



# **Gerber Scout Reservation Scouts BSA Resident Camp**

## **Class Catalog**

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**Registration opens January 01, 2020**  
**Visit [www.scoutingevent.com/272-gsrsbsarc2020](http://www.scoutingevent.com/272-gsrsbsarc2020) to register**



**BOY SCOUTS  
OF AMERICA®**  
MICHIGAN CROSSROADS COUNCIL



## Class Catalog

Gerber Scout Reservation Scouts BSA Resident Camp 2020

### Gerber Scout Reservation Scouts BSA Program (Scheduled Classes)



#### **GSC100 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.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Archery Range  
**Maximum number of participants:** 24

**Sessions:** All

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Archery Range  
**Maximum number of participants:** 24

**Sessions:** All

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Archery Range  
**Maximum number of participants:** 24

**Sessions:** All

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Archery Range  
**Maximum number of participants:** 24

**Sessions:** All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Archery Range  
**Maximum number of participants:** 24

**Sessions:** All

**NOTE:** Practice makes perfect!



#### **GSC199 Art, Fingerprinting**

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

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.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter  
**Maximum number of participants:** 24

**Sessions:** All

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter  
**Maximum number of participants:** 24

**Sessions:** All

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter  
**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** #6



#### **GSC122 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.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** ERC Program Shelter  
**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** 5b, 6

**NOTE:** Req. 6b and 8b can be completed at home, both are weather dependent while at camp



#### **GSC133 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.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter  
**Maximum number of participants:** 24

**Sessions:** All

## Class Catalog

Gerber Scout Reservation Scouts BSA Resident Camp 2020

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter  
**Maximum number of participants:** 24  
**Sessions:** All

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter  
**Maximum number of participants:** 24  
**Sessions:** All



### GSC156 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.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Maximum number of participants:** 24  
**Sessions:** All

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Maximum number of participants:** 24  
**Sessions:** All

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft  
**Maximum number of participants:** 24  
**Sessions:** All  
**Prerequisites:** #4b; #5e; #7b; #8d; #9a; #9b[1]; #9b[2]; #9b[3]; #9b[4]; #9b[5]; #9b[6]; #9c  
**NOTE:** Most of the written work can be done at home



### GSC101 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.

9-10:20 AM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area  
**Maximum number of participants:** 24  
**Sessions:** All

10:30-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area  
**Maximum number of participants:** 24  
**Sessions:** All  
**Prerequisites:** May be difficult for smaller scout to complete some requirements like the swamp and in water recovery.  
  
Must complete BSA Swimmer test to complete  
Must attend CPR Familiarization offered in camp course to complete  
**NOTE:** Be a swimmer (Starting Requirements)



### GSC175 Chess

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

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter  
**Maximum number of participants:** 24  
**Sessions:** All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter  
**Maximum number of participants:** 24  
**Sessions:** All

## Class Catalog

Gerber Scout Reservation Scouts BSA Resident Camp 2020



### GSC117 Climbing

Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Williams Climbing Tower

**Minimum Age:** 13

**Maximum number of participants:** 24

**Sessions:** All

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Williams Climbing Tower

**Minimum Age:** 13

**Maximum number of participants:** 24

**Sessions:** All

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Williams Climbing Tower

**Minimum Age:** 13

**Maximum number of participants:** 24

**Sessions:** All

**NOTE:** For Scouts 13 and older, long pants are recommended, closed toed shoes are required



### GSC141 Communication

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

**Maximum number of participants:** 24

**Sessions:** All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** #5; #8

**NOTE:** Req. 1, 4, and 7a are suggested before coming to camp



### GSC118 Eagle Quest, First Year Camper Program

This is the headquarters for all your Scouts working on Rank

Advancement up to First Class. Eagle Quest is designed to provide a broad program experience to your Scouts.

Eagle Quest is the first step toward a Scout earning his Eagle Scout Award. Eagle Quest will hold "Closed Sessions" in the morning for Scouts who are participating in the full Eagle Quest program. Scouts participating will be expected to attend all morning sessions every day. Scouts who wish to fulfill one or two requirements should visit this area in the afternoon during free time.

#### Eagle Quest Philosophy Statement

We strive to expose your First-Year Scouts to all of the basic Scouting skills required for First Class. However, we are doing just that, exposing them to it. So we will ensure the Scouts can tie the knots but we will not be spending the hours it requires for the Scouts to fully memorize these knots as there is simply not enough time to do so in a week. We will meet advancement standards set forth by the Boy Scouts of America. However, we do not sign off on requirements in the Scout Handbook because it is the responsibility of the Troop Leadership to do so. You will be given a form at the end of the week with what each Scout has completed and the Troop is left with the responsibility of pledging that the Scout has met the requirement.

9-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Eagle Quest

**Maximum number of participants:** 48

**Sessions:** All

2-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Eagle Quest

**Maximum number of participants:** 48

**Sessions:** All

## Class Catalog

Gerber Scout Reservation Scouts BSA Resident Camp 2020



### GSC142 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.

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Maximum number of participants:** 24

**Sessions:** All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** #2c; #6c; #8b

**NOTE:** Alternative to Lifesaving



### GSC123 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.

10-11:50 AM **Days:** Mo Tu We Th Fr **Room:** ERC Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

2-3:50 PM **Days:** Mo Tu We Th Fr **Room:** ERC Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** 1

**NOTE:** Recommend Req. 4 completed at home, be sure to bring your journal to camp along with your report



### GSC144 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.

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Eagle Quest

**Maximum number of participants:** 48

**Sessions:** All

**Prerequisites:** #5a; #5b

**NOTE:** Bring your first aid kit to camp



### GSC196 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.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** ERC Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** ERC Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** Req. 5 can be completed at home. Bring a fishing rod to camp

**NOTE:** Req. 5 can be completed at home. Bring a fishing rod to



### GSC176 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."

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

**Maximum number of participants:** 24

**Sessions:** All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** #7

**NOTE:** Bring your gear

## Class Catalog

Gerber Scout Reservation Scouts BSA Resident Camp 2020



### GSC195 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.

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** #8

**NOTE:** Bring your gear



### GSC194 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.

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** ERC Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** ERC Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** #5a; #5b; #5c

**NOTE:** Req. 7 can be started at home



### GSC134 Game Design

Games also come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** #8a; #8b



### GSC177 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.

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

**Maximum number of participants:** 24

**Sessions:** All

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

**Maximum number of participants:** 24

**Sessions:** All



### GSC163 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.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** ERC Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** ERC Program Shelter

**Maximum number of participants:** 24

**Sessions:** All



## Class Catalog

Gerber Scout Reservation Scouts BSA Resident Camp 2020



### GSC102 Kayaking

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

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area  
**Maximum number of participants:** 24

**Sessions:** All

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area  
**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** Must complete BSA Swimmer test to complete  
Must attend CPR Familiarization offered in camp course to complete  
**NOTE:** Be a swimmer (Starting Requirements)



### GSC109 Learn To Swim

Great class for those scouts that need some practice to prepare for the BSA Swim Test.

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area  
**Maximum number of participants:** 24

**Sessions:** All



### GSC135 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.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter  
**Maximum number of participants:** 24

**Sessions:** All

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter  
**Maximum number of participants:** 24

**Sessions:** All

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter  
**Maximum number of participants:** 24

**Sessions:** All



### GSC103 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.

2-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area  
**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** 1a, 13b and must be at least a first class scout.

This is a two hour badge each day and may be difficult for smaller scouts. Bring street clothes that can get wet.

Must complete BSA Swimmer test to complete

Must attend CPR Familiarization offered in camp course to complete

**NOTE:** Must bring long pants, long sleeve shirt, and belt for disrobe. Recommended First Class Rank or higher. Alternative to Emergency Preparedness



### GSC124 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.

2-3:50 PM **Days:** Mo Tu We Th Fr **Room:** ERC Program Shelter  
**Maximum number of participants:** 24

**Sessions:** All

## Class Catalog

Gerber Scout Reservation Scouts BSA Resident Camp 2020



### GSC164 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.

9-10:20 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Minimum Age:** 13

**Maximum number of participants:** 24

**Sessions:** All

10:30-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Minimum Age:** 13

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** Make sure to wear only natural fibers such as leather and cotton.

**NOTE:** Recommended First Class Rank or higher. Long pants are recommended, closed toed shoes are required



### GSC110 Mile Swim BSA

Swim a mile in Lake Briton.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Minimum Age:** 13

**Maximum number of participants:** 20

**Sessions:** All

**Prerequisites:** Must have a spotter and a rower be able to accompany you on Thursday.

Swim ALOT!

Must complete BSA Swimmer test to complete

**NOTE:** Be a swimmer (Starting Requirement), for Scouts 13 and older



### GSC204 OPEN - OA Instruction

We added a three hour period for Scouts to come and work with the staff to build OA regalia, learn how to dance, and drum

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

**Sessions:** All

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

**Sessions:** All

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

**Sessions:** All

**Prerequisites:** Activity not a Merit Badge

**NOTE:** Activity not a Merit Badge



### GSC158 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.

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** 7ab,8ab

Bring compass - Limited Quantity at Camp

**NOTE:** Req. 7 can be started at home



## Class Catalog

Gerber Scout Reservation Scouts BSA Resident Camp 2020



### GSC159 Pioneering

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

9-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Maximum number of participants:** 24

**Sessions:** All

2-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** Tenderfoot Req. 4ab, First Class

Req. 7abc,8a

**NOTE:** Practice knots, read Guide to Safe Scouting



### GSC128 Reptile and Amphibian Study

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

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** ERC Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** ERC Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** #8a; #8b

**NOTE:** Bring journal to camp



### GSC168 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.

9-10:20 AM **Days:** Mo Tu We Th Fr **Room:** Rifle Range

**Maximum number of participants:** 32

**Sessions:** All

10:30-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Rifle Range

**Maximum number of participants:** 32

**Sessions:** All

**Prerequisites:** Read the Merit Badge book before attending.



### GSC104 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.

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** Must complete BSA Swimmer test to complete

Must attend CPR Familiarization offered in camp course to complete



### GSC136 Sculpture

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

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** #2c

## Class Catalog

Gerber Scout Reservation Scouts BSA Resident Camp 2020



### GSC169 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.

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Rifle Range

**Maximum number of participants:** 12

**Sessions:** All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Rifle Range

**Maximum number of participants:** 12

**Sessions:** All

**Prerequisites:** Read the Merit Badge book before attending.



### GSC105 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.

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Maximum number of participants:** 24

**Sessions:** All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** 1b will not be covered in camp

Must complete BSA Swimmer test to complete

Must attend CPR Familiarization offered in camp course to complete

**NOTE:** Be a swimmer (Starting Requirement)



### GSC137 Space Exploration

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

**NOTE:** Do not bring your own rocket or engines



### GSC112 Stand Up Paddleboarding

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Minimum Age:** 13

**Maximum number of participants:** 16

**Sessions:** All

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Minimum Age:** 13

**Maximum number of participants:** 16

**Sessions:** All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Minimum Age:** 13

**Maximum number of participants:** 16

**Sessions:** All

**Prerequisites:** Must complete BSA Swimmer test to complete

**NOTE:** Activity not a Merit Badge. Be a swimmer (Starting Requirements)

## Class Catalog

Gerber Scout Reservation Scouts BSA Resident Camp 2020



### GSC185 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.

9-10:20 AM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Maximum number of participants:** 20

**Sessions:** All

10:30-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Maximum number of participants:** 20

**Sessions:** All

2-3:20 PM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

**Maximum number of participants:** 20

**Sessions:** All

**Prerequisites:** Bring long pants & button down long sleeve shirt for inflation. Not recommended for first year Scouts.

**NOTE:** Be a swimmer (Starting Requirements) Alternative to Hiking or Cycling



### GSC205 The C.O.P.E. Adventure

Project COPE is "Challenging Outdoor Personal Experience" where Scouts will be able to overcome challenges as a group and on a individual level with our High Ropes Course.

2-3:20 PM **Days:** Mo Tu We Th Fr **Room:** Kolski Family High COPE Course

**Minimum Age:** 13

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** Activity not a Merit Badge. For Scouts 13 and older, long pants are recommended, closed toed shoes are required

**NOTE:** Activity not a Merit Badge. For Scouts 13 and older, long pants are recommended, closed toed shoes are required



### GSC165 Welding

Learn how to weld at the Gerber Scout Camp Skilled Trades Area!

9-10:20 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Minimum Age:** 13

**Maximum number of participants:** 24

**Sessions:** All

10:30-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Minimum Age:** 13

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** Make sure to wear only natural fibers such as leather and cotton.

**NOTE:** For Scouts 13 and older, long pants are recommended, closed toed shoes are required



### GSC162 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.

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Maximum number of participants:** 24

**Sessions:** All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

**Maximum number of participants:** 24

**Sessions:** All

**Prerequisites:** #5

**NOTE:** Involves spending a night in an improvised shelter and bring your first aid kit to camp.

## Class Catalog

Gerber Scout Reservation Scouts BSA Resident Camp 2020



### **GSC138    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.

9-9:50 AM      **Days:** Mo Tu We Th Fr    **Room:** Walt Mathews Handicraft Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

10-10:50 AM    **Days:** Mo Tu We Th Fr    **Room:** Walt Mathews Handicraft Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

11-11:50 AM    **Days:** Mo Tu We Th Fr    **Room:** Walt Mathews Handicraft Program Shelter

**Maximum number of participants:** 24

**Sessions:** All

**NOTE:** Totin' Chip (Starting Requirement)