

2025 Summer Camp - Trevor Rees-Jones Scout Camp Class Catalog

Event Contacts

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2025 Summer Camp - Trevor Rees-Jones Scout Camp



25TR1 Animation (2015 version)

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

9-9:55 AM Days: Mo Tu We Th Room: STEM

Maximum number of participants: 20

Sessions: All

10-10:55 AM Days: Mo Tu We Th

Maximum number of participants: 20

Sessions: All

2-2:55 PM Days: Mo Tu We Th

Maximum number of participants: 20

Sessions: All



25TR20 Archery (2025 version)

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.

9-9:55 AM Days: Mo Tu We Th Room: Archery Range

Additional Fee: \$15.00

Maximum number of participants: 16

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Archery Range

Additional Fee: \$15.00

Maximum number of participants: 16

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Archery Range

Additional Fee: \$15.00

Maximum number of participants: 16

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Archery Range

Additional Fee: \$15.00

Maximum number of participants: 16

Sessions: All



25TR11 Art (2014 version)

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

9-9:55 AM Days: Mo Tu We Th Room: Handicraft Area

Additional Fee: \$5.00

Maximum number of participants: 15

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Handicraft Area

Additional Fee: \$5.00

Maximum number of participants: 15

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Handicraft Area

Additional Fee: \$5.00

Maximum number of participants: 15

Sessions: All



25TR16 Astronomy (2025 version)

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.

10-10:55 AM Days: Mo Tu We Th Room: Nature Area MB Midway

Maximum number of participants: 15





2025 Summer Camp - Trevor Rees-Jones Scout Camp

11-11:55 AM Days: Mo Tu We Th Room: Nature Area MB Midway

Maximum number of participants: 15

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Nature Area MB Midway

Maximum number of participants: 15

Sessions: All

Prerequisites: Note: Stargazing Party will be one night (late).



25TR37 ATV (unknown version)

We are pleased to feature a fleet of Polaris 4-wheelers as one of the program offerings this summer. This opportunity is for Scouts 14 years of age and older. There will be an additional \$100 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!

2-3:55 PM Days: Mo Tu We Th Room: ATV Area

Additional Fee: \$100.00 Minimum Age: 14 Maximum Age: 18

Maximum number of participants: 8

Sessions: All

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 (https:

//atvsafety.org/atv-ecourse/).

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.



25TR12 Basketry (2015 version)

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.

9-9:55 AM Days: Mo Tu We Th Room: Handicraft Area

Additional Fee: \$10.00

Maximum number of participants: 15

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Handicraft Area

Additional Fee: \$10.00

Maximum number of participants: 15





2025 Summer Camp - Trevor Rees-Jones Scout Camp



25Ad1 BSA Paddle Craft Safety (unknown version)

Float trips are popular Scouts BSA, Venturing, and Sea Scout activities. Safety Afloat awareness training provides guidelines for safe float trips and is required of unit leaders, but does not provide the skill training mandated by those guidelines. BSA Paddle Craft Safety expands Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions.

2-3:55 PM Days: Mo Tu We Th Room: Lakefront Pavilion

Additional Fee: \$5.00 Minimum Age: 18

Maximum number of participants: 10

Sessions: All

Prerequisites: Adults only class. Must have passed the BSA Swim Test.

Must have completed Safety Afloat training (complete at my.scouting.org) and provide proof of

completion (certificate) at camp.

The schedule may change depending on the instructor's responsibilities but this will be

communicated to participants.



25Ad6 BSA Swimming & Water Rescue (unknown version)

Training for BSA Swimming & Water Rescue provides Scouting America leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training. Persons completing the training should be better able to assess their preparation to supervise unit swimming events. Scouting America recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. The course takes approximately eight hours and is valid for three years.

10-11:55 AM Days: Mo Tu We Th Room: Swimming Pool Pavilion

Additional Fee: \$10.00 Minimum Age: 18

Maximum number of participants: 10

Sessions: All



25TR30 Camping (2024 version)

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.

10-10:55 AM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Maximum number of participants: 15

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Maximum number of participants: 15

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Maximum number of participants: 15

Sessions: All



25TR25 Canoeing (2024 version)

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.

9-9:55 AM Days: Mo Tu We Th Room: Lakefront Pavilion

Maximum number of participants: 16

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Lakefront Pavilion

Maximum number of participants: 16

Sessions: All

Prerequisites: Must be classified as a Swimmer before taking the course.





2025 Summer Camp - Trevor Rees-Jones Scout Camp



25TR2 Chess (2013 version)

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

9-9:55 AM

Days: Mo Tu We Th Room: STEM

Maximum number of participants: 15

Sessions: All

10-10:55 AM

Days: Mo Tu We Th Room: STEM

10-10:55 AM Days: Mo Tu We Th Room: STEM Maximum number of participants: 15

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: STEM Maximum number of participants: 15

Sessions: All

2-2:55 PM **Days:** Mo Tu We Th **Room:** STEM

Maximum number of participants: 15

Sessions: All

3-3:55 PM **Days:** Mo Tu We Th **Room:** STEM

Maximum number of participants: 15

Sessions: All



25TR6 Citizenship in the Community (2025 version)

A nation is a patchwork of communities that differ from each other and may be governed differently. But regardless of how local communities differ, they all have one point in common: In the United States, local government means self-government. Good citizens help to make decisions about their community through their elected local officials.

11-11:55 AM Days: Mo Tu We Th Room: Eagle's Landing

Maximum number of participants: 15

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Eagle's Landing

Maximum number of participants: 15

Sessions: All



25TR7 Citizenship in the Nation (2022 version)

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, 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.

10-10:55 AM Days: Mo Tu We Th Room: Eagle's Landing

Maximum number of participants: 15

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Eagle's Landing

Maximum number of participants: 15





2025 Summer Camp - Trevor Rees-Jones Scout Camp



25TR8 Citizenship in the World (2016 version)

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

9-9:55 AM Days: Mo Tu We Th Room: Eagle's Landing

Maximum number of participants: 15

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Eagle's Landing

Maximum number of participants: 15

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Eagle's Landing

Maximum number of participants: 15

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Eagle's Landing

Maximum number of participants: 15

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Eagle's Landing

Maximum number of participants: 15

Sessions: All



25TR38 Climbing (2025 version)

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.

9-10:55 AM Days: Mo Tu We Th Room: Climbing Tower

Additional Fee: \$30.00

Maximum number of participants: 8

Sessions: All

2-3:55 PM Days: Mo Tu We Th Room: Climbing Tower

Additional Fee: \$30.00

Maximum number of participants: 8

Sessions: All



25Ad4 Climbing - Level I

This course is for scouters who want to learn how to rig the tower for unit climbing events. You will learn how to belay, properly wear helmets & harnesses, tie climbing knots, rig a climb, and rig a releasable rappel. You will practice rigging the tower multiple times so you will be comfortable with the gear.

2-3:55 PM Days: Mo Tu We Th Room: Climbing Tower

Additional Fee: \$30.00 Minimum Age: 18

Maximum number of participants: 15

Sessions: All

Prerequisites: You must wear closed-toe shoes.





2025 Summer Camp - Trevor Rees-Jones Scout Camp



25TR9 Communication (2014 version)

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

9-9:55 AM Days: Mo Tu We Th Room: Eagle's Landing

Maximum number of participants: 15

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Eagle's Landing

Maximum number of participants: 15

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Eagle's Landing

Maximum number of participants: 15

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Eagle's Landing

Maximum number of participants: 15

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Eagle's Landing

Maximum number of participants: 15

Sessions: All



25TR31 Cooking (2025 version)

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.

10-10:55 AM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Additional Fee: \$10.00

Maximum number of participants: 15

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Additional Fee: \$10.00

Maximum number of participants: 15

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Additional Fee: \$10.00

Maximum number of participants: 15

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Additional Fee: \$10.00

Maximum number of participants: 15

Sessions: All



25TR39 COPE (Challenging Outdoor Personal Experience)

Youth 14 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: Tu We Th Room: HQ Pavilion

Additional Fee: \$40.00 Minimum Age: 14

Maximum number of participants: 6

Sessions: All

Prerequisites: Required Items: You must wear closed-toed shoes (no crocs), long hair needs to be

pulled back, and bring a water bottle.





2025 Summer Camp - Trevor Rees-Jones Scout Camp



25TR32 Emergency Preparedness (2025 version)

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.

9-9:55 AM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Maximum number of participants: 20

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Maximum number of participants: 20

Sessions: All



25TR17 Environmental Science (2025 version)

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.

9-9:55 AM Days: Mo Tu We Th Room: Nature Area MB Midway

Maximum number of participants: 15

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Nature Area MB Midway

Maximum number of participants: 15

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Nature Area MB Midway

Maximum number of participants: 15

Sessions: All



25TR33 First Aid (2025 version)

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

9-9:55 AM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Maximum number of participants: 15

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Maximum number of participants: 15

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Maximum number of participants: 15

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Maximum number of participants: 15

Sessions: All

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.



25TR46 First Year Camper

Scouts BSA Tenderfoot, Second Class, and First Class rank advancement.

This is a 2-hour 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 Scouts in their first year with a Scout BSA troop. They will spend their time focusing on basic Scouting skills and having FUN!!!

9-10:55 AM Days: Mo Tu We Th Room: First Year Camper Area

Maximum number of participants: 30

Sessions: All

2-3:55 PM Days: Mo Tu We Th Room: Tail To First Class Area

Maximum number of participants: 30





2025 Summer Camp - Trevor Rees-Jones Scout Camp



25TR18 Fishing (2021 version)

In Scouting for Boys, Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."

9-9:55 AM Days: Mo Tu We Th Room: Nature Area MB Midway

Maximum number of participants: 15

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Nature Area MB Midway

Maximum number of participants: 15

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Nature Area MB Midway

Maximum number of participants: 15

Sessions: All



25TR19 Fly Fishing (2024 version)

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.

2-3:55 PM Days: Mo Tu We Th Room: Nature Area MB Midway

Maximum number of participants: 15

Sessions: All

Prerequisites: Note: bring a fly-fishing pole.



25TR45 High Adventure Program

Participants in this program will participate in ATV, Climbing, a mystery activity, and Trail Rides. They will get to experience the Zipline and COPE on Friday.

Minimum age is 15 years. This is for youth participants only.

9-11:55 AM Days: Mo Tu We Th Room: Sports Field Pavilion

Additional Fee: \$50.00 Minimum Age: 15

Maximum number of participants: 12

Sessions: All

Prerequisites: ATV: 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 at https://atvsafety.org/atv-ecourse/. Required items: Long sleeved shirt, pants (no shorts), and shoes that cover the ankles are required to be worn during class. Hair must be tied back. One long-sleeved ATV shirt will be provided at check in for the Scout participants.

Trail Rides: All participants must wear long pants and closed-toe shoes. Long hair must be tied back.



25TR41 Horsemanship (2014 version)

In addition to learning how to safely ride and care for horses, Scouts who earn this merit badge will gain an understanding of the instincts and behaviors of horses and humane and effective methods for training horses.

9-10:55 AM Days: Mo Tu We Th Room: Upper Corral

Additional Fee: \$50.00

Maximum number of participants: 10

Sessions: All

2-3:55 PM Days: Mo Tu We Th Room: Upper Corral

Additional Fee: \$50.00

Maximum number of participants: 10

Sessions: All

Prerequisites: Note: Scouts must wear long pants and closed-toe shoes, and a long-sleeved shirt

is recommended. Long hair must be tied back.





2025 Summer Camp - Trevor Rees-Jones Scout Camp

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25TR43 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.

9-9:55 AM Days: Mo Tu We Th Room: Lakefront Pavilion

Maximum number of participants: 16

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Lakefront Pavilion

Maximum number of participants: 16

Sessions: All



25TR26 Kayaking (2020 version)

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

9-9:55 AM Days: Mo Tu We Th Room: Lakefront Pavilion

Additional Fee: \$10.00

Maximum number of participants: 16

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Lakefront Pavilion

Additional Fee: \$10.00

Maximum number of participants: 16

Sessions: All

Prerequisites: Must be classified as a Swimmer to take this course.



25TR13 Leatherwork (2017 version)

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.

2-2:55 PM Days: Mo Tu We Th Room: Handicraft Area

Additional Fee: \$18.00

Maximum number of participants: 15

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Handicraft Area

Additional Fee: \$18.00

Maximum number of participants: 15

Sessions: All



25TR27 Lifesaving (2021 version)

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.

10-11:55 AM Days: Mo Tu We Th Room: Lakefront Pavilion

Maximum number of participants: 20

Sessions: All

2-3:55 PM Days: Mo Tu We Th Room: Lakefront Pavilion

Maximum number of participants: 20

Sessions: All

Prerequisites: Note: Must have already earned the Swimming Merit Badge before starting the

Lifesaving Merit Badge.



25TR3 Moviemaking (2014 version), Photography (2024 version)

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





2025 Summer Camp - Trevor Rees-Jones Scout Camp

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.

9-9:55 AM Days: Mo Tu We Th Room: STEM

Maximum number of participants: 20

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: STEM

Maximum number of participants: 20

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: STEM

Maximum number of participants: 20

Sessions: All



25Ad8 NRA Range Safety Officer (RSO)

The Scouting America National Range and Target Sports Manual indicates that a certified NRA range safety officer is to directly supervise all live fire on the range.

9-3:55 PM Days: Mo Room: Training Lodge North

Additional Fee: \$75.00 Minimum Age: 21

Maximum number of participants: 12

Sessions: All

Prerequisites: IMPORTANT: You may only take this class if you have at least two other adults

available at all times for your Scouts . This class runs all day (breakfast to dinner).



25Ad9 NRA Rifle (BIT, Basic & Instructor)

This class trains you to provide instruction to Scouts and adults in the safe use and operation of firearms. There are three components: Basic Rifle Training, Basic Instructor Training (BIT), Rifle Instructor Training.

9-3:55 PM Days: Tu We Th Fr Room: Training Lodge North

Additional Fee: \$175.00 Minimum Age: 21

Maximum number of participants: 12

Sessions: All

Prerequisites: IMPORTANT: You may only take this class if you have at least two other adults available at all times for your Scouts . This 3-day class runs all day (breakfast through dinner)

Tuesday, Wednesday and Thursday.

Individuals interested in taking BIT without the other classes: please see the Shooting Sports Area

Director for assistance.



25TR34 Orienteering (2013 version)

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.

2-2:55 PM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Maximum number of participants: 15

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Maximum number of participants: 15





2025 Summer Camp - Trevor Rees-Jones Scout Camp



25TR10 Personal Fitness (2023 version)

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.

9-10:55 AM Days: Mo Tu We Th Room: Eagle's Landing

Maximum number of participants: 20

Sessions: All



25TR35 Pioneering (2022 version)

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.

9-9:55 AM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Maximum number of participants: 15

Sessions: All



25TR21 Rifle Shooting (2025 version)

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.

10-11:55 AM Days: Mo Tu We Th Room: Shooting Sports Area

Additional Fee: \$20.00

Maximum number of participants: 16

Sessions: All

2-3:55 PM Days: Mo Tu We Th Room: Shooting Sports Area

Additional Fee: \$20.00

Maximum number of participants: 16

Sessions: All

Prerequisites: Rifle Shooting (Option A - Modern Cartridge) (2019)



25TR4 Robotics (2011 version)

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.

3-3:55 PM Days: Mo Tu We Th Room: STEM

Additional Fee: \$15.00

Maximum number of participants: 15

Sessions: All



25TR28 Rowing (2021 version)

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.

3-3:55 PM Days: Mo Tu We Th Room: Lakefront Pavilion

Maximum number of participants: 9

Sessions: All

Prerequisites: Note: Must be classified as a Swimmer to take this course.





2025 Summer Camp - Trevor Rees-Jones Scout Camp



25Ad7 Scoutmaster & Assistant Scoutmaster Position-Specific Training (SALT)

SALT - Open to all adult leaders. Required for Scouters who plan to register as Scoutmasters or Assistant Scoutmasters. This is position specific classroom training for Scoutmasters and Assistants and is part of the requirement to be considered "Trained". Code S24

9-2:55 PM Days: We Room: Dining Hall Scoutmaster Lounge

Additional Fee: \$10.00 Minimum Age: 18

Maximum number of participants: 20

Sessions: All



25TR14 Sculpture (2008 version)

This 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.

2-2:55 PM Days: Mo Tu We Th Room: Handicraft Area

Additional Fee: \$5.00

Maximum number of participants: 15

Sessions: All



25TR22 Shotgun Shooting (2025 version)

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.

10-11:55 AM Days: Mo Tu We Th Room: Shooting Sports Area

Additional Fee: \$55.00

Maximum number of participants: 10

Sessions: All

2-3:55 PM Days: Mo Tu We Th Room: Shooting Sports Area

Additional Fee: \$55.00

Maximum number of participants: 10

Sessions: All

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.





2025 Summer Camp - Trevor Rees-Jones Scout Camp



25TR5 Space Exploration (2020 version)

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.

9-9:55 AM Days: Mo Tu We Th Room: STEM

Additional Fee: \$15.00

Maximum number of participants: 20

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: STEM

Additional Fee: \$15.00

Maximum number of participants: 20

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: STEM

Additional Fee: \$15.00

Maximum number of participants: 20

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: STEM

Additional Fee: \$15.00

Maximum number of participants: 20

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: STEM

Additional Fee: \$15.00

Maximum number of participants: 20

Sessions: All



25TR29 Swimming (2024 version)

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.

9-9:55 AM Days: Mo Tu We Th Room: Swimming Pool Pavilion

Maximum number of participants: 20

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Swimming Pool Pavilion

Maximum number of participants: 20

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Swimming Pool Pavilion

Maximum number of participants: 20

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Swimming Pool Pavilion

Maximum number of participants: 20

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Swimming Pool Pavilion

Maximum number of participants: 20

Sessions: All

Prerequisites: Note: Must be classified as a Swimmer to take this course.





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25TR42 Welding (2012 version)

The new Welding badge and pamphlet was released by BSA, and Scouts could begin earning the badge on February 24, 2012.

10-10:55 AM Days: Mo Tu We Th Room: Welding Pavilion

Additional Fee: \$30.00 Minimum Age: 13 Maximum Age: 18

Maximum number of participants: 8

Sessions: All

11-11:55 AM Days: Mo Tu We Th Room: Welding Pavilion

Additional Fee: \$30.00 Minimum Age: 13 Maximum Age: 18

Maximum number of participants: 8

Sessions: All

2-2:55 PM Days: Mo Tu We Th Room: Welding Pavilion

Additional Fee: \$30.00 Minimum Age: 13 Maximum Age: 18

Maximum number of participants: 8

Sessions: All

Prerequisites: Important: Scouts must wear long pants and closed-toe shoes. Long hair must be

tied back.

Cost includes a welding project that Scouts will be able to take home iwth them.



25TR36 Wilderness Survival (2013 version)

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.

2-2:55 PM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Maximum number of participants: 15

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Scout Skills Area MB Midway

Maximum number of participants: 15

Sessions: All

Prerequisites: Note: This involves an overnighter in a makeshift shelter per requirement #8.



25TR15 Wood Carving (2015 version)

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.

9-9:55 AM Days: Mo Tu We Th Room: Handicraft Area

Additional Fee: \$8.00

Maximum number of participants: 15

Sessions: All

10-10:55 AM Days: Mo Tu We Th Room: Handicraft Area

Additional Fee: \$8.00

Maximum number of participants: 15

Sessions: All

3-3:55 PM Days: Mo Tu We Th Room: Handicraft Area

Additional Fee: \$8.00

Maximum number of participants: 15

