

**George W Pirtle
Scout Reservation**



2022 Summer Camp

2023 Summer Camp

Class Catalog

Event Contacts

Name	Title	Phone	Email
Charles Smith	Camp Director	903.216.4783	kd8jgu@yahoo.com
Zack Tannery	Registration Questions	903.597.7201	zack.tannery@scouting.org

Registration opens June 25, 2022

Visit www.scoutingevent.com/585-2023SummerCamp to register



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2023 Summer Camp: Scouts BSA Week 1 at George W. Pirtle Scout Reservation

Summer Camp Scouts BSA (Scheduled Classes)

SCT24 9:55-12:05 PM
 Archery Range



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: 8

Prerequisites: Intermediate Difficulty.

Need to bring a pocket knife and have a Totin' Chip card for repairing arrows.

SCT1 2-3 PM
 Handicraft Pavilion



Art

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

Additional Fee: \$10.00

Prerequisites: Beginner Difficulty

SCT44 4:20-5:20 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.

Prerequisites: Intermediate Difficulty.

evening scheduling as needed.

NOTE: Evening Scheduled as needed.

SCT2 11:05-12:05 PM



Basketry

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

Prerequisites: Beginner Difficulty

Kits vary \$10-\$35 purchased at the Trading Post

SCT2 3:10-4:10 PM



Basketry







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

Prerequisites: Beginner Difficulty

Kits vary \$10-\$35 purchased at the Trading Post

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SCT12	4:20-5:20 PM		<p>Bird Study Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.</p> <p>Prerequisites: Advanced Difficulty Complete requirement 5 before camp. Prepare filed notebook. Requirement 7 takes time to complete.</p>
SCT58	8:45-10:55 AM Waterfront		<p>Canoeing MB and Snorkeling BSA 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.</p> <p>Snorkeling BSA</p> <p>Maximum number of participants: 8 Prerequisites: Intermediate Difficulty. Must pass swimmers test, Must have Swimming MB, Shoes are required (must be able to get wet), physically challenging.</p>
SCT31	2-4:10 PM		<p>Canoeing, & BSA Stand Up Paddleboarding 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.</p> <p>Stand Up Paddleboarding</p> <p>Prerequisites: Intermediate Difficulty. Must pass swimmer test, Shoes are required (must be able to get wet), physically challenging.</p>
SCT41	2-3 PM		<p>Chemistry Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you become a chemist.</p> <p>Prerequisites: Intermediate Difficulty. Complete requirements 3 and 7 before camp.</p>
SCT43	4:20-5:20 PM		<p>Chess Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.</p> <p>Prerequisites: Beginner Difficulty. Evening scheduling as needed. NOTE: Evening scheduling as needed.</p>
SCT53	3:10-4:10 PM		<p>Citizenship in Society "Discussion" requirements will be either with a counselor and another individual (in accordance with Youth Protection Guidelines https://www.scouting.org/health-and-safety/gss/gss01/), or with your counselor and a small group (of Scouts), depending upon your preference.</p> <p>Minimum Age: 15 Maximum number of participants: 8</p>

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Prerequisites: Advanced Difficulty.

Parent/Gradians must speak with MB Counselor/Facilitator prior to camp and concur with participation.

NOTE: Requires discussion with MB Counselor and Parent prior to camp. Signed approval form must be brought to camp.

SCT52 2-3 PM



Citizenship in the Nation

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.

Prerequisites: Intermediate Difficulty.

Complete requirement 2 before camp.

SCT40 8:45-12:05 PM
Climbing/Rappelling Tower



Climbing

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

Minimum Age: 13

Maximum number of participants: 12

Prerequisites: Advance Difficulty.

No slick shorts or pants, no hiking/work boots, wear tennis or climbing shoes.

SCT54 4:20-5:20 PM



Communication

This clear and concise definition comes from the U.S. Department of Education:

"Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

Prerequisites: Intermediate Difficulty.

Requirements 5, 6, and 8 must be completed prior to Camp.

SCT49 9:55-10:55 AM



Digital Technology

Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age.

Prerequisites: Intermediate Difficulty.

Complete requirements 5b, 5c, and 9 before camp.

SCT49 3:10-4:10 PM



Digital Technology

Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age.

Prerequisites: Intermediate Difficulty.

Complete requirements 5b, 5c, and 9 before camp.

SCT17 8:45-9:45 AM



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.

Prerequisites: Advanced Difficulty

Requirements 1, 2b, 2c, 7, 8a, 8c must have first Aid MB. Requirement 1 can be completed concurrently or before camp.







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SCT17	11:05-12:05 PM		<p>Emergency Preparedness</p> <p>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.</p> <p>Prerequisites: Advanced Difficulty</p> <p>Requirements 1, 2b, 2c, 7, 8a, 8c must have first Aid MB. Requirement 1 can be completed concurrently or before camp.</p>
SCT7	9:55-10:55 AM		<p>Environmental Science</p> <p>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.</p> <p>Prerequisites: Advanced Difficulty</p> <p>Recommend minimum age 13, large time commitment, detailed reports, complete parts of Requirement 3 before camp.</p> <p>NOTE: Recommended minimum age 13.</p>
SCT7	2-3 PM		<p>Environmental Science</p> <p>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.</p> <p>Prerequisites: Advanced Difficulty</p> <p>Recommend minimum age 13, large time commitment, detailed reports, complete parts of Requirement 3 before camp.</p> <p>NOTE: Recommended minimum age 13.</p>
SCT18	9:55-10:55 AM Health lodge		<p>First Aid</p> <p>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.</p> <p>Prerequisites: Intermediate Difficulty</p> <p>Complete requirement 2d at home.</p>
SCT18	3:10-4:10 PM Health lodge		<p>First Aid</p> <p>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.</p> <p>Prerequisites: Intermediate Difficulty</p> <p>Complete requirement 2d at home.</p>
SCT59	8:45-12:05 PM		<p>First Class Trail (Scout, Tenderfoot, Second Class, First Class)</p> <p>Scouts BSA Scout rank advancement</p> <p>Scouts BSA Tenderfoot rank advancement</p> <p>Scouts BSA Second Class rank advancement</p> <p>Scouts BSA First Class rank advancement</p>








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SCT15	3:10-4:10 PM		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. Prerequisites: Beginner Difficulty Complete requirement 7 before camp.
SCT23	4:20-5:20 PM		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." Prerequisites: Intermediate Difficulty. Will require free time. If over 16, you must have and bring your fishing license. Recommended to bring your own gear. NOTE: If over 16 you must bring fishing license.
SCT8	11:05-12:05 PM		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. Prerequisites: Beginner Difficulty
SCT39	4:20-5:20 PM Swimming Pool		Free Swim Prerequisites: Beginner Difficulty. Must have buddy paired.
SCT42	8:45-9:45 AM		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. Prerequisites: Intermediate Difficulty. Complete requirement 5 before camp.
SCT19	9:55-10:55 AM		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. Prerequisites: Intermediate Difficulty

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SCT9	9:55-10:55 AM		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. Prerequisites: Beginner Difficulty
SCT3	8:45-9:45 AM		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. Prerequisites: Beginner Difficulty Kits vary \$10-\$35 purchased at the Trading Post
SCT13	4:20-5:20 PM		Insect Study In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them. Prerequisites: Advanced Difficulty Complete requirement 9 before camp. Requirement 5 is difficult. Bring book to make scrapbook, colored pencils and a notebook.
SCT28	2-3 PM		Instructional Swim Prerequisites: Beginner Difficulty.
SCT34	8:45-9:45 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: Intermediate Difficulty. Must pass swimmer test. Recommend having Swimming MB or Canoeing MB. Shoes are required required (must be able to get wet).
SCT34	11:05-12:05 PM		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: Intermediate Difficulty. Must pass swimmer test. Recommend having Swimming MB or Canoeing MB. Shoes are required required (must be able to get wet).
SCT4	9:55-10:55 AM		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. Prerequisites: Beginner Difficulty

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Kits vary \$10-\$35 purchased at the Trading Post

SCT4 3:10-4:10 PM



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.

Prerequisites: Beginner Difficulty

Kits vary \$10-\$35 purchased at the Trading Post

SCT56 6:30-7 AM



Life Walk

Prerequisites: Beginner Difficulty.

Must participate in walk all 5 days.

SCT30 8:45-10:55 AM
Swimming Pool



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.

Additional Fee: \$15.00

Maximum number of participants: 8

Prerequisites: Advanced Difficulty.

Must have Swimming MB, pass swimmers test, and must have current CPR certification card. Bring long-sleeve shirt and long pants.

NOTE: Must bring CPR certification card

SCT10 2-3 PM



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.

Prerequisites: Beginner Difficulty

Work on requirement 3c before camp. Be prepared to discuss!

SCT27 6:30-7:30 AM
Swimming Pool



Mile Swim BSA

Mile Swim BSA

Prerequisites: Advanced Difficulty.

Each morning at 6:30 AM meet at the pool. Requires 4 hours of participation. Must have the swimming MB, just swimming "building up" to mile swim.

NOTE: Requires 4 Hours

SCT37 2-4:10 PM
Waterfront



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: \$35.00

Minimum Age: 13

Maximum number of participants: 8

<https://www.boaterexam.com/usa.texas>

Prerequisites: Intermediate Difficulty.

Must pass swimmer test. Must have Swimming MB. Shoes are required required (must

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be able to get wet). Must take Texas boater exam before camp and bring certificate.
<https://www.boaterexam.com/usa.texas>

NOTE: Must pass swimmers test, must have Swimming MB, Shoes are required (must be able to get wet), Must take Texas boater exam and bring copy of certification. <http://boaterexam.com/usa/texas>

SCT48 9:55-12:05 PM



Moviemaking and Photography MBs

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

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

Prerequisites: Beginner Difficulty.

Must bring camera or video camera with accessories to download to PC. Must complete Cyber chip prior to camp.

SCT51 8:45-10:55 AM



Music

The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. All the great music has not yet been written. Today, the possibilities for creating new music are limitless.

Prerequisites: Advanced Difficulty.

Bring pencil or pen and paper.

SCT11 8:45-9:45 AM



Nature

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

Prerequisites: Intermediate Difficulty

Complete requirements 4a1, 4f2, 4e1, 4g2 before camp.

SCT45 2-3 PM



Oceanography and Weather MBs







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

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

Prerequisites: Intermediate Difficulty.

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SCT20	2-4:10 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. Prerequisites: Intermediate Difficulty May bring compass. Complete requirements 7a, 7b, 8a or 8b, 9 and 10 prior to camp.
SCT21	8:45-9:45 AM		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. Prerequisites: Intermediate Difficulty Practice knots/lashing and complete requirement 2a before camp.
SCT21	11:05-12:05 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. Prerequisites: Intermediate Difficulty Practice knots/lashing and complete requirement 2a before camp.
SCT14	3:10-4:10 PM		Plant Science Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany. Prerequisites: Intermediate Difficulty Complete requirement before camp.
SCT6	8:45-9:45 AM		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. Prerequisites: Intermediate Difficulty Complete Parts of Req, 8a or 8b before Camp
SCT25	2-4:10 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. Additional Fee: \$20.00 Maximum number of participants: 8 Prerequisites: Advanced Difficulty and hard to complete without experience.

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Fee is paid. However if scout participates in open shooting, Rifle Ammo cards are purchased at Trading Post at a cost of \$3 for 20 rounds. Complete requirement 1f and turn in a report. Scouts may not bring their own ammo.

SCT25 3:10-5:20 PM
Rifle Range



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.

Additional Fee: \$20.00

Maximum number of participants: 8

Prerequisites: Advanced Difficulty and hard to complete without experience.

Fee is paid. However if scout participates in open shooting, Rifle Ammo cards are purchased at Trading Post at a cost of \$3 for 20 rounds. Complete requirement 1f and turn in a report. Scouts may not bring their own ammo.

SCT35 4:20-5:20 PM
Waterfront



Rowing

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

Maximum number of participants: 10

Prerequisites: Intermediate Difficulty.

Must pass swimmer test. Shoes are required (must be able to get wet).

SCT55 9:55-10:55 AM



Scouting Heritage

Introduces youth to the history of the Boy Scouts of America. They'll learn it all - from Scouting's beginnings under Lord Baden-Powell to the history of their own troop.

Prerequisites: Beginner Difficulty.

Complete requirements 4 and 5 prior to or after camp.

SCT57 6:30-8:40 AM



Service Project

Prerequisites: Intermediate Difficulty.

Assignments will be given as registration comes in.

SCT26 8:45-10:55 AM
Shotgun Range



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: \$30.00

Maximum number of participants: 8

Prerequisites: Advanced Difficulty and hard to complete without experience.

Scouts may not bring their own ammo. Complete requirement 1f and turn in a report. Recommend minimum age 13.

NOTE: Recommend minimum age 13

SCT36 2-4:10 PM
Waterfront



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.

Minimum Age: 13

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Maximum number of participants: 6

Prerequisites: Advanced Difficulty.

Must pass swimmer test. Must have Swimming MB and one additional boating MB.
Shoes are required required (must be able to get wet).

SCT16 11:05-12:05 PM



Soil and Water Conservation

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

Prerequisites: Beginner Difficulty

Complete requirements 7a or 7b or 7c or 7d or 7e before camp.

SCT50 3:10-4:10 PM



Space Exploration

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.

Prerequisites: Advanced Difficulty.

Other scheduling as needed.

SCT29 8:45-9:45 AM
Swimming Pool



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: 20

Prerequisites: Intermediate Difficulty.

Must pass swimmer test.

NOTE: Must pass swimmers test.

SCT29 11:05-12:05 PM
Swimming Pool



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: 20

Prerequisites: Intermediate Difficulty.

Must pass swimmer test.

NOTE: Must pass swimmers test.

SCT29 3:10-4:10 PM
Swimming Pool



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: 20

Prerequisites: Intermediate Difficulty.

Must pass swimmer test.

NOTE: Must pass swimmers test.

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SCT38 3:10-5:20 PM
Waterfront



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: \$35.00

Minimum Age: 13

Maximum number of participants: 5

Prerequisites: Advanced Difficulty.

Must pass swimmer test. Must have Swimming MB. Shoes are required required (must be able to get wet). Physically Challenging.

SCT22 4:20-5:20 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: 20

Prerequisites: Advanced Difficulty.

Limited to 20 Scouts. Complete requirement 5 before camp.

SCT5 8:45-9:45 AM



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.

Prerequisites: Beginner Difficulty

Kits vary \$10-\$20 purchased at the Trading Post

Bring Totin' Chip Card

SCT5 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.

Prerequisites: Beginner Difficulty

Kits vary \$10-\$20 purchased at the Trading Post

Bring Totin' Chip Card