

## 2025 SUMMER CAMP PROGRAM GUIDE

- **Expansive aquatics** and waterfront programs
- Troop & individual activities
- Sinquefield Invention Campus
- Over 80 unique merit badges
- Leader and adult programs
- Non-merit badge activities



## **Sinquefield Invention Campus**

The camp includes the Singuefield Invention Campus, featuring cuttingedge labs including the Invention Lab, Program Building, Metalworking Building, and Skills and Trades Lab.







# MISSION STATEMENT

The mission of the Lake of the Ozarks Scout Reservation is to provide the best opportunity for Cub Scout Packs, Scouts BSA Troops, Venturing Crews, and Explorer Posts to have fun, learn skills, and practice Scouting programs. The mission of our Rangers, Commissioned Staff, and Camp Staff is **total commitment** to serving Scouts and Adult Leaders to the best of our abilities. We do this to allow our Scouts and Leaders the best opportunity to grow in the values of Scouting. In pursuit of this mission, we pledge to incorporate the values of Scouting into every activity at the Lake of the Ozarks Scout Reservation. Scouting changes lives. **Our goal is to CHANGE LIVES!** 

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# ADVANCEMENT PHILOSOPHY

We are excited to offer over 80 unique merit badges and nonmerit badge programs at Summer Camp!

Camp is a great place to earn multiple Merit Badges, especially badges that are difficult to earn - like target and range sports, climbing, swimming, watersports, metalworking, and many others. Scouts should select merit badges that they find interesting. Leaders should be able to answer Scout's questions about the requirements to help them in the decision process. The leader may also recommend or steer the Scout to work on some Eagle Required merit badges.

**However, summer camp is more than just merit badges.** For an entire week, Scouts will get to enjoy a one-of-a-kind experience only available at the Lake of the Ozarks. Scouts will have the opportunity to participate in activities including personal water craft, water skiing, paddleboarding, and more. Scouts may wish to participate in a troop or patrol activity, go on a free swim, or simply relax at the campsite. We strongly believe that it is important that Scouts keep a healthy balance of activities during the week. Lord Baden-Powell once said that "Scouting is a game with a purpose." We strive to make summer camp the most FUN experience for Scouts.

# PROGRAM RECOMMENDATIONS

These recommendations consider the Scout's age, experience level, subject difficulty, and safety concerns. Some classes have a required age minimum, which must be met without exception. Suggested programs for Scouts are listed below:

- **Year 1:** Brownsea (first year camper program), First Aid MB, Instructional Swimming, Basketry MB, Swimming MB, Free Swim, Troop Shoot, and other Troop and Patrol activities.
- **Year 2:** Swimming (if not completed in the first year), Canoeing MB, Archery MB, Camping MB, First Aid MB, Rifle Shooting MB, Woodcarving MB.
- **Year 3:** Climbing MB, Lifesaving MB, Rowing MB, Metalworking MB, Pioneering MB, and Shotgun Shooting MB.
- **Year 4:** Invention Scouts Startup Program, Lifesaving MB, Swimming and Watercraft Safety, Pistol, Water Sports MB, Motorboating MB, Small-Boat Sailing MB, Personal Watercraft, Horsemanship, Counselor-in-Training.
- **Year 5+:** COPE, Pistol, Invention Scouts Startup Program, Swimming and Watercraft Safety, Personal Watercraft, Motorboating MB, Small-Boat Sailing MB, Aviation, Counselor in Training, Camp Staff.



Below is summary of all merit badges taught at camp. Badges that are listed in the same bullet point separated by a "/" are clustered together into one course. Activities and merit badges which have "\$" next to it indicates there is an additional fee. More info about pre-requisites and block scheduling can be found via the course catalog and block schedule.

### Merit badges offered are subject to change

- Animation MB
- Archery MB
- Architecture & Landscape Architecture MB
- Astronomy MB/Space Exploration MB
- Automotive Maintenance MB
- Archaeology MB/Exploration MB
- Aviation MB \$
- Basketry MB/Leatherwork MB
- Bugling MB
- Camping MB
- Canoeing MB
- Chemistry MB
- Chess MB
- Climbing MB
- Composite Materials MB/Pulp & Paper MB/Textiles MB
- Digital Technology MB
- Emergency Preparedness MB
- Farm Mechanics MB/Marine Mechanics
- First Aid MB
- Fish and Wildlife Management MB/Soil & Water Conservation MB
- Fishing MB
- Fly Fishing MB
- Forestry MB/Plant Science MB
- Geology MB/Mining in Society MB
- Golf MB
- Graphic Arts MB

- Health Care Professions MB
- Home Repair MB/Plumbing MB/Electricity MB
- Horsemanship MB \$
- Kayaking MB/BSA Stand-Up Paddleboard
- Lifesaving MB
- Mammal Study MB/Nature MB
- Metalwork MB
- Model Design & Building MB
- Motorboating MB \$
- Pioneering MB
- Photography MB
- Pottery MB/Sculpture MB/Art MB
- Programming MB
- Radio MB
- Rifle Shooting MB
- Rowing MB
- Salesmanship MB/Entrepreneurship MB
- Search & Rescue MB
- Shotgun Shooting MB
- Signs, Signals, & Codes MB
- Small-Boat Sailing MB
- Swimming MB
- Traffic Safety MB/Truck Transportation MB
- Water Sports MB \$
- Welding MB
- Wilderness Survival MB
- Woodcarving MB
- Woodwork MB

\$ Additional fee



Non-merit badge program opportunities are available for all Scouts, whether they are first-year or veteran campers. Experienced campers can participate in challenging activities to further develop their skills. Beginner campers focus on activities that help them complete early advancement requirements and develop basic camping skills. Below is a list of all non-merit badge program opportunities.

- Advanced/Adult Blacksmithing \$ advanced blacksmithing program for 14+ youth who have already earned the Metalworking MB and Adults
- **Brownsea (first year camper program) -** 1st Year Camper program with an emphasis on the first 3 ranks in Scouting as well as basic Scouting and camping skills i.e. knot-tying, campsite setup, etc.
- **Swimming and Watercraft Safety -** official course to certify participants to be safe with their units on the water. For youth 15+ and adults.
- **COPE -** starts with initiative games, and continues with low and high course activities. Participants will climb, swing, balance, jump, rappel, and learn to develop solutions to a variety of situations. For youth 14+. Adults are welcome to join when they arrive at camp and there is room in the class.
- Invention Scouts Startup (youth) & Ranger (adult) Programs \$ In this program, Scouts and Adults will learn how to use cutting-edge technology such as 3D printers, laser-engravers, CNC routers, Vaquforms, and more. For youth 14+ and adults.
- **Jet Ski** \$ a fast, fun-filled program where scouts get to experience the Lake of the Ozarks while piloting a Jet Ski. For youth 14+ and must have a valid Boater's License.
- OA Summer Camp Service Corps \$ special program for OA members only, to help work on service and conservation projects at camp.
- Pistol for youth 14+
- Scuba BSA/Snorkeling BSA \$ Scuba introduces Scouts to the special skills, equipment, and safety
  precautions associated with scuba diving and provides a foundation for those who later will
  participate in the more advanced underwater activity.



At camp, we also have many opportunities for individual Scouts and troops to participate in during the week. Activities for individuals and troops to participate will be reserved via a lottery system when you arrive at camp. Information about this process and all additional camp activities will be provided to you at check-in and during the leader's meetings at camp.

- Dutch Oven Cookoff
- Feger's Flight (zipline)
- Fishing
- Free Swim
- Chess Tournament
- CPR/AED
- Brick Oven Pizza Making
- Mile Swim
- OA Service Corp
- Open Aquatics
- Religious Services
- Silver Bullet/Golden Arrow
- Spirit Days
- Troop Archery Shooting
- Troop Boating (Out-and-About)
- Troop Climbs
- Troop Free Swims
- Troop Rifle Shooting
- Troop Service Projects





Our traditional scouting program area is split into three groups: ecology, outdoor skills, and show n' do. Each section is designed to enhance the scouting experience by promoting knowledge, skill development, and a deeper connection with the outdoors.

### **OUTDOOR SKILLS**

- Camping MB
- First-Aid MB
- Health Care Professions MB
- Pioneering MB
- Search & Rescue MB
- Wilderness Survival MB

### SHOW N' DO

- Brownsea (First-Year Scout)
- Basketry MB/Leatherwork MB
- Composite Materials MB/Pulp & Paper MB/Textiles
- Horsemanship MB
- Salesmanship MB/Entrepreneurship MB

Paul Bunyan Woodsman



### **ECOLOGY**

- Architecture & Landscape Architecture MB
- Chemistry MB
- Archaeology MB/Exploration MB
- Bugling MB
- Signs Signals and Codes MB Fish and Wildlife Management MB/ Soil & Water Conservation MB
  - Forestry MB/Planet Science MB
  - Golf MB
  - Geology MB/Mining in Society MB
  - Mammal Study MB/Nature MB









Scouts can take full advantage of our expansive lakefront, which features 1.5 miles of shoreline along the stunning Lake of the Ozarks. Our aquatics program provides exceptional opportunities for swimming, boating, and various water sports not found at many other Scout camps.

### LAKEFRONT

- Swimming and Watercraft Safety
- Free Swim
- Kayaking BSA
- Mile Swim
- Jet Ski
- Canoeing MB
- Fishing MB
- Fly Fishing MB
- Kayaking MB/Stand Up Paddleboard
- Lifesaving MB
- Motorboating MB
- Rowing MB
- Small-Boat Sailing MB
- Swimming MB
- Water Sports MB





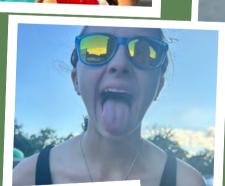


- Swimming and Watercraft Safety
- Free Swim
- Instructional Swim
- Scuba/Snorkeling
- Lifesaving MB
- Swimming MB



















### **INVENTION LAB**

- Animation MB
- Astronomy MB/Space Exploration MB
- Chess MB
- Digital Technology MB
- Graphic Arts MB
- Invention Scouts Ranger Program (Adult)





### **WOOD SHOP**

- Pottery/Sculpture/Art MB
- Model Design and Building MB
- Woodcarving MB
- Woodwork MB





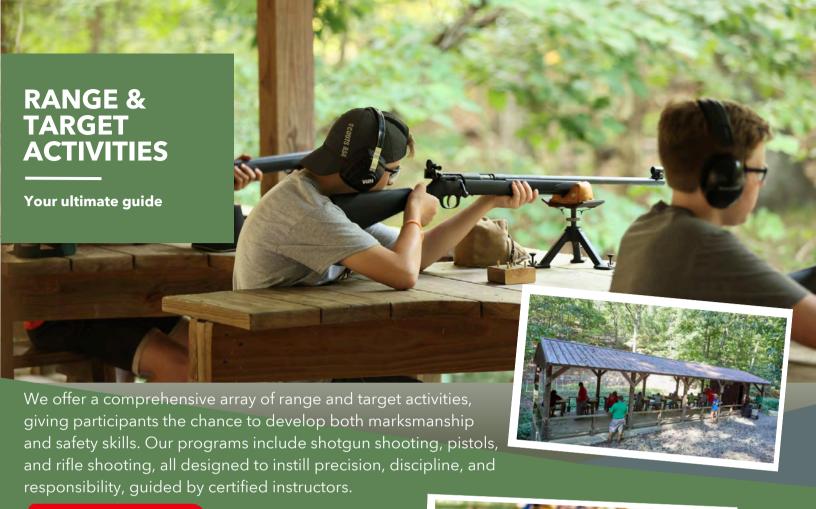


- Metalwork MB Welding MB









### **RANGE & TARGET**

- Archery MB
- Pistol
- Rifle MB
- Shotgun Shooting MB













We offer an exciting COPE & Climbing Program that helps Scouts conquer their fears and overcome challenges. COPE includes high and low ropes courses and team-building exercises, while climbing features a climbing tower and zip line. Guided by experienced instructors, Scouts will build confidence, teamwork, and personal skills.

### **COPE & CLIMBING**

- Blufftop Climbing
- Feger's Flight (Zipline)
- Climbing MB
- COPE
- Tower Climbing





The Order of the Arrow plays a vital role in the Scouting program, fostering year-round camping and contributing to both scouting and the community through service.

At summer camp, the OA offers a chance for troops to conduct their annual elections. Various activities such as OA swims, group service projects, and more are planned. Don't forget to extend invitations to friends and family for our weekly callout ceremony, held every Thursday during each session.

If you're an OA Member, remember to sign the roll book during check-in and volunteer for these events. Utilize these service opportunities to showcase the benefits, camaraderie, and fun of being part of OA to your unit, especially to the younger Scouts.

Further details will be provided by the OA Coordinator during check-in.







### JOIN OUR VOLUNTEER CAMP COMMISSIONER CORP!

Throughout the summer season, a dedicated team of Volunteer Camp Commissioners will collaborate with the staff to ensure that packs and troops enjoy a successful camp experience.

These commissioners will closely partner with the camp staff, performing tasks such as daily inspections of troop campsites and facilitating Introduction to Outdoor Leader Skills. Additionally, they may take on various unit-service and program support responsibilities, such as aiding in leader training, offering instructional support to Program staff, or assisting with off-site excursions.



<u>Members of the Volunteer Camp Commissioner Corps can attend camp at no cost.</u> If you're interested, submit a volunteer commissioner corp application during registration.







### LAKE OF THE OZARKS SCOUT RESERVATION

Are you tired of doing the same old routine? Being a part of the Camp Staff isn't just another summer job. We work with Scouts of all ages to not just teach outdoor skills and merit badges, but to change lives. Plus, you get to make lifelong friends, spend the summer in the great outdoors, have an experience that will set you apart from others in future jobs, and have a ton of FUN! Camp Staff offers positions for everyone such as target & range sports, climbing, lifequards, blacksmithing, and more.

Staff members must be at least 15 years old by June 1st. Many positions require 18+ or 21+ directors, so you're never too old to be on Camp Staff! Compensation includes housing, meals, salary and training.

Questions? Please contact either the Great Rivers Council 573-449-2561 or Dennis Kerns dennis.kerns@scouting.org, 660-221-0443.



# **CONTACT US!**

Need more information? Have questions? Contact us at the information to the right. We are happy to answer any questions. **Address:** 525 Camp Hohn Drive Gravois Mills, MO 65037

Phone: 573-374-5761

Website: www.lotosr.org

**Camp Director:** Dennis Kerns **Email:** dennis.kerns@scouting.org

# **RESERVE YOUR SPOT TODAY!**

Reserve your spot at camp today! Don't know exact numbers? No problem! All you need is a unit deposit to lock-in your spot for Summer Camp. Visit www.lotosr.org to learn more!



# **VIRTUAL CAMP TOUR**



Take a virtual 3D tour of Lake of the Ozarks Scout Reservation! Explore the camp's beauty and innovation from home, including key areas like the Skills & Trades Lab, aquatics, shooting sports, and blacksmithing. Check out cutting-edge facilities such as the woodworking shop, 3D printers, and CNC routers. Discover the only Scout camp where you can design, build, and bring your ideas to life. Start your adventure now!





0 525 Camp Hohn Drive Gravois Mills, MO 65037



573-374-5761



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