



Summer Camp 2024

Class Catalog

Event Contacts

Name	Title	Phone	Email
Chris Sams	Camp Director		chris.sams@scouting.org

Registration opens January 01, 2024
Visit www.scoutingevent.com/773-summercamp2024 to register



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MB107 Archaeology

Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.

10-11 AM **Days:** Mo Tu We Th **Room:** Euchee Tech

Maximum number of participants: 10

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Euchee Tech

Maximum number of participants: 10

Sessions: All



MB108 Archery

To qualify for this Merit Badge, Scouts shoot archery bulls-eye targets and at a distance as defined in the Merit Badge Pamphlet. Although age is not a factor, some consideration should be given to physical maturity as compound bows are used and the draw weight is slightly higher than a standard bow. Correct equipment use and range safety is taught and must be demonstrated.

9-10 AM **Days:** Mo Tu We Th **Room:** Archery

Additional Fee: \$10.00

Maximum number of participants: 8

Sessions: All

10-11 AM **Days:** Mo Tu We Th **Room:** Archery

Additional Fee: \$10.00

Maximum number of participants: 8

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Archery

Additional Fee: \$10.00

Maximum number of participants: 8

Sessions: All

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

Additional Fee: \$10.00

Maximum number of participants: 8

Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Archery

Additional Fee: \$10.00

Maximum number of participants: 8

Sessions: All



MB272 Art & Sculpture

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

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

9-10 AM **Days:** Mo Tu We Th **Room:** Big Heart

Maximum number of participants: 10

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Big Heart

Maximum number of participants: 10

Sessions: All



MB243 ATV Program

We have 9 BRAND NEW Polaris ATV's!!! Make sure you sign up early to guarantee your spot!

Scouts will learn care and proper maintenance of the ATVs and the safety equipment, ATV safety procedures, respect for the environment, and basic operation and handling of the ATV. AND have BLAST on our New and BIGGER ATV Course!

Although riding in an ATV requires moving your body around over a heavy machine and can be significantly more exhausting than new riders expect, participants need no prior ATV experience, just a readiness to get dirty and push their limits!

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9-11 AM **Days:** Mo Tu We Th **Room:** Athletic Field **Instructor:** James Gary
Additional Fee: \$50.00
Minimum Age: 14
Maximum number of participants: 5
Sessions: All

2-4 PM **Days:** Mo Tu We Th **Room:** Athletic Field
Additional Fee: \$50.00
Minimum Age: 14
Maximum number of participants: 5
Sessions: All
Prerequisites: To be eligible to participate in the ATV Program Scouts must:

- Be at least 14 years old
- Have a photo ID with name, date of birth, & home address
- Bring: Long pants (blue jean or heavy cotton preferred), long sleeve shirt, leather over the ankle boot
- Have a parent or guardian sign a Hold Harmless Agreement to participate in the ATV program
- Email us your online ATV Safety Certificate
- Pay the \$50 add-on fee for fuel and maintenance

The ATV safety program on STSR has a MANDATORY online prerequisite course. You may access the course at the website below. There is NO COST for this course, however you must register to take the course and email us the certificate.

Online course: <https://atvsafety.org/>

The practical course requires personal protective equipment (PPE) long sleeve shirt, long pants (no sweatpants or leggings), and over the ankle boots. If you don't have a Helmet or gloves these items will be provided. You may wear your own DOT helmet if it meets the safety requirements.



MB113 Automotive Maintenance

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

11-12 PM **Days:** Mo Tu We Th **Room:** Trading Post **Instructor:** James Wallace
Maximum number of participants: 8
Sessions: All



MB114 Aviation

For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird, to float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher than they ever could.

Students will have the opportunity to fly, weather permitting. Waiver must be signed by parents and submitted in order to fly.

9-10 AM **Days:** Mo Tu We Th **Room:** Dining Hall **Instructor:** Ross Jenus
Additional Fee: \$20.00
Maximum number of participants: 8
Sessions: All

10-11 AM **Days:** Mo Tu We Th **Room:** Dining Hall **Instructor:** Ross Jenus
Additional Fee: \$20.00
Maximum number of participants: 8
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Dining Hall **Instructor:** Ross Jenus
Additional Fee: \$20.00
Maximum number of participants: 8
Sessions: All

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MB266 Backpacking/Hiking

Earning the Backpacking merit badge will be demanding but rewarding. Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. In addition, Scouts will discover how to protect the environment by traveling and camping without leaving a trace. By mastering the basics of backpacking, Scouts will develop an even deeper respect for the outdoors.

Hiking is a terrific way to keep your body and mind in top shape, both now and for a lifetime. Walking packs power into your legs and makes your heart and lungs healthy and strong. Exploring the outdoors challenges you with discoveries and new ideas. Your senses will improve as you use your eyes and ears to gather information along the way.

9-10 AM	Days: Mo Tu We Th Room: Outdoor Skills Maximum number of participants: 10 Sessions: All
2-3 PM	Days: Mo Tu We Th Room: Outdoor Skills Maximum number of participants: 10 Sessions: All



MB116 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. Cost includes kit and supplies.

9-10 AM	Days: Mo Tu We Th Room: Big Heart Additional Fee: \$10.00 Maximum number of participants: 10 Sessions: All
3-4 PM	Days: Mo Tu We Th Room: Big Heart Additional Fee: \$10.00 Maximum number of participants: 10 Sessions: All



MB117 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.

9-10 AM	Days: Mo Tu We Th Room: Ecology Maximum number of participants: 8 Sessions: All
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MB119 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.

9-10 AM	Days: Mo Tu We Th Room: Waterfront Maximum number of participants: 8 Sessions: All
2-3 PM	Days: Mo Tu We Th Room: Waterfront Maximum number of participants: 8 Sessions: All

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MB123 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Dining Hall

Maximum number of participants: 10

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Dining Hall

Maximum number of participants: 10

Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Dining Hall

Maximum number of participants: 10

Sessions: All


MB124 Citizenship in the World

Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.

10-11 AM **Days:** Mo Tu We Th **Room:** Dining Hall

Maximum number of participants: 10

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Dining Hall

Maximum number of participants: 10

Sessions: All


STSR1 Climbing Gym Offsite Adventure

Troops could can spend Friday morning bouldering, climbing, and challenging themselves at the Emerald Coast's premier indoor rock climbing facility owned by Eagle Scout Ken. Hungry Howie's Pizza is close by for lunch before you head back to camp for the Water Carnival Games.

This is an off-site Troop adventure. It is the responsibility of the Troop to provide transportation and two-deep leadership.

9-10 AM **Days:** Fr

Additional Fee: \$25.00

Sessions: All

Prerequisites: This is an off-site Troop adventure. It is the responsibility of the Troop to provide transportation and two-deep leadership.


MB270 Communication & Public Speaking

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."

A lot happens during the course of every person's life and your ability to communicate your feelings and ideas is the best way to connect to the larger world. Even if you haven't stood at a podium on the stage and find the whole idea scary, sooner or later, someone is going to ask you to get up and say a few words. If you are prepared, it won't be scary. It can even be fun.

2-4 PM **Days:** Mo Tu We Th **Room:** Dining Hall

Maximum number of participants: 8

Sessions: All


MB131 Cooking

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.

11-12 PM **Days:** Mo Tu We Th **Room:** Dining Hall

Maximum number of participants: 10

Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Dining Hall

Maximum number of participants: 10

Sessions: All

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MB271 Crime Prevention & Fingerprinting

Preventing crime, which can be as simple as reducing the opportunities for crime to occur, is far less costly than apprehending and bringing legal action against those who break the law and it helps save people from the anguish of being victims.

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.

3-4 PM **Days:** Mo Tu We Th Fr **Room:** Euchee Tech

Maximum number of participants: 8

Sessions: All



STSR2 Deep Sea Fishing (6 hour Friday morning trip)

Troops can wake up early and grab a to-go breakfast from the Dining Hall on their way to Destin Harbor to spend Friday morning Deep Sea Fishing in the Gulf of Mexico waters south of beautiful Destin, FL.

Please remember to bring cash to tip the captain and deck crew that will be helping you reel in and clean your big catch! Troops should bring a cooler, sunscreen, and lunch. Some boats have a lunch cafe below deck that you can buy lunch from. This is a Troop off-site adventure. Troops are responsible for providing transportation and two-deep leadership.

9-10 AM

Days: Fr

Additional Fee: \$100.00

Sessions: All

Prerequisites: This is a Troop off-site adventure. Troops are responsible for providing transportation and two-deep leadership. The price includes lunch and the reservation cost. Tip is not included in the price.



MB138 Electricity

Electricity is a powerful and fascinating force of nature. As early as 600 b.c., observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

10-11 AM **Days:** Mo Tu We Th **Room:** Euchee Tech

Maximum number of participants: 8

Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Euchee Tech

Maximum number of participants: 8

Sessions: All



MB139 Electronics

Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field.

This is a hands on class: Scouts will learn to solder and will build their own LED blinking light kit.

2-3 PM **Days:** Mo Tu We Th **Room:** Euchee Tech **Instructor:** James Wallace

Additional Fee: \$10.00

Minimum number of participants: 8

Maximum number of participants: 8

Sessions: All



MB140 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.

10-11 AM **Days:** Mo Tu We Th **Room:** Health Lodge Pavilion

Maximum number of participants: 10

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Health Lodge Pavilion

Maximum number of participants: 10

Sessions: All

Prerequisites: First Aid Merit Badge must be completed prior to starting this class.

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MB144 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.

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| 9-10 AM | Days: Mo Tu We Th | Room: Ecology |
| | Minimum Age: 14 | |
| | Maximum number of participants: 8 | |
| | Sessions: All | |
| 10-11 AM | Days: Mo Tu We Th | Room: Ecology |
| | Minimum Age: 14 | |
| | Maximum number of participants: 8 | |
| | Sessions: All | |
| 11-12 PM | Days: Mo Tu We Th | Room: Ecology |
| | Minimum Age: 14 | |
| | Maximum number of participants: 8 | |
| | Sessions: All | |
| 2-3 PM | Days: Mo Tu We Th | Room: Ecology |
| | Minimum Age: 14 | |
| | Maximum number of participants: 8 | |
| | Sessions: All | |
| 3-4 PM | Days: Mo Tu We Th | Room: Ecology |
| | Minimum Age: 14 | |
| | Maximum number of participants: 8 | |
| | Sessions: All | |



MB148 Fire Safety

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.

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| 11-12 PM | Days: Mo Tu We Th | Room: Indian Square |
| | Maximum number of participants: 10 | |
| | Sessions: All | |



MB149 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.

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| 9-10 AM | Days: Mo Tu We Th | Room: Health Lodge Pavilion |
| | Maximum number of participants: 10 | |
| | Sessions: All | |
| 2-3 PM | Days: Mo Tu We Th | Room: Health Lodge Pavilion |
| | Maximum number of participants: 10 | |
| | Sessions: All | |
| 3-4 PM | Days: Mo Tu We Th | Room: Health Lodge Pavilion |
| | Maximum number of participants: 10 | |
| | Sessions: All | |

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MB151 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."

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| 9-10 AM | Days: Mo Tu We Th Room: Dining Hall
Maximum number of participants: 6
Sessions: All |
| 10-11 AM | Days: Mo Tu We Th Room: Dining Hall
Maximum number of participants: 6
Sessions: All |
| 11-12 PM | Days: Mo Tu We Th Room: Dining Hall
Maximum number of participants: 6
Sessions: All |
| 2-3 PM | Days: Mo Tu We Th Room: Dining Hall
Maximum number of participants: 6
Sessions: All |
| 3-4 PM | Days: Mo Tu We Th Room: Dining Hall
Maximum number of participants: 6
Sessions: All |


MB224 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.

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| 9-10 AM | Days: Mo Tu We Th Room: Indian Square
Maximum number of participants: 10
Sessions: All |
| 10-11 AM | Days: Mo Tu We Th Fr Room: Indian Square
Maximum number of participants: 10
Sessions: All |


MB160 Home Repairs

Successfully completing this badge's requirements can lead to a lifetime of personal and financial rewards: Doing basic home repairs provides a sense of personal pride in one's achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family thousands of dollars in repair bills over the years.

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| 11-12 PM | Days: Mo Tu We Th Room: Ted Shed
Maximum number of participants: 10
Sessions: All |
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MB162 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.

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| 11-12 PM | Days: Mo Tu We Th Room: Big Heart
Maximum number of participants: 10
Sessions: All |
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MB225 Kayaking

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

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| 10-11 AM | Days: Mo Tu We Th Room: Waterfront
Maximum number of participants: 6
Sessions: All |
| 11-12 PM | Days: Mo Tu We Th Room: Waterfront
Maximum number of participants: 6
Sessions: All |

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MB167 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.

Cost includes kit and supplies.

10-11 AM **Days:** Mo Tu We Th **Room:** Big Heart

Additional Fee: \$10.00

Maximum number of participants: 10

Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Big Heart

Additional Fee: \$10.00

Maximum number of participants: 10

Sessions: All



MB168 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.

9-11 AM **Days:** Mo Tu We Th **Room:** Waterfront

Maximum number of participants: 8

Sessions: All

2-4 PM **Days:** Mo Tu We Th **Room:** Waterfront

Maximum number of participants: 8

Sessions: All

Prerequisites: Must have Swimming Merit Badge



MB171 Metalwork - Blacksmith

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

Scouts will be using a forge. Cost is materials.

2-3 PM **Days:** Mo Tu We Th **Room:** Ted Shed

Additional Fee: \$10.00

Minimum Age: 14

Maximum number of participants: 6

Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Ted Shed

Additional Fee: \$10.00

Minimum Age: 14

Maximum number of participants: 6

Sessions: All



STSR3 Morrison Springs Canoe Adventure

3.5-mile canoe trip on the Choctawhatchee River that ends with you paddling into the popular Morrison Springs. Price includes lunch. This is a Unit event and must adhere 2 deep leadership and Guide to Safe Scouting. Troops will use their vehicles and follow the Camp's Canoe trailers to the starting boat ramp upriver. Attendees must know how to canoe; this is not for beginners.

9-10 AM **Days:** Fr

Additional Fee: \$30.00

Maximum number of participants: 30

Sessions: All

Prerequisites: Must know how to canoe.

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**MB175 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 PM **Days:** Mo Tu We Th **Room:** Ecology
Maximum number of participants: 8
Sessions: All

**MB255 NRA Marksman Program**

Become a certified NRA Marksman.

11-12 PM **Days:** Mo Tu We Th **Room:** Rifle Range
Additional Fee: \$50.00
Maximum number of participants: 8
Sessions: All

**MB180 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.

2-4 PM **Days:** Mo Tu We Th **Room:** Pathfinder Pavilion
Maximum number of participants: 10
Sessions: All

**MB245 Pathfinder 1 - Tenderfoot**

Our new Pathfinder (First Year Camper) program allows scouts to concentrate on the ranks they need by teaching a different rank requirements per class period. This 9:00 am class period will concentrate on Tenderfoot Rank requirements only.

9-10 AM **Days:** Mo Tu We Th **Room:** Pathfinder Pavilion
Sessions: All
Prerequisites: Scouts who already have Tenderfoot should not enroll in this class.

**MB246 Pathfinder 2 - Second Class**

Our new Pathfinder (First Year Camper) program allows scouts to concentrate on the ranks they need by teaching a different rank requirements per class period. This 10:00 am class period will concentrate on 2nd Class Rank requirements only.

10-11 AM **Days:** Mo Tu We Th **Room:** Pathfinder Pavilion
Sessions: All
Prerequisites: Scouts who already have Second Class should not enroll in this class. If a Scout is not yet Tenderfoot, they should also be enrolled in the Pathfinder - Tenderfoot class.

**MB247 Pathfinder 3 - First Class**

Our new Pathfinder (First Year Camper) program allows scouts to concentrate on the ranks they need by teaching a different rank requirements per class period. This 11:00 am class period will concentrate on 1st Class Rank requirements only.

11-12 PM **Days:** Mo Tu We Th **Room:** Pathfinder Pavilion
Sessions: All
Prerequisites: If a Scout is not already Second Class or Tenderfoot, they can enroll in this class but they should also be enrolled in the other appropriate Pathfinder classes.

**MB102 Personal Fitness**

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.

2-3 PM **Days:** Mo Tu We Th **Room:** Indian Square
Maximum number of participants: 12
Sessions: All

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MB185 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.

9-11 AM **Days:** Mo Tu We Th **Room:** Ted Shed
Minimum Rank: First Class
Maximum number of participants: 10
Sessions: All



MB187 Plumbing

Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes.

Scouts will learn how to solder joints and thread pipe.

9-10 AM **Days:** Mo Tu We Th **Room:** Euchee Tech
Additional Fee: \$5.00
Minimum Age: 13
Maximum number of participants: 8
Sessions: All



MB188 Pottery

The Pottery merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish.

2-3 PM **Days:** Mo Tu We Th **Room:** Big Heart
Maximum number of participants: 10
Sessions: All



MB192 Radio

Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can't reply) as well as two-way radio (where the same person can both receive and send messages).

9-10 AM **Days:** Mo Tu We Th **Room:** Euchee Tech
Maximum number of participants: 5
Sessions: All

 11-12 PM **Days:** Mo Tu We Th **Room:** Euchee Tech
Maximum number of participants: 5
Sessions: All



MB195 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.

10-11 AM **Days:** Mo Tu We Th **Room:** Ecology
Maximum number of participants: 8
Sessions: All

 3-4 PM **Days:** Mo Tu We Th **Room:** Ecology
Sessions: All

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MB196 Rifle Shooting

To qualify for this Merit Badge, Scouts shoot a .22 caliber Bolt-action single-shot target rifle from the seated bench-rest position at 5-bullseye paper targets at 50 feet. A series of qualifying targets must be shot to complete the requirements for this MB. A knowledge of safe gun handling and responsible gun ownership and use is taught and must be demonstrated. Age and physical maturity are not a factor to be considered for this Merit Badge.

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|----------|---|
| 9-10 AM | Days: Mo Tu We Th Room: Rifle Range
Additional Fee: \$10.00
Maximum number of participants: 8
Sessions: All |
| 10-11 AM | Days: Mo Tu We Th Room: Rifle Range
Additional Fee: \$10.00
Maximum number of participants: 8
Sessions: All |
| 2-3 PM | Days: Mo Tu We Th Room: Rifle Range
Additional Fee: \$10.00
Maximum number of participants: 8
Sessions: All |
| 3-4 PM | Days: Mo Tu We Th Room: Rifle Range
Additional Fee: \$10.00
Maximum number of participants: 8
Sessions: All |


MB202 Shotgun Shooting

To qualify for this Merit Badge, Scouts must shoot a 20-gauge shotgun from the standing position with the gun positioned against the shoulder. Shooting is done at a clay target launched straight-away. The shooter must break 48% of the clays launched. A knowledge of safe gun handling and responsible gun ownership and use is taught and must be demonstrated. Although age is not a factor, unlike archery or rifle shooting, consideration should be given to a Scouts physical maturity because of the weight of the shotgun before signing us for this MB.

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|----------|---|
| 9-10 AM | Days: Mo Tu We Th Room: Shotgun Range
Additional Fee: \$20.00
Maximum number of participants: 8
Sessions: All |
| 10-11 AM | Days: Mo Tu We Th Room: Shotgun Range
Additional Fee: \$20.00
Maximum number of participants: 8
Sessions: All |
| 11-12 PM | Days: Mo Tu We Th Room: Shotgun Range
Additional Fee: \$20.00
Maximum number of participants: 8
Sessions: All |
| 2-3 PM | Days: Mo Tu We Th Room: Shotgun Range
Additional Fee: \$20.00
Maximum number of participants: 8
Sessions: All |
| 3-4 PM | Days: Mo Tu We Th Room: Shotgun Range
Additional Fee: \$20.00
Maximum number of participants: 8
Sessions: All |


MB238 Signs, Signals, and Codes

American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives?

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|----------|---|
| 10-11 AM | Days: Mo Tu We Th Room: Outdoor Skills
Maximum number of participants: 10
Sessions: All |
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**MB204 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.

3-4 PM

Days: Mo Tu We Th Fr **Room:** Waterfront**Maximum number of participants:** 6**Sessions:** All**MB207 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.

Scouts will have fun building their own rockets that they will launch and try to retrieve.

11-12 PM

Days: Mo Tu We Th **Room:** Euchee Tech**Maximum number of participants:** 8**Sessions:** All

3-4 PM

Days: Mo Tu We Th **Room:** Euchee Tech**Maximum number of participants:** 8**Sessions:** All

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PRG109 Stand Up Paddleboarding
Requirements

- 1) Review the BSA Safety Afloat policy. Explain to your instructor how this applies to stand up paddleboarding.
- 2) Before fulfilling other requirements, successfully complete the BSA swimmer test: Jump feetfirst into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include one sharp turn. After completing the swim, rest by floating.
- 3) Explain safety considerations for stand up paddleboarding in the following environments: lake, moving water, whitewater, open ocean, ocean surf.
- 4) Review the characteristics of life jackets most appropriate for stand up paddleboarding and understand why one must always be worn while paddling. Then demonstrate how to select and fit a life jacket for stand up paddleboarding.
- 5) Describe the correct type of leash to wear in the appropriate water venues.
- 6) Name and point out:
 - 1) The major parts of a stand up paddleboard
 - 2) The parts of a paddle for stand up paddleboarding
- 7) Discuss:
 - 1) The different types of stand up paddleboards
 - 2) How to correctly size and hold a paddle for stand up paddleboarding
 - 3) Using a properly outfitted stand up paddleboard, demonstrate the following:
 - 4) How to safely carry a stand up paddleboard
 - 5) How to safely paddle away from a dock or shoreline (on knees)
 - 6) How to stand and balance on a board in the neutral position
 - 7) How to appropriately fall off a board
 - 8) How to remount the board
 - 9) Forward stroke
 - 10) Back stroke
 - 11) Forward sweep
 - 12) Reverse sweep
 - 13) Draw stroke
 - 14) One self-rescue technique-lay on your stomach and paddle with your hands
- 8) With supervision from your instructor, paddle a course that involves:
 - 1) A straight line for 25 yards and stop within one board length
 - 2) A figure 8
 - 3) Moving abeam to the right 10 feet and to the left 10 feet

9-10 AM	Days: Mo Tu We Th Room: Waterfront Maximum number of participants: 6 Sessions: All
10-11 AM	Days: Mo Tu We Th Room: Waterfront Maximum number of participants: 6 Sessions: All
11-12 PM	Days: Mo Tu We Th Room: Waterfront Maximum number of participants: 6 Sessions: All
2-3 PM	Days: Mo Tu We Th Room: Waterfront Maximum number of participants: 6 Sessions: All

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MB211 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.

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|----------|--|-------------------------|
| 9-10 AM | Days: Mo Tu We Th | Room: Waterfront |
| | Maximum number of participants: 8 | |
| | Sessions: All | |
| 10-11 AM | Days: Mo Tu We Th | Room: Waterfront |
| | Maximum number of participants: 8 | |
| | Sessions: All | |
| 11-12 PM | Days: Mo Tu We Th | Room: Waterfront |
| | Maximum number of participants: 8 | |
| | Sessions: All | |
| 2-3 PM | Days: Mo Tu We Th | Room: Waterfront |
| | Maximum number of participants: 8 | |
| | Sessions: All | |
| 3-4 PM | Days: Mo Tu We Th | Room: Waterfront |
| | Maximum number of participants: 8 | |
| | Sessions: All | |


MB249 Swimming Lessons

(NOT A MERIT BADGE) Swim instruction for non-swimmers or beginners

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| 11-12 PM | Days: Mo Tu We Th | Room: Waterfront |
| | Maximum number of participants: 8 | |
| | Sessions: All | |
| 3-4 PM | Days: Mo Tu We Th | Room: Waterfront |
| | Maximum number of participants: 8 | |
| | Sessions: All | |


MB219 Weather

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.

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| 11-12 PM | Days: Mo Tu We Th | Room: Ecology |
| | Maximum number of participants: 8 | |
| | Sessions: All | |


MB232 Welding

The new Welding badge and pamphlet was released by BSA, and Scouts could begin earning the badge on February 24, 2012.

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|---------|--|----------------------------|
| 9-11 AM | Days: Mo Tu We Th | Room: Ranger Hanger |
| | Additional Fee: \$15.00 | |
| | Minimum Age: 14 | |
| | Maximum number of participants: 6 | |
| | Sessions: All | |


MB221 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.

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| 11-12 PM | Days: Mo Tu We Th | Room: Outdoor Skills |
| | Maximum number of participants: 10 | |
| | Sessions: All | |
| 3-4 PM | Days: Mo Tu We Th | Room: Outdoor Skills |
| | Maximum number of participants: 10 | |
| | Sessions: All | |

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MB222 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.

10-11 AM **Days:** Mo Tu We Th **Room:** Big Heart

Maximum number of participants: 10

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Big Heart

Maximum number of participants: 10

Sessions: All



MB147 Fingerprinting

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.

4-5 PM **Days:** Mo Tu We Th **Room:** Big Heart

Sessions: Scouts BSA Week 1



PRG101 Fire'n' Chit

This certification grants a Scout the right to carry matches and build campfires. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility to do the following:

4-4:01 PM **Days:** Mo Tu We Th **Room:** Pathfinder Pavilion

Sessions: All



PRG110 Totin' Chip

This certification grants a Scout the right to carry and use woods tools. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility to do the following:

- 1) Read and understand woods tools use and safety rules from the Boy Scout Handbook.
- 2) Demonstrate proper handling, care, and use of the pocket knife, ax, and saw.
- 3) Use knife, ax, and saw as tools, not playthings.
- 4) Respect all safety rules to protect others.
- 5) Respect property. Cut living and dead trees only with permission and good reason.
- 6) Subscribe to the Outdoor Code.

The Scout's "Totin' Rights" can be taken from him if he fails in his responsibility.

4-4:01 PM **Days:** Mo Tu We Th **Room:** Pathfinder Pavilion

Sessions: All