



BOY SCOUTS
OF AMERICA®

Camp Baker Summer Camp 2022

Class Catalog

Event Contacts

Name	Title	Phone	Email
Camp Baker Office		541-997-5299	
Sherry Haywood	Camp Director	541-231-0300	shaywood@otcbsa.org

Registration opens September 01, 2021
Visit www.scoutingevent.com/697-CampBaker2022 to register



BOY SCOUTS
OF AMERICA®
OREGON TRAIL COUNCIL



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Camp Baker Merit Badges (Scheduled Classes)



CBM100 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.

8:30-10 AM **Days:** Mo Tu We Th Fr **Room:** Archery **Instructor:** Dustin Graves-Begay
Minimum number of participants: 3
Maximum number of participants: 12
Sessions: All

10:15-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Archery **Instructor:** Dustin Graves-Begay
Minimum number of participants: 3
Maximum number of participants: 12
Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Archery
Minimum number of participants: 3
Maximum number of participants: 12
Sessions: All
Prerequisites: An arrow kit must be purchased in the Trading Post to complete this MB. Best as a 2nd or 3rd year Merit Badge.



CBM177 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.

2-3:30 PM **Days:** Mo Tu We Th **Room:** Nature Area
Minimum number of participants: 3
Maximum number of participants: 12
Sessions: All
Prerequisites: Note: this class could be canceled if sky is not clear.
NOTE: A night class will also be required - night based on the weater.



CBM116 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.

8:30-10 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Minimum number of participants: 3
Maximum number of participants: 12
Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Handicraft
Minimum number of participants: 3
Maximum number of participants: 12
Sessions: All
Prerequisites: A basket kit must be purchased in the Trading Post to complete this MB. Good 2nd or 3rd year Merit Badge.



CBM127 Camping

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

10:15-11:45 AM **Days:** Mo Tu We Th Fr **Room:** New Scout Skills
Minimum Rank: First Class
Minimum number of participants: 3
Maximum number of participants: 12
Sessions: All

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2-3:30 PM **Days:** Mo Tu We Th **Room:** New Scout Skills
Minimum Rank: First Class
Minimum number of participants: 3
Maximum number of participants: 12
Sessions: All
Prerequisites: Good 2nd or 3rd year Merit Badge.
Prerequisites - Do the following:
4(a) Make a duty roster showing how your patrol is organized for an actual overnight campout. List assignments for each member.
4(b) Help a Scout patrol or a Webelos Scout unit in your area prepare for an actual campout, including creating the duty roster, menu planning, equipment needs, general planning, and setting up camp.

Show experience in camping by doing the following:
9(a) Camp a total of at least 20 nights at designated Scouting activities or events. One long-term camping experience of up to six consecutive nights may be applied toward this requirement. Sleep each night under the sky or in a tent you have pitched. If the camp provides a tent that has already been pitched, you need not pitch your own tent.
9(b) On any of these camping experiences, you must do TWO of the following, only with proper preparation and under qualified supervision.
(1) Hike up a mountain, gaining at least 1,000 vertical feet.
(2) Backpack, snowshoe, or cross-country ski for at least 4 miles.
(3) Take a bike trip of at least 15 miles or at least four hours.
(4) Take a nonmotorized trip on the water of at least four hours or 5 miles.
(5) Plan and carry out an overnight snow camping experience.
(6) Rappel down a rappel route of 30 feet or more.



CBM102 Canoeing

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.

8:30-10 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Minimum number of participants: 3
Maximum number of participants: 12
Sessions: All

10:15-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Minimum number of participants: 3
Maximum number of participants: 12
Sessions: All



CBM178 Chess

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

8:30-10 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Minimum number of participants: 2
Maximum number of participants: 12
Sessions: All

10:15-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Minimum number of participants: 2
Maximum number of participants: 12
Sessions: All

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CBM101 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.

8:30-10 AM **Days:** Mo Tu We Th Fr **Room:** COPE/Climbing

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

10:15-11:45 AM **Days:** Mo Tu We Th Fr **Room:** COPE/Climbing

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** COPE/Climbing

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

Prerequisites: Best as a 2nd or 3rd year Merit Badge.



CBM139 Environmental Science

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.

8:30-10 AM **Days:** Mo Tu We Th Fr **Room:** Nature Area

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

10:15-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Nature Area

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All



CBM169 Finger Printing

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.

7-8 PM **Days:** Tu **Room:** Handicraft

Minimum number of participants: 3

Maximum number of participants: 24

Sessions: All



CBM132 First Aid

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.

8:30-10 AM **Days:** Mo Tu We Th Fr **Room:** New Scout Skills

Minimum Rank: First Class

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

10:15-11:45 AM **Days:** Mo Tu We Th Fr **Room:** New Scout Skills

Minimum Rank: First Class

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

Prerequisites: Eagle Required. Good older Scout Program.

Prerequisites -

Demonstrate to your counselor that you have current knowledge of all first-aid requirements for Tenderfoot, Second Class, and First Class ranks.

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CBM111 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.

10:15-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Nature Area
Minimum number of participants: 3
Maximum number of participants: 12
Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Nature Area
Minimum number of participants: 3
Maximum number of participants: 12
Sessions: All
Prerequisites: Good 1st year Merit Badge.



CBM175 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.

8:30-10 AM **Days:** Mo Tu We Th Fr **Room:** Nature Area
Minimum number of participants: 3
Maximum number of participants: 12
Sessions: All



CBM162 Intro to Scuba Diving Off Site Dive Class

This is NOT SCUBA MB - but a great way to see if you like SCUBA. You will go to an out of camp lake where you will received some basic book instruction along with equipment introduction. When you have mastered that, suit up and get in the water for a fun and excited dive!

1-2:30 PM **Days:** Fr **Room:** Gratke
Additional Fee: \$50.00
Minimum Age: 13
Minimum number of participants: 4
Maximum number of participants: 12
Sessions: All
Prerequisites: MUST be a strong swimmer and pass the BSA swim test.
NOTE: Meet in front of the camp office at 12:45.



CBM104 Kayaking

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

8:30-10 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Minimum Age: 13
Minimum number of participants: 3
Maximum number of participants: 12
Sessions: All

10:15-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront
Minimum Age: 13
Minimum number of participants: 3
Maximum number of participants: 12
Sessions: All
Prerequisites: Prerequisite: Pass swimming test. Good older Scout program.

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CBM118 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.

8:30-10 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

10:15-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

Prerequisites: A Merit Badge Leather kit must be purchased at the Trading Post to complete this MB. Good 1st year Merit Badge.



CBM105 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.

2-3:30 PM **Days:** Mo Tu We Th **Room:** Waterfront **Instructor:** Amy Roda

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

Prerequisites: Prerequisite: Pass swimming test. Eagle required.



CBM174 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.

8:30-10 AM **Days:** Mo Tu We Th Fr **Room:** Nature Area

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

10:15-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Nature Area

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All



CBM176 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.

2-3:30 PM **Days:** Mo Tu We Th **Room:** Nature Area

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

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CBM129 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.

8:30-10 AM **Days:** Mo Tu We Th Fr **Room:** New Scout Skills

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** New Scout Skills

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

Prerequisites: Good 2nd or 3rd year Merit Badge.



CBM133 Rifle

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.

8:30-10 AM **Days:** Mo Tu We Th Fr **Room:** Rifle Range

Minimum number of participants: 3

Maximum number of participants: 10

Sessions: All

10:15-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Rifle Range

Minimum number of participants: 3

Maximum number of participants: 10

Sessions: All

Prerequisites: Good 2nd or 3rd year Merit Badge.



CBM103 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.

2-3:30 PM **Days:** Mo Tu We Th **Room:** Waterfront

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

Prerequisites: Prerequisite:Pass swimmer test. Good 2nd or 3rd year Merit Badge.



CBM163 Slingshots

Not a MB but loads of fun as you shoot at multiple targets with slingshots and paintballs!

2-3:30 PM **Days:** Mo Tu We Th **Room:** Action Archery

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All



CBM181 Snorkeling BSA

The Snorkeling BSA program earns qualified scouts the Snorkeling BSA patch (this is not a BSA Badge program) available Scouts BSA members, Venturers, Sea Scouts, and Explorers, and adult leaders in these programs..

2-3:30 PM **Days:** Mo Tu We Th **Room:** Waterfront

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

Prerequisites: Must pass the Swimmer swim test to take this class.

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CBM106 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.

8:30-10 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront **Instructor:** Amy Roda

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

10:15-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Waterfront **Instructor:** Amy Roda

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

Prerequisites: Prerequisite: Pass swimmer test. Good 2nd or 3rd year Merit Badge. Eagle Required.



CBM140 Timber Slugs

Not a merit badge, but our premier older boy program! Scouts must be at least 13 years of age when activity begins. The Slugs work all week on projects and outings of their own creation. A true boy-led program, supervised by dynamic, qualified, young leaders. Timber Slugs is a mountain-top experience for any returning Scout looking to connect with others and challenge himself. The Slugs bond over developing their own program from a menu of opportunities. "Go Anywhere. Do Anything!"

The Timber Slug program culminates in a final overnight trek. The \$15 fee includes the coveted Timber Slug T-shirt! Activity patch is available for purchase. Adults are strongly encouraged to participate and help out outings. Two deep leadership is required.

1-4 PM **Days:** Mo Tu We Th **Room:** New Scout Skills

Additional Fee: \$15.00

Minimum Age: 13

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All



CBM166 Trail to First Class

Work on your Tenderfoot, Second Class, or First Class requirements. This is an afternoon drop in class. Unit leaders are encouraged to assist.

4-5 PM **Days:** Mo Tu We Th **Room:** New Scout Skills

Sessions: All

NOTE: This is a drop-in type of class but we would like you to register if you plan to attend - those registered will get admitted first.



CBM130 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.

8:30-10 AM **Days:** Mo Tu We Th Fr **Room:** New Scout Skills

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

10:15-11:45 AM **Days:** Mo Tu We Th Fr **Room:** New Scout Skills

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

Prerequisites: Good 1st year Merit Badge.

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CBM120 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.

10:15-11:45 AM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Handicraft

Minimum number of participants: 3

Maximum number of participants: 12

Sessions: All

Prerequisites: A wood carving kit must be purchased from the Trading Post to complete this MB.
Good 1st year Merit Badge.