



Camp La-No-Che Specialty Week

July 23 – 27

Program List

Universal Studies*

Experience 2 days of program at Camp La-No-Che and 1 day of programming at Universal Orlando Resorts. Participating Scouts will experience an in-depth study in one of the following merit badge-related fields, starting their experience working with Camp Counselors and ending their experience with real-world professionals at Universal. Course options include:

Movie Making Merit Badge / “Storytelling: It starts with a Hero” (30 Scout max)

Universal Orlando Program Description: In storytelling, the concept of the hero’s journey is as old and treasured as our earliest myths and legends. It’s the basis of moviemaking.

Cooking Merit Badge / “Food for Thought” (30 Scout max)

Universal Orlando Program Description: Our executive chef team designed this program to take students behind the scenes to learn about careers in the culinary arts and every step of the food flow process including purchasing, receiving, preparation, and delivering food to guests.

Science Merit Badge / “Rip Ride Rockit Science” (30 Scout max)

Universal Orlando Program Description: A heart-pounding lesson in physical principles, Hollywood Rip Ride Rockit™ Science takes students inside the loops and drops of Hollywood Rip Ride Rockit™, teaching them hands-on lessons about the conservation of energy behind one of Universal Orlando’s top attractions.

Archeology Merit Badge / “Mummy Dig-Site Detective” (30 Scout max)

Universal Orlando Program Description: Mummy Dig-Site Detective puts your students in the middle of a strange series of events on our Revenge of the Mummy™ attraction, asking them to use their powers of scientific observation to find evidence and draw conclusions based on their perceptions of the ride environment.

Plant Science Merit Badge / “Jurassic Paleobotany” (30 Scout max)

Universal Orlando Program Description: Students become paleobotanists in Jurassic Paleobotany, searching Jurassic Park™ for foliage from the era of the dinosaurs and comparing their findings to fossils to make identifications. Working in groups, students use tablets to photograph plants and plot their locations on a map of the area, experiencing the rush of scientific discovery in the process.

Engineering Merit Badge / “Kongtrol Panel” & “Transformers Roll Out” (30 Scout max)

Universal Orlando Program Description: With hands-on learning and real-life excitement, Kongtrol Panel pulls students into the world of Skull Island: Reign of Kong™, where they use engineering principles to program simulated vehicles safely around tracks of varying difficulty.

**Campers participating in one of the Universal Studies programs will be charged \$150 to cover cost of park pass, special instruction, & transportation. 2 adults will be required to attend with each class at no additional cost; more adults may attend for \$75 additional charge per adult.*

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Offsite Studies**

Camp has a lot to offer. But so does our community! Scouts attending our Specialty Week will have the chance to learn some basic skills with Camp Staff at La-No-Che, then visit an off-site location for an in-depth experience, led by professionals in that field. Most of these programs feature a Merit Badge, though not all programs will complete their selected badge:

Mammal Studies Merit Badge at Skeletons Museum of Osteology (50 Scout max)

Mammal Studies Merit Badge is an awesome experience at camp...but imagine learning about mammals from the inside OUT! That's what they do at "Skeletons," Florida's only Natural History Museum! Scouts will spend a part of their first day at camp reviewing some important concepts with La-No-Che Staff, then travel to Skeletons for a day of study with their Staff, where Scouts get a hands on experience surrounded by over 500 actual skeletons! Back at La-No-Che, on their final day, Scouts will complete a project that will help their mammal friends in their own backyard. (\$75 additional fee.)

STEM Nova & Weather Merit Badge at iFly (50 Scout max)

Physics is math, and math is sometimes boring. But physics is also flying, and flying is always awesome! Scouts participating in this program will begin their experience studying basic concepts at Camp La-No-Che. On their second day, they will visit iFly, an indoor skydiving facility. There, iFly Professionals will put the Scouts' physics and science knowledge into motion, as Scouts complete several flight experiments, ending in their own simulated SKYDIVE! On that same day, Scouts will visit Wonderworks indoor amusement park, where they will have fun and learn a little more about the science behind their favorite thrills. On their final day, back at Camp, Scouts will report on their experience and work to complete their STEM Nova "Shoot!" Award and parts of Weather Merit Badge. (\$75 additional fee.)

Snow Sports Merit Badge at WinterClub Ski & Snowboard (24 Scout max)

Snow sports? In FLORIDA?! Of course, at an INDOOR mountain! Scouts will start their experience at Camp La-No-Che, reviewing a series of important pre-requisites with Camp Staff. Then they will celebrate "Christmas in July" (July 25) at WinterClub, spending a few hours on their innovative indoor ski/snowboard slopes. Scouts will work with a Ski Patrol Instructor to learn proper safety and first aid, then learn from a Ski Instructor proper handling and maintenance of gear, before jumping on the slopes for an intensive skiing/snowboarding lesson covering basic and advanced technique. Back at Camp, Scouts will wrap up their study with a final review of the requirements, and a group planning session aimed at a future trip to colder mountain climes. (\$125 additional fee.)

Game Design Merit Badge at Digital Escape Velocity (24 Scout max)

Wanna learn game design from people who ACTUALLY design games for a living? Do it at Camp this summer! Start your training at Camp La-No-Che, reviewing creative content developed by military "serious game" designers with years of experience. Then, once you've developed a gaming vocabulary and concept, visit Digital Escape Velocity in Orlando to test your game. While there, you will meet with those same gaming professionals, learn about careers in gaming, and experience one-of-a-kind gaming experiences they have designed. Back at La-No-Che on your final day, work with other Scouts to design your own games! (\$75 additional fee.)

***All programs in this group are subject to an additional fee. This fee covers entry fees, outside instructor staff, and transportation. 2 adults will be required to attend each trip at no additional cost; additional adults will be charged \$50. Lunch will also be provided at each destination.*

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Advanced Studies

Been there? Done that? Got the badge? Then spend a week improving your skills, learning advanced techniques, and making a hobby into a passion and a future CAREER! Participating Scouts will spend 3 days with experienced Camp Staff learning advanced techniques in their chosen area. Advanced Studies courses include:

Advanced Sailing – Boatswain (12 Scout max)

Scouts who have completed the Small Boat Sailing Merit Badge can study with qualified sailors to learn about more complex boats, advanced sailing and handling techniques, and competitive sailing. Participants will finish the week by competing in a regatta on Lake Norris! *(Scouts completing this program will receive an Advanced Sailing – Boatswain Level patch and will be eligible to participate in the Advanced Sailing – Captain Level (the highest level) in 2019!)*

Advanced Horsemanship (12 Scout max)

Scouts who have completed the Horsemanship Merit Badge can study with our La-No-Che wrangler staff to advance their skill and experience with these amazing animals. Participating Scouts will learn how to care for horses, what it takes to manage a herd/ranch, and advanced riding techniques. *(Scout completing this program will receive an Advanced Horsemanship patch and be encouraged to join the La-No-Che Wrangler Staff in future years.)*

Advanced Rifle Shooting – Winchester Program (32 Scout max)

Scouts who have completed the Rifle Shooting Merit Badge can study with our Shooting Sports Instructors to earn your way through the levels within the NRA's Marksmanship Qualification Program. Instructors will work with Scouts to set a goal for the week and help the Scouts in training to improve their abilities on the range to ultimately meet that goal. *(Scouts completing this program will receive the NRA Qualification Patch associated with their ability level at the end of the week.)*

Advanced Shotgun Shooting – Winchester Program (12 Scout max)

Scouts who have completed the Shotgun Merit Badge can study with our Shooting Sports Instructors to earn your way through the levels within the NRA's Marksmanship Qualification Program. Instructors will work with each participant to set a goal for the week and help the Scouts in training to improve their abilities on the range to ultimately meet that goal. *(Scouts completing this program will receive the NRA Qualification Patch associated with their ability level at the end of the week.)*

Advanced Archery Shooting – Winchester Program (24 Scout max)

Scouts who have completed the Archery Badge can study with our Shooting Sports Instructors to learn advanced techniques. Practice aiming and shooting at various distances and conditions. Then, test your new abilities on a variety of RANGES, including a 3D archery range. *(Scouts completing this program will receive a special recognition at the end of the week.)*

Advanced Climbing (24 Scout max)

Scouts who have completed the Climbing Merit Badge can study with certified Climbing Instructors to improve and expand their skills. Learn advanced bouldering and repelling techniques, lead climbing, route design, and climbing wall management, all while getting hands-on experience with advanced climbing equipment. End your week with a climbing and bouldering completion with advanced routes designed by your classmates! *(Scouts completing this program will receive an Advanced Climbing patch.)*

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Unique Studies

Camp has a lot to offer. Scouts attending our Specialty Week have complete access to the programs that make La-No-Che a one-of-a-kind camping experience. Scouts can choose one (or several) of the following programs to participate in, depending on their availability:

Native Studies Program (24 Scout max)

Learn everything you can from Jimmy Sawgrass and our Native Program Department. Experience elements from several camp programs, including the Woodsman program, and practice native dance, living, hunting techniques, and cooking/eating.

SCUBA Program (8 Scout max)

Work with certified dive instructors to learn the basics of SCUBA. Learn about equipment, diving dos and don'ts, and techniques that are necessary for a safe and fun dive. Then, get your feet (and the rest of you) wet with some orientation dives that put your new knowledge to work!

All-Terrain Vehicle Program (ATV) (8 Scout max)

Scouts will learn the basics of safety and handling from certified instructors. After classroom instruction is complete, participants will take to the trails, putting into practice what they have learned.

Forest Service Program (36 Scout max)

Scouts will spend 3 afternoons working with members of the U.S Forest Service, learning important skills in conservation while helping to preserve and grow our local National Forest, Ocala. Participants will learn directly from wildlife biologists, plant specialists, and park management staff. Along the way, Scouts will complete requirements for Forestry and Soil & Water Conservation Merit Badges.

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