



2018 Krietenstein Summer Camp

Class Catalog

Event Contacts

Name	Title	Phone	Email
Debbie Morgan	Office Assistant	(812) 232-9496	demorgan@crossroadsbsa.org
Natalie Pearce	Program Manager	(317) 813-7067	npearce@crossroadsbsa.org

Registration opens January 15, 2018
Visit www.scoutingevent.com/160-2018Krietenstein to register



BOY SCOUTS
OF AMERICA®
CROSSROADS OF AMERICA COUNCIL



Class Catalog

2018 Krietenstein Summer Camp: Week 1 at Camp Krietenstein

Camp Krietenstein MB Schedule (Scheduled Classes)

CKMB18 9-5 PM
5



"Week Long Canoe Trek"

Krietenstein is now offering a full week of high adventure canoe trekking for older Boy Scouts and Venturing Scouts! Scouts wishing to participate in this program will arrive at Camp on Sunday as normal, but then participate in a pre-trek shakedown that will include meal and trip planning on Sunday. On Monday after breakfast, the trek crew will be dropped off with all gear, food, and Trek guides at the trailhead, and spend the rest of the week paddling and camping along scenic Indiana waterways. Treks will return Friday in time for closing campfire. Itinerary will vary depending on water level, but one itinerary is along the scenic Big Walnut Creek and Eel River. The intent is for each trek to be at least 50 miles.

Maximum number of participants: 24

Prerequisites: Must be 13+ and pass the BSA Swim Test.

Days: Mo Tu We Th Fr

CKMB18 11-11:55 AM
0
STEM



Animation

Computer or traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities.

Days: Mo Tu We Th Fr

CKMB11 3-4 PM
9
Ecology



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.

Days: Mo Tu We Th Fr

CKMB14 9-10 AM
5
Shooting Sports



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.

Maximum number of participants: 16

Days: Mo Tu We Th Fr

CKMB14 10-11 AM
5
Shooting Sports



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Maximum number of participants: 16

Days: Mo Tu We Th Fr

CKMB14 2-3 PM
5
Shooting Sports



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CKMB14 3-4 PM
5

Shooting Sports

Days: Mo Tu We Th Fr



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Maximum number of participants: 16

CKMB16 9-9:55 AM
0

Handicraft

Days: Mo Tu We Th Fr



Art

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

Maximum number of participants: 8

CKMB16 2-2:55 PM
0

Handicraft

Days: Mo Tu We Th Fr



Art

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Maximum number of participants: 8

CKMB11 11-11:55 AM
2

Ecology

Days: Mo Tu We Th Fr



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.

CKMB14 4-5 PM
9

Eagle Challenge

Days: Mo Tu We



Athletics

Being involved in an athletic endeavor is not only a way to have fun, but it also is one of the best ways for a person to maintain a healthy and strong body, living up to the promise each Scout makes "to keep myself physically strong."

Prerequisites: 3

CKMB17 9-9:55 AM
8

Days: Mo Tu We Th Fr



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.

Maximum number of participants: 12

CKMB13 10-11 AM
4

Handicraft

Days: Mo Tu We Th Fr



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.

Maximum number of participants: 8

NOTE: Additional cost of \$9.00 per project.

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2018 Krietenstein Summer Camp: Week 1 at Camp Krietenstein

CKMB13 11-12 PM
4
Handicraft



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Days: Mo Tu We Th Fr

CKMB13 3-4 PM
4
Handicraft



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CKMB13 4-5 PM
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Handicraft



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Maximum number of participants: 8

NOTE: Additional cost of \$9.00 per project.

Days: Mo Tu We Th Fr

CKMB12 9-9:55 AM
1
Scoutcraft



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.

Prerequisites: 4, 7b, 9

Days: Mo Tu We Th Fr

CKMB12 2-2:55 PM
1



Camping

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Prerequisites: 4, 7b, 9

Days: Mo Tu We Th Fr

CKMB10 9-9:55 AM
3
Aquatics
Ryan Kelleher
Days: Mo Tu We Th Fr



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.

Maximum number of participants: 24

Prerequisites: Pass BSA swimmer test

NOTE: Bring shoes that can get wet.

CKMB10 11-11:55 AM
3
Aquatics



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.

Maximum number of participants: 24

Prerequisites: Pass BSA swimmer test

NOTE: Bring shoes that can get wet.

Days: Mo Tu We Th Fr

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CKMB15 4-5 PM
2
 STEM



Chemistry

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you become a chemist.

Days: Mo Tu We Th Fr

CKMB13 10-10:55 AM
8
 Scoutcraft



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.

Maximum number of participants: 25

Prerequisites: 2

Days: Mo Tu We Th Fr

CKMB13 3-3:55 PM
8
 Scoutcraft



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.

Maximum number of participants: 25

Prerequisites: 2

Days: Mo Tu We Th Fr

CKMB13 11-11:55 AM
9
 Scoutcraft



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.

Maximum number of participants: 25

Days: Mo Tu We Th Fr

CKMB13 4-4:55 PM
9
 Scoutcraft



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.

Maximum number of participants: 25

Days: Mo Tu We Th Fr

CKMB14 9-9:55 AM
0
 Scoutcraft



Communication

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."

Maximum number of participants: 20

Prerequisites: 5

Days: Mo Tu We Th Fr

CKMB14 2-2:55 PM
0
 Scoutcraft



Communication

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."

Maximum number of participants: 20

Prerequisites: 5

Days: Mo Tu We Th Fr

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CKMB12 9-11 AM 6 Scoutcraft		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. Maximum number of participants: 16 Prerequisites: 5 NOTE: Additional cost at camp of \$15 per Scout.
Days: Mo Tu We Th Fr		
CKMB12 2-4 PM 6 Scoutcraft		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. Maximum number of participants: 16 Prerequisites: 5 NOTE: Additional cost at camp of \$15 per Scout.
Days: Mo Tu We Th Fr		
CKMB15 4-4:55 PM 5 STEM		Digital Technology Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age. Maximum number of participants: 10
Days: Mo Tu We Th Fr		
CKMB11 7-9 PM 1		Discover SCUBA Scouts will visit an offsite pool and learn the basics of Scuba Diving. Youth will participate in exercises around the BSA SCUBA award. Waiver available on the main download/attachments page of this site. This is open to all ages and experience levels. Maximum number of participants: 12 NOTE: Must adhere to the strict medical form and waiver provided by the SCUBA company. Additional fee of \$40 payable at camp. This is Tuesday night only.
Days: Tu		
CKMB17 9-9:55 AM 1 STEM		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.
Days: Mo Tu We Th Fr		
CKMB17 3-3:55 PM 1 STEM		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.
Days: Mo Tu We Th Fr		
CKMB12 11-12 PM 7 Scoutcraft		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. Maximum number of participants: 30 Prerequisites: 1, 2c, 8, 9
Days: Mo Tu We Th Fr		
CKMB12 4-5 PM 7 Scoutcraft		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.

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Maximum number of participants: 30

Prerequisites: 1, 2c, 8, 9

Days: Mo Tu We Th Fr

CKMB15 2-2:55 PM
3
STEM



Engineering

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

Days: Mo Tu We Th Fr

CKMB10 10-11 AM
8
Ecology



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.

Maximum number of participants: 30

Days: Mo Tu We Th Fr

CKMB10 2-3 PM
8
Ecology



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Maximum number of participants: 30

Days: Mo Tu We Th Fr

CKMB13 9-9:55 AM
0
Scoutcraft



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.

Maximum number of participants: 26

Days: Mo Tu We Th Fr

CKMB13 11-11:55 AM
0
Scoutcraft



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Maximum number of participants: 26

Days: Mo Tu We Th Fr

CKMB13 4-4:55 PM
0
Scoutcraft



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Maximum number of participants: 26

Days: Mo Tu We Th Fr

CKMB18 9-11 AM
4
Eagle Quest



First Year Scouts Program

As opposed to the afternoon where Scouts sign up for individual rank classes, the morning session of Eagle Quest presents an immersive two hour block where Scouts will be taught skills from Tenderfoot, Second Class, and First Class ranks. This course is designed for new Scouts to give them a mountain-top in their first year as Scouts.

Days: Mo Tu We Th Fr

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2018 Krietenstein Summer Camp: Week 1 at Camp Krietenstein

CKMB11 9-10 AM
8
 Ecology

Days: Mo Tu We Th Fr



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."

Maximum number of participants: 16

NOTE: Recommended that Scouts bring own fishing gear. However, some fishing gear will be provided.

CKMB11 3-4 PM
8
 Ecology

Days: Mo Tu We Th Fr



Fishing

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Maximum number of participants: 16

NOTE: Recommended that Scouts bring own fishing gear. However, some fishing gear will be provided.

CKMB12 3-3:55 PM
9
 Scoutcraft

Days: Mo Tu We Th Fr



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.

Maximum number of participants: 27

CKMB11 10-10:55 AM
4
 Ecology

Days: Mo Tu We Th Fr



Geology

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

CKMB17 2-4 PM
4
 Adventure Base

Days: Th



High Ropes Leadership Adventure

On Thursday afternoon, Scouts will experience an unparalleled out of camp experience at the Sycamore Center, the high ropes course at Indiana State University in Terre Haute.

Maximum number of participants: 12

Prerequisites: Age 13+, and have signed parental waiver.

NOTE: Additional cost of \$40 payable at camp.

CKMB16 9-9:55 AM
4
 Ecology

Days: Mo Tu We Th Fr



Insect Study

In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.

CKMB10 2-2:55 PM
4

Days: Mo Tu We Th Fr



Instructional Swim

Designed to help Scouts pass the Swimming Test by the end of the week or sooner. This class lines up with Swimming Merit Badge during one period, so if a Scout does not pass the swim test, they can be moved over to Instructional Swim.

NOTE: For non-swimmers and beginners.

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CKMB19 9-10 AM 6 Aquatics		Kayaking and Stand Up Paddleboarding New in 2018, Kayaking and Standup Paddleboarding will be offered during the same period. Scouts wishing to participate in this block will receive both their Kayaking Merit Badge, and their Standup Paddleboarding award. Maximum number of participants: 5
CKMB19 3-4 PM 6		Kayaking and Stand Up Paddleboarding New in 2018, Kayaking and Standup Paddleboarding will be offered during the same period. Scouts wishing to participate in this block will receive both their Kayaking Merit Badge, and their Standup Paddleboarding award.
CKMB13 10-10:55 AM 2 Handicraft		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. Maximum number of participants: 8 NOTE: Projects cost between \$8 and \$18. Scouts choose the project in the Trading Post.
CKMB13 11-11:55 AM 2 Handicraft		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. Maximum number of participants: 8 NOTE: Projects cost between \$8 and \$18. Scouts choose the project in the Trading Post.
CKMB13 3-3:55 PM 2 Handicraft		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. Maximum number of participants: 8 NOTE: Projects cost between \$8 and \$18. Scouts choose the project in the Trading Post.
CKMB13 4-4:55 PM 2 Handicraft		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. Maximum number of participants: 8 NOTE: Projects cost between \$8 and \$18. Scouts choose the project in the Trading Post.
CKMB10 11-11:55 AM 1 Aquatics		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

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judgment to know when and how to act so that they can be prepared for emergencies.
Prerequisites: Swimming Merit Badge recommended.

Days: Mo Tu We Th Fr

CKMB16 4-4:55 PM
5
Ecology



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.

Days: Th Fr

CKMB18 4-4:55 PM
2
Aquatics



Mile Swim BSA

Mile Swim BSA requires a participant to attend all week long for conditioning for the award requirements. Monday through Thursday the Scout or Adult will condition and then on Friday they will swim the full mile.

NOTE: There is no option for a 1pm sign-up for Mile Swim in the online system. A Scout will just show up all week in order to complete the award if he would like to take it at 1pm. If he would like to take it at 4pm please enroll him in this session.

Days: Mo Tu We Th Fr

CKMB13 9-10 AM
6
Handicraft



Model Design and Building

Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby: it is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes.

Maximum number of participants: 8

Days: Mo Tu We Th Fr

CKMB13 2-3 PM
6
Handicraft



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Maximum number of participants: 8

Days: Mo Tu We Th Fr

CKMB16 4-4:55 PM
6
Ecology



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.

Days: Mo Tu We

CKMB15 10-10:55 AM
1
STEM



Nuclear Science

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.

Days: Mo Tu We Th Fr

CKMB12 11-11:55 AM
8
Eagle Challenge



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.

Maximum number of participants: 30

Days: Mo Tu We Th Fr

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2018 Krietenstein Summer Camp: Week 1 at Camp Krietenstein

CKMB17 11-11:55 AM
6



Paddle Craft Safety

Non-Merit Badge training for Scouts age 15+ and adults. This training prepares leaders to lead a boating outing with their Troop, and is a required Troop level training. This training will meet Monday - Wednesday.

Prerequisites: Age 15+. Pass BSA swimmer test.

Days: Mo Tu We

CKMB14 10-10:55 AM
1



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.

Maximum number of participants: 40

Prerequisites: 1b, 8

Days: Mo Tu We Th Fr

CKMB18 11-11:55 AM
1
STEM



Photography

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

Maximum number of participants: 20

Days: Mo Tu We Th Fr

CKMB12 9-10 AM
5
Scoutcraft



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.

Maximum number of participants: 30

Days: Mo Tu We Th Fr

CKMB12 3-4 PM
5
Scoutcraft



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.

Maximum number of participants: 30

Days: Mo Tu We Th Fr

CKMB19 4-5 PM
9



Rank: First Class

Offered as a one hour class in the afternoon, this session covers requirements specific to the first class rank.

Maximum number of participants: 40

Days: Mo Tu We Th Fr

CKMB19 3-4 PM
8
Eagle Quest



Rank: Second Class

Offered as a one hour class in the afternoon, this session covers requirements specific to the second class rank.

Maximum number of participants: 40

Days: Mo Tu We Th Fr

Class Catalog

2018 Krietenstein Summer Camp: Week 1 at Camp Krietenstein

CKMB19 2-3 PM
7
 Eagle Quest



Rank: Tenderfoot

Offered as a one hour class in the afternoon, this session covers requirements specific to the tenderfoot rank.

Maximum number of participants: 40

Days: Mo Tu We Th Fr

CKMB14 11-11:55 AM
4
 Shooting Sports



Rifle Shooting

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.

Maximum number of participants: 24

Days: Mo Tu We Th Fr

CKMB14 2-2:55 PM
4
 Shooting Sports



Rifle Shooting

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.

Maximum number of participants: 24

Days: Mo Tu We Th Fr

CKMB14 3-3:55 PM
4
 Shooting Sports



Rifle Shooting

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.

Maximum number of participants: 24

Days: Mo Tu We Th Fr

CKMB16 9-9:55 AM
9
 Handicraft



Sculpture

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.

Maximum number of participants: 12

NOTE: Projects cost \$9

Days: Mo Tu We Th Fr

CKMB16 2-2:55 PM
9
 Handicraft



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NOTE: Projects cost \$9

Days: Mo Tu We Th Fr

CKMB16 11-11:55 AM
8
 Scoutcraft



Search and Rescue

The process and safety methods of working around specialized teams such as aircraft, canine, and aquatic rescue teams. Identifying differences between search and rescue environments, such as coastal, wilderness, rural, and urban landscapes. Determining when Universal Transverse Mercator (UTM) and latitude and longitude (Lat/Lon) should be used.

Days: Mo Tu We Th Fr

Class Catalog

2018 Krietenstein Summer Camp: Week 1 at Camp Krietenstein

CKMB14 9-9:55 AM
3
Shooting Sports



Shotgun Shooting

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning.

Maximum number of participants: 12

Prerequisites: Age 13+

NOTE: \$9 Range Fee (per box) - minimum of two boxes to qualify.

Days: Mo Tu We Th Fr

CKMB14 10-10:55 AM
3
Shooting Sports



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Days: Mo Tu We Th Fr

CKMB13 9-9:55 AM
5
STEM



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.

NOTE: Rockets cost \$10.

Days: Mo Tu We Th Fr

CKMB13 2-2:55 PM
5
STEM



Space Exploration

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NOTE: Rockets cost \$10.

Days: Mo Tu We Th Fr

CKMB14 4-4:55 PM
2
Eagle Challenge



Sports

Millions of people participate in sports every year. For some the appeal is the close friendships that come with being part of a team. Some revel in the joy of victory and lessons of defeat. For some, the personal fitness is so important that exercise becomes a daily need. And still others desire the feeling of achievement, that feeling of measurable improvement that comes with dedication to a sport.

Prerequisites: 4, 5

Days: Th Fr

CKMB10 10-10:55 AM
0
Aquatics



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.

Maximum number of participants: 20

Prerequisites: Pass the BSA swimmer test

Days: Mo Tu We Th Fr

CKMB10 2-2:55 PM
0
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Days: Mo Tu We Th Fr

Class Catalog

2018 Krietenstein Summer Camp: Week 1 at Camp Krietenstein

CKMB10 3-3:55 PM
0
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Days: Mo Tu We Th Fr

CKMB17 11-12 PM
7



Swimming and Water Rescue

This non-merit badge training is for Scouts 15+ and adult leaders. This required unit level training will allow a Troop to conduct a swimming activity throughout the year.

This program replaced BSA Lifeguard.

Prerequisites: Pass BSA swimmer test.

Days: Th Fr

CKMB12 2-2:55 PM
0
Ecology



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.

Days: Mo Tu We Th Fr

CKMB12 10-10:55 AM
4
Scoutcraft



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.

Maximum number of participants: 30

Days: Mo Tu We Th Fr

CKMB12 2-2:55 PM
4
Scoutcraft



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Maximum number of participants: 30

Days: Mo Tu We Th Fr

CKMB13 10-10:55 AM
3
Handicraft



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.

Maximum number of participants: 8

Prerequisites: Age 13+. Must have Totin' Chip.

NOTE: Projects cost \$7-\$11.

Days: Mo Tu We Th Fr

CKMB13 11-11:55 AM
3
Handicraft



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