



Scouts BSA Resident Camp

Class Catalog



Class Catalog

Scouts BSA Resident Camp

Camp Mountaineer - Scouts BSA (youth only) (Scheduled Classes)



CMS27 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.

9-9:45 AM	Days: Mo Tu We Th Fr Maximum number of participants: 20 Sessions: All
10-10:45 AM	Days: Mo Tu We Th Fr Maximum number of participants: 20 Sessions: All
1:30-2:15 PM	Days: Mo Tu We Th Fr Maximum number of participants: 20 Sessions: All
2:30-3:15 PM	Days: Mo Tu We Th Fr Maximum number of participants: 20 Sessions: All



CMS40 Architecture

Architecture is not just the special buildings like cathedrals, museums, or sports stadiums we read about or see on television; it is as normal as the homes, places of worship, schools, and shopping malls where we live, worship, work, learn, and play every day. However, architecture is more than just common shelter; building has always satisfied the human need to create something of meaning. Even the simplest form of architecture is a work of art that requires thought and planning.

9-9:45 AM	Days: Tu Sessions: Week 4
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CMS16 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

9-9:45 AM	Days: Mo Tu We Th Fr Maximum number of participants: 40 Sessions: All
3:30-4:15 PM	Days: Mo Tu We Th Fr Maximum number of participants: 40 Sessions: All Prerequisites: #6



CMS7 BSA Stand Up Paddleboarding

Stand Up Paddleboarding

1:30-2:15 PM	Days: Mo Tu We Th Fr Sessions: All
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CMS23 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.

10-10:45 AM	Days: Mo Tu We Th Fr Sessions: All
1:30-2:15 PM	Days: Mo Tu We Th Fr Sessions: All Prerequisites: #4b; #5e; #7a; #7b; #8c; #8d; #9a

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CMS2 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.

10-11:45 AM **Days:** Mo Tu We Th Fr
Sessions: All



CMS39 Chemistry

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

1:30-4:15 PM **Days:** Mo We
Sessions: Week 4



CMS33 Citizenship in the Nation

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.

11-11:45 AM **Days:** Mo Tu We Th Fr
Maximum number of participants: 30
Sessions: All
Prerequisites: #2a; #2b; #2c



CMS8 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.

9-11:45 AM **Days:** Mo Tu We Th Fr
Sessions: All



CMS41 Digital Technology

Technology has come a long way since Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age.

9-3:15 PM **Days:** Tu
Sessions: Week 4



CMS30 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.

9-9:45 AM **Days:** Mo Tu We Th Fr
Sessions: All
2:30-3:15 PM **Days:** Mo Tu We Th Fr
Sessions: All
Prerequisites: #1; #2c

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CMS10 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.

10-10:45 AM **Days:** Mo Tu We Th Fr
Sessions: All
3:30-4:15 PM **Days:** Mo Tu We Th Fr
Sessions: All
Prerequisites: #3b[2]; #3e[3]; #3f[1]



CMS31 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.

10-10:45 AM **Days:** Mo Tu We Th Fr
Sessions: All
1:30-2:15 PM **Days:** Mo Tu We Th Fr
Sessions: All



CMS11 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."

9-10:45 AM **Days:** Mo Tu We Th Fr
Sessions: All



CMS9 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.

9-9:45 AM **Days:** Mo Tu We Th Fr
Sessions: All
Prerequisites: #5a; #5c



CMS42 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.

9-3:15 PM **Days:** Th
Sessions: Week 4



CMS13 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.

2:30-3:15 PM **Days:** Mo Tu We Th Fr
Sessions: All

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CMS19 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.

2:30-3:15 PM **Days:** Mo Tu We Th Fr
Additional Fee: \$13.00
Maximum number of participants: 30
Sessions: All



CMS3 Kayaking

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

10-11:45 AM **Days:** Mo Tu We Th Fr
Sessions: All



CMS18 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.

1:30-2:15 PM **Days:** Mo Tu We Th Fr
Additional Fee: \$13.00
Maximum number of participants: 20
Sessions: All



CMS6 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.

2:30-4:15 PM **Days:** Mo Tu We Th Fr
Sessions: All



CMS36 Mountain Man

Mountain Man is Camp Mountaineer's First-Year Camper Program. The program is geared towards new Scouts BSA members and will focus on rank advancement opportunities from Scout to First Class rank. Each participant will receive a special program patch.

9-11:45 AM **Days:** Mo Tu We Th Fr
Sessions: All



CMS14 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.

2:30-3:15 PM **Days:** Mo Tu We Th Fr
Sessions: All



CMS22 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.

9-9:45 AM **Days:** Mo Tu We Th Fr
Sessions: All
2:30-3:15 PM **Days:** Mo Tu We Th Fr
Sessions: All

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CMS34 Personal Fitness

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.

3:30-4:15 PM **Days:** Mo Tu We Th Fr
Sessions: All
Prerequisites: #7; #8



CMS24 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.

9-10:45 AM **Days:** Mo Tu We Th Fr
Sessions: All



CMS12 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.

1:30-2:15 PM **Days:** Mo Tu We Th Fr
Sessions: All
Prerequisites: #8a; #8b



CMS28 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.

9-9:45 AM **Days:** Mo Tu We Th Fr
Additional Fee: \$25.00
Maximum number of participants: 20
Sessions: All

10-10:45 AM **Days:** Mo Tu We Th Fr
Additional Fee: \$25.00
Maximum number of participants: 20
Sessions: All

1:30-2:15 PM **Days:** Mo Tu We Th Fr
Additional Fee: \$25.00
Maximum number of participants: 20
Sessions: All

2:30-3:15 PM **Days:** Mo Tu We Th Fr
Additional Fee: \$25.00
Maximum number of participants: 20
Sessions: All



CMS38 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.

9-11:45 AM **Days:** Mo We
Sessions: Week 4

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CMS4 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.

10-11:45 AM **Days:** Mo Tu We Th Fr
Sessions: All



CMS32 Salesmanship

By studying salesmanship, Scouts can learn self-confidence, motivation, friendliness, and the persistence necessary to overcome obstacles and solve problems. Sales can offer a challenging and rewarding career for those who enjoy interacting with people from all walks of life.

10-10:45 AM **Days:** Mo Tu We Th Fr
Maximum number of participants: 10
Sessions: All
Prerequisites: #5a



CMS21 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.

10-11:45 AM **Days:** Mo Tu We Th Fr
Additional Fee: \$10.00
Maximum number of participants: 15
Sessions: All
Prerequisites: #2c



CMS25 Search and Rescue

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

1:30-2:15 PM **Days:** Mo Tu We Th Fr
Sessions: All



CMS29 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.

9-10:45 AM **Days:** Mo Tu We Th Fr
Additional Fee: \$35.00
Maximum number of participants: 15
Sessions: All
1:30-3:15 PM **Days:** Mo Tu We Th Fr
Additional Fee: \$35.00
Maximum number of participants: 15
Sessions: All



CMS5 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.

1:30-3:15 PM **Days:** Mo Tu We Th Fr
Sessions: All

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CMS15 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.

3:30-4:15 PM **Days:** Mo Tu We Th Fr
Sessions: All



CMS26 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.

2:30-4:15 PM **Days:** Mo Tu We Th Fr
Sessions: All

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Camp Mountaineer - Scouts BSA (adults only) (Scheduled Classes)



CMA1 Adult Adventure

Camp Mountaineer's Adult Adventure program provides adults the opportunity to be certified in Climb On Safely and Climbing Instructor Level I Training. Adults will get a hands-on experience climbing the 65' climbing wall, the COPE course, and the 1/4-mile zip line!

9-11:45 AM

Days: Mo Tu We Th Fr

Sessions: All

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Camp Mountaineer - Scouts BSA (youth & adults) (Scheduled Classes)



CMSA1 COPE

COPE stands for Challenging Outdoor Personal Experience. Participants will participate in group initiative games, trust events, and high and low elements.

1:30-3:15 PM **Days:** Mo Tu We Th Fr

Sessions: All

3:30-8:30 PM **Days:** Mo Tu We Th Fr

Sessions: All



CMSA3 Leave No Trace Awareness Training

This training workshop will educate participants in the seven principles of Leave No Trace.

1:30-2:15 PM **Days:** Tu

Sessions: All

NOTE: This training is only offered on Tuesday.



CMSA2 Mile Swim BSA

Mile Swim BSA will train participants during the week to complete the one mile swim on Friday morning.

9-9:45 AM **Days:** Mo Tu We Th Fr

Sessions: All