

2023 Scouts BSA Summer Camp

Class Catalog

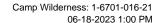
Event Contacts

Name	Title	Phone	Email
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Registration opens December 31, 2022 Visit www.scoutingevent.com/429-58968 to register









2023 Scouts BSA Summer Camp

Scouts BSA Summer Camp (Scheduled Classes)



22SB1 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.

9-11 AM Days: Mo Tu Room: Scoutcrafts
Maximum number of participants: 20

Sessions: Week One, Week Two, Week Four, Week Five, Week Six

1-3 PM **Days:** Th Fr **Room:** Scoutcrafts

Maximum number of participants: 20

Sessions: All

Prerequisites: #4b; #7b; #8c; #8d; #9a; #9b[1]; #9b[2]; #9b[3]; #9b[4]; #9b[5]; #9b[6]; #9c



22SB2 Cooking 1

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.

9-1 PM Days: Mo Tu Th Fr Room: Blackfoot

Maximum number of participants: 15

Sessions: All Prerequisites: #2c



22SB3 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.

9-11 AM Days: Mo Tu Room: Health Lodge

Maximum number of participants: 20

Sessions: All

9-11 AM Days: Th Fr Room: Health Lodge

Maximum number of participants: 20

Sessions: Week One, Week Two, Week Four, Week Five, Week Six

1-3 PM Days: Th Fr Room: Health Lodge

Maximum number of participants: 20

Sessions: Week One, Week Two, Week Four, Week Five, Week Six

Prerequisites: #1; #2c



22SB4 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 Room: Nature Lodge Downstairs

Sessions: Week One, Week Two, Week Four, Week Five, Week Six

1-3 PM Days: Th Fr Room: Nature Lodge Downstairs

Sessions: All

Prerequisites: #4a; #4b



22SB5 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.

9-11 AM Days: Mo Tu Room: Health Lodge

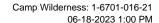
Maximum number of participants: 20

Sessions: Week One, Week Two, Week Three, Week Four, Week Six

9-11 AM Days: Th Fr Room: Health Lodge

Sessions: Week Four







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1-3 PM Days: Mo Tu Room: Health Lodge

Maximum number of participants: 20

Sessions: All

1-3 PM Days: Th Fr Room: Health Lodge

Maximum number of participants: 20

Sessions: All

Prerequisites: #5a; #5b



22SB6 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.

8-12 PM Days: Mo Tu Room: Waterfront

Maximum number of participants: 10

Sessions: All

Prerequisites: #2a; #2b



22SB7 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.

9-11 AM **Days:** Mo Tu **Room:** Waterfront

Maximum number of participants: 15

Sessions: Week One, Week Two, Week Four, Week Five, Week Six

9-11 AM Days: Th Fr Room: Waterfront

Maximum number of participants: 15

Sessions: All

1-3 PM Days: Th Fr Room: Waterfront

Maximum number of participants: 15

Sessions: Week One, Week Two, Week Four, Week Five, Week Six



22SB8 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.

9-11 AM Days: Mo Tu Room: Archery Range

Maximum number of participants: 12

Sessions: All

9-11 AM **Days:** Th Fr **Room:** Archery Range

Maximum number of participants: 12

Sessions: Week One, Week Two, Week Four, Week Six

1-3 PM Days: Mo Tu Room: Archery Range

Maximum number of participants: 12

Sessions: All

1-3 PM **Days:** Th Fr **Room:** Archery Range

Maximum number of participants: 12

Sessions: Week One, Week Two, Week Three, Week Four, Week Six



22SB10 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.

9-11 AM **Days:** Th Fr **Room:** Waterfront

Maximum number of participants: 20

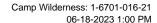
Sessions: Week One, Week Two, Week Four, Week Six

1-3 PM Days: Mo Tu Room: Waterfront

Maximum number of participants: 20

Sessions: All Prerequisites: #2







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22SB12 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."

9-11 AM Days: Mo Tu Room: Fishing Area
Maximum number of participants: 20

Sessions: Week One, Week Two, Week Three, Week Four, Week Six

9-11 AM Days: Th Fr Room: Fishing Area

Maximum number of participants: 20

Sessions: All

1-3 PM Days: Th Fr Room: Fishing Area

Maximum number of participants: 20

Sessions: All



22SB13 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.

9-11 AM Days: Mo Tu Room: Fishing Area
Maximum number of participants: 12

Sessions: All

1-3 PM Days: Mo Tu Room: Fishing Area

Maximum number of participants: 12

Sessions: Week One, Week Two, Week Four, Week Six

1-3 PM **Days:** Th Fr **Room:** Fishing Area

Maximum number of participants: 12

Sessions: Week One, Week Two, Week Three, Week Four, Week Six



22SB17 Kayaking

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

9-11 AM Days: Mo Tu Room: Waterfront Maximum number of participants: 20

Sessions: Week One, Week Two, Week Four, Week Five, Week Six

9-11 AM Days: Th Fr Room: Waterfront

Maximum number of participants: 20

Sessions: All

1-3 PM **Days:** Th Fr **Room:** Waterfront

Maximum number of participants: 20

Sessions: All



22SB19 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.

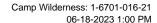
9-11 AM Days: Th Fr Room: Scoutcrafts

Maximum number of participants: 20

Sessions: All

1-3 PM **Days:** Mo Tu **Room:** Scoutcrafts

Maximum number of participants: 20





2023 Scouts BSA Summer Camp



22SB20 Motorboating

With the fun of operating a motor boat 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.

9-11 AM Days: Th Fr Room: Fishing Area

Maximum number of participants: 16

Sessions: All

1-3 PM Days: Mo Tu Room: Fishing Area

Maximum number of participants: 16

Sessions: All Prerequisites: #2a



22SB22 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.

9-11 AM Days: Th Fr Room: Nature Lodge Upstairs

Maximum number of participants: 20

Sessions: Week One, Week Two, Week Four, Week Five, Week Six

1-3 PM Days: Mo Tu Room: Nature Lodge Upstairs

Maximum number of participants: 20

Sessions: Week One, Week Two, Week Three, Week Four, Week Six



22SB23 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.

1-5 PM Days: Mo Tu Th Fr Room: Scoutcrafts

Maximum number of participants: 15

Sessions: Week One, Week Two, Week Three, Week Four, Week Six



22SB24 Rifle Shooting (Option A - Modern Cartridge)

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.

9-11 AM Days: Mo Tu Room: Rifle Range

Maximum number of participants: 12

Sessions: All

9-11 AM Days: Th Fr Room: Rifle Range

Maximum number of participants: 12

Sessions: All

1-3 PM Days: Mo Tu Room: Rifle Range

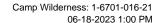
Maximum number of participants: 8

Sessions: Week Two

1-3 PM Days: Th Fr Room: Rifle Range

Maximum number of participants: 12







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22SB26 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.

9-11 AM Days: Mo Tu Room: Shotgun Range Maximum number of participants: 8

Sections: Week One Week Two Week Town Wee

Sessions: Week One, Week Two, Week Four, Week Six

9-11 AM Days: Th Fr Room: Shotgun Range Maximum number of participants: 8

Sessions: All

1-3 PM Days: Mo Tu Room: Shotgun Range

Maximum number of participants: 8

Sessions: Week One, Week Two, Week Three, Week Four, Week Six

1-3 PM Days: Th Fr Room: Shotgun Range Maximum number of participants: 8

Sessions: Week One, Week Two, Week Four, Week Five, Week Six



22SB28 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.

9-11 AM Days: Mo Tu Room: Scoutcrafts

Maximum number of participants: 20

Sessions: All

9-11 AM Days: Th Fr Room: Scoutcrafts

Maximum number of participants: 20

Sessions: All

1-3 PM Days: Th Fr Room: Scoutcrafts

Maximum number of participants: 20

Sessions: Week One, Week Two, Week Four, Week Five, Week Six



22SB29 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.

9-11 AM **Days:** Th Fr **Room:** Scoutcrafts

Maximum number of participants: 20

Sessions: Week One, Week Three, Week Four, Week Five, Week Six

1-3 PM **Days:** Mo Tu **Room:** Scoutcrafts

Maximum number of participants: 20

Sessions: All



22SB31 BSA Stand Up Paddleboarding

The BSA Stand Up Paddleboarding award introduces Scouts to the basics of stand up paddleboarding (SUP) on calm water, including skills, equipment, self rescue, and safety precautions. This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation.

9-11 AM Days: Mo Tu Room: Waterfront

Maximum number of participants: 10

Sessions: Week One, Week Two, Week Four, Week Five, Week Six

1-3 PM **Days:** Mo Tu **Room:** Waterfront

Maximum number of participants: 10

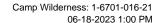
Sessions: All

1-3 PM Days: Th Fr Room: Waterfront

Maximum number of participants: 10

Sessions: Week One, Week Two, Week Four, Week Five, Week Six

Prerequisites: Must pass BSA swim test





2023 Scouts BSA Summer Camp

22SB32 Snorkeling BSA

Snorkeling BSA

9-11 AM **Days:** Th Fr **Room:** Waterfront

Maximum number of participants: 15

Sessions: Week One, Week Two, Week Four, Week Five, Week Six

1-3 PM Days: Mo Tu Room: Waterfront

Maximum number of participants: 15

Sessions: Week One, Week Two, Week Four, Week Five, Week Six

Prerequisites: Must pass BSA swim test

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22SB33 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.

8-12 PM Days: Mo Tu Th Fr Room: Climbing Tower

Maximum number of participants: 12

Sessions: Week One, Week Three, Week Four, Week Five, Week Six

1-5 PM Days: Mo Tu Th Fr Room: Climbing Tower

Maximum number of participants: 12

Sessions: All



22SB36 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.

9-11 AM Days: Mo Tu Room: Scoutcrafts

Maximum number of participants: 10

Sessions: All

9-11 AM Days: Th Fr Room: Scoutcrafts

Maximum number of participants: 10

Sessions: All

1-3 PM Days: Mo Tu Room: Scoutcrafts

Maximum number of participants: 10

Sessions: All



22SB38 COPE

Challenging Outdoor Personal Experience. This High Adventure program is the perfect opportunity for Scouts 13 years of age or older to experience all-out thrills and excitement. Scouts will learn the importance of trust, teamwork, communication, and teambuilding.

Improve your leadership and problem-solving skills during this challenging week at Scouts BSA Camp. C.O.P.E. crews consist of 12 members. Space is limited, so sign up prior to your arrival at Camp.

The flight down the 425' Zip line will be an experience you will never forget.

8-12 PM Days: Mo Tu Th Fr Room: Black Building

Minimum Age: 13

Maximum number of participants: 18

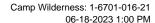
Sessions: All

1-5 PM Days: Mo Tu Th Fr Room: Black Building

Minimum Age: 13

Maximum number of participants: 12 Sessions: Week Five, Week Six







2023 Scouts BSA Summer Camp



22SB39 Trailblazers

This program is designed to give the first-year camper an introduction to Camp Wilderness and the Scouts BSA Program. The Trailblazer staff has a fun, creative and exciting program designed to give your younger scouts practice in basic Scouting skills while helping them on the trail towards First Class. A list of requirements that can be earned is available under Resources on the summer camp website.

There are 2 classes of Trailblazers offered! Scouts will go Monday, Tuesday, and Thursday either during the first or second session.

Trailblazer Hike will be Monday night at 7pm!

9-11 AM Days: Mo Tu Th Fr Room: Trailblazers

Maximum number of participants: 30

Sessions: All

1-3 PM Days: Mo Tu Th Fr Room: Trailblazers

Maximum number of participants: 30

Sessions: Week One, Week Two, Week Four, Week Five, Week Six



22SB48 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.

9-11 AM Days: Mo Tu Room: Scoutcrafts

Minimum Rank: Scout

Maximum number of participants: 15

Sessions: All

1-3 PM Days: Th Fr Room: Scoutcrafts

Minimum Rank: Scout

Maximum number of participants: 15

Sessions: All

Prerequisites: #8a; #8b



22SB50 Signs, Signals, and Codes

American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives'

9-11 AM Days: Th Fr Room: Scoutcrafts

Maximum number of participants: 20

Sessions: Week One, Week Two, Week Four, Week Six

1-3 PM Days: Mo Tu Room: Scoutcrafts

Maximum number of participants: 20

Sessions: All Prerequisites: #8d



1-3 PM

22SB51 Mining in Society

Mining has been an important part of our nation since the 19th century. Today, the industry employes 3 million Americans, directly and indirectly, and is a major contributor to the global mining landscape. This merit badge covers the history of mining, explores the status of mining in the 21st century, introduces Scouts to modern mining careers, and explores the all-important topic of mining safety.

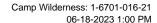
9-11 AM Days: Mo Tu Room: Nature Lodge Downstairs

Maximum number of participants: 20 Sessions: Week Four, Week Five, Week Six Days: Th Fr Room: Nature Lodge Downstairs

Maximum number of participants: 20

Sessions: Week One, Week Two, Week Three, Week Six







2023 Scouts BSA Summer Camp



22SB52 Nuclear Science

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

9-11 AM Days: Mo Tu Room: Nature Lodge Downstairs

Maximum number of participants: 15

Sessions: All

1-3 PM Days: Th Fr Room: Nature Lodge Downstairs

Maximum number of participants: 15

Sessions: Week One, Week Two, Week Four, Week Five, Week Six



22SB53 Oceanography

The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.

9-11 AM Days: Th Fr Room: Nature Lodge Downstairs

Maximum number of participants: 20

Sessions: Week Two, Week Three, Week Four, Week Five, Week Six

1-3 PM Days: Mo Tu Room: Nature Lodge Downstairs

Maximum number of participants: 20 Sessions: Week One, Week Two, Week Six



22SB54 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.

9-10 AM Days: Th Fr Room: Nature Lodge Downstairs

Maximum number of participants: 16

Sessions: Week One, Week Two, Week Four, Week Six

1-2 PM Days: Mo Tu Room: Nature Lodge Downstairs

Maximum number of participants: 16

Sessions: All



22SB55 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.

1-3 PM Days: Mo Tu Th Fr Room: Waterfront

Maximum number of participants: 6

Sessions: All



22SB58 Cooking 2

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.

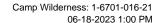
6-9 PM Days: Mo Tu Room: Blackfoot

Maximum number of participants: 15

Sessions: All

Prerequisites: Cooking 2 focuses on the Trail cooking requirements.

Home cooking is a prerequisite.





2023 Scouts BSA Summer Camp



22SB59 **ATV**

Master the basics, learn advanced maneuvers, then explore the Paul Bunyan State Forrest! Each Scout will get their ATV Safety Rider Course Certification through ATV Safety Institute. As they drive throughout the session, you'll understand what it takes to control the vehicle in many different hands-on lessons. All leading up to a 4 hour trail ride.

\$35 per Scout Scouts must be at least 14 years old to participate

Days: Mo Tu Room: Maintenance Shop 8-12 PM

Additional Fee: \$35.00 Minimum Age: 14

Maximum number of participants: 8

Sessions: All

Days: We Room: Maintenance Shop 8-12 PM

> Additional Fee: \$35.00 Minimum Age: 14

Maximum number of participants: 8

Sessions: All

Days: Th Fr Room: Maintenance Shop 8-12 PM

> Additional Fee: \$35.00 Minimum Age: 14

Maximum number of participants: 8

Sessions: Week One, Week Two, Week Three, Week Four, Week Six

Days: Mo Tu Room: Maintenance Shop 1-5 PM

> Additional Fee: \$35.00 Minimum Age: 14

Maximum number of participants: 8

Sessions: All

Days: Th Fr Room: Maintenance Shop 1-5 PM

> Additional Fee: \$35.00 Minimum Age: 14

Maximum number of participants: 8

Sessions: Week One, Week Two, Week Three, Week Four, Week Six

Prerequisites: #13; #14



22SB60 **Natural Rock Climb Excursion**

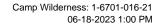
New this year we have partnered with the University of Minnesota Duluth. Each week 13 Scouts will have the opportunity to visit Duluth MN and spend the day natural rock climbing. Scouts will leave camp Tuesday night and camp overnight at a nearby site. Scouts will be responsible for bringing their own sleeping bags and pillows. Climbing will begin Wednesday morning and end around 3pm. Scouts will return to camp around 6pm. Cost will be \$50/ participant. This will include transportation, meals and climbs.

*Scouts must be at least 13, have the climbing merit badge, or in the climbing merit badge

Days: We Room: Black Building 8-4 PM

Additional Fee: \$50.00 Minimum Age: 13

Maximum number of participants: 13





2023 Scouts BSA Summer Camp

SCUBA (Scheduled Classes)



padi1 **Scuba Diving**

Start with a dash of swimming skills (the Swimming merit badge). Add equal measures of aquatics first aid, safety,

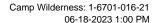
and conservation. Douse liberally with ADVENTURE! 12-5 PM Days: Mo Tu Th Fr

Additional Fee: \$470.00

Minimum Age: 14

Maximum number of participants: 6 Sessions: Week Four, Week Five

Prerequisites: #2





2023 Scouts BSA Summer Camp

Scouts BSA Summer Camp (Scheduled Classes)



22SB9 Astronomy

3-5 PM

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.

3-5 PM Days: Mo

Sessions: All Days: Tu

Sessions: All

3-5 PM **Days:** We

Sessions: All

3-5 PM **Days:** Th

Sessions: All

3-5 PM **Days:** Fr

Sessions: All

Prerequisites: #6b; #8a; #8b; #8c; #8d; #8e



22SB11 Chess

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

3-5 PM Days: Mo

Sessions: All

3-5 PM **Days:** Tu

Sessions: All

3-5 PM **Days:** We

Sessions: All Days: Th

Sessions: All

- -

3-5 PM **Days:** Fr

Sessions: All



22SB21 Music

3-5 PM

The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. All the great music has not yet been written. Today, the possibilities for creating new music are limitless.

3-5 PM Days: Mo

Sessions: All

3-5 PM **Days:** Tu

Sessions: All

3-5 PM **Days:** We

Sessions: All

3-5 PM Days: Th

Sessions: All

3-5 PM **Days:** Fr **Sessions:** All

Prerequisites: #3a; #3b; #3c; #3d



22SB40 Painting

This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects.

3-5 PM **Days:** Mo

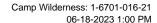
Sessions: All

3-5 PM Days: Tu

Sessions: All

3-5 PM **Days:** We Th







3-5 PM

Class Catalog

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3-5 PM **Days:** Fr

Sessions: All Days: Sa

Sessions: All



22SB41 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.

3-5 PM Days: Mo

Sessions: All

3-5 PM Days: Tu

Sessions: All

3-5 PM **Days:** We

Sessions: All

3-5 PM **Days:** Th

Sessions: All

3-5 PM **Days:** Fr

Sessions: All



22SB42 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.

3-5 PM Days: Mo

Sessions: All

3-5 PM **Days:** Tu

Sessions: All

3-5 PM Days: We

Sessions: All

3-5 PM **Days:** Th

Sessions: All

3-5 PM **Days:** Fr

Sessions: All



22SB43 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

3-5 PM Days: Mo Room: Scoutcrafts

Sessions: All

3-5 PM Days: Tu Room: Scoutcrafts

Sessions: All

3-5 PM Days: We Room: Scoutcrafts

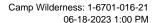
Sessions: All

3-5 PM Days: Th Room: Scoutcrafts

Sessions: All

3-5 PM Days: Fr Room: Scoutcrafts







2023 Scouts BSA Summer Camp



22SB44 Textile

People use countless fibers and fabrics in their everyday lives: clothes, carpets, curtains, towels, sheets, upholstered furniture. Add to that list boat sails, book bindings, bandages, flags, sleeping bags, mailbags, airbags, seat belts, backpacks, parachutes, umbrellas, basketball nets, and more.

Sessions: All 3-5 PM Days: Fr

3-5 PM Days: Fr
Sessions: All



22SB45 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.

Sessions: All

3-5 PM **Days:** Fr **Sessions:** All

Prerequisites: #4h[1]; #4h[2]



22SB46 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.

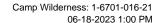
3-5 PM Days: Mo
Sessions: All
3-5 PM Days: Tu
Sessions: All

3-5 PM Days: We Sessions: All 3-5 PM Days: Th

Sessions: All

3-5 PM **Days:** Fr **Sessions:** All

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





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22SB47 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.

3-5 PM **Days:** Mo

Sessions: All

3-5 PM **Days:** Tu

Sessions: All

3-5 PM **Days:** We

Sessions: All

3-5 PM **Days:** Th

3-5 PM

Sessions: All Days: Fr

Sessions: All

Prerequisites: #8a; #8b; #10



22SB71 Fly Fishing (Open)

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.

3-3:01 PM Days: Mo Tu We Th Fr

Sessions: All



22SB72 First Aid (Open Program)

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.

3-3:01 PM Days: Mo Tu We Th Fr

Sessions: Week Five



22SB73 Environmental Science Open Session

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.

3-3:01 PM Days: Mo Tu We Th Fr

Sessions: Week One, Week Five

Prerequisites: #4a; #4b

