





MISSION STATEMENT

The mission of the Lake of the Ozarks Scout Reservation is to provide the best opportunity for Scouts and Units to have fun, learn skills, and practice Scouting programs.

The mission of our 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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Thank you!

2026

Record Attendance

1965-2027
62 YEARS STRONG



WHAT'S NEW

- **The dates for 2027 Scouts BSA Summer Camp are as follows:**

- Session 1: June 13th-19th, 2027
- Session 2: June 20th-26th, 2027
- Session 3: June 27th-July 3rd, 2027
- Session 4: July 4th-July 10th, 2027
- Session 5: July 11th-17th, 2027

- **New Merit Badges:** Surveying, Orienteering, Geocaching, Wildland Fire Management/Fire Safety, Bird Study, Sustainability, Environmental Science, Forestry/Pulp & Paper, Safety, Engineering, Inventing, Nuclear Science, Drafting/Landscape Architecture. Robotics

- **Individual & Troop Program Enhancements:**

- Advanced Archery
- Adult Personal Watercraft
- Orienteering Course
- SkyBound Drone Lab
- And more..

- **Camp Upgrades**

- Expanded WiFi access
- Metalworking Building Expansion
- New Restrooms & Shower in 2026
- Too many other facilities new or renovated in the last 5 years to name.



LETTER FROM CAMP LEADERSHIP



Scout Leaders

Choosing the right summer camp is one of the most important decisions you make each year for your Troop. On behalf of the leadership team at the Lake of the Ozarks Scout Reservation, we invite you to see why so many units across the country are calling LOTOSR their summer home.

The summer of 2026 was a historic one. Scouts traveled from 12 different states and 22 councils to experience a program unlike any other. Alongside traditional Scouting adventures like aquatics, climbing, and shooting sports, we offered cutting-edge opportunities that set our camp apart. Scouts designed and created projects in our Skills & Trades Lab—featuring welding, electricity, plumbing, automotive mechanics, and boat repair. They used CNC routers, 3D printers, and laser engravers to turn ideas into reality. At campfires and on the trail, they built friendships and confidence that will last a lifetime.

We are proud to be the only Scout camp in the country offering a program where youth can take an idea, design it, and then bring it to life. Combined with our Invention Lab, blacksmithing shop, woodworking facilities, and year-round trained staff, LOTOSR provides opportunities that few other camps can match.

If you're looking for a camp that will challenge your Scouts, inspire your leaders, and deliver an experience they will talk about all year long, we would be honored to welcome your Troop in 2027. Our team is here to answer questions, provide details, and help you see how the Lake of the Ozarks Scout Reservation can become a highlight of your unit's Scouting journey.

We hope you'll join us in 2027 and add your Troop's story to the history being made at Lake of the Ozarks Scout Reservation.

Yours in Scouting,

Dennis Kerns
Reservation Director

Malachi Diehl
Summer Camp Director

Patrick Hoffmann
Summer Camp Program Director





ADVANCEMENT PHILOSOPHY

We're excited to offer more than 120 merit badges, specialty programs, and activities at Summer Camp! Camp is the perfect place to earn badges that are hard to complete at home—like climbing, swimming, watersports, shooting sports, and metalworking—while also exploring new interests. Scouts should choose badges that spark their curiosity, and leaders can help guide them, including toward Eagle-required badges.

But summer camp is more than merit badges—it's a week of adventure at the Lake of the Ozarks. From personal watercraft and water skiing to paddleboarding, troop activities, or just relaxing at camp, there's something for everyone. We encourage Scouts to keep a healthy balance of advancement and fun. As Baden-Powell said, "Scouting is a game with a purpose"—and our goal is to make camp the most fun and memorable experience of the year.

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



MERIT BADGES

THE ULTIMATE GUIDE

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.

- Animation
- Archery
- Astronomy/Space Exploration
- Automotive Maintenance
- Archaeology/Exploration
- Basketry/Leatherwork
- Bird Study
- Camping
- Canoeing
- Chess
- Climbing
- Drafting/Landscape Architecture
- Emergency Preparedness
- Engineering
- Environmental Science
- Farm Mechanics/Marine Mechanics
- First Aid
- Fish and Wildlife Management/
Soil & Water Conservation
- Fishing
- Fly Fishing
- Forestry/Pulp and Paper
- Geocaching
- Geology/Mining in Society
- Golf
- Graphic Arts
- Horsemanship \$
- Inventing
- Kayaking/BSA Stand-Up Paddleboard
- Lifesaving
- Metalwork
- Motorboating \$
- Moviemaking/Photography
- Nature
- Nuclear Science
- Orienteering
- Plumbing/Electricity
- Railroading
- Rifle Shooting
- Robotics
- Safety
- Sculpture/Pottery/Art
- Search & Rescue
- Shotgun Shooting
- Small-Boat Sailing
- Surveying
- Sustainability
- Swimming
- Water Sports \$
- Welding
- Wildland Fire Management/Fire Safety
- Wilderness Survival
- Woodcarving
- Woodwork

\$ Additional fee

Merit badges offered are subject to change

NON-MERIT BADGE PROGRAMS

Your ultimate guide

SCOUTING IS FUN

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 few highlighted 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 when there is room in the class.
- **Cupboard Creek Experience** - experience what life was like 130 years ago. Take a step back in time at the Cupboard Creek Cabin, where scouts can work on skills a Pioneer would need to survive in the 19th Century, like flint-knapping, flint-and-steel fire-making, candlemaking, tomahawk throwing, and other unique activities. For youth 13+.
- **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.
- **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.

\$ Additional fee

INDIVIDUAL & TROOP ACTIVITIES

Your ultimate guide

SCOUTING IS FUN

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 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.

Advanced / Adult Archery

W, TH: 9:00-11:30 am

Advanced archery program featuring 3-D targets for Scouts who have completed Archery Merit Badge and adults.

Advanced / Adult Blacksmithing

M, T, W, TH: 9:00-11:30 am

Advanced metalworking projects for Scouts who have completed Metalwork Merit Badge and adults. (14+) \$

Adult Jet Ski

M, T: 1:30-4:00 pm

Instructional jet ski program exclusively for adult leaders. (18+) \$

Archery (Out-N-About)

M, T, W, TH: 4:15-5:00 pm; M, T, W: 7:00-8:00 PM

Troop activity: Troop archery session available through the Out-N-About program.

Branding

TH: 4:30-5:30 pm

Brand hats, mugs, walking sticks, and other items in the metalworking shop.

Brick Oven Pizza

Anyday and time

Build a fire, bring your dough and toppings, and cook your own campfire pizza.

Camp History Night

T: 9:00 pm

Learn about the history and development of Lake of the Ozarks Scout Reservation.

Chess Tournament

F: 1:30 pm

Compete for camp chess bragging rights.

Climbing (Out-N-About)

M, T, W: 7:00-8:00 pm

Troop activity: climbing session on the camp climbing tower.

Coffee, Cobbler and Blackpowder

After Vespers Monday

This Adult-only program event features coffee, cobbler, and black powder shooting.

COPE

M, T, W, TH: 1:30-4:00 pm

Team-building and high/low ropes course program focused on leadership and personal growth. (14+)

Cowboy Action Shooting

F: 1:30-3:30 pm

Scouts will shoot era-appropriate single-action revolvers, lever-action rifles, and period shotguns from the Old West.

CPR/AED Training

F: 9:00 am

Certification opportunity in CPR and AED skills (15+)



INDIVIDUAL & TROOP ACTIVITIES

Your ultimate guide

Cupboard Creek (Out-N-About)

M, T, W: 7:00-8:00 pm

Troop activity: Evening frontier skills experience at the Cupboard Creek Cabin. Tentative activities include tomahawk throwing, lasso and cowboy rope, flint and steel firemaking, and candlemaking.

Cupboard Creek Experience

M, T, W, TH: 9:00-11:30 am or 1:30-4:00 pm

Take a step back in time at the Cupboard Creek Cabin, where scouts can work on skills a Pioneer would need to survive in the 19th Century, like flint-knapping, flint and steel firemaking, candlemaking, tomahawk throwing, and other unique activities. (13+)

Disc Golf (Out-N-About)

M, T, W: 7:00-8:00 pm

Learn disc golf techniques and play a round with your troop.

Disc Golf Tournament

F: 1:30-4:00 pm

Compete in the camp disc golf championship.

Dutch Oven Cook-off

F: 2:00 pm

Enter your favorite cast iron recipe for judging.

Fishing Derby

F: 4:00-5:00 pm

Compete for the biggest and smallest fish caught.

Free Swim @ the Pool

F: 1:30-3:00 pm or 3:00-4:30 pm

Cool off and enjoy recreational swimming.

Geocaching Event

F: 9:00 am

Participate in a Scout-designed geocaching challenge.

Glow Disc Golf

T: 9:00 pm

Play disc golf under the lights after dark.

Golden Arrow Competition

F: 4:00-5:00 pm

Test your archery skills against the best in camp.

Invention Scout Rangers

M, T: 1:30-4:00 pm

Adults explore the Invention Lab's technology and equipment. (18+) \$

Invention Scouts Startup

M, T, W, TH: 9:00-11:30 am

Learn to use lasers, 3-D printers, CNC machines, and other STEM technology. (14+) \$

Instructional Swim

M-T & W-TH: 9:00-11:30 am or 1:30-4:00 pm

Improve swimming skills and prepare for advancement opportunities.



INDIVIDUAL & TROOP ACTIVITIES

Your ultimate guide

IOLS Training

T-TH: TBD

Complete Introduction to Outdoor Leader Skills training. (18+)

Jet Ski

M-T & W-TH: 9:00-11:30 am

Learn safe jet ski operation and enjoy time on the lake. (14+) \$

Jet Skis (Out-N-About)

M-W: 7:00-8:00 pm; F: 1:30-2:15 pm or 2:30-3:15 pm

Troop activity: Experience a staff-driven jet ski ride on Lake of the Ozarks. \$

Mile Swim

F: 11:00 am

Complete the BSA Mile Swim challenge. Required qualification swim for Mile Swim participants; M-Th 11:45 am

Open Canoe / Kayak

T-W: 4:15-5:00 pm; M-W 7:00-8:00 pm

Paddle canoes, kayaks, paddleboards, and hydrobikes.

Open Climb / Feger's Flight Zipline

TH: 4:15-7:45 pm; F: 1:30-5:00 pm

Enjoy open climbing and zipline opportunities.

Order of the Arrow Night Climb

TH: After Call-Out Ceremony

Order of the Arrow members climb on the wall after dark.

Order of the Arrow Night Swim

T: 9:00 PM

Order of the Arrow fellowship swim at the pool.

Order of the Arrow Call-Out Ceremony

TH: After Evening Flags

Celebrate Scouts selected for the Order of the Arrow.

Order of the Arrow Ice Cream Social

F: 4:30 pm

Enjoy fellowship and root beer floats.

Order of the Arrow Service Corps

M-T: 9:00-11:30 am

Help improve camp through cheerful service.

Orienteering Course

F: 9:00 am

Navigate a course and test your map and compass skills.

Paul Bunyon Woodsman

F: 9:00 AM

Learn tool safety while completing a camp service project.

Pistol Shooting

W-TH: 1:30-4:30 PM

Participate in the NRA FIRST Steps Pistol program includes classroom and range time. (14+)

Rifle Shooting (Out-N-About)

M, T, W, TH 4:15-5:00 pm or M, T, W: 7:00-8:00 pm

Troop activity: practicing your marksmanship.

INDIVIDUAL & TROOP ACTIVITIES

Your ultimate guide



Sailing

M, T, W: 7:00-8:00 pm; F: 1:30-2:15 pm

Experience Lake of the Ozarks aboard a camp sailboat.

Scuba BSA/Snorkeling

M-T: 130 - 4:30 pm

Introduces Scouts to the special skills, equipment, and safety precautions associated with scuba diving, while participating in more advanced underwater activities. \$

Service Project

F: 9:00-11:30 am

Volunteer for a service project around camp.

Silver Buffalo Stampede

W: 9:00 pm

Attend a Wild West-themed evening program.

Silver Bullet Competition

F: 4:00-5:00 pm

Compete for the title of camp's top marksman.

SkyBound Drone Lab

F: 9:00 am

Build, fly, and learn about drones while earning TRUST certification.

Specialty Shooting

M, T, W, TH: 1:30-4:00 pm

Explore pistol shooting and other specialty firearms.

Star Party

M: 9:15 pm

Observe constellations and celestial objects through telescopes.

Swimming at the Pool (Out-N-About)

T, W, TH: 4:15-5:00 pm; M, T, W: 7:00-8:00 pm

Troop activity: Enjoy troop swim time at the pool.

Troop Photos

Various Times Throughout the Week

Capture a commemorative photo of your troop at camp.

Tubing

M, T, W 7:00-8:00 pm; F: 1:30-2:15 pm or 2:30-3:15 pm

Ride behind a boat on an inflatable tube. \$

Vespers

M: After Evening Flags

Participate in an evening worship service.

Waterpolo

T: TBD

Compete in the camp water polo tournament.

Wilderness Survival Outpost

T: 9:00 PM

Complete an overnight wilderness survival experience.



TRADITIONAL SCOUTING

Your ultimate guide



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
- Emergency Preparedness
- First-Aid
- Fishing
- Fly Fishing
- Geocaching
- Orienteering
- Search & Rescue
- Surveying
- Wilderness Survival

SHOW N' DO

- Animation
- Brownsea (First-Year Scout)
- Basketry/Leatherwork
- Pottery/Sculpture/Art
- Paul Bunyan Woodsman

ECOLOGY

- Archaeology/Exploration
- Bird Study
- Environmental Science
- Fish and Wildlife Management/Soil & Water Conservation
- Forestry/Pulp and Paper
- Geology/Mining in Society
- Golf (Disc)
- Nature
- Sustainability
- Wildland Fire Management/Fire Safety

Welcome Center

- Horsemanship



AQUATICS LAKEFRONT

Your ultimate guide

Scouts can take full advantage of our expansive Cameron Family Waterfront, 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 Award
- Mile Swim
- Jet Ski
- Canoeing
- Kayaking/Stand Up Paddleboard
- Lifesaving
- Motorboating
- Personal Watercraft
- Small-Boat Sailing
- Swimming
- Water Sports



AQUATICS POOL

Your ultimate guide



Our pool features a unique design with a zero-entry area, allowing for multiple activities such as swim classes, swimming instruction, and free swim to take place simultaneously.

POOL

- Free Swim
- Instructional Swim
- Scuba/Snorkeling
- Swimming



INVENTION LAB

Your ultimate guide



Our Invention Lab is part of the unique Sinquefeld Invention Campus, is our fastest-growing area, featuring 3D printers, a computer lab, laser etchers, and tools to foster creativity.



INVENTION LAB

- Astronomy/Space Exploration
- Chess
- Drafting/Landscape Architecture
- Engineering
- Graphic Arts
- Inventing
- Invention Scouts Ranger Program
- Moviemaking/Photography
- Nuclear Science
- Railroading
- Robotics
- SkyBound Drone Lab



PROGRAM BUILDING & WOOD SHOP

Your ultimate guide



Inside the Sinquefield Program Building, you'll find a fully equipped woodworking shop, featuring essential hand and power tools, including a SawStop for added safety, and a 5 x 8 ft. CNC Router for advanced woodworking projects.



WOOD SHOP

- Woodcarving
- Woodwork



SKILLS & TRADES

Your ultimate guide

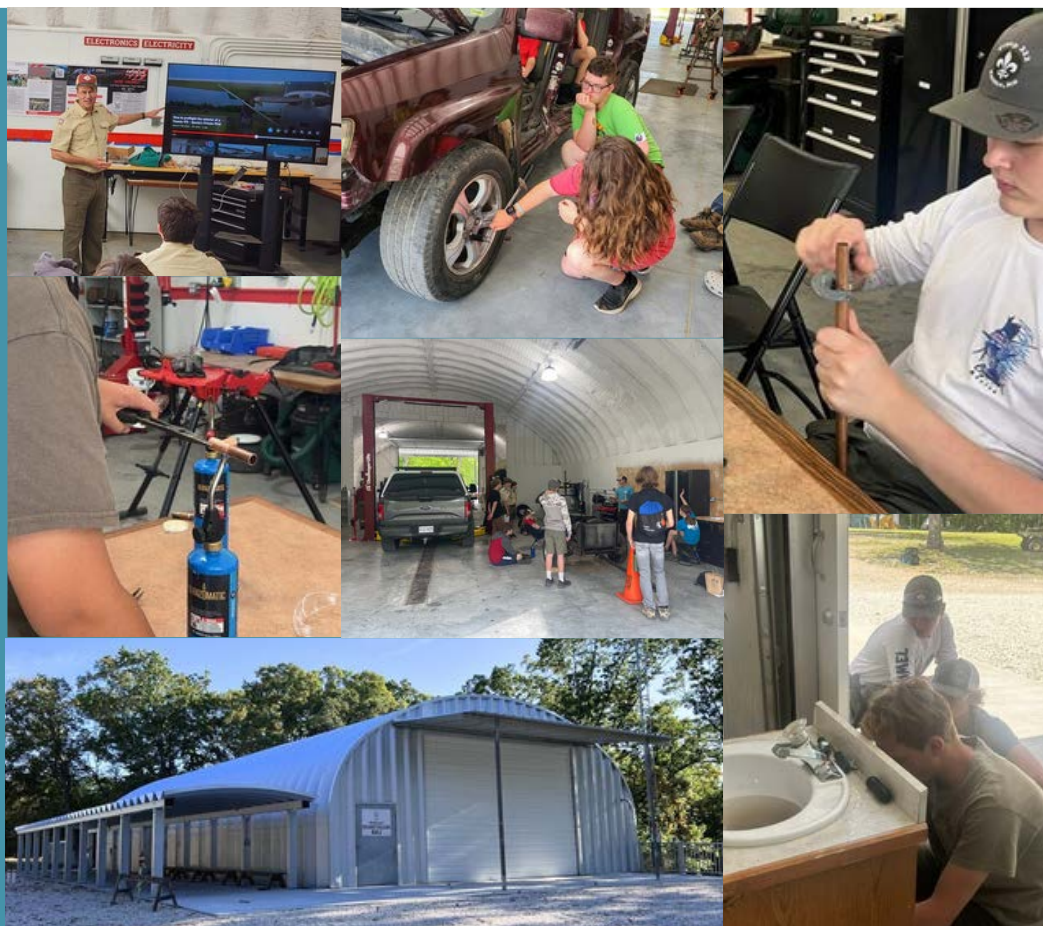


Our Sinquefield Skills & Trades Lab offers merit badges and activities in automotive maintenance, marine mechanics, plumbing, electricity, sheet metal, and painting, with a focus on creativity and workforce development.



SKILLS & TRADES

- Automotive Maintenance
- Farm Mechanics/
Marine Mechanics
- Electricity/Plumbing
- Safety



BLACKSMITH & WELDING

Your ultimate guide



Our Sinquefield Blacksmith & Welding Shop offers merit badges and advanced programs for youth and adults, providing participants with hands-on experience in real-world trades.



METALWORKING

- Advanced/Adult Blacksmithing
- Metalwork
- Welding



RANGE & TARGET ACTIVITIES

Your ultimate guide



We offer a comprehensive array of range and target activities, giving participants the chance to develop both marksmanship and safety skills. Our programs include shotgun shooting, pistols, and rifle shooting, all designed to instill precision, discipline, and responsibility, guided by certified instructors.

RANGE & TARGET

- Advanced Archery
- Archery
- Cowboy Action Shooting
- Pistol
- Rifle
- Shotgun Shooting



COPE & CLIMBING

Your ultimate guide



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

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



ORDER OF THE ARROW

Your ultimate guide



The Order of the Arrow (OA) 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.



NAMPA TSI LODGE
ORDER OF THE ARROW



CAMP COMMISSIONER CORPS

Your ultimate guide

JOIN OUR VOLUNTEER CAMP COMMISSIONER CORPS



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.

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

LEE WHITE TRADING POST

Your go-to stop for essentials and camp souvenirs



APPLY
NOW!

SUMMER CAMP STAFF



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, lifeguards, 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 Great Rivers Council at 573-449-2561 or reach out to Dennis Kerns, Reservation Director, at 660-221-0443 or email dennis.kerns@scouting.org.



CONTACT & REGISTRATION

Your ultimate guide

Please contact our team if you require assistance with your camp registration or have any inquiries.

 **Address:** 525 Camp Hohn Drive
Gravois Mills, MO 65037

 **Phone:** 573-374-5761

 **Website:** www.lotosr.org

 **Reservation 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. To learn more, scan the QR code or visit: **www.lotosr.org**

SCAN ME



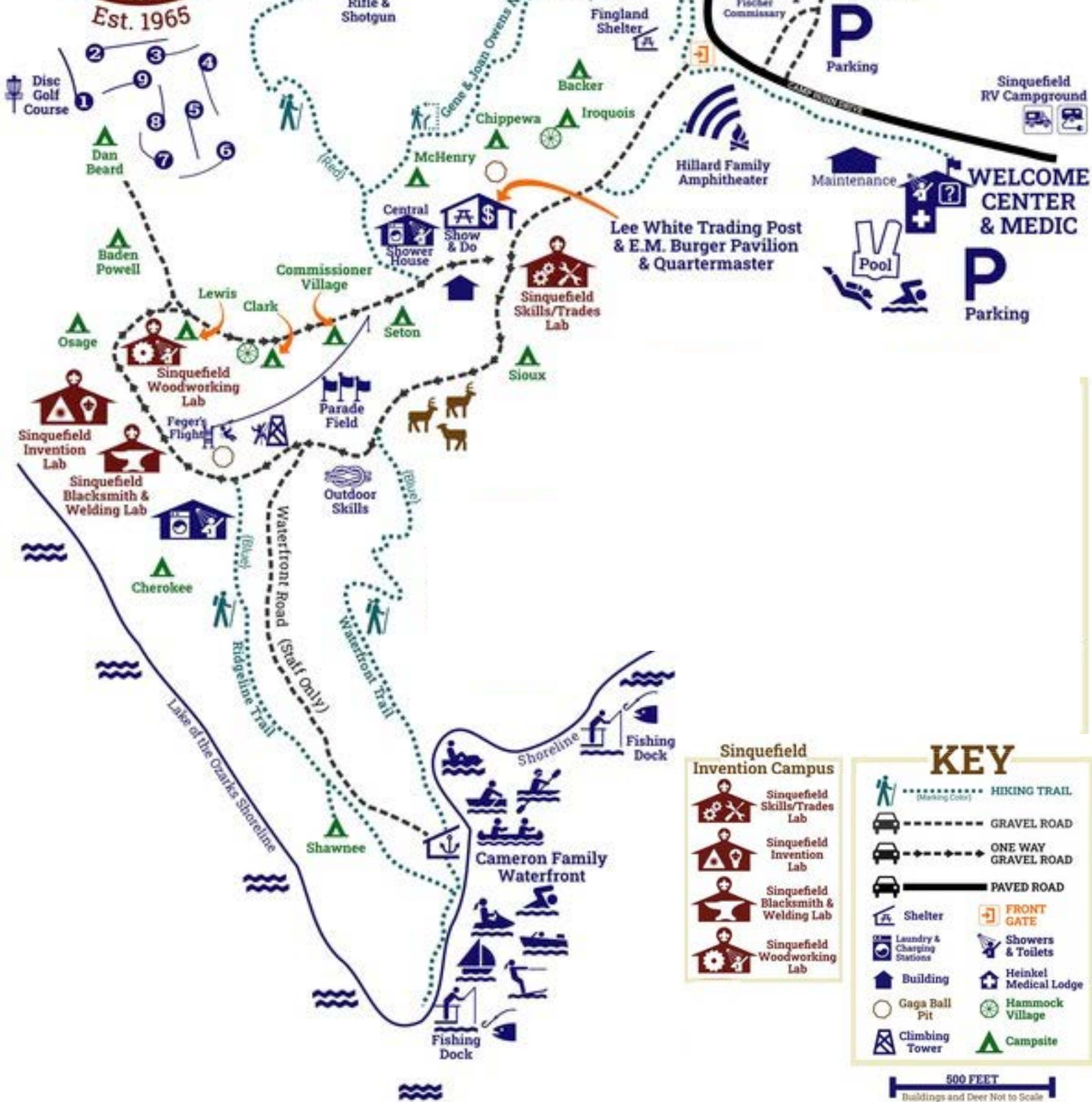
VIRTUAL CAMP TOUR



Take a virtual 3D tour of the Lake of the Ozarks Scout Reservation! Experience the camp's beauty and innovation from home as you explore highlights like the skills trades Lab, aquatics, trading post, welcome center, shooting sports, and blacksmithing. Step inside cutting-edge facilities featuring woodworking, 3D printers, and CNC routers. Discover the only Scout camp where ideas go from concept to creation—and start your adventure today!



SCAN ME





SCOUTING ADVENTURE CENTER

The Scouting Adventure Center in Columbia is a year-round hub for innovation, adventure and learning. The 13,000 sq. foot facility features the Sinquefeld Innovation Space, a 26-foot indoor climbing wall, STEM and science programs, engineering and robotics, coding, photography, audio, visual and design programs, and more.

The center also offers CPR/AED and first aid training, drone certification, and outdoor cooking classes. It is home to the Fleming Family Scouting Museum, the Scout Shop, and the offices of the Great Rivers Council. The facility provides Scouts, families, schools, and community groups with hands-on opportunities to learn new skills, explore their interests, and create memorable experiences.



6081 W Van Horn Tavern Rd, Columbia, MO 65203
GreatRiversScouting.org/ScoutingAdventureCenter | 573.449.2561





NOTES



 525 Camp Hohn Drive
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