

Program Guide

Invention Jamboree

October 3 –5, 2025

Lake of the Ozarks Scout Reservation



"Become an Inventor for Life"

Invention Jamboree 2025

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Invention Jamboree 2025

Welcome

Are you ready to unleash your creativity and explore the exciting world of invention? This is your chance to be part of something extraordinary! Join us at the Sinquefield Invention Campus on the scenic Lake of the Ozarks Scout Reservation for an unforgettable Invention Jamboree, where young minds meet real inventors who will inspire and empower you.

Learn from Real Inventors

Imagine connecting with seasoned inventors who have turned their brilliant ideas into reality! At the Jamboree, you'll have the unique opportunity to learn directly from these innovators.

Lay the Foundation for the Inventing Merit Badge

Are you working towards earning your inventing merit badge? The Invention Jamboree is specifically designed to help you fulfill most of the requirements while immersing you in hands-on learning experiences.

Explore Inventor Exhibits

Get ready to be amazed by inspiring exhibits—some of which may even inspire your next big idea!

Hands-On Practical Application

At the heart of invention lies practical application. Our interactive sessions will cover essential skill areas including woodworking, metalworking, electronics, design, 3D printing, and more.

Enjoy Other Fun Activities

The Lake of the Ozarks Scout Reservation isn't just about inventing—it's also brimming with fun! While engaging in the inventive activities, you will be immersed in various recreational options available on the grounds. From outdoor adventures to team-building exercises, there's no shortage of excitement, camaraderie, and memories waiting to be made.

Don't Miss Out!

This is a fantastic opportunity for young scouts eager to learn, create, and make friends along the way. Seize this chance to enhance your skills, start your inventing merit badge, and unlock your potential as a future innovator.

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Invention Jamboree Program Overview

The Invention Jamboree is a program that allows scouts from all over the USA to get a chance to exercise creativity with a variety of tools and technologies unique to the Sinquefield Invention Lab and the Lake of the Ozarks Scout Reservation.

Taking advantage of the Reservation's unique features. Scouts attending the Jamboree can get hands-on experience with everything from 3-D printers and aerial drones to welding and woodworking equipment at the Jamboree's participatory Invention Stations.

The main activity of the Jamboree will be the Invention Stations, which will be grouped into three "paths" named after famous Missouri inventors George Washington Carver, Edwin Hubble, and James Fergason.

Each path has its own unique program and will include four invention stations: the Invention Lab, Inventing Fun, The Invention Maker Station, and Inventing with Technology. Each station will be filled with various fun and confidence-building activities.

Every scout will spend time in the reservation's Sinquefield Invention Lab, which serves as the center of the council's Invention Campus and Invention Scout program and offers access to equipment including 3-D printers, computer-controlled C&C machines, laser engravers, and more.

Finally, every scout will have the opportunity to complete nearly all of the requirements for the Inventing Merit Badge while in attendance.

Whether you have attended the invention Jamboree before, already earned your inventing merit badge, or this is your first time at the Invention Jamboree, you are guaranteed to have a fun-filled day full of new experiences.

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Choosing Your Path

When registering scouts will have the opportunity to choose a particular path to follow through-out the Jamboree. Each path, named after a famous Missouri Inventor, offers a unique, new, and fun opportunity!

Invention Stations—A Quick Look

Invention Lab Station

Experience the Sinquefeld Invention Lab and all it provides. Every Scout will have the opportunity to design, create, and build using the resources of the Invention Lab and Invention Trailer to take home their very own souvenir. In addition, scouts will have the chance to meet with real inventors, discuss their own ideas, and find out all they need to know to create inventions on their own.

Inventing Fun Station

During the “Inventing Fun” rotation, Scouts will engage in activities such as exploring with drones, participating in shooting and target sports, and climbing. Throughout this experience, they’ll learn all the ins and outs of what it takes to be an inventor—everything they need to know to dream big, get creative, and transform their awesome ideas into reality! Activity varies by chosen path.

Invention Maker Station

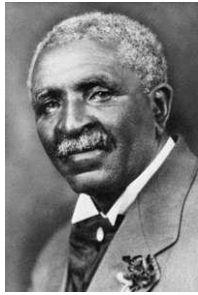
Each group will take part in their own distinct Maker station. Choose between blacksmithing, welding, and woodworking to create a one-of-a-kind design for all to enjoy. Learn the tools required to make your future inventions come to life. Activity varies by chosen path.

Inventing with Technology Station

Continuing the thrill, obtain the latest updates and ideas in the constantly changing tech field. Scouts will dive into either geospatial, robotics, or design, depending on their selected path. Guaranteed fun, which enhances every scout's knowledge of the latest and greatest in technology. Activity varies by chosen path.

Invention Jamboree 2025

Path A: George Washington Carver



Named after Missouri Inventor, George Washington Carver, an American agricultural scientist and inventor who promoted alternative crops to cotton and methods to prevent soil depletion, and one of the most prominent black scientists of the early 20th century, focuses on shooting and developing new types of targets, Blacksmithing, the latest in geospatial mapping technology, and Search & Rescue.

Inventing Fun Station – Shooting & Target Sports Design

Invention Maker Station – Heat, Forge, and Create (Blacksmithing)

Inventing with Tech Station – Geospatial and Search & Rescue

Path A	Rotation 1	Rotation 2	Rotation 3	Rotation 4
Path A, Group 1	I-Lab	Inventing Fun	Invention Maker	Inventing w/ Tech
Path A, Group 2	Inventing w/ Tech	I-Lab	Inventing Fun	Invention Maker
Path A, Group 3	Invention Maker	Inventing w/ Tech	I-Lab	Inventing Fun
Path A, Group 4	Inventing Fun	Invention Maker	Inventing w/ Tech	I-Lab

Path B: Edwin Hubble



Named after Missouri Inventor, Dr. Edwin Hubble, an American astronomer who played a crucial role in establishing the fields of extragalactic astronomy and observational cosmology focuses on the latest in climbing technology, Welding, and Robotics.

Inventing Fun Station – Climbing Technology & Procedures

Invention Maker Station – Heat & Metal (Welding)

Inventing with Tech Station – Robotics

Path B	Rotation 1	Rotation 2	Rotation 3	Rotation 4
Path B, Group 5	I-Lab	Inventing Fun	Invention Maker	Inventing w/ Tech
Path B, Group 6	Inventing w/ Tech	I-Lab	Inventing Fun	Invention Maker
Path B, Group 7	Invention Maker	Inventing w/ Tech	I-Lab	Inventing Fun
Path B, Group 8	Inventing Fun	Invention Maker	Inventing w/ Tech	I-Lab
Path B, Group 9	I-Lab	Inventing Fun	Invention Maker	Inventing w/ Tech

Path C: James Fergason



Named after Missouri Inventor James Lee Fergason, an American inventor, business entrepreneur, member of the National Inventors Hall of Fame, and best known for his work on an improved Liquid Crystal Display, or LCD, focuses on the latest Drone Technology, woodworking craftsmanship, and design using the latest software for making things like banners in the sublimation printer and molds in the vaquform.

Inventing Fun Station – Fun with Drones

Invention Maker Station – Craftsmanship (Woodworking)

Inventing with Tech Station – Design

Path C	Rotation 1	Rotation 2	Rotation 3	Rotation 4
Path C, Group 9	I-Lab	Inventing Fun	Invention Maker	Inventing w/ Tech
Path C, Group 10	Inventing w/ Tech	I-Lab	Inventing Fun	Invention Maker
Path C, Group 11	Invention Maker	Inventing w/ Tech	I-Lab	Inventing Fun
Path C, Group 12	Inventing Fun	Invention Maker	Inventing w/ Tech	I-Lab

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Evening Program (Open Lab)

Open to all Scouts & Adults, 7:45 PM-11:30 PM at the Invention Lab

Please join us for our Open Lab program in the evening. This program is open to all Scouts & Adults. We will be running 3 stations for our evening program: electronic invention bulb soldering station, vaquform station, & the electronic breadboard station. This program is optional. This program is a chance for Scouts who were not able to experience the above programs in their paths to experience them; as well as a chance for adults to participate in the cool activities that their Scouts participated in during the day.

Adult Programs

In addition to our free Open Lab evening program that is open to adults and scouts alike, we are also offering a few additional programs for adults to participate in throughout the day. Adults, can register in advance for our drone workshop or for our First Aid, CPR & AED Certification courses.

Drone Workshop for Adults (2.5 hours)

Interested in learning how to operate a drone? Do you have a drone at home, but you're not sure where to begin? Join us for our Drone Skills Course. Learn how to operate and fly a drone and get your Federal Aviation Administration TRUST Certification in the process. In this course, you will get all you need to know to pass the FAA TRUST, learn the requirements and restrictions for flying a drone recreationally, and hands-on experience with different types of drones. As an added bonus, you get your own Do-It-Yourself Drone kit that you put together in class and take home at the end of the day.

First Aid, CPR, AED Certification Course (3 hours)

Get your ECSI Certification in First Aid, CPR & AED. **Be prepared** for the moments that matter. Our ECSI certification courses equip you with essential skills to respond to emergencies effectively. Learn critical first aid techniques and CPR/AED procedures. All program materials are included. Take the first steps in making a difference and sign up.

OA Cracker Barrel

Open to all OA Members, 8:30pm-10pm @ Deck of Invention Lab

If you are a member of the Order of the Arrow, please join us for the OA Cracker Barrel. All active members of any Lodge are invited. The cracker barrel will begin at 8:30pm on the deck of the Invention Lab.

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Schedule of Events

Friday, October 13, 2023

5:00 PM - 10:00 PM	Friday Check-In (Welcome Center)
11:00 pm	Lights Out

Saturday, October 14, 2023

6:00 AM – 8:00 AM	Breakfast on own at campsites
7:00 AM – 8:15 AM	Saturday Check-In (Welcome Center)
8:15 AM	Opening Ceremony (Parade Field)
8:30 AM – 10:15 AM	Rotation 1 (Activity Shirt)
10:30 AM – 12:15 PM	Rotation 2 (Activity Shirt)
12:15 PM – 1:00 PM	Lunch - Provided
1:00 PM – 2:45 PM	Rotation 3 (Activity Shirt)
3:00 PM – 4:45 PM	Rotation 4 (Activity Shirt)
5:30 PM – 6:30 PM	Dinner - Provided
7:00 PM – 7:30 PM	Closing Ceremony and Awards – Field Uniform (Parade Field)
7:45 PM – 11:30 pm	Open Lab - Scouts and Adults invited (Invention Lab/ Trailor)
8:30 pm – 10:00 pm	OA Cracker Barrel - All OA Members Invited (Invention Lab Deck)
12:00 AM	Lights Out

Sunday, October 15, 2023

8:00 AM – 11:00 AM	Breakfast on own at campsites and Pack-up & Departures
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Check-In

Friday Check-in

- Please arrive between 5:00 pm and 10:00 pm.
- Units will check-in at the welcome center, where they will receive schedules, maps, and other program information.
- You will also receive your group assignments based from the path chosen during registration.
- Please make sure to follow the signs and the parking staff at check-in.

Saturday Check-ins

- Please arrive between 7:00 am and 8:00 am
- Units will check-in at the welcome center, where they will receive schedules, maps, and other program information.
- You will also receive your group assignments based from the path chosen during registration.
- Please make sure to follow the signs and the parking staff at check-in.

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Camping

1. Units will be assigned campsites on arrival. We will be utilizing the following campsites: Backer, Iroquois, Chippewa, McHenry, Seton, Clark, Lewis, Osage, Cherokee, and Sioux. (Please refer to the map for reference). Each campsite is fitted with firepits, shelters, and latrines. Please bring your own tents & sleeping gear.
2. There are 5 shower houses & restrooms located around camp: Show & Do, Program Building, the Sinquefield Invention Lab, Cherokee Shower House, and the Welcome Center/Pool Area. The Program Building and Sinquefield Invention Lab showers are single showers and unisex.
3. Units will be allowed to drive their camp trailer into the campsites during arrival and check-in Friday and Saturday (Trailers may be parked in campsites, however all vehicles, including towing vehicles, must be moved out of camp and parked in a designated parking lot by the start of program Saturday).
4. There are fire pits at each campsite. In addition, there are fire barrels in each shelter. Units may bring their own firewood and charcoal. You can also purchase charcoal. Please contact Dennis Kerns if you need to purchase charcoal.
5. Recreational Vehicle Lot. This RV Lot holds up to 5 RVs. 4 RV Spots are available. All RV spots have water, electrical, and sewer hook-ups. Contact the Camp Director for more information and reservations at Dennis.Kerns@scouting.org

Meals

1. Attendees will be provided with only two meals, lunch & dinner on Saturday.
2. Units and attendees will need to provide their own breakfast. We recommend bringing a continental breakfast. Please bring cooking gear, etc. if applicable.
3. All meals provided (Lunch & Dinner on Saturday) will be distributed from 2 places: in front of the Invention Lab and in front of the Program Building (please see map).
4. If you are a special dietary, your meals will be distributed from in front of the invention lab.

Additional Information

Trading Post:

The Trading Post will be open! Get camping gear, t-shirts, snacks, and more!

Overnight Accommodations Other Than Camping:

If you are not planning on camping but would like to stay overnight, there are a few options available near camp:

- Lake House Inn (closest to camp, 245 S Main St Laurie, MO 65038) - (573) 374-7744
- Water's Edge Motel (about 20 minute drive from camp, 25587 MO-5, Gravois Mills, MO 65037) - (573) 372-2201
- Recreational Vehicle Lot. This RV Lot holds up to 5 RVs. 4 RV Spots are available. All RV spots have water, electrical, and sewer hook-ups. Contact the Camp Director for more information and reservations at Dennis.Kerns@scouting.org

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Frequently Asked Questions (FAQs)

I have already attended a previous Invention Jamboree; will it be the same as before?

The Invention Jamboree changes every year, and there are many different paths to choose from to get a completely different experience every time. Additionally, although the names of each path stay the same every Invention Jamboree to honor Missouri Inventors, those paths change for every Jamboree.

I already have the Inventing Merit Badge. Can I still attend the Invention Jamboree?

Of course, you can still attend the Invention Jamboree! The Inventing Merit Badge is a bonus of the Invention Jamboree, but it is not the focus of the Jamboree. The Jamboree is a fun way to unleash a scout's creativity and explore the world of inventing with real inventors at the one-of-a-kind Sinquefield Invention Campus. Not where else in Scouting America can you experience inventing like this!

Do I have to work on the Inventing Merit Badge at the Invention Jamboree?

No, you do not have to work on the Inventing Merit Badge at the Jamboree. However, a blue card will automatically be generated for you when you register and choose a path. After the Invention Jamboree, you will be able to access a partial blue card with the requirements you completed through participation.

How will scouts work on the Inventing Merit Badge during the Invention Jamboree?

The requirements are embedded into the Inventing Stations that each scout participates in throughout the Jamboree. If a scout actively participates at each station, they will most likely complete the requirements without even knowing it. The key to completing the Inventing Merit Badge at the Invention Jamboree is for scouts to work through the Inventing MB Workbook, built specifically for the Invention Jamboree. Scouts should read through the workbook before attending and add notes for discussion prior, so they are prepared.

If I want to complete the Inventing Merit Badge, are there any prerequisites?

The only prerequisite for the Inventing Merit Badge is Requirement 3.c. *Examine your Scouting gear and find a patent number on a camping item you have used. With your parent or guardian's permission, use the Internet to find out more about that patent. Compare the finished item with the claims and drawings in the patent. Report what you learned to your counselor.* Although we will examine camping gear at the Jamboree, the research must be done prior to arrival to complete the merit badge.

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Map of The Lake of the Ozarks Scout Reservation



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Inventing Merit Badge Requirements

Requirements:

1. **In your own words, define *inventing*. Then do the following:**
 - (a) Explain to your merit badge counselor the role of inventors and their inventions in the economic development of the United States.
 - (b) List three inventions and state how they have helped humankind.
2. **Do ONE of the following:**
 - (a) Identify and interview with a buddy (and with your parent or guardian's permission and merit badge counselor's approval) an individual in your community who has invented a useful item. Report what you learned to your counselor.
 - (b) Read about three inventors. Select the one you find most interesting and tell your counselor what you learned.
3. **Do EACH of the following:**
 - (a) Define the term intellectual property. Explain which government agencies oversee the protection of intellectual property, the types of intellectual property that can be protected, how such property is protected, and why protection is necessary.
 - (b) Explain the components of a patent and the different types of patents available.
 - (c) Examine your Scouting gear and find a patent number on a camping item you have used. With your parent or guardian's permission, use the Internet to find out more about that patent. Compare the finished item with the claims and drawings in the patent. Report what you learned to your counselor.
 - (d) Explain to your counselor the term patent infringement.
4. **Discuss with your counselor the types of inventions that are appropriate to share with others, and explain why. Tell your counselor about one nonpatented or noncopyrighted invention and its impact on society.**
5. **Choose a commercially available product that you have used on an overnight camping trip with your troop. Make recommendations for improving the product, and make a sketch that shows your recommendations. Discuss your recommendations with your counselor.**
6. **Think of an item you would like to invent that would solve a problem for your family, troop, chartered organization, community, or a special-interest group. Then do EACH of the following, while keeping a notebook to record your progress.**
 - (a) Talk to potential users of your invention and determine their needs. Then, based on what you have learned, write a statement describing the invention and how it would help solve a problem. This statement should include a detailed sketch of the invention.
 - (b) Create a model of the invention using clay, cardboard, or any other readily available material. List the materials necessary to build a working prototype of the invention.
 - (c) Share the idea and the model with your counselor and potential users of your invention. Record their feedback in your notebook.

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7. **Build a working prototype of the item you invented for requirement 6*. Test and evaluate the invention. Among the aspects to consider in your evaluation are cost, usefulness, marketability, appearance, and function. Describe how your original vision and expectations for your invention are similar or dissimilar to the prototype you built. Have your counselor evaluate and critique your prototype.**
8. **Do ONE of the following:**
 - (a) Participate with a club or team (robotics team, science club, or engineering club) that builds a useful item. Share your experience with your counselor.
 - (b) Visit a museum or exhibit dedicated to an inventor or invention, and create a presentation of your visit to share with a group such as your troop or patrol.
9. **Discuss with your counselor the diverse skills, education, training, and experience it takes to be an inventor. Discuss how you can prepare yourself to be creative and inventive to solve problems at home, in school, and in your community. Discuss three career fields that might utilize the skills of an inventor.**