a lot of fun and can be a great part of a camp experience. We want to help you learn to swim with confidence and help you with skills needed to pass the BSA Swim Test. 11-11:50 AM **Days:** Mo Tu We Th **Room:** Swimming Pool Pavilion

- Maximum number of participants: 15 Sessions: Week 3

TRSC28 Kayaking

Scouts will learn proper rescue techniques, safety, and parts of the boat as well as basic kayaking. This is designed as a flat-water experience - quiet water without significant wind, waves or current.

10-10:50 AM	Days: Mo Tu We Th Room: Lakefront Pavilion		
	Maximum number of participants: 15		
	Sessions: Week 3		
3-3:50 PM	Days: Mo Tu We Th Room: Lakefront Pavilion		
	Maximum number of participants: 15		
	Sessions: Week 3		
	Prerequisites: Must pass 1st Class Swim Test prior to class.		



TRSC29 Lifesaving

No Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies. 9-10:55 AM **Days:** Mo Tu We Th **Room:** Swimming Pool Pavilion

Days: Mo Tu We Th Room: Swimming Pool Pavilion Maximum number of participants: 20 Sessions: Week 3

Prerequisites: Must have earned Swimming Merit Badge.



TRSC33 Moviemaking, Photography

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

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





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a scientific breakthrough, an endangered animal, or a time in history. 11-11:50 AM Days: Mo Tu We Th Room: Cit/Com (Training Lodge) Instructor: John Whitgrove Maximum number of participants: 20 Sessions: Week 3

Prerequisites: Bring a digital camera or a phone with camera. "GoPro" is acceptable.

Dual merit badges.



TRSC34 Personal Fitness

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.

9-9:50 AM	Days: Mo Tu We Th Room: Sports Field Pavilion	
	Maximum number of participants: 20	
	Sessions: Week 3	
10-10:50 AM	Days: Mo Tu We Th Room: Sports Field Pavilion	
	Maximum number of participants: 20	
	Sessions: Week 3	



TRSC36 Personal Management

Personal management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training, and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities.

10-10:50 AM	Days: Mo Tu We Th Room: Scout Skills Area MB Midway		
	Maximum number of participants: 20		
	Sessions: Week 3		
3-3:50 PM	Days: Mo Tu We Th Room: Scout Skills Area MB Midway		
	Maximum number of participants: 20		
	Sessions: Week 3		



TRSC37 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.

2-2:50 PM Days: Mo Tu We Th Room: Scout Skills Area MB Midway Maximum number of participants: 20 Sessions: Week 3



TRSC40 Rifle Shooting

By earning this badge, Scouts can develop their shooting skills while learning safe practices.			
9-9:55 AM	Days: Mo Tu We Th Room: Shooting Sports Area		
	Additional Fee: \$15.00		
Maximum number of participants: 10			
	Sessions: Week 3		
10-10:55 AM	Days: Mo Tu We Th Room: Shooting Sports Area		
	Additional Fee: \$15.00		
	Maximum number of participants: 10		
	Sessions: Week 3		
2-2:55 PM	Days: Mo Tu We Th Room: Shooting Sports Area		
	Additional Fee: \$15.00		
Maximum number of participants: 10			
Sessions: Week 3			





2024 Summer Camp - Trevor Rees-Jones Scout Camp: Week 3 at Clements Scout Ranch/Trevor Rees-Jones Scout

Earning the Role environment (se robot. You shou	obotics potics merit badge requires a Scout to understand how robots move (actuators), sense the ensors), and understand what to do (programming); he should demonstrate robot design in building a Id help ensure that the Scout has sufficiently explored the field of robotics to understand what it is scover whether this may be a field of interest for him as a career.
9-9:55 AM	Days: Mo Tu We Th Room: Cit/Com (Training Lodge) Instructor: John Whitgrove Additional Fee: \$15.00 Maximum number of participants: 8 Sessions: Week 3
11-11:55 AM	Days: Mo Tu We Th Room: Cit/Com (Training Lodge) Instructor: John Whitgrove Additional Fee: \$15.00 Maximum number of participants: 8 Sessions: Week 3
	owing
competitive spo	se of oars as a means of propelling boats. It has grown from a basic method of transportation to a rt and an enjoyable method of exercising.
11-11:50 AM	Days: Mo Tu We Th Room: Lakefront Pavilion Maximum number of participants: 8
	Sessions: Week 3
	Prerequisites: Must pass 1st class swim test prior to class
TRSC44 S	hotgun Shooting
A shotgun is a p at a certain dista	precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area ance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not
spinning. 9-10:55 AM	Days: Mo Tu We Th Room: Shooting Sports Area
	Additional Fee: \$50.00
	Maximum number of participants: 10 Sessions: Week 3
2-3:55 PM	Days: Mo Tu We Th Room: Shooting Sports Area
	Additional Fee: \$50.00
	Maximum number of participants: 10
	Sessions: Week 3
	Sessions: Week 3 Prerequisites: IMPORTANT NOTE: the Shotgun requires a certain amount of strength and control to use. It is the responsibility of the Shotgun instructor to decide if the Scout's ability is sufficient for safe operation of a shotgun. If the Scout does not meet the minimum they will be reassigned to
	Sessions: Week 3 Prerequisites: IMPORTANT NOTE: the Shotgun requires a certain amount of strength and control to use. It is the responsibility of the Shotgun instructor to decide if the Scout's ability is sufficient
TRSC47 S	Sessions: Week 3 Prerequisites: IMPORTANT NOTE: the Shotgun requires a certain amount of strength and control to use. It is the responsibility of the Shotgun instructor to decide if the Scout's ability is sufficient for safe operation of a shotgun. If the Scout does not meet the minimum they will be reassigned to a different merit badge.
Space is myster	Sessions: Week 3 Prerequisites: IMPORTANT NOTE: the Shotgun requires a certain amount of strength and control to use. It is the responsibility of the Shotgun instructor to decide if the Scout's ability is sufficient for safe operation of a shotgun. If the Scout does not meet the minimum they will be reassigned to a different merit badge. pace Exploration rious. We explore space for many reasons, not least because we don't know what is out there. It is
Space is myster vast and human	Sessions: Week 3 Prerequisites: IMPORTANT NOTE: the Shotgun requires a certain amount of strength and control to use. It is the responsibility of the Shotgun instructor to decide if the Scout's ability is sufficient for safe operation of a shotgun. If the Scout does not meet the minimum they will be reassigned to a different merit badge. pace Exploration rious. We explore space for many reasons, not least because we don't know what is out there. It is a a re full of curiosity. Each time we send explorers into space, we learn something we didn't know
Space is myster vast and human before. We disc	Sessions: Week 3 Prerequisites: IMPORTANT NOTE: the Shotgun requires a certain amount of strength and control to use. It is the responsibility of the Shotgun instructor to decide if the Scout's ability is sufficient for safe operation of a shotgun. If the Scout does not meet the minimum they will be reassigned to a different merit badge. pace Exploration rious. We explore space for many reasons, not least because we don't know what is out there. It is are full of curiosity. Each time we send explorers into space, we learn something we didn't know over a little more of what is there.
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Millions of people participate in sports every year. For some the appeal is the close friendships that come with being part of a team. Some revel in the joy of victory and lessons of defeat. For some, the personal fitness is so important that exercise becomes a daily need. And still others desire the feeling of achievement, that feeling of measurable improvement that comes with dedication to a sport.

11-11:50 AM Days: Mo Tu We Th Room: Sports Field Pavilion Maximum number of participants: 20 Sessions: Week 3





	waste and teach sustainable practices to others so you can help conserve earth's resouces with the
	rit Badge. Scouts will develop and implement a plan to reduce their water usage, household food
vaste, and learn	about the sustainability of different energy sources including fossil fuels, solar, wind, nuclear, hydro
11-11:50 AM	Days: Mo Tu We Th Room: Nature Area MB Midway
	Minimum Rank: First Class
	Maximum number of participants: 15 Sessions: Week 3
	rimming isure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn
	en swimming and diving, how swimming can contribute to overall fitness and health, and gain some
•	e swimming skills.
0-10:50 AM	Days: Mo Tu We Th Room: Swimming Pool Pavilion Maximum number of participants: 20
	Sessions: Week 3
1-11:50 AM	Days: Mo Tu We Th Room: Swimming Pool Pavilion
	Maximum number of participants: 20
-3:50 PM	Sessions: Week 3 Days: Mo Tu We Th Room: Swimming Pool Pavilion
-3.30 F IVI	Maximum number of participants: 20
	Sessions: Week 3
	Prerequisites: Must pass 1st Class Swim Test prior to class
RSC87 Th	eater
	e Theater merit badge, Scouts will learn to appreciate live performances as members of the
udience as well	as go behind the footlights to see the view from the other side. Much more goes on in theater than
ver meets the a	udience's eye. Days: Mo Tu We Th Room: Cit/Com (Training Lodge) Instructor: John Whitgrove
-2:50 PM	Maximum number of participants: 20
	Sessions: Week 3
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	terinary Medicine
he field of veter	inary medicine in the 21st century is one of the most exciting medical professions in which to work.
he field of veter he skills of a ve	inary medicine in the 21st century is one of the most exciting medical professions in which to work. terinarian are practiced with cutting-edge technology and treatment options, and the profession
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he field of veter he skills of a ve ffers a wide ran	inary medicine in the 21st century is one of the most exciting medical professions in which to work. terinarian are practiced with cutting-edge technology and treatment options, and the profession ge of career choices. Days: Mo Tu We Th Room: Lower Corral Maximum number of participants: 10
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	In their outdoor a do their best to m	derness Survival ctivities, Scouts learn to bring the clothing and gear they need outdoors, to make good plans, and nanage any risks. But now and then, something unexpected happens. When things go wrong, the ss survival can help make everything right again. Days: Mo Tu We Th Room: Scout Skills Area MB Midway
	3-3:50 PM	Maximum number of participants: 20 Sessions: Week 3 Days: Mo Tu We Th Room: Scout Skills Area MB Midway Maximum number of participants: 20
		Sessions: Week 3 Prerequisites: Note: This involves an overnighter in a makeshift shelter per requirement #8.
†	As with any art, w techniques, as w	od Carving wood carving involves learning the basics of design, along with material selection and tools and ell as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to by and that can become a lifetime activity.

an enjoyable hobby and that can become a metime activity.			
10-10:50 AM	Days: Mo Tu We Th	Room: Handicraft Area	
	Additional Fee: \$15.0	00	
	Maximum number of participants: 10		
	Sessions: Week 3		
2-2:50 PM	Days: Mo Tu We Th	Room: Handicraft Area	
	Additional Fee: \$15.	00	
	Maximum number of	f participants: 10	
	Sessions: Week 3		
3-3:50 PM	Days: Mo Tu We Th	Room: Handicraft Area	
	Additional Fee: \$15.0	00	
	Maximum number of		
	Sessions: Week 3		



