



Scout BSA Summer Camp 2019

Class Catalog

Event Contacts

Name	Title	Phone	Email
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Registration opens December 01, 2018
Visit www.scoutingevent.com/145-21914 to register



Class Catalog

Scout BSA Summer Camp 2019

2024 Merit Badge List- Summer Camp (Scheduled Classes)



MB106 Animal Science

Cattle, horses, sheep, goats, hogs, poultry, and other domesticated animals are important to people for many reasons. They supply us with food and clothing, we use them for recreational purposes, they work with and for us.

11-12 PM

Days: Mo Tu We Th Fr

Sessions: All

Prerequisites: For requirement 6, the focus at camp will be on the Avion Option. Part "D" must be completed before or after camp. Scouts may also choose any of the other options for credit at camp.



MB240 Aquatics Supervision - Paddle Craft Safety

This Course is for supervision of boating activities away from professionally-staffed areas. Paddle Craft Safety, an in-boat course, covers basic boating skills as well as boating rescue techniques.

2-4 PM

Days: Mo Tu We Th Fr

Minimum Age: 16

Sessions: All



MB241 Aquatics Supervision - Swimming & Water Rescue

This Course is for supervision of swimming activities away from professionally-staffed areas. Swimming and Water Rescue is an in-water course, covering rescue techniques for swimmers.

10-12 PM

Days: Mo Tu We Th Fr

Minimum Age: 16

Sessions: All



MB108 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.

9-10 AM

Days: Mo Tu We Th Fr

Sessions: All

10-11 AM

Days: Mo Tu We Th Fr

Sessions: All

2-3 PM

Days: Mo Tu We Th Fr

Sessions: All

3-4 PM

Days: Mo Tu We Th Fr

Sessions: All



MB110 Art

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art

9-10 AM

Days: Mo Tu We Th Fr

Sessions: All

2-3 PM

Days: Mo Tu We Th Fr

Sessions: All



MB113 Automotive Maintenance

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

3-4 PM

Days: Mo Tu We Th Fr

Maximum number of participants: 15

Sessions: All



MB116 Basketry

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

Class Catalog

Scout BSA Summer Camp 2019

2-3 PM **Days:** Mo Tu We Th Fr
Sessions: All
Prerequisites: This badge is ideal for the first-year Scout to work towards. The requirements include making a foot stool, a round basket and a square basket. It is recommended that Scouts have earned the Totin Chip card as a knife is the primary tool for this badge.



MB255 Bird Study

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

4-5 PM **Days:** Mo Tu We Th Fr
Sessions: All
Prerequisites: This merit badge requires observation time in the field and the identification of at least 20 species of wild birds. You may not be able to complete this at camp alone.



MB101 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.

9-10 AM **Days:** Mo Tu We Th Fr

Sessions: All

4-5 PM **Days:** Mo Tu We Th Fr

Sessions: All

Prerequisites: This merit badge cannot be completed during one session of summer camp, but will provide the Scout a great start and assist in camp skills development for future troop and district outings.

The following requirements need to be completed outside of camp:

#4b, #5e, #7, #8c, #8d, and #9



MB119 Canoeing

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

9-10 AM **Days:** Mo Tu We Th Fr

Sessions: All

2-3 PM **Days:** Mo Tu We Th Fr

Sessions: All

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

Sessions: All

Prerequisites: Must be a Blue Swimmer to pursue this merit badge.



MB131 Cooking

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

9-11 AM **Days:** Mo Tu We Th Fr

Maximum number of participants: 8

Sessions: All

3-5 PM **Days:** Mo Tu We Th Fr

Maximum number of participants: 8

Sessions: All

Prerequisites: This merit badge cannot be completed during summer camp, but will provide the Scout with a great start and assist in skills needed for completion. The following requirements need to be completed outside of camp:

#5, #6, #7

Class Catalog

Scout BSA Summer Camp 2019



MB248 COVERT

COVERT is a component of Maumee's Older Boy Program. Programming ranges from Mountain Biking, Mountain Boarding, Outdoor Skills, Canoeing, Teambuilding and Conservation. It is a challenged based program where every day is a challenge and everyone should come prepared for the unexpected. Participants will learn how to work as a team in a vast variety of situations. At the end of the week participants will compete in the camp wide COVERT challenge, where participants will be put to the test to see who will come out on top. The COVERT Program will take place for the whole afternoon block of time. Pre-Reqs: At least 14 years old or older or 13 and completed the 8th grade, preferably be a Blue Swimmer.

2-5 PM

Days: Mo Tu We Th Fr

Minimum Age: 14

Maximum number of participants: 8

Sessions: All

Prerequisites: Must be a Blue Swimmer to pursue this merit badge.



MB246 Eagle Quest

This program is excellent for Scouts who are new to your troop and just getting started on their trail to Eagle. Eagle Quest is designed to give Scouts the foundation of skills to complete Tenderfoot, Second Class and First Class. Because Scouts may work on the requirements for these three ranks simultaneously, we teach all the basic skills, the patrol method, and other things Scouts need to get started. Even if a Scout has already completed a few rank requirements, Eagle Quest is an excellent refresher. Scouts will have hands-on experiences with hiking, compass work, campfire building, tent-pitching, knot tying, first aid, cooking, swimming and much more.

Scouts participating in Eagle Quest should have time for one or two merit badges - we suggest one of the craft badges

9-12 PM

Days: Mo Tu We Th Fr

Sessions: All

2-5 PM

Days: Mo Tu We Th Fr

Sessions: All



MB138 Electricity

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

3-4 PM

Days: Mo Tu We Th Fr

Maximum number of participants: 15

Sessions: All



MB139 Electronics

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

4-5 PM

Days: Mo Tu We Th Fr

Sessions: All



MB140 Emergency Preparedness

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

11-12 PM

Days: Mo Tu We Th Fr

Sessions: All

2-3 PM

Days: Mo Tu We Th Fr

Sessions: All

Prerequisites: Scouts need to bring first aid kits as described in requirement 8C to camp with them; First Aid merit badge is a pre-requisite.



MB142 Engineering

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

9-10 AM

Days: Mo Tu We Th Fr

Sessions: All

Class Catalog

Scout BSA Summer Camp 2019



MB144 Environmental Science

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

9-11 AM

Days: Mo Tu We Th Fr

Maximum number of participants: 15

Sessions: All

2-4 PM

Days: Mo Tu We Th Fr

Maximum number of participants: 15

Sessions: All

Prerequisites: This may be a challenging Merit Badge for new Scouts. A minimum rank of First Class would be recommended.



MB146 Farm Mechanics

From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder - this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.

11-12 PM

Days: Mo Tu We Th Fr

Sessions: All



MB147 Fingerprinting

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

3-4 PM

Days: Mo Tu We Th Fr

Sessions: All



MB254 Fire Safety

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

4-5 PM

Days: Mo Tu We Th Fr

Sessions: All



MB149 First Aid

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

10-12 PM

Days: Mo Tu We Th Fr

Maximum number of participants: 20

Sessions: All

3-5 PM

Days: Mo Tu We Th Fr

Maximum number of participants: 20

Sessions: All

Prerequisites: Best for scouts who have completed First Class as they will need to know basic first aid covered in that curriculum. They will also need to complete requirements #1 outside of camp.



MB150 Fish and Wildlife Management

Wildlife management is the science and art of managing the wildlife - both animals and fish - with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.

10-11 AM

Days: Mo Tu We Th Fr

Sessions: All

3-4 PM

Days: Mo Tu We Th Fr

Sessions: All

Class Catalog

Scout BSA Summer Camp 2019



MB151 Fishing

In Scouting for Boys, Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."

9-10 AM

Days: Mo Tu We Th Fr

Sessions: All

3-4 PM

Days: Mo Tu We Th Fr

Sessions: All

Prerequisites: This merit badge requires you to catch a fish. Please include a fishing pole in the gear you bring to camp.



MB153 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.

11-12 PM

Days: Mo Tu We Th Fr

Sessions: All



MB233 Game Design

Game Design

10-11 AM

Days: Mo Tu We Th Fr

Sessions: All

11-12 PM

Days: Mo Tu We Th Fr

Sessions: All



MB156 Geology

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

3-4 PM

Days: Mo Tu We Th Fr

Sessions: All



MB250 Hiking/Backpacking Merit Badge

Hiking and backpacking is a demanding and terrific way to keep your body and mind in top shape, both now and for a lifetime. Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. Walking packs power into your legs and makes your heart and lungs healthy and strong. In addition, Scouts will discover how to protect the environment by traveling and camping without leaving a trace. Exploring the outdoors challenges you with discoveries and new ideas. Your senses will improve as you use your eyes and ears to gather information along the way.

3-5 PM

Days: Mo Tu We Th Fr

Sessions: All

Prerequisites: Scouts will not be able to complete this merit badge while at camp but will have a great start. Please look over all the requirements before the session starts.

Scouts need to bring a pack, water bottle, and appropriate footwear for hiking.



MB162 Indian Lore

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

11-12 PM

Days: Mo Tu We Th Fr

Sessions: All

4-5 PM

Days: Mo Tu We Th Fr

Sessions: All

Prerequisites: This badge is ideal for the first- or second-year Scout to work towards. Not all options are available at camp; but the badge can be completed at camp.

Class Catalog

Scout BSA Summer Camp 2019



MB163 Insect Study

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

11-12 PM

Days: Mo Tu We Th Fr

Sessions: All

4-5 PM

Days: Mo Tu We Th Fr

Sessions: All

Prerequisites: Scouts must complete requirement #9 outside of camp.



MB245 Instructional Swim

Swimming Instruction is available for Scouts who wish to improve on their swimming ability. Non-swimmers (white) and beginners are highly encouraged to attend Swimming Instruction and try to move up to the next classification. Our goal is to have every Scout a "blue" swimmer or an improved swimmer.

10-11 AM

Days: Mo Tu We Th Fr

Sessions: All



MB225 Kayaking

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

10-11 AM

Days: Mo Tu We Th Fr

Maximum number of participants: 12

Sessions: All

2-3 PM

Days: Mo Tu We Th Fr

Maximum number of participants: 12

Sessions: All

3-4 PM

Days: Mo Tu We Th Fr

Maximum number of participants: 12

Sessions: All

Prerequisites: Must be a Blue Swimmer to pursue this merit badge.



MB167 Leatherwork

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

10-11 AM

Days: Mo Tu We Th Fr

Sessions: All



MB168 Lifesaving

No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.

10-11 AM

Days: Mo Tu We Th Fr

Sessions: All

2-3 PM

Days: Mo Tu We Th Fr

Sessions: All

Prerequisites: Must be a Blue Swimmer to pursue this merit badge.



MB169 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.

9-10 AM

Days: Mo Tu We Th Fr

Sessions: All

4-5 PM

Days: Mo Tu We Th Fr

Sessions: All

Class Catalog

Scout BSA Summer Camp 2019

**MB253 Metalwork**

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

9-10 AM

Days: Mo Tu We Th Fr**Sessions:** All**MB238 Mile Swim BSA**

Mile Swim BSA is awarded to the strong and the strenuous swimmers. Participants must complete practice or conditioning swims on the days leading up to the Mile Swim. The Mile Swim is held at 6:00 a.m. Friday morning.

11-12 PM

Days: Mo Tu We Th Fr**Sessions:** All

4-5 PM

Days: Mo Tu We Th Fr**Sessions:** All**Prerequisites:** Must be a Blue Swimmer to pursue this merit badge.**MB172 Model Design and Building**

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

9-10 AM

Days: Mo Tu We Th Fr**Sessions:** All

4-5 PM

Days: Mo Tu We Th Fr**Sessions:** All**MB173 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.

9-10 AM

Days: Mo Tu We Th Fr**Minimum Age:** 14**Maximum number of participants:** 12**Sessions:** All**Prerequisites:** Must be a Blue Swimmer to pursue this merit badge.

Class Catalog

Scout BSA Summer Camp 2019



MB249 Mountaineer Challenge

A four-year camp challenge program will begin this year for scouts holding the rank of 1st class or above. During this first year of Mountaineer, campers may work to complete their Ridge Runner Challenge by demonstrating applied proficiency in knot tying, fire building, rope making, orienteering skills and more. Scouts must also complete camp service and demonstrate leadership within their unit. Future years will include the levels of Voyageur, Mountaineer, and Hiveranno.

9-10 AM	Days: Mo Tu We Th Fr Minimum Rank: First Class Sessions: All
10-11 AM	Days: Mo Tu We Th Fr Minimum Rank: First Class Sessions: All
11-12 PM	Days: Mo Tu We Th Fr Minimum Rank: First Class Sessions: All
2-3 PM	Days: Mo Tu We Th Fr Minimum Rank: First Class Sessions: All
3-4 PM	Days: Mo Tu We Th Fr Minimum Rank: First Class Sessions: All
4-5 PM	Days: Mo Tu We Th Fr Minimum Rank: First Class Sessions: All

Prerequisites: Scout must be a First Class Scout to qualify for this activity.



MB121 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.

2-4 PM	Days: Mo Tu We Th Fr Maximum number of participants: 10 Sessions: All
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MB175 Nature

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

9-10 AM	Days: Mo Tu We Th Fr Sessions: All
2-3 PM	Days: Mo Tu We Th Fr Sessions: All



MB247 Open Shooting

The shooting Sports ranges are open to all campers who wish to just have fun shooting shotguns, rifles, and bow and arrows as well as those who want to practice towards the merit badge. Range safety is strictly adhered to at all times. "Best Shot" competitions will be held for boys and adults.

Buy tickets in the Trading Post - \$.50 per shot (shotgun)

11-12 PM	Days: Mo Tu We Th Fr Sessions: All
4-5 PM	Days: Mo Tu We Th Fr Sessions: All

Class Catalog

Scout BSA Summer Camp 2019



MB180 Orienteering

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

10-11 AM **Days:** Mo Tu We Th Fr

Sessions: All

2-3 PM **Days:** Mo Tu We Th Fr

Sessions: All



MB184 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.

9-10 AM **Days:** Mo Tu We Th Fr

Maximum number of participants: 10

Sessions: All

4-5 PM **Days:** Mo Tu We Th Fr

Maximum number of participants: 10

Sessions: All



MB185 Pioneering

Pioneering-the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars-is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

10-12 PM **Days:** Mo Tu We Th Fr

Sessions: All

Prerequisites: This may be a challenging Merit Badge for new Scouts. A minimum rank of First Class would be recommended.



MB187 Plumbing

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

10-11 AM **Days:** Mo Tu We Th Fr

Sessions: All



MB195 Reptile and Amphibian Study

Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

2-3 PM **Days:** Mo Tu We Th Fr

Sessions: All

Prerequisites: Scouts must complete requirement #8 outside of camp.

Class Catalog

Scout BSA Summer Camp 2019



MB196 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.

9-10 AM **Days:** Mo Tu We Th Fr

Sessions: All

10-11 AM **Days:** Mo Tu We Th Fr

Sessions: All

2-3 PM **Days:** Mo Tu We Th Fr

Sessions: All

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

Sessions: All

Prerequisites: Successfully complete a state hunter education course or obtain Obtain a copy of the hunting laws for your state, then do the following:

1) Explain the main points of hunting laws in your state and give any special laws on the use of guns or ammunition.

2) List the kinds of wildlife that can be legally hunted in your state.



MB229 Robotics

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career.

11-12 PM **Days:** Mo Tu We Th Fr

Sessions: All

2-3 PM **Days:** Mo Tu We Th Fr

Sessions: All



MB197 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.

9-10 AM **Days:** Mo Tu We Th Fr

Sessions: All

Prerequisites: Must be a Blue Swimmer to pursue this merit badge.



MB252 Scouting Heritage

Introduces boys to the history of the Boy Scouts of America. They'll learn it all - from Scouting's beginnings under Lord Baden-Powell to the history of their own troop.

11-12 PM **Days:** Mo Tu We Th Fr

Sessions: All



MB202 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.

9-10 AM **Days:** Mo Tu We Th Fr

Sessions: All

10-11 AM **Days:** Mo Tu We Th Fr

Sessions: All

2-3 PM **Days:** Mo Tu We Th Fr

Sessions: All

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

Sessions: All

Class Catalog

Scout BSA Summer Camp 2019



MB204 Small-Boat Sailing

Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.

10-11 AM

Days: Mo Tu We Th Fr

Maximum number of participants: 12

Sessions: All

3-4 PM

Days: Mo Tu We Th Fr

Maximum number of participants: 12

Sessions: All

Prerequisites: Must be a Blue Swimmer to pursue this merit badge.



MB239 Snorkeling BSA

This is not a merit badge, but a BSA award that can be worn on swim trunks.

3-4 PM

Days: Mo Tu We Th Fr

Sessions: All

Prerequisites: Must be a Blue Swimmer to pursue this merit badge.



MB211 Swimming

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.

9-10 AM

Days: Mo Tu We Th Fr

Sessions: All

2-3 PM

Days: Mo Tu We Th Fr

Sessions: All

3-4 PM

Days: Mo Tu We Th Fr

Sessions: All

Prerequisites: Must be a Blue Swimmer to pursue this merit badge.



MB244 Swimming & Boating - Just for Fun!

There is no scheduled instruction time, but staff members are available to assist those who need or want special help. Also offering log-rolling and stand-up paddle-boarding.

11-12 PM

Days: Mo Tu We Th Fr

Sessions: All

4-5 PM

Days: Mo Tu We Th Fr

Sessions: All



MB242 Underwater Exploration & SCUBA

This is a tremendous opportunity for Scouts 14 and older, that are Blue Swimmers and looking for an adventure. This course will utilize resources from MSR, as well as, Indiana University. Activities include snorkeling, underwater adaptation, underwater remote operated vehicle design and operation plus scuba diving in both a pool and in Lake Tarzian. This program will take place during the entire morning block of time. Class size is limited to 4-8 participants per week and special fees and forms are required.

9-12 PM

Days: Mo Tu We Th Fr

Minimum Age: 14

Maximum number of participants: 8

Sessions: All

Prerequisites: Must be a Blue Swimmer to pursue this merit badge.



MB251 Weather

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

10-11 AM

Days: Mo Tu We Th Fr

Sessions: All

11-12 PM

Days: Mo Tu We Th Fr

Sessions: Camp Session 3

Class Catalog

Scout BSA Summer Camp 2019



MB232 Welding

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

10-11 AM

Days: Mo Tu We Th Fr

Maximum number of participants: 10

Sessions: All

2-3 PM

Days: Mo Tu We Th Fr

Maximum number of participants: 10

Sessions: All



MB221 Wilderness Survival

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

11-12 PM

Days: Mo Tu We Th Fr

Sessions: All

2-3 PM

Days: Mo Tu We Th Fr

Sessions: All

Prerequisites: Scouts will need to have with them: sleeping bag, ground cloth, and a tarp to make a shelter to sleep in. Also, each Scout will need a pocket knife, 2 water bottles, matches, a first aid kit, flashlight, rain gear, extra clothing, insect repellent, and a whistle.



MB222 Wood Carving

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

10-11 AM

Days: Mo Tu We Th Fr

Maximum number of participants: 15

Sessions: All

3-4 PM

Days: Mo Tu We Th Fr

Maximum number of participants: 15

Sessions: All