

SUMMER CAMP 2017

LEADERS GUIDE

S bar F Scout Ranch

Camp Famous Eagle
Camp Gamble

[camping.
stlbsa.org](http://camping.stlbsa.org)



GREATER ST. LOUIS AREA COUNCIL
BOY SCOUTS OF AMERICA





**WELCOME TO
THE RANCH!**

S bar F Scout Ranch, located in the rolling hills of Southeast Missouri, consists of 5,200 acres of forests, rocks, streams, bluffs, trails, and wildlife — all of which makes The Ranch a great place for summer camp. S bar F is home to four camps, all situated around 270-acre Nims Lake: Camp Famous Eagle boasts a new, state-of-the-art dining hall; Camp Gamble offers a traditional patrol cooking experience; Swift High Adventure Base offers exciting high-adventure activities for Venturers and older Boy Scouts; and Camp Sakima serves as the site for the country's largest National Youth Leadership Training program (NYLT).



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S BAR F SCOUT RANCH IS THE FINEST SUMMER CAMP FOR YOUR SCOUTS!

It is the goal of S bar F Scout Ranch to provide the finest quality programs, food, and facilities that support and augment troops in their efforts to deliver the aims of Scouting to their youth — character development, citizenship training, and personal fitness.

Each Scout leaves with increased confidence in himself, learns the benefits of teamwork, faces new physical and mental challenges, and participates in ceremonies that increase his awareness of his responsibilities as a citizen.



Make your S bar F experience the best possible!

- Organization before camp is critical! S bar F offers a complex program — Troops and boys must make choices regarding what they want to accomplish during their time in camp.
- Read this manual entirely. There are several changes for experienced S bar F troops and units new to S bar F will be several steps behind without the information contained here.
- Attitude is also critical. The S bar F staff has built the camp's reputation based on a very cooperative working relationship with leaders. Some things will go wrong. That's life. How we all work together to give youth the best possible experience tells all.
- Ask questions! Please do not hesitate to have your questions answered through one of our several resources listed below.

How to Contact Us

- www.stlbsa.org — Our website has extensive information, including this entire guide and more.
- E-mail — The e-mail address of the Camping Department is camping@stlbsa.org.
- Telephone — The Council Camping Department can be reached at 314-256-3122.
- Mail — Our address is Greater St. Louis Area Council, BSA, 4568 West Pine Blvd., St. Louis, MO 63108-2193.



What's New for 2017?

BIKE PUMP TRACK!

NEW MERIT BADGES!

- **Moviemaking**
for third-year campers and older
- **Search & Rescue**
for third-year campers and older
- **Sustainability**
for second-year campers and older



OPENING DAY AT CAMP



Whether your troop is camping in Famous Eagle or Gamble, your week begins at 1 p.m. on Sunday when your troop counselor for the week meets you at the gate!

Check-In

CAMP FAMOUS EAGLE

1-2:30 p.m. Check-in for leaders at the camp office
Medical recheck at the campsite
Camp tour including dining hall orientation and swim test

6:15 p.m. Retreat
6:30 p.m. Dinner
7:15 p.m. Leaders meeting at the dining hall
7:15 p.m. SPL & Older Scout meetings
8:15 p.m. Opening campfire

CAMP GAMBLE

1-2:30 p.m. Check-in for leaders at the camp office
Medical recheck at the campsite
Camp tour including commissary orientation and swim test

6:15 p.m. Retreat
6:30 p.m. Dinner
7:15 p.m. Leaders meeting at the camp program hall
7:15 p.m. SPL & Older Scout meetings
8:15 p.m. Opening campfire



TROOP TRAILERS

Each troop may move one trailer to the campsite between 9:30 and 11 a.m. on Sunday. Each troop is responsible for moving its trailer, and all motorized vehicles should be in the camp parking lot by 11 a.m. in order for the camp staff to prepare for check-in. Trailers may be retrieved on Saturday morning.



DAILY LEADERS MEETINGS

Daily leaders meetings are held on the front porch at the program hall in each camp:

Sunday	7:15 p.m.: Gamble & Famous Eagle
Monday	9:30 a.m.: Gamble & Famous Eagle
Tuesday	9 a.m.: Gamble; 10:30 a.m., Famous Eagle
Thursday	9:30 a.m.: Gamble & Famous Eagle
Friday	9:30 a.m.: Gamble & Famous Eagle

DURING CAMP

HEALTH CARE & FIRST AID

S bar F Scout Ranch is staffed 24 hours a day by qualified health personnel. The Ranch medical director holds sick call in the program hall each day: 9:30 a.m. for Camp Gamble and 10:15 a.m. for Camp Famous Eagle. All injuries and illnesses — no matter how minor — should be reported to your camp office. Persons with serious injuries or illnesses requiring hospitalization are transported to Parkland Health Center in Farmington. If an emergency occurs that requires calling 911, also contact your camp office immediately.

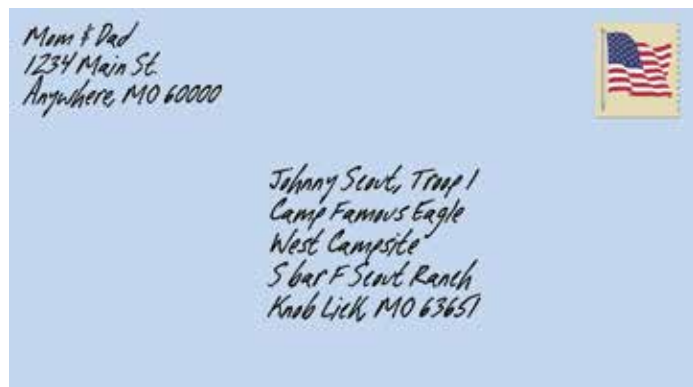
Parents of Scouts are responsible for the cost of any treatment that cannot be done in camp. Non-emergency transportation of a Scout or leader to a hospital is the responsibility of the troop. In case of an emergency, transportation is provided by local authorities. Parents of the Scout are responsible for any costs incurred for emergency transportation.

Medications should be kept secure and dispensed by the unit leader. Unit leaders should keep track of when, how much, the type, and by whom the medication was dispensed. When requested, the camp holds medications requiring refrigeration or those that the camper and his leaders feel uncomfortable holding.

MAIL DELIVERY

Scouts love getting mail at camp! Mail takes several days to arrive, so you may wish to send mail prior to your Scout's departure for camp. To ensure proper delivery to your Scout, use the complete address below:

Scout's Name and Troop Number
Camp Name (Famous Eagle, Gamble, Swift Base)
Campsite Name
S bar F Scout Ranch
Knob Lick, MO 63651



TELEPHONE

During the summer camp season, the telephone number for S bar F Scout Ranch is 573-756-5738. Note that a Scout cannot be brought to this phone for a waiting phone call. A message will be delivered to his campsite. An adult leader must accompany a Scout to the camp office to return a phone call.



TRADING POST

We have excellent camp stores in both Camps Famous Eagle and Gamble. Each trading post is stocked with an assortment of patches, cups, merit badge pamphlets, Scouting supplies, camp T-shirts, toiletries, and snacks. There is no specific amount of money a Scout should bring to camp, but on the average, Scouts spend between \$25 and \$40, depending on the purchase of supplies for merit badges. Both trading posts are open during program hours and in the evenings. Credit cards are accepted at both locations.

VISITORS/PARENTS NIGHT

Parents are invited to visit camp after 5 p.m. on Thursday evening, when they may bring a picnic dinner and attend the Order of the Arrow call-out ceremony.

RELIGIOUS OBSERVANCE

- **Catholic services:** Monday at 1:15 p.m. in Camp Gamble; Tuesday at 1:15 p.m. in Camp Famous Eagle
- **Protestant & Lutheran services:** Monday at 1:15 p.m. in Camp Famous Eagle; Tuesday at 1:15 p.m. in Camp Gamble
- **Non-denominational starlight service:** Wednesday at 10:15 p.m. at the Huck's Cove docks, followed by stargazing

SUMMER CAMP PROGRAM



AQUATICS

Nims Lake is the jewel of the S bar F Scout Ranch. Look at all we offer!

Canoeing, Kayaking, Stand-up Paddleboarding, Rowing, Waterskiing, Sailing, Fishing, Swimming, Floating Iceberg Climbing Wall, Huck's Cove, and Motorboating!

Huck's Cove

Huck's Cove has two awesome water slides, a zip line, rope swings, and more!



Troops schedule their time at Huck's Cove at their camp program office. Transportation to Huck's Cove from Camps Famous Eagle and Gamble is by pontoon boat or personal vehicles. Each camp's pontoon boat has a maximum capacity of 20 passengers. Pontoon boats leave the Famous Eagle and Gamble docks 15 minutes before each hour — make sure your Scouts are on time to make the boat!

Swimming

Every troop has a scheduled time for free swim once a day. In addition, Scouts can register for Swimming and/or Lifesaving merit badges. For specific open swim times, see the schedule on the next page.

Instructional swim sessions are available to assist Scouts in the completion of swimming requirements for Second and First Class ranks. Sessions are held at 9, 10, and 11 a.m.. This "rank instruction" takes approximately three sessions to complete.



Floating Iceberg Climbing Wall

The Floating Iceberg Climbing Wall is open to Scouts during their scheduled free swim. Participating Scouts must be BSA Swimmers and must wear a life jacket.

BSA Aquatics Supervision Training

Aquatics Supervision: Swimming and Water Rescue & Aquatics Supervision: Paddle Craft Safety are hands-on,

SWIMMING SCHEDULE

Famous Eagle Campsites	Gamble Campsites	Instructional Swim	Free Swim
Livingston	Dickson	10:00 a.m.	4:00 p.m.
Schnuck	Osage	10:00 a.m.	4:00 p.m.
West	Morie	10:00 a.m.	4:00 p.m.
Wenzel	Knight	11:00 a.m.	3:00 p.m.
Rottmann	Jacobsen	11:00 a.m.	4:00 p.m.
Hungerford	Kelso	11:00 a.m.	4:00 p.m.
Capps	Francis	10:00 a.m.	3:00 p.m.
Ehrhardt	Wisebart	11:00 a.m.	4:00 p.m.
Chambers	Desoto	9:00 a.m.	3:00 p.m.
Stark	Weisman	9:00 a.m.	3:00 p.m.
Backer	Busch	9:00 a.m.	3:00 p.m.
Thayer	Pratte	9:00 a.m.	3:00 p.m.
Simpson	Hubeli	11:00 a.m.	4:00 p.m.

8-hour courses designed to provide older Scouts and unit leaders in-depth training in Safe Swim Defense and Safety Afloat principles along with basic swimming, boating, and rescue skills. A Scout must be at least 15 years old to work on the Aquatics Supervision courses. Times are determined at camp based on the number of participants.

Mile Swim

Mile Swim BSA is held on Friday. Scouts come to the Aquatics area at 1:45 p.m.; a mandatory orientation begins promptly at 2 p.m.



Note: Any participant in the Mile Swim



BSA must have a minimum of four hours of practice swimming in camp — prior to the Mile Swim — to qualify. Unit leadership is responsible for ensuring the practice swimming occurs during the week.

Recreational Boating

Canoes, rowboats, kayaks, and stand-up paddleboards are available from 3 to 5 p.m., Monday through Thursday.

Note: Scouts must be BSA Swimmers to use kayaks and paddleboards.

Canoe Float

Your troop is encouraged to plan a unit float in the evening, early morning, or as an overnight. The “rule of four” applies to float trips and each participant must be a BSA Swimmer.

For the safety of everyone on the lake, fishing is not permitted en route to a float overnight; however, once camp is made, Scouts may fish from craft within 50 yards of the site at the discretion of the staff escort and unit leader. When fishing, all normal rules must be followed. For more information, see the Fishing section below.

Fishing

Nims Lake is full of bass, crappie, and catfish! Bring your fishing gear and have a great time! Everyone must observe the following general fishing rules:

- Anyone between the ages of 16 and 65 must hold a current Missouri fishing license.
- Wading is not permitted.
- Live minnows may not be used in the lake at any time.
- Fishing is not permitted in any waterfront, Huck's Cove, or boating area. Lines should not be cast toward swimming area ropes, mile swim lines, or any type of floating device anchored for marking safety or direction.
- Hours for the use of boats by adults are 5:30 to 7:45 a.m. and 7:30 to 8:30 p.m. Please obtain approval for the use



of boats from the Aquatics director.

- Personal craft may be used from 5:30 a.m. to 8:30 p.m. with the approval of the Aquatics director.

ACTIVITIES FOR OLDER SCOUTS

Activities for older Scouts are designed for Scouts at Famous Eagle and Gamble who are at least 14 years old or in their fourth year of camp. Several programs have an additional cost for participation; fees are collected at the time of registration.



Online registration is at camping.stlbsa.org

- **Horseback Riding** (\$5 — register at camp)
- **Kayak Polo** (register at camp)
- **Mountain Biking** (register at camp)
- **Recreational Shotgun Shooting** (\$5 — register online)
- **Stand-Up Paddleboarding** (register at camp)
- **Waterskiing** (\$5 — register online)



CAMPWIDE PROGRAMS

The Opening Campfire is presented by the camp staff at the Council Ring on Sunday night. Troops should assemble on the parade ground at 8:15 p.m.

Top Shot is an exciting shooting sports program with daily eliminations resulting in the camp “Top Shots” being recognized at the closing campfire.

The Closing Campfire is held Friday night at the Council Ring. Troops should assemble on the parade ground at 8:15 p.m. Skits and recognitions are the highlights of the closing campfire.



BEACH PARTY & WATER CARNIVAL

Every troop is encouraged to participate in the camp beach party! This camper favorite is held at 7:15 p.m. on Wednesday.

Scouts and leaders are encouraged to dress for the occasion in beach attire such as a Hawaiian shirt or straw hat.

PARENTS NIGHT & O.A. CEREMONY

Parents are encouraged to visit their Scouts for dinner in the campsite after 5 p.m. and attend the Order of the Arrow call-out ceremony on Wednesday evening.



HIKING & OUTPOST CAMPING

Spend a night away from the camp and hike back the next morning on one of the trails within the 5,200 acres of S bar F Scout Ranch. Or take a morning or afternoon hike to Castle Rock or Ship Rock.

Consult with the program director before taking a hike.



RANGER SPECIALTY CAMPS

Ranger camps offer adventures beyond regular summer camp. Scouts participating in the Ranger Program increase their appreciation of nature, camping, and self-reliance.



The Ranger Program's activities take place at various locations at S bar F Scout Ranch. Scouts live in outpost camps, carry all equipment necessary for camping, and hike portions of the Three Notch Trail that show nature in its raw form.

Teamwork, problem solving, cooperation, and leadership development are important parts of the Ranger Program. Specific activities vary from year to year. Typical activities in the program include blacksmithing, ropes course, and black powder shooting. Scouts swim, have time to fish, and participate in games designed to improve outdoor skills. Since many of the activities require strength, some physical conditioning may be desirable before camp. Scouts participating in the Ranger Program have an opportunity to earn Archaeology and Wilderness Survival merit badges.

Sessions are available all six weeks of Boy Scout Summer Camp. Ranger camps are for Scouts age 14 and older.



[Register at scoutingevent.com/312-2017rangerprogram](http://scoutingevent.com/312-2017rangerprogram)

Individual Scouts often register for this experience as a second week of summer camp.

Cost is \$270 per camp. The fee includes meals, program supplies, Ranger emblem, and camp segment. Visit scoutingevent.com?rangerprogram for the equipment list.

Scouts meet at 2 p.m. on Sunday at the Scout Lodge in the Camporee Area. Supervision is provided for Scouts who will not be rejoining a troop at the conclusion of the program on Friday evening.



ADULT LEADER TRAINING

*This Is Scouting
Scoutmaster/Assistant Scoutmaster
Committee Training
Introduction to Outdoor Skills*

During the summer, Boy Scout leader training is conducted at camp.

Adults taking the course must attend the morning outdoor skills instruction in their camp and participate in afternoon training sessions Monday through Thursday. The afternoon training sessions are held 2 to 4 p.m. A schedule is available during Sunday check-in.

Cost of the training is \$20, which includes all training materials.

ADVANCEMENT

MERIT BADGE PROGRAM

New Merit Badges for 2017!



- **Moviemaking** for third-year campers and older
- **Search & Rescue** for third-year campers and older
- **Sustainability** for second-year campers and older

Unit leaders should guide Scouts to set achievable goals. Some subjects require a greater length of time for instruction than others, and this should be taken into account when scheduling them.

Unless otherwise noted, merit badge classes are Monday through Friday.

One successful technique for retaining information is for Scouts to take instruction from the camp staff member in a given subject, then for an adult troop leader to review the knowledge gained with the Scouts.

The merit badge pamphlets for the badges offered at camp are available at each camp's trading post; however, your Scouts may wish to buy (or borrow) pamphlets prior to camp. In any event, Scouts should obtain, read, and



study the current pamphlet for each merit badge they wish to pursue prior to attending classes.

Partial completion of a merit badge is not a failure, it is what the name indicates: partial success. Many Scouts will complete only sections of badges with prerequisites or that are very difficult. They then can complete them with another counselor at home or back at camp the following summer. Partial completions are valid until a Scout turns 18.

Be sure to provide the required documentation for Scouts who have completed requirements for merit badges before they come to camp.

MERIT BADGES FOR OLDER SCOUTS

S bar F has exciting merit badge opportunities to keep your older Scouts coming back year after year! These



badges are offered to Scouts who are at least 14 years old or in their fourth year of camp. Several classes have an additional cost for participation. Fees are collected online, at the time of registration.

- **Climbing**
- **Horsemanship** (\$20)
- **Motorboating** (\$10)
- **Shotgun Shooting** (\$40)
- **Water Sports** (\$20)



VOYAGEUR PROGRAM FOR FIRST-YEAR CAMPERS

The Voyageur Program is designed for Scouts who have recently joined a troop or have just crossed over from Webelos. Here new Scouts are immersed in the Scouting program and the S bar F Scout Ranch. Scouts will learn the patrol method and basic Scouting skills, and experience some of the many programs available at summer camp, in addition to receiving instruction in Woodcarving and Swimming merit badges.

The program is not intended for Scouts to advance to First Class rank during one week at camp; it is intended to bolster a troop's advancement program. Voyageur Program staff will provide documentation of rank advancement instruction covered during the week; unit

leadership is responsible for reviewing and certifying rank advancement for Scouts.

The Voyageur Area is located in Smith Campsite at Camp Famous Eagle and in Moreno Campsite at Camp Gamble. Scouts attend the Voyageur Program 9 a.m. to noon and 2 to 3 p.m. Monday through Friday, and may choose two merit badges in the afternoons. The additional fee of \$10 covers the cost of program materials, and is collected at the time of registration.

Leaders with more than five Scouts in the Voyageur Program are asked to assist by providing adult supervision as they have time available.



See the Class Catalog in the back of this manual for specific information, dates, and times of individual merit badges and other classes offered at camp this summer.

FOOD SERVICE



CAMP FAMOUS EAGLE — DINING HALL

All meals are served family-style from the beautiful, state-of-the-art dining hall at Famous Eagle:

Breakfast: 8 a.m. | Lunch: 12:30 p.m. | Dinner: 6 p.m.

Two waiters are needed for each table at each meal. Waiters should report to the dining hall 30 minutes before each meal; one waiter and one assistant per table is needed. Dining hall procedure will be explained in detail during the check-in process on Sunday.

CAMP GAMBLE — PATROL COOKING

Preparing meals in camp is one of the best ways to make the patrol method work by developing leadership and responsibility in Scouts. Menus are written so that they can be easily followed by Scouts; expert skill is not

required in order to produce a satisfying and delicious meal.

A duty roster should be used by each patrol. Food is issued on an individual meal basis and should be picked up from the commissary by the patrol cooks assigned to that meal:

Breakfast: Pick-up — 7 a.m. | Serve — 8 a.m.

Lunch: Pick-up — noon | Serve — 12:30 p.m.

Dinner: Pick-up — 5:30 p.m. | Serve — 6:30 p.m.

Plates and cups are provided with the camp equipment; each Scout and leader should bring a personal knife, fork, and spoon. All equipment needed for meal preparation is provided at camp; the troop counselor will demonstrate proper equipment use and care.

Each troop receives an initial issuance of staple items such as salt and pepper, detergent, etc. Scouts should use all items wisely; extra supplies are available at the commissary.

Ice is issued with most lunches and dinners; additional ice is available for purchase at the trading post.



SPECIAL DIETS

Scouts or leaders who need special diets due to medical or religious requirements will be accommodated if at all possible. Submit the Medical Statement for Food Allergies form (available on our website, stlbsa.org) for each individual at least two weeks prior to your camp stay.



GRACES

The graces listed are only suggestions. Scouts may use them or the grace they say at home.

Morning Graces

Gracious Giver of all good, Thee we thank for rest and food. Grant that all we do or say, in Thy service be this day.

Our Father, we thank Thee, for this new day and for Thy loving care. Help us to be mindful of Thee in these happy, sunlit hours.

Heavenly Father, we thank Thee for Thy care through the night and for this new day. Guide us by Thy spirit, and at the close of this day may we not be ashamed before Thee.

Noon Graces

Father, for this noonday meal, we would speak the praise we feel. Health and strength we have from Thee, help us Lord to faithful be.



Heavenly Father, help us to see the beautiful things in earth and sky which betokens of Thy love. Walk with us in the days we spend together here. May the food we eat and all thy blessing help us to better serve Thee.

Our Father in Heaven, as the day leads on, let us not forget our obligation to honor and serve Thee. We thank Thee for these gifts of Thy bounty. Bless them to our use and our lives to Thy service.

Evening Graces

Tireless Guardian on our way, Thou hast kept us well this day. While we thank Thee, we request care continued, pardon, and rest.

Heavenly Father, we thank Thee for this day and for Thy presence in it. Forgive us if we have not made it a better day and help us to be tomorrow what we failed to be today.

Our Father God, we thank Thee for this evening meal. As Thou hast been mindful of us, so help us to be mindful of Thee, that we may know and do Thy will.

Our Father in Heaven, Thou hast given us all things richly to enjoy. We bring our thanks to Thee at this evening meal. Bless us as we partake of this food, and keep us mindful of the needs of others.

GRACES

Graces Suitable for Any Meal

For health and strength and daily food, we give Thee thanks, O Lord.

For this and all Thy mercies, Lord, make us duly grateful.

For food and health and friendship, we give Thee thanks, O Lord.

We thank Thee, our heavenly Father, for this food. Bless us as we partake of it that it may strengthen us for Thy service.



Scout Benediction

May the Great Master of all Scouts be with us 'til we meet again, Amen.

S bar F Ranch Grace

For the gifts of food and freedom
And hills to roam
For crimson sunsets
For the earth, our home, For the stars at night And gentle
wind in trees Thank you, Great Spirit, For all of these.
Amen.

Camp Lewallen Grace

Beneath the stars above Logan, by the river as it winds,
Looking over old Potashnik,
and sheltered by the towering pines,
We thank you Lord for these blessings — this food, this
fellowship, and this day. And ask your continued grace
and mercy as we carry on the Scouting way. Amen.

Camp May Grace

We thank you, Lord, in every way
For the gifts you give to us each day, For the gifts of life,
the gifts of love, The gifts of friends and heavens above.
For every Scout who does his best, May this food of ours
be blessed. Amen.

Philmont Grace

For food, for raiment, For life, for opportunity,
For friendship and fellowship, We thank Thee, O Lord.
Amen.

Florida Sea Base — The Keys Blessing

Bless the creatures of the sea, Bless this person I call me.
Bless the Keys you made so grand, Bless the sun that
warms the land. Bless the fellowship we feel, as we gather
for this meal. Amen.

Northern Tier Wilderness Grace

For food, for raiment, For life and opportunity, For sun
and rain,
For water and portage trails, For friendship and
fellowship, We thank Thee, O Lord. Amen.

Summit Grace

For this time and this place, For Your goodness and grace,
For each friend we embrace, We thank Thee, O Lord.
Amen.

GENERAL INFORMATION



MEDICAL EXAMINATIONS

Every Scout and leader attending camp must — upon arrival — present a completed health record: Parts A, B, and C of the Annual Health and Medical Record. Part C must be signed by licensed medical personnel (limited to a doctor of medicine, doctor of osteopathy, physician’s assistant, or nurse practitioner). The Annual Health and Medical Record requires a yearly medical exam by licensed medical personnel for all Scouts and adults attending camp.

Medical recheck takes place in the campsite by the troop counselor, an adult member of the staff, and an adult leader of the troop. Medical forms should remain in the campsite during check-in.

Adults who will spend fewer than 72 hours in camp are classified as visiting leaders and are not required to have the physician’s statement. They must complete Parts A and B of the Annual Health and Medical Record.

Note: Visiting leaders may not swim unless they have Part C of the Annual Health and Medical Record signed by licensed medical personnel.

Medical forms can be downloaded from the Summer Camps page at stlbsa.org. The forms can be filled out online, printed, and saved with the typed information. Beware of common errors: missing date of physical, doctor’s signature, and tetanus shot date.

Note: Due to liability considerations, the BSA requires the Annual Health and Medical record; Scouts requiring school or sports physicals are encouraged to complete both at the same time.

Unit leaders should collect and review all medical forms prior to camp. If the unit leader has any questions concerning a Scout’s medical form, the leader should contact the Scout’s parents.

For the safety of everyone in camp, Scouts and adults are not to attend camp if they have had flu-like symptoms in the 3 days prior to their arrival in camp. Flu-like symptoms include fever (100 degrees or higher), cough, sore throat, chills, headache, fatigue, vomiting, and/or diarrhea. Parents and unit leaders are responsible for ensuring that Scouts and adults who are ill do not come to camp.

FEE STRUCTURE

One-Week Boy Scout Resident Camp With Troop or Individual

- If paid in full before April 2: \$255
- If paid in full between April 2 & June 1: \$275
- If paid after June 1: \$290
- Multiple-week discount: \$100 off a second week (when the first week is paid in full)
- Family discount: \$100 off each additional Scout attending from the same household (when the first Scout is paid in full)

Leaders

- Up to 10 Scouts: 1 free leader
- 11-20 Scouts: 2 free leaders
- 21-30 Scouts: 3 free leaders
- 31-40 Scouts: 4 free leaders
- 41-50 Scouts: 5 free leaders
- Each additional leader: \$80

Camperships

Every youth deserves the opportunity to experience summer camp. Camperships were created to ensure that any youth with financial difficulties is not denied an opportunity to attend summer camp at a Greater St. Louis Area Council property. Camperships normally do



not exceed 50 percent of the full camp fee, except where extenuating circumstances are present.

To apply for a campership, submit an application (available at camping.stlbsa.org) by April 1, 2017; camperships will be available until funds are depleted.

Cancellations & Refunds

Refunds may be issued in circumstances involving medical or family emergencies and must be requested using the Refund Request Form (available at camping.stlbsa.org) before August 30, 2017.



LEADERSHIP

Each troop must have at least two registered leaders in camp at all times, one of whom must be at least 21; other leaders may be 18 years old or older. Troops sharing campsites by prior arrangement may “share” leadership to meet this requirement.

Campsite latrines are unisex, without doors, and each troop with female leadership should make appropriate arrangements. Separate shower and latrine facilities for male and female leaders are located in designated areas of camp.

PERSONAL EQUIPMENT CHECKLIST

- | | |
|---|--|
| <input type="checkbox"/> Water bottle | <input type="checkbox"/> Fork, knife, and spoon (Camp Gamble) |
| <input type="checkbox"/> Completed & signed medical form | <input type="checkbox"/> Flashlight & batteries |
| <input type="checkbox"/> Medications with directions | <input type="checkbox"/> Insect repellent (non-aerosol) |
| <input type="checkbox"/> Duffel bag or pack | <input type="checkbox"/> Pocketknife |
| <input type="checkbox"/> Swimsuit (pack on top) | <input type="checkbox"/> Personal first aid kit |
| <input type="checkbox"/> Towels (pack on top) | <input type="checkbox"/> Sleeping bag or sheets & blankets |
| <input type="checkbox"/> Summer uniform | <input type="checkbox"/> Pillow |
| <input type="checkbox"/> Sturdy shoes/boots suitable for hiking | <input type="checkbox"/> Pajamas |
| <input type="checkbox"/> Raincoat or poncho | <input type="checkbox"/> Wristwatch |
| <input type="checkbox"/> Sweatshirt or jacket | <input type="checkbox"/> Camp stool/chair |
| <input type="checkbox"/> Sunscreen | <input type="checkbox"/> Merit badge pamphlets & advance work |
| <input type="checkbox"/> Shower shoes/sandals | <input type="checkbox"/> Writing & drawing materials |
| <input type="checkbox"/> Camp T-shirts | <input type="checkbox"/> Boy Scout Handbook |
| <input type="checkbox"/> Underwear | <input type="checkbox"/> CPR certification (or GSLAC "Red Card") |
| <input type="checkbox"/> Socks (6+ pair) | <input type="checkbox"/> Spending money |
| <input type="checkbox"/> Washcloth | <input type="checkbox"/> Camera |
| <input type="checkbox"/> Soap in container | <input type="checkbox"/> Hawaiian shirt for Beach Party |
| <input type="checkbox"/> Toothbrush & paste | <input type="checkbox"/> Baseball glove |
| <input type="checkbox"/> Shampoo | <input type="checkbox"/> Bandannas |
| <input type="checkbox"/> Hairbrush or comb | |

- Items prohibited are firearms or ammunition, fireworks, alcoholic beverages, sheath knives, and aerosol products (aerosol cans pose an environmental and safety hazard).
- Items not recommended are electronic devices (such as Nintendo DS, iPods, radios, cell phones), items of value, and extra food that might attract animals.
- Campers should mark all of their equipment and clothing with their names.
- A Scout is welcome in any Scout camp, whether or not he owns a Scout uniform.



CAMP SAFETY PROCEDURES

- The buddy system must be used at all times.
- Fires should be put out when leaving the campsite. No fire should be left unattended.

Fire orders and severe weather procedures are posted in each campsite and should be reviewed with the entire membership of the troop.

Unit leaders appoint a fire marshal for their troop and review the responsibilities of that position with the selected Scout on Sunday.

- No one should be transported in the cargo section of trucks.
- All buildings are smoke-free.

Smokers, please smoke in a safe manner away from Scouts.

It is unacceptable for anyone younger than age 18 to use tobacco products of any type at any time during camp.

- Closed-toed shoes should be worn at all times while walking around camp.

Sandals are appropriate for the waterfront and the shower house.

- The camp setting offers a great opportunity to observe plant and animal wildlife in their natural surroundings.

Scouts and adults must not feed or try to catch any wildlife.

Problems with any type of wildlife should be reported to the camp office immediately.

- Upon departure from camp, all Scouts must leave with their unit leadership, parent, guardian, or an individual approved by the parent or guardian.



Written permission must be provided by the legal parent or guardian to the unit leadership if a Scout may leave camp with someone other than those listed above.

This maintains accountability of all Scouts and provides for their safety.

- Camp staff — under the guidance of their camp director — monitor camp for unauthorized persons.

The central camp staff and the camp rangers provide assistance.

Any questions or concerns regarding an unauthorized person should be referred to the camp director.

Those persons found not to be official guests of the camp or a Scout unit will be asked to leave and escorted off the premises.

Local law enforcement officers will be contacted if necessary.

Any problems or safety concerns regarding unauthorized persons should be referred to the camp director.



ORDER OF THE ARROW AT CAMP



The Order of the Arrow (O.A.) plays a vital role in the council's camping program. Members of the Order of the Arrow represent Scouting's honored campers. Please set the best example possible for all Scouts and adults to follow.

MEETINGS

Meetings for all O.A. members in camp are on Monday and Thursday at 1:15 p.m. at the Program Hall. O.A. ceremonial team members of the troop may participate more fully in the Thursday night call-out ceremony. With the permission of the Scoutmaster, Scouts who are costumed ceremonial team members can participate as guides. This adds to the pageantry of the call-out. Arrangements must be made with the O.A. coordinator by the Thursday O.A. meeting. Ceremonial regalia should be brought to camp but left locked in vehicles for protection until Thursday evening.

CITATION FEES

The Anpetu-We Lodge citation fee is \$25 and should be paid to the lodge prior to camp. Pre-Ordeal takes place on Thursday night in camp at S bar F Scout Ranch or Friday night at Anpetu-We Fall Reunion weekend in September.

The Shawnee Lodge citation fee is \$30 and is due in the camp business office between 8 and 11 a.m. Thursday following the election. Pre-Ordeal takes place on Thursday night in camp at S bar F Scout Ranch.

ACTIVITIES

O.A. Thursdays

Every week, Thursday is officially "O.A. Day." Each Arrowman is strongly encouraged to wear an O.A. T-shirt. After the afternoon program, Arrowmen should wear the full class-A uniform and sash.

O.A. ELECTION INFORMATION

Anpetu-We Lodge

All elections are held prior to summer camp. There are no elections at camp.

Shawnee Lodge

For Scouts (especially first-year campers) to vote wisely in the O.A. election at camp, they have to understand the purpose and nature of the Order of the Arrow. The Scoutmaster and troop leaders who are in the O.A. have the responsibility of informing these Scouts about the Order.

Scouts should be informed about the O.A. and the election before the election ceremony, such as at a troop campfire or meeting held earlier in the week at camp. Explain the purpose, activities, and importance of O.A. and the election. The troop counselor can help with such a presentation.

Scouts who have demonstrated their ability as honor campers are recognized. Each Greater St. Louis Area Council troop in camp can conduct an O.A. election at 7 a.m. on Thursday before breakfast. A member of the camp staff helps the troop with the election. An election is not valid without the troop counselor or a designated member of the camp staff present. Staff members are available upon request to provide an explanation of the O.A. to the troop prior to Thursday morning's election. Unit leaders must have advancement and camping records of the troop's O.A. candidates with them in camp.

The Scouts and leader in the troop elected to O.A. membership are notified of their election during the O.A. ceremony on Thursday evening. Troops assemble at 8:15 p.m. at the parade ground. The O.A. ceremony is conducted according to the Shawnee Lodge "Procedures in Camp."

The following procedure should be used on the morning of the election. The troop counselor is there to run the election; he is the representative of the O.A. lodge.

The Election

The leader...

- Provides ballots (may be preprinted) and candidate list.
- Gives a short explanation of the O.A. and includes these points:
 - ~ It is a national honor society of the Boy Scouts of America.
 - ~ It honors those that best exemplify the Scout Oath and Scout Law.
 - ~ The only way to gain membership is to be elected by his troop.
 - ~ Leaders age 21 and older are not allowed to vote.
 - ~ The election is not a popularity contest.
- Calls forward the candidates and has them form a line in the front of the troop.

- Asks if any Scouts feel that their names should not be on the eligible list.
- Asks if anyone has influenced Scouts on how to vote.

The Troop Counselor...

- Arrives onsite by 6:50 a.m.
- Meets with leadership to determine number of candidates.
- At the election, he:
 - ~ Shows the symbols of the Order.
 - ~ Explains the voting procedures. A Scout may vote for one, two, three, or more — or none — of the eligible Scouts.
 - ~ Reminds the troop it is not a popularity contest.
 - ~ Hands out ballots, asks members to print first and last names, and reminds them it is a secret ballot, so there should be no discussion through the day.
 - ~ Informs members where to submit the completed ballots.
 - ~ As ballots are handed in, asks members to return to the patrol site for breakfast.

Following the Election

- After all votes have been cast, the unit leader and troop counselor count the votes. No other leader or Scout should assist in counting the votes. Refer to the voting rules if needed.
- The Scoutmaster fills out election results on the Election Report Form.
- The troop counselor goes to the office, completes his section of the candidates' citations, and turns in the Election Results Form.
- Unit leader completes citations in camp office and pays induction fees by 11 a.m.
- At this time, the leader may exercise his veto by simply tearing up the Scout's citation. He may not substitute any candidates for a vetoed Scout.
- Blank or completed citations should not leave the office.
- Citation(s) should be turned in at this time if any adult Scouter has been elected at an earlier committee meeting.

NOTE: Leaders and troop O.A. members should attend the 1:15 p.m. meeting on Thursday in the program hall of each camp for call-out instructions and materials.

More information about Anpetu-We and Shawnee Lodges is available at:

anpetu-we.org

shawneelodge.org

CLASS CATALOG

Merit Badge - General use (Scheduled Classes)

MB108 9-10:30 AM

Days: Mo Tu We Th Fr



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: 15

NOTE: Where: Archery Range

Who: For second-year campers and older

Recommended advance work: Study requirements 3 & 4

Required materials/preparation: Skills and practice prior to camp

Anticipated cost: Approximately \$5 for materials

Other information: Each session is 90 minutes; all equipment is provided

MB108 10:30-12 PM

Days: Mo Tu We Th Fr



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: 15

NOTE: Where: Archery Range

Who: For second-year campers and older

Recommended advance work: Study requirements 3 & 4

Required materials/preparation: Skills and practice prior to camp

Anticipated cost: Approximately \$5 for materials

Other information: Each session is 90 minutes; all equipment is provided

MB111 9-10 AM

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.

Maximum number of participants: 20

NOTE: Where: Nature Area

Who: For third-year campers and older

Recommended advance work: Knowledge and practice in identifying constellations

Required materials/preparation: Requirements 5b, 6, & 7b should be completed prior to camp; pen and paper

Other information: Night observations are required

MB111 4-5 PM

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.

Maximum number of participants: 20

NOTE: Where: Nature Area

Who: For third-year campers and older

Recommended advance work: Knowledge and practice in identifying constellations

Required materials/preparation: Requirements 5b, 6, & 7b should be completed prior to camp; pen and paper

Other information: Night observations are required

CLASS CATALOG

MB116 2-5 PM

Days: Mo



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: 20

NOTE: Where: Scoutcraft Area

Who: For all Scouts

Required materials/preparation: Stool kit and 2 basket kits - one square and one round

Anticipated costs: \$20-\$25 for materials

Other information: The amount of time required to complete the badge depends on the needs of the Scout

MB101 9-10 AM

Days: Mo Tu We Th Fr



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.

Maximum number of participants: 30

NOTE: Where: Scoutcraft Area

Who: For second-year campers and older

Recommended advance work: Requirements 2 & 3 prior to camp

Required materials/preparation: Requirements 8c, 8d, & 9 should be completed prior to camp (bring documentation of your total camping experiences, in the form of reports of each trip; have the reports signed by your Scoutmaster)

MB101 2-3 PM

Days: Mo Tu We Th Fr



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.

Maximum number of participants: 30

NOTE: Where: Scoutcraft Area

Who: For second-year campers and older

Recommended advance work: Requirements 2 & 3 prior to camp

Required materials/preparation: Requirements 8c, 8d, & 9 should be completed prior to camp (bring documentation of your total camping experiences, in the form of reports of each trip; have the reports signed by your Scoutmaster)

MB101 3-4 PM

Days: Mo Tu We Th Fr



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.

Maximum number of participants: 30

NOTE: Where: Scoutcraft Area

Who: For second-year campers and older

Recommended advance work: Requirements 2 & 3 prior to camp

Required materials/preparation: Requirements 8c, 8d, & 9 should be completed prior to camp (bring documentation of your total camping experiences, in the form of reports of each trip; have the reports signed by your Scoutmaster)

MB119 9-10 AM

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

NOTE: Where: Boating Area

CLASS CATALOG

Who: For second-year campers and older
Recommended advance work: Study requirements 4, 5, & 10 prior to camp
Required materials/preparation: Must be a BSA Swimmer and possess the physical strength required for carrying a canoe and rescuing a swamped canoe; schedule includes a dry session Wednesday evening following the Beach Party

MB119 10-11 AM

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

NOTE: Where: Boating Area

Who: For second-year campers and older

Recommended advance work: Study requirements 4, 5, & 10 prior to camp
Required materials/preparation: Must be a BSA Swimmer and possess the physical strength required for carrying a canoe and rescuing a swamped canoe; schedule includes a dry session Wednesday evening following the Beach Party

MB227 10-11 AM

Days: Mo Tu We Th Fr



Chess

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

Maximum number of participants: 24

NOTE: Where: Nature Area

Who: For all Scouts

MB227 4-5 PM

Days: Mo Tu We Th Fr



Chess

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

Maximum number of participants: 24

NOTE: Where: Nature Area

Who: For all Scouts

MB131 10-11 AM

Days: Mo Tu We Th Fr



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: 20

Prerequisites: Who: For all Scouts

Required advance work: Requirements 4, 5, & 6

Other information: A difficult and time-consuming badge; a limited number of cooking requirements can be completed at camp.

NOTE: Where: Scoutcraft Area

Who: For all Scouts

Required preparation: Requirements 4, 5, & 6

Other information: A difficult and time-consuming badge; a limited number of cooking requirements can be completed at camp

CLASS CATALOG

MB131 11-12 PM

Days: Mo Tu We Th Fr



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: 20

Prerequisites: Who: For all Scouts

Required advance work: Requirements 4, 5, & 6

Other information: A difficult and time-consuming badge; a limited number of cooking requirements can be completed at camp.

NOTE: Where: Scoutcraft Area

Who: For all Scouts

Required preparation: Requirements 4, 5, & 6

Other information: A difficult and time-consuming badge; a limited number of cooking requirements can be completed at camp

MB131 4-5 PM

Days: Mo Tu We Th Fr



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: 20

Prerequisites: Who: For all Scouts

Required advance work: Requirements 4, 5, & 6

Other information: A difficult and time-consuming badge; a limited number of cooking requirements can be completed at camp.

NOTE: Where: Scoutcraft Area

Who: For all Scouts

Required preparation: Requirements 4, 5, & 6

Other information: A difficult and time-consuming badge; a limited number of cooking requirements can be completed at camp

MB144 9-11 AM

Days: Mo Tu We Th Fr



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: 35

NOTE: Where: Nature Area

Who: For third-year campers and older

Recommended advance work: Completion of requirements 3 & 5 prior to camp

Other information: Each session is 2 hours; this is a time-consuming merit badge

MB144 2-4 PM

Days: Mo Tu We Th Fr



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: 35

NOTE: Where: Nature Area

Who: For third-year campers and older

Recommended advance work: Completion of requirements 3 & 5 prior to camp

Other information: Each session is 2 hours; this is a time-consuming merit badge

MB149 10-12 PM

Days: Mo Tu We Th Fr



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: 20

NOTE: Where: Scoutcraft Area

CLASS CATALOG

Who: For all Scouts

Required materials/preparation: Requirements 2d & 7 prior to camp (bring first aid kit); documentation of CPR instruction (or GSLAC "Red Card")

MB149 2-4 PM

Days: Mo Tu We Th Fr



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: 20

NOTE: Where: Scoutcraft Area

Who: For all Scouts

Required materials/preparation: Requirements 2d & 7 prior to camp (bring first aid kit); documentation of CPR instruction (or GSLAC "Red Card")

MB150 9-10 AM

Days: Mo Tu We Th Fr



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.

Maximum number of participants: 20

NOTE: Where: Nature Area

Who: For second-year campers and older

Recommended advance work: Completion of requirement 7

Required materials/preparation: Complete requirement 5 prior to camp; bring materials to camp

MB150 3-4 PM

Days: Mo Tu We Th Fr



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.

Maximum number of participants: 20

NOTE: Where: Nature Area

Who: For second-year campers and older

Recommended advance work: Completion of requirement 7

Required materials/preparation: Complete requirement 5 prior to camp; bring materials to camp

MB151 10-11 AM

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: 20

NOTE: Where: Nature Area

Who: For all Scouts

Recommended advance work: Practice knots and study Outdoor Code prior to camp; requirement 7 involves knowledge of state and local regulations

Required materials/preparation: Fishing rod & reel, line, bait or lures are needed for requirement 9

CLASS CATALOG

MB151 11-12 PM

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: 20

NOTE: Where: Nature Area

Who: For all Scouts

Recommended advance work: Practice knots and study Outdoor Code prior to camp; requirement 7 involves knowledge of state and local regulations

Required materials/preparation: Fishing rod & reel, line, bait or lures are needed for requirement 9

MB152 3-4 PM

Days: Mo Tu We Th Fr



Fly-Fishing

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

Maximum number of participants: 20

NOTE: Where: Nature Area

Who: For all Scouts

Recommended advance work: Practice knots in requirement 3 and study the Outdoor Code and Leave No Trace prior to camp; requirement 8 involves knowledge of state and local regulations

MB152 4-5 PM

Days: Mo Tu We Th Fr



Fly-Fishing

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

Maximum number of participants: 20

NOTE: Where: Nature Area

Who: For all Scouts

Recommended advance work: Practice knots in requirement 3 and study the Outdoor Code and Leave No Trace prior to camp; requirement 8 involves knowledge of state and local regulations

MB153 2-3 PM

Days: Mo Tu We Th Fr



Forestry

In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

Maximum number of participants: 20

NOTE: Where: Nature Area

Who: For all Scouts

Recommended advance work: Completion of requirement 7 prior to camp

Required materials/preparation: Requirement 5

Other information: A tree identification guide and spiral notebook are helpful

MB224 9-10:30 AM

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: 12

NOTE: Where: Scoutcraft Area

Who: For all Scouts

Recommended advance work: Requirements 7 & 8 prior to camp

CLASS CATALOG

Required materials/preparation: GPS devices are available at camp, or Scouts may bring their own

MB224 10:30-12 PM

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: 12

NOTE: Where: Scoutcraft Area

Who: For all Scouts

Recommended advance work: Requirements 7 & 8 prior to camp

Required materials/preparation: GPS devices are available at camp, or Scouts may bring their own

MB161 9-10:30 AM

Days: Mo Tu We Th Fr



Horsemanship

In addition to learning how to safely ride and care for horses, Scouts who earn this merit badge will gain an understanding of the instincts and behaviors of horses and humane and effective methods for training horses.

Additional Fee: \$20.00

Maximum number of participants: 5

NOTE: Where: Corral at north end of Camporee Area

Who: For fourth-year campers and older

Recommended advance work: Requirements 1, 2, & 4 prior to camp

Required materials/preparation: Shoes with heels and long pants; physical strength is needed to saddle, mount, and dismount

MB161 10:30-12 PM

Days: Mo Tu We Th Fr



Horsemanship

In addition to learning how to safely ride and care for horses, Scouts who earn this merit badge will gain an understanding of the instincts and behaviors of horses and humane and effective methods for training horses.

Additional Fee: \$20.00

Maximum number of participants: 5

NOTE: Where: Corral at north end of Camporee Area

Who: For fourth-year campers and older

Recommended advance work: Requirements 1, 2, & 4 prior to camp

Required materials/preparation: Shoes with heels and long pants; physical strength is needed to saddle, mount, and dismount

MB162 2-3 PM

Days: Mo Tu We Th Fr



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.

Maximum number of participants: 25

NOTE: Where: Scoutcraft Area

Who: For second-year campers and older

Recommended advance work: Make a model for requirement 2c

Required materials/preparation: Research the history of an Indian tribe for requirement 1; requirement 2d must be completed prior to camp if the Scout plans to use it to fulfill requirement 2

Anticipated costs: \$4-\$15, depending on the projects chosen

MB225 9-10 AM

Days: Mo Tu We Th Fr



Kayaking

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

Maximum number of participants: 15

CLASS CATALOG

NOTE: Where: Boating Area

Who: For all Scouts

Recommended advance work: Must be a BSA Swimmer

Other information: Schedule includes a dry session Wednesday evening following the Beach Party

MB225 10-11 AM

Days: Mo Tu We Th Fr



Kayaking

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

Maximum number of participants: 15

NOTE: Where: Boating Area

Who: For all Scouts

Recommended advance work: Must be a BSA Swimmer

Other information: Schedule includes a dry session Wednesday evening following the Beach Party

MB225 11-12 PM

Days: Mo Tu We Th Fr



Kayaking

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

Maximum number of participants: 15

NOTE: Where: Boating Area

Who: For all Scouts

Recommended advance work: Must be a BSA Swimmer

Other information: Schedule includes a dry session Wednesday evening following the Beach Party

MB167 10-11 AM

Days: Mo Tu We Th Fr



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: 30

NOTE: Where: Scoutcraft Area

Who: For all Scouts

Anticipated costs: \$7-\$18 depending on the projects chosen

Other information: Assistance available 2:00-5:00 p.m. in the Scoutcraft Area

MB167 11-12 PM

Days: Mo Tu We Th Fr



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: 30

NOTE: Where: Scoutcraft Area

Who: For all Scouts

Anticipated costs: \$7-\$18 depending on the projects chosen

Other information: Assistance available 2:00-5:00 p.m. in the Scoutcraft Area

MB167 3-4 PM

Days: Mo Tu We Th Fr



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: 30

NOTE: Where: Scoutcraft Area

Who: For all Scouts

CLASS CATALOG

Anticipated costs: \$7-\$18 depending on the projects chosen
Other information: Assistance available 2:00-5:00 p.m. in the Scoutcraft Area

MB168 9-10 AM

Days: Mo Tu We Th Fr



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.

Maximum number of participants: 25

NOTE: Where: Swimming Area

Who: For second-year campers and older

Recommended advance work: Practice swimming skills prior to camp

Required materials/preparation: Documentation of CPR instruction (or GSLAC "Red Card"); Scout must have completed Second and First Class swimming requirements prior to camp; long-sleeve button-up shirt and long pants needed for requirement 7e

Other information: Must be strong swimmer; schedule includes a dry session Wednesday evening following the Beach Party

MB168 11-12 PM

Days: Mo Tu We Th Fr



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.

Maximum number of participants: 25

NOTE: Where: Swimming Area

Who: For second-year campers and older

Recommended advance work: Practice swimming skills prior to camp

Required materials/preparation: Documentation of CPR instruction (or GSLAC "Red Card"); Scout must have completed Second and First Class swimming requirements prior to camp; long-sleeve button-up shirt and long pants needed for requirement 7e

Other information: Must be strong swimmer; schedule includes a dry session Wednesday evening following the Beach Party

MB169 2-3 PM

Days: We Th



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.

Maximum number of participants: 25

NOTE: When: Wednesday and Thursday, 2:00-3:00p.m.

Where: Nature Area

Who: For all Scouts

Required materials/preparation: Writing materials

MB173 9-10 AM

Days: Mo Tu We Th Fr



Motorboating

With the fun of operating a motor boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely.

Additional Fee: \$10.00

Maximum number of participants: 5

NOTE: Where: Boating Area

Who: For fourth-year campers and older

Required materials/preparation: Documentation of CPR instruction (or GSLAC "Red Card"); must be a BSA Swimmer

Other information: Class size is limited due to equipment availability

CLASS CATALOG

MB173 10-11 AM

Days: Mo Tu We Th Fr



Motorboating

With the fun of operating a motor boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely.

Additional Fee: \$10.00

Maximum number of participants: 5

NOTE: Where: Boating Area

Who: For fourth-year campers and older

Required materials/preparation: Documentation of CPR instruction (or GSLAC "Red Card"); must be a BSA Swimmer

Other information: Class size is limited due to equipment availability

MB173 11-12 PM

Days: Mo Tu We Th Fr



Motorboating

With the fun of operating a motor boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely.

Additional Fee: \$10.00

Maximum number of participants: 5

NOTE: Where: Boating Area

Who: For fourth-year campers and older

Required materials/preparation: Documentation of CPR instruction (or GSLAC "Red Card"); must be a BSA Swimmer

Other information: Class size is limited due to equipment availability

MB121 2-3 PM

Days: Tu We Th Fr



Moviemaking

Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture.

Prerequisites: Where: Scoutcraft Area

When: Monday - Friday 11 am

Who: For third year campers and older

Required preparation: To complete the merit badge, requirements 3A must be completed prior to camp.

NOTE: Where: Scoutcraft Area **When:**

Tuesday - Friday 2pm - 4pm **Who:** For

third year campers and older

Required preparation: To complete the merit badge, requirement 3A must be completed before camp.

MB121 4-5 PM

Days: Tu We Th Fr



Moviemaking

Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture.

Prerequisites: Where: Scoutcraft Area

When: Monday - Friday 11 am

Who: For third year campers and older

Required preparation: To complete the merit badge, requirements 3A must be completed prior to camp.

NOTE: Where: Scoutcraft Area **When:**

Tuesday - Friday 2pm - 4pm **Who:** For

third year campers and older

Required preparation: To complete the merit badge, requirement 3A must be completed before camp.

CLASS CATALOG

MB180 9-10 AM

Days: Mo Tu We Th Fr



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: 24

NOTE: Where: Scoutcraft Area

Who: For all Scouts

Recommended advance work: Knowledge of orienteering basics; participation in St. Louis Orienteering Club events is suggested (stlouisorienteering.org)

MB184 2-3 PM

Days: Mo Tu We Th Fr



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: 15

NOTE: Where: Scoutcraft Area

Who: For third-year campers and older

MB184 3-4 PM

Days: Mo Tu We Th Fr



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: 15

NOTE: Where: Scoutcraft Area

Who: For third-year campers and older

MB185 9-11 AM

Days: Mo Tu We Th Fr



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: 15

NOTE: Where: Scoutcraft Area

Who: For second-year campers and older

Recommended advance work: Knowledge of knots and lashings

Other information: Construction of pioneering project can be time-consuming

MB185 3-5 PM

Days: Mo Tu We Th Fr



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: 15

NOTE: Where: Scoutcraft Area

Who: For second-year campers and older

Recommended advance work: Knowledge of knots and lashings

Other information: Construction of pioneering project can be time-consuming

CLASS CATALOG

MB195 3-4 PM

Days: Mo Tu We Th Fr



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.

Maximum number of participants: 25

NOTE: Where: Nature Area

Who: For second-year campers and older

Required materials/preparation: Requirement 8; drawing materials

MB196 9-10:30 AM

Days: Mo Tu We Th Fr



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: 16

NOTE: Where: Rifle Range

Who: For third-year campers and older

Recommended advance work: Shooting skill and knowledge of related terminology

Other information: Each session is 90 minutes

MB196 10:30-12 PM

Days: Mo Tu We Th Fr



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: 16

NOTE: Where: Rifle Range

Who: For third-year campers and older

Recommended advance work: Shooting skill and knowledge of related terminology

Other information: Each session is 90 minutes

MB197 10-11 AM

Days: Mo Tu We Th Fr



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.

Maximum number of participants: 10

NOTE: Where: Boating Area

Who: For second-year campers and older

Required materials/preparation: Must be a BSA Swimmer; requires the physical strength to manage a swamped rowboat

Other information: Schedule includes a dry session Wednesday evening after the Beach Party

MB202 9-10:30 AM

Days: Mo Tu We Th Fr



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.

Additional Fee: \$40.00

Maximum number of participants: 6

NOTE: Where: Shotgun Range in Camporee Field

Who: For fourth-year campers and older

Recommended advance work: Knowledge of state and local regulations

Required materials/preparation: Shooting skill

CLASS CATALOG

MB202 10:30-12 PM

Days: Mo Tu We Th Fr



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.

Additional Fee: \$40.00

Maximum number of participants: 6

NOTE: Where: Shotgun Range in Camporee Field

Who: For fourth-year campers and older

Recommended advance work: Knowledge of state and local regulations

Required materials/preparation: Shooting skill

MB204 9-10 AM

Days: Mo Tu We Th Fr



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.

Maximum number of participants: 8

NOTE: Where: Boating Area

Who: For third-year campers and older

Recommended advance work: Review sailing terminology

Required materials/preparation: Must be a BSA Swimmer; documentation of CPR instruction (or GSLAC "Red Card")

Other information: Weather may impact the completion of the badge; schedule includes a dry session Wednesday night after the Beach Party

MB204 11-12 PM

Days: Mo Tu We Th Fr



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.

Maximum number of participants: 8

NOTE: Where: Boating Area

Who: For third-year campers and older

Recommended advance work: Review sailing terminology

Required materials/preparation: Must be a BSA Swimmer; documentation of CPR instruction (or GSLAC "Red Card")

Other information: Weather may impact the completion of the badge; schedule includes a dry session Wednesday night after the Beach Party

MB206 9-10 AM

Days: Mo Tu We Th Fr



Soil and Water Conservation

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

Maximum number of participants: 25

NOTE: Where: Nature Area

Who: For third-year campers and older

Recommended advance work: Completion of requirement 7

Required materials/preparation: Drawing materials

MB206 11-12 PM

Days: Mo Tu We Th Fr



Soil and Water Conservation

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

Maximum number of participants: 25

NOTE: Where: Nature Area

Who: For third-year campers and older

Recommended advance work: Completion of requirement 7

Required materials/preparation: Drawing materials

CLASS CATALOG

MB235 10-12 PM

Days: Mo Tu We Th Fr



Sustainability

This Eagle-required merit badge option examines the environment in which we live and how scouts and their families can utilize more sustainable practices in their everyday life. While earning this badge, Scouts learn about climate change, species extinction, resource extraction, green chemistry, recycling, and zero-waste manufacturing.

Maximum number of participants: 30

Prerequisites: A scout must earn either Sustainability or Environmental Science to satisfy the Eagle Rank Merit Badge requirements.

When: Monday - Friday 2pm - 4pm

Who: For third year campers and older

Required preparation: A family-orientated merit badge, all requirements pertaining to family discussions must be completed prior to camp in order to successfully complete the badge. These are requirements 1, 2A (Water), 2A (Food), 2B,C (Energy), 2A, B (Stuff), 4, and 5A. The counselor will lead discussion on what was learned through the family discussions, share best-practices, and cover the remaining requirements in-detail.

MB211 9-10 AM

Days: Mo Tu We Th Fr



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: 25

NOTE: Where: Swimming Area

Who: For all Scouts

Recommended advance work: Knowledge of Safe Swim Defense Plan

Required materials/preparation: Must be a BSA Swimmer

Other information: Schedule includes a dry session Wednesday evening after the Beach Party

MB211 10-11 AM

Days: Mo Tu We Th Fr



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: 25

NOTE: Where: Swimming Area

Who: For all Scouts

Recommended advance work: Knowledge of Safe Swim Defense Plan

Required materials/preparation: Must be a BSA Swimmer

Other information: Schedule includes a dry session Wednesday evening after the Beach Party

MB211 11-12 PM

Days: Mo Tu We Th Fr



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: 25

NOTE: Where: Swimming Area

Who: For all Scouts

Recommended advance work: Knowledge of Safe Swim Defense Plan

Required materials/preparation: Must be a BSA Swimmer

Other information: Schedule includes a dry session Wednesday evening after the Beach Party

MB218 9-10 AM

Days: Mo Tu We Th Fr



Water Sports

Water sports are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do.

Additional Fee: \$20.00

CLASS CATALOG

Maximum number of participants: 6
NOTE: Where: Boating Area
Who: For fourth-year campers and older
Required materials/preparation: Documentation of CPR instruction (or GSLAC "Red Card"); must be a BSA Swimmer
Other information: Schedule includes a dry session Wednesday evening after the Beach Party; class size is limited due to equipment availability

MB218 10-11 AM

Days: Mo Tu We Th Fr



Water Sports

Water sports are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do.

Additional Fee: \$20.00

Maximum number of participants: 6

NOTE: Where: Boating Area

Who: For fourth-year campers and older

Required materials/preparation: Documentation of CPR instruction (or GSLAC "Red Card"); must be a BSA Swimmer

Other information: Schedule includes a dry session Wednesday evening after the Beach Party; class size is limited due to equipment availability

MB218 11-12 PM

Days: Mo Tu We Th Fr



Water Sports

Water sports are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do.

Additional Fee: \$20.00

Maximum number of participants: 6

NOTE: Where: Boating Area

Who: For fourth-year campers and older

Required materials/preparation: Documentation of CPR instruction (or GSLAC "Red Card"); must be a BSA Swimmer

Other information: Schedule includes a dry session Wednesday evening after the Beach Party; class size is limited due to equipment availability

MB221 11-12 PM

Days: Mo Tu We Th Fr



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: 25

NOTE: Where: Scoutcraft Area

Who: For second-year campers and older

Required materials/preparation: Personal survival kit for requirement 5

Other information: Schedule includes a wilderness overnight

MB221 4-5 PM

Days: Mo Tu We Th Fr



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: 25

NOTE: Where: Scoutcraft Area

Who: For second-year campers and older

Required materials/preparation: Personal survival kit for requirement 5

Other information: Schedule includes a wilderness overnight

CLASS CATALOG

MB222 9-10 AM

Days: Mo Tu We Th Fr



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: 25

NOTE: Where: Scoutcraft Area

Who: For all Scouts

Recommended advance work: Requirement 1; practice and knowledge of sharpening a pocket knife

Required materials/preparation: Totin' Chip

Anticipated costs: \$5-\$10 for materials

Other information: Assistance available in Scoutcraft Area 2:00-5:00 p.m.

MB222 4-5 PM

Days: Mo Tu We Th Fr



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: 25

NOTE: Where: Scoutcraft Area

Who: For all Scouts

Recommended advance work: Requirement 1; practice and knowledge of sharpening a pocket knife

Required materials/preparation: Totin' Chip

Anticipated costs: \$5-\$10 for materials

Other information: Assistance available in Scoutcraft Area 2:00-5:00 p.m.

CLASS CATALOG

Summer Camp Specialty Programs (Scheduled Classes)

SCSP110 9-5 PM

Tyler Robinson
Days: We Th



Older Scout Climbing Merit Badge (Famous Eagle)

Scouts will learn and practice the fundamentals of safe top-rope climbing and rappelling technique on a natural rock face or climbing wall.

Maximum number of participants: 5

NOTE: When: 9:00am-12:00pm Wednesday AND 9:00am-5:00pm Thursday

Who: For fourth-year campers and older

Required materials/preparation: Documentation of CPR instruction (or GSLAC "Red Card")

SCSP128 2-5 PM

Kaitlin Mills
Days: We



Older Scouts Kayak Polo (Famous Eagle)

Challenge your friends to a game of kayak polo on Nims Lake.

Maximum number of participants: 24

SCSP132 2-4 PM

Days: Mo Tu We Fr



Older Scouts Search & Rescue Merit Badge

Search and Rescue merit badge will allow scouts to explore more of the camp property while developing knowledge and skills that can help save the life of others or even their selves. Scouts will explore the processes used in aircraft, canine, and aquatic rescue teams, and conduct a search while making sure the proper process is followed

Maximum number of participants: 16

Prerequisites: Where: Older Scout Program Area

Who: For third year campers and older

Required preparation: To complete the merit badge, requirement 6A must be completed prior to camp.

SCSP105 2-3 PM

Gregory Mills
Days: Mo



Older Scouts Shotgun Shooting-session 1 (Famous Eagle)

Each session includes 10 rounds.

Additional Fee: \$5.00

Maximum number of participants: 6

SCSP105 3-4 PM

Gregory Mills
Days: Mo



Older Scouts Shotgun Shooting-session 1 (Famous Eagle)

Each session includes 10 rounds.

Additional Fee: \$5.00

Maximum number of participants: 6

SCSP105 4-5 PM

Gregory Mills
Days: Mo



Older Scouts Shotgun Shooting-session 1 (Famous Eagle)

Each session includes 10 rounds.

Additional Fee: \$5.00

Maximum number of participants: 6

SCSP107 2-3 PM

Days: Tu






Older Scouts Shotgun Shooting-session 2 (Famous Eagle)





Each session includes 10 rounds.

Additional Fee: \$5.00









Maximum number of participants: 6

CLASS CATALOG

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- SCSP107** 3-4 PM  **Older Scouts Shotgun Shooting-session 2 (Famous Eagle)**
Each session includes 10 rounds.
Additional Fee: \$5.00
Maximum number of participants: 6
Days: Tu
- SCSP107** 4-5 PM  **Older Scouts Shotgun Shooting-session 2 (Famous Eagle)**
Each session includes 10 rounds.
Additional Fee: \$5.00
Maximum number of participants: 6
Days: Tu
- SCSP131** 4-5 PM  **Older Scouts Space Exploration Merit Badge**
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. Space: the final frontier. These are the voyages of the Starship Enterprise. Its continuing civilizations; to boldly go where no one has gone before...
Maximum number of participants: 20
Prerequisites: Where: Older Scout Program
Who: For third-year campers and older
Anticipated costs: \$15 for materials

NOTE: Where: Older Scout Program Area
Who: For third-year campers and older
Anticipated costs: \$15 for materials
- SCSP122** 2-3 PM  **Older Scouts Waterskiing- session 1 (Famous Eagle)**
Please do not sign up for more than one session so that others can participate during this week.
Additional Fee: \$5.00
Maximum number of participants: 6
Days: Mo
- SCSP122** 3-4 PM  **Older Scouts Waterskiing- session 1 (Famous Eagle)**
Please do not sign up for more than one session so that others can participate during this week.
Additional Fee: \$5.00
Maximum number of participants: 6
Days: Mo
- SCSP122** 4-5 PM  **Older Scouts Waterskiing- session 1 (Famous Eagle)**
Please do not sign up for more than one session so that others can participate during this week.
Additional Fee: \$5.00
Maximum number of participants: 6
Days: Mo
- SCSP127** 2-3 PM  **Older Scouts Waterskiing- session 5 (Famous Eagle)**
Please do not sign up for more than one session so that others can participate during this week.
Additional Fee: \$5.00
Minimum number of participants: 1
Maximum number of participants: 6
Days: Fr

CLASS CATALOG

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- | | | |
|-----------------------|---|--|
| SCSP127 3-4 PM |  | Older Scouts Waterskiing- session 5 (Famous Eagle)
Please do not sign up for more than one session so that others can participate during this week.
Additional Fee: \$5.00
Minimum number of participants: 1
Maximum number of participants: 6 |
| Days: Fr | | |
| SCSP127 4-5 PM |  | Older Scouts Waterskiing- session 5 (Famous Eagle)
Please do not sign up for more than one session so that others can participate during this week.
Additional Fee: \$5.00
Minimum number of participants: 1
Maximum number of participants: 6 |
| Days: Fr | | |
| SCSP109 2-3 PM |  | Older Scouts Waterskiing-session 2 (Famous Eagle)
Please do not sign up for more than one session so that others can participate during this week.
Additional Fee: \$5.00
Maximum number of participants: 6 |
| Days: Tu | | |
| SCSP109 3-4 PM |  | Older Scouts Waterskiing-session 2 (Famous Eagle)
Please do not sign up for more than one session so that others can participate during this week.
Additional Fee: \$5.00
Maximum number of participants: 6 |
| Days: Tu | | |
| SCSP109 4-5 PM |  | Older Scouts Waterskiing-session 2 (Famous Eagle)
Please do not sign up for more than one session so that others can participate during this week.
Additional Fee: \$5.00
Maximum number of participants: 6 |
| Days: Tu | | |
| SCSP123 2-3 PM |  | Older Scouts Waterskiing-session 3 (Famous Eagle)
Please do not sign up for more than one session so that others can participate during this week.
Additional Fee: \$5.00
Maximum number of participants: 6 |
| Days: We | | |
| SCSP123 3-4 PM |  | Older Scouts Waterskiing-session 3 (Famous Eagle)
Please do not sign up for more than one session so that others can participate during this week.
Additional Fee: \$5.00
Maximum number of participants: 6 |
| Days: We | | |
| SCSP123 4-5 PM |  | Older Scouts Waterskiing-session 3 (Famous Eagle)
Please do not sign up for more than one session so that others can participate during this week.
Additional Fee: \$5.00
Maximum number of participants: 6 |
| Days: We | | |

CLASS CATALOG

SCSP124 2-3 PM



Older Scouts Waterskiing-session 4 (Famous Eagle)

Please do not sign up for more than one session so that others can participate during this week.

Additional Fee: \$5.00

Maximum number of participants: 6

Days: Th

SCSP124 3-4 PM



Older Scouts Waterskiing-session 4 (Famous Eagle)

Please do not sign up for more than one session so that others can participate during this week.

Additional Fee: \$5.00

Maximum number of participants: 6

Days: Th

SCSP124 4-5 PM



Older Scouts Waterskiing-session 4 (Famous Eagle)

Please do not sign up for more than one session so that others can participate during this week.

Additional Fee: \$5.00

Maximum number of participants: 6

Days: Th

SCSP101 9-3 PM



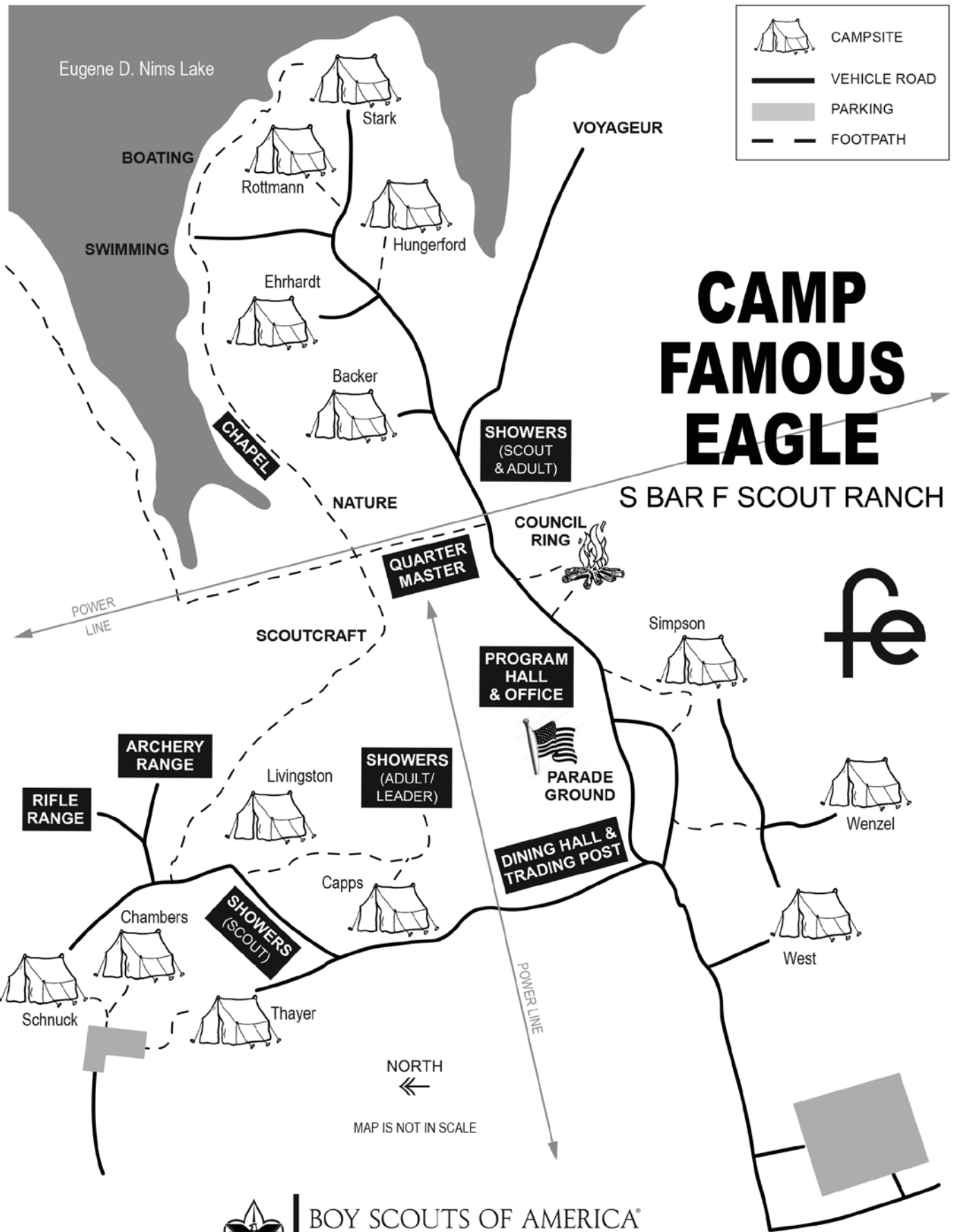
Voyageur Program AM Session

The Voyageur Program is designed for Scouts who have recently joined a troop or graduated from Webelos. This transitional program helps Scouts understand the patrol method, learn basic Scouting skills, and experience some of the many programs available at summer camp. The program is not intended for Scouts to advance to First Class rank during one week at camp; it is intended to support a troop's advancement program.

Maximum number of participants: 60

NOTE: Monday-Friday 9am-Noon and 2-3 pm

Days: Mo Tu We Th Fr



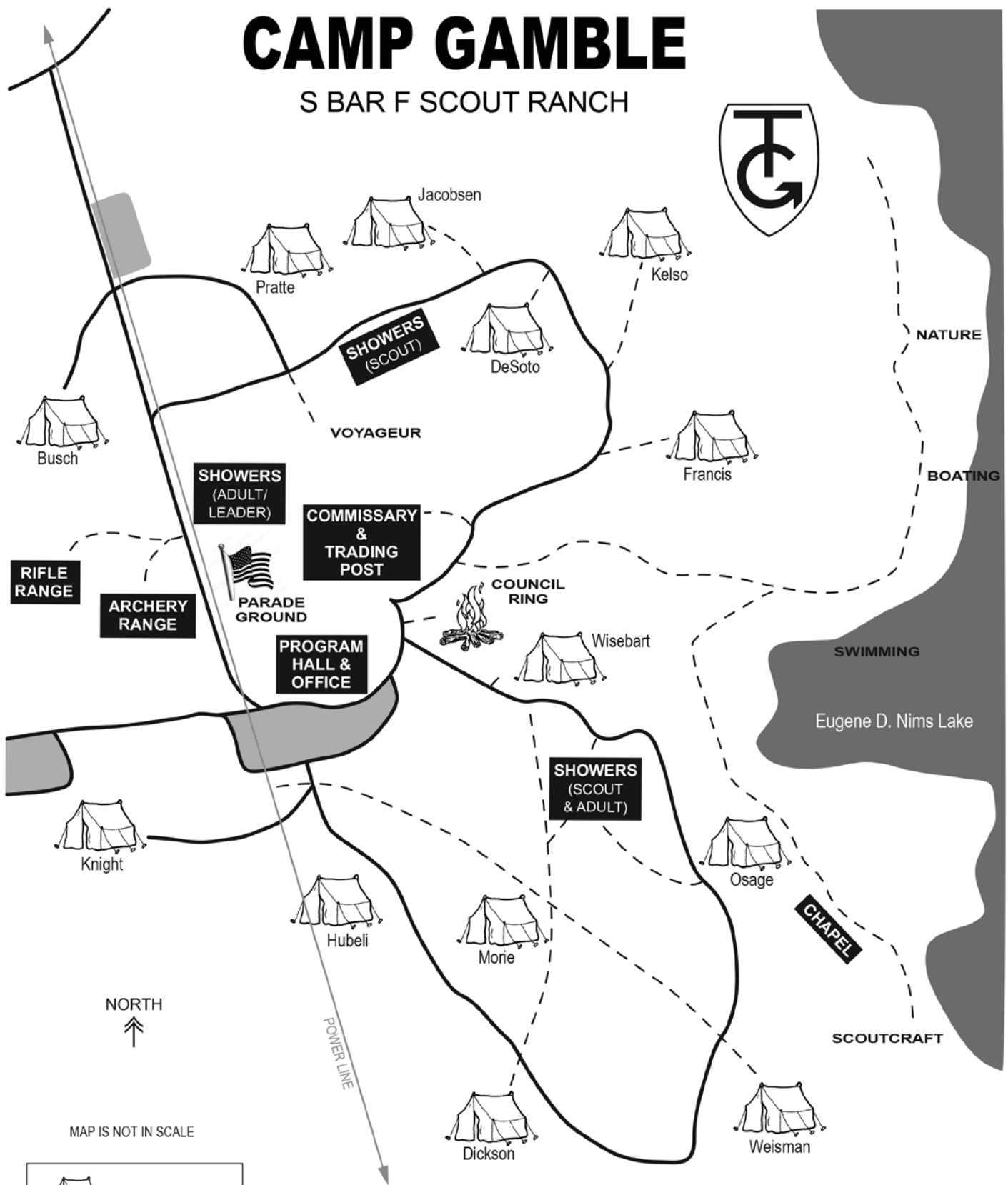
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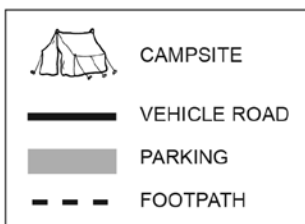
BOY SCOUTS OF AMERICA®
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CAMP GAMBLE

S BAR F SCOUT RANCH








MAP IS NOT IN SCALE

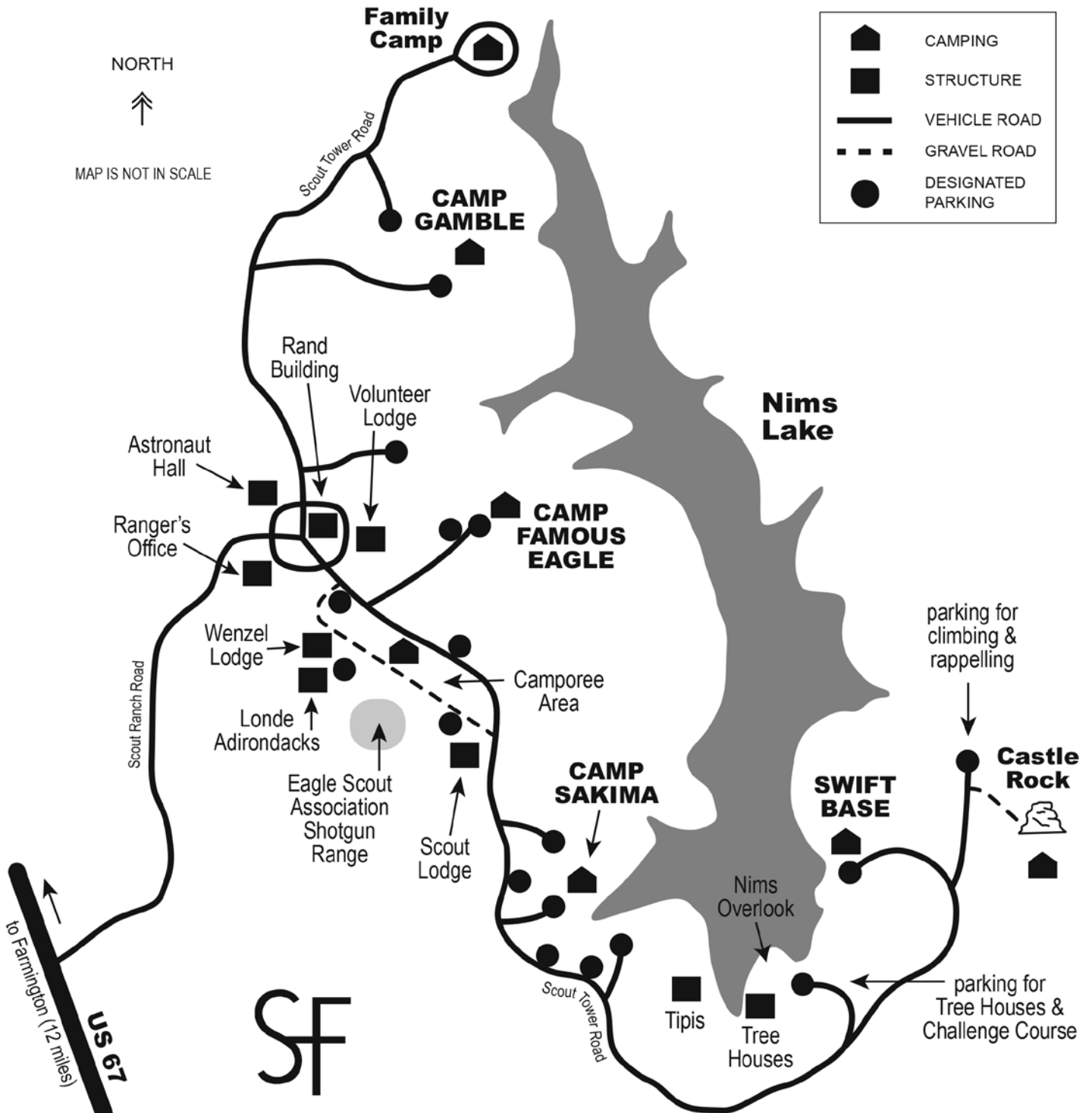


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GREATER ST. LOUIS AREA COUNCIL

S&F GAMBLE 2016/01

NORTH
 ↑
 MAP IS NOT IN SCALE

	CAMPING
	STRUCTURE
	VEHICLE ROAD
	GRAVEL ROAD
	DESIGNATED PARKING



to Farmington (12 miles)
US 67
 to Camp Lewallen (30 miles)
 to Fredericktown (6 miles)

SF

S bar F SCOUT RANCH

INTERIOR ROADS & PARKING



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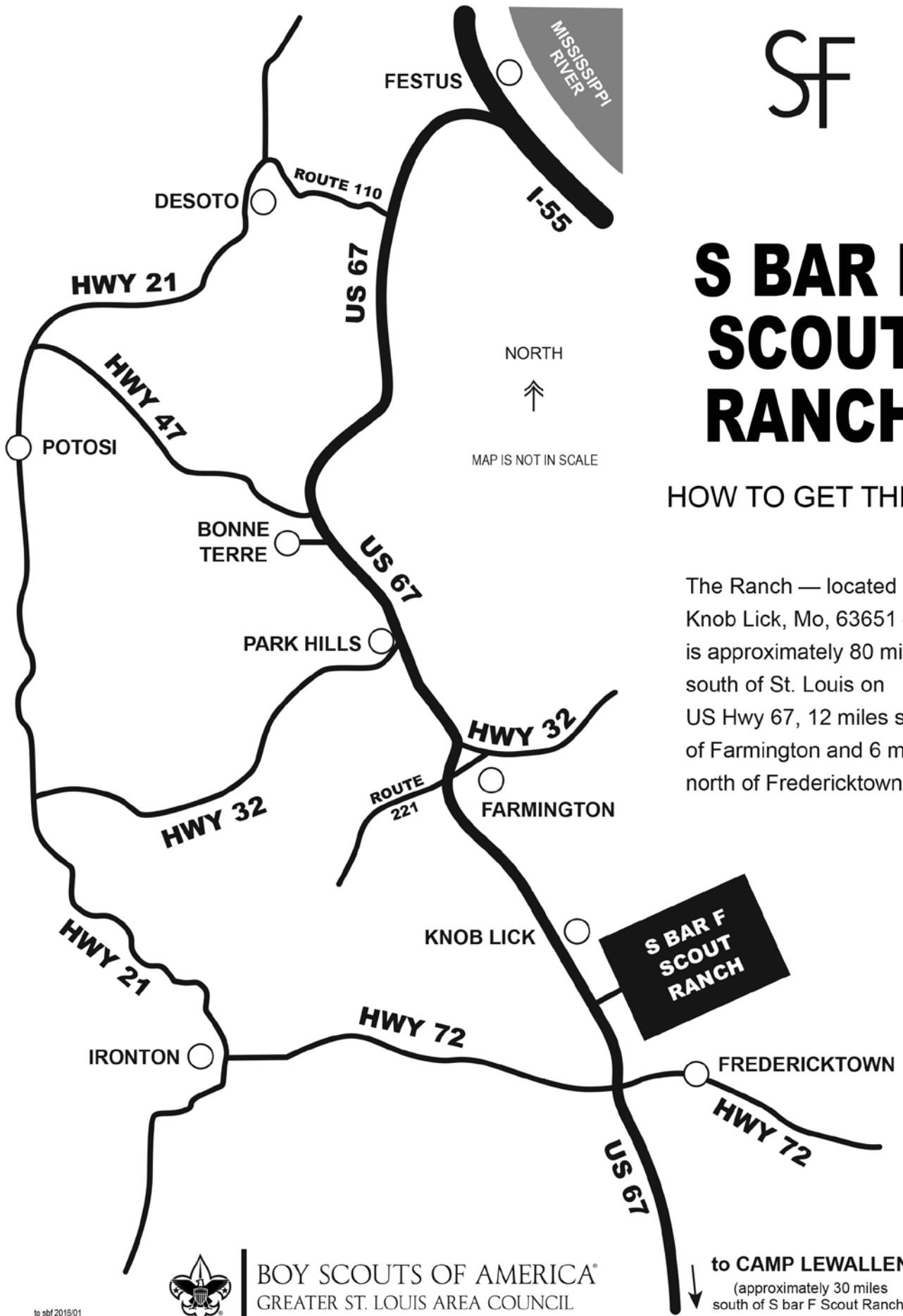
SbF 2016/01



S BAR F SCOUT RANCH

HOW TO GET THERE

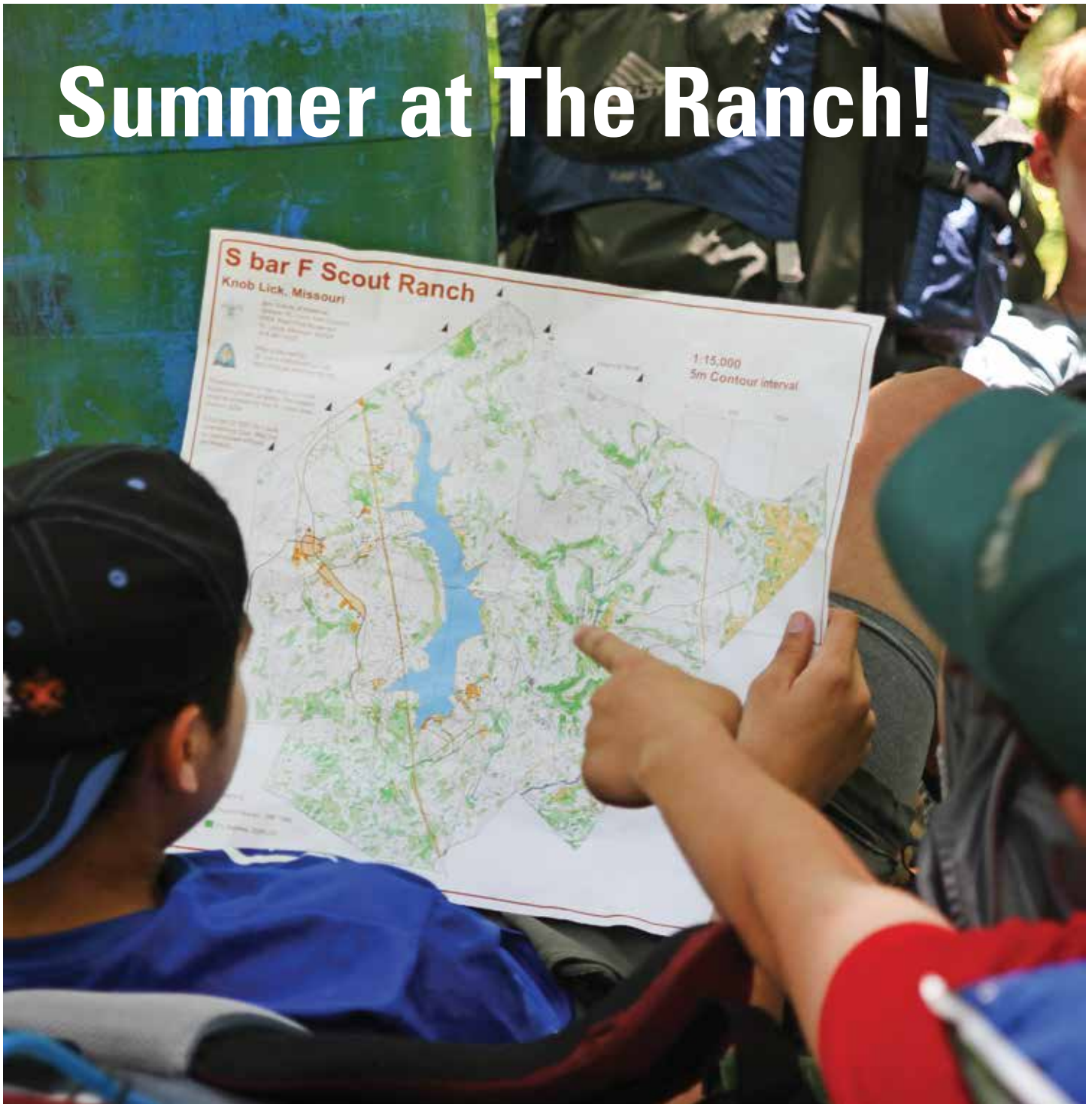
The Ranch — located in Knob Lick, Mo, 63651 — is approximately 80 miles south of St. Louis on US Hwy 67, 12 miles south of Farmington and 6 miles north of Fredericktown.



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to sbf 2016/01

Summer at The Ranch!



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camping.stlbsa.org