



2020 Camp Kern

Class Catalog

Registration opens December 01, 2019
Visit www.scoutingevent.com/030-2020CampKern to register



Class Catalog

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Camp Kern Adult Programs (Scheduled Classes)



CKAP101 Safe Swim Defense

BSA Safe Swim Defense training.

9-9:50 AM

Days: Mo

Sessions: All

10-10:50 AM

Days: Mo **Room:** Dining Hall

Sessions: All



CKAP100 Safety Afloat

BSA Safety Afloat training.

9-9:50 AM

Days: Tu **Room:** Dining Hall

Sessions: All

10-10:50 AM

Days: Tu **Room:** Dining Hall

Sessions: All

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Camp Kern Merit Badges (Scheduled Classes)



CKMB100 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 Th **Room:** Archery **Instructor:** Kern Staff

Additional Fee: \$5.00

Maximum number of participants: 16

Sessions: All

10-10:50 AM **Days:** Mo Tu Th **Room:** Archery **Instructor:** Kern Staff

Additional Fee: \$5.00

Maximum number of participants: 16

Sessions: All

11-11:50 AM **Days:** Mo Tu Th **Room:** Archery **Instructor:** Kern Staff

Additional Fee: \$5.00

Maximum number of participants: 16

Sessions: All

Prerequisites: Scouts will need to Pickup an arrow kit in the trading post if they have registered for this class.



CKMB104 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.

9-9:50 AM **Days:** Mo Tu Th **Room:** Boating Docks

Sessions: All

10-10:50 AM **Days:** Mo Tu Th **Room:** Boating Docks

Sessions: All



CKMB105 Cycling

Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge.

9-9:50 AM **Days:** Mo Tu Th **Room:** Bikes

Sessions: All

Prerequisites: This class requires participation in 2 periods in addition to 1 period in the afternoon open schedule in order to complete at camp.



CKMB109 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.

10-10:50 AM **Days:** Mo Tu Th **Room:** Outdoor Skills

Sessions: All

11-11:50 AM **Days:** Mo Tu Th **Room:** Outdoor Skills

Sessions: All

Prerequisites: #1; #5; #7a; #7b; #8a[1]; #8a[2]; #8a[3]; #8a[4]; #8b



CKMB110 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.

11-11:50 AM **Days:** Mo Tu Th **Room:** Nature Lodge

Sessions: All

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CKMB111 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.

9-9:50 AM

Days: Mo Tu Th **Room:** Outdoor Skills

Sessions: All

Prerequisites: #5a; #5b



CKMB112 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 Th **Room:** Outdoor Skills

Sessions: All

10-10:50 AM

Days: Mo Tu Th **Room:** Outdoor Skills

Sessions: All



CKMB113 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.

9-9:50 AM

Days: Mo Tu Th **Room:** Outdoor Skills

Sessions: All

10-10:50 AM

Days: Mo Tu Th **Room:** Outdoor Skills

Sessions: All



CKMB114 Horsemanship

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

9-3 PM

Days: We **Room:** D&F Pack Station

Additional Fee: \$175.00

Maximum number of participants: 25

Sessions: All

Prerequisites: This class requires the D&F Packing station Waiver to be completed prior to attending class. Class will meet on Wednesday From 8 am to about 2 pm. Barges will be provided to and from. Minimum 2 Adult leaders required to accompany Scouts.



CKMB116 Kayaking

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

9-9:50 AM

Days: Mo Tu Th **Room:** Boating Docks

Sessions: All

10-10:50 AM

Days: Mo Tu Th **Room:** Boating Docks

Sessions: All



CKMB118 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.

10-10:50 AM

Days: Mo Tu Th **Room:** Swimming Docks

Sessions: All

11-11:50 AM

Days: Mo Tu Th **Room:** Swimming Docks

Sessions: All

Prerequisites: Requires Period 2 and 3

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CKMB119 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.

9-9:50 AM **Days:** Mo Tu Th **Room:** Boating Docks
Sessions: All

10-10:50 AM **Days:** Mo Tu Th **Room:** Boating Docks
Sessions: All

11-11:50 AM **Days:** Mo Tu Th **Room:** Boating Docks
Sessions: All



CKMB120 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.

10-10:50 AM **Days:** Mo Tu Th **Room:** Outdoor Skills
Sessions: All
Prerequisites: #7a; #7b



CKMB121 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.

9-9:50 AM **Days:** Mo Tu Th **Room:** Outdoor Skills
Sessions: All



CKMB123 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.

9-9:50 AM **Days:** Mo Tu Th **Room:** Outdoor Skills
Additional Fee: \$15.00
Sessions: All

11-11:50 AM **Days:** Mo Tu Th **Room:** Outdoor Skills
Additional Fee: \$15.00
Sessions: All
Prerequisites: Scout will need to pickup the activity Kit in trading post.



CKMB124 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.

9-9:50 AM **Days:** Mo Tu Th **Room:** Rifle
Additional Fee: \$5.00
Sessions: All

10-10:50 AM **Days:** Mo Tu Th **Room:** Rifle
Additional Fee: \$5.00
Sessions: All
Prerequisites: Class Requires Purchase of Ammo Cards. \$5.00 Per 40 rounds. Scout may need to purchase more than one card to complete the merit badge.

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CKMB125 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.

9-9:50 AM **Days:** Mo Tu Th **Room:** Boating Docks

Sessions: All

10-10:50 AM **Days:** Mo Tu Th **Room:** Boating Docks

Sessions: All

Prerequisites: #2



CKMB129 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.

9-9:50 AM **Days:** Mo Tu Th **Room:** Shotgun

Additional Fee: \$10.00

Sessions: All

10-10:50 AM **Days:** Mo Tu Th **Room:** Shotgun

Additional Fee: \$10.00

Sessions: All

11-11:50 AM **Days:** Mo Tu Th **Room:** Shotgun

Additional Fee: \$10.00

Sessions: All

Prerequisites: Requires purchase of ammo card. \$10.00 Per 25 Rounds. Scouts may need to purchase more than one card to complete Merit Badge.



CKMB126 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.

10-10:50 AM **Days:** Mo Tu Th **Room:** Boating Docks

Sessions: All

11-11:50 AM **Days:** Mo Tu Th **Room:** Boating Docks

Sessions: All

Prerequisites: #2



CKMB130 Sports

Millions of people participate in sports every year. For some the appeal is the close friendships that come with being part of a team. Some revel in the joy of victory and lessons of defeat. For some, the personal fitness is so important that exercise becomes a daily need. And still others desire the feeling of achievement, that feeling of measurable improvement that comes with dedication to a sport.

11-11:50 AM **Days:** Mo Tu Th **Room:** Outdoor Skills

Sessions: All

Prerequisites: #4a; #4b; #4c; #5a; #5b; #5c



CKMB131 Sustainability

Sustainability Merit Badge.

9-9:50 AM **Days:** Mo Tu Th **Room:** Nature Lodge

Sessions: All

10-10:50 AM **Days:** Mo Tu Th **Room:** Nature Lodge

Sessions: All



CKMB132 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.

9-10:50 AM **Days:** Mo Tu Th

Sessions: All

Prerequisites: #2

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**CKMB141 TTFC - 1st Class**

Trail to First Class - 1st Class requirements.

11-11:50 AM

Days: Mo Tu Th **Room:** Dining Hall**Minimum Rank:** Second Class**Sessions:** All**Prerequisites:** For scouts who are 2nd class working on 1st Class**CKMB140 TTFC - 2nd Class**

Trail to First Class - 2nd Class requirements.

10-10:50 AM

Days: Mo Tu Th **Room:** Dining Hall**Minimum Rank:** Tenderfoot**Sessions:** All**Prerequisites:** For scouts who are Tenderfoot working on 2nd class**CKMB139 TTFC - Tenderfoot**

Trail to First Class - Tenderfoot requirements.

9-9:50 AM

Days: Mo Tu Th **Room:** Dining Hall**Sessions:** All**Prerequisites:** For scouts who are Scout rank working on Tenderfoot**CKMB136 Welding**

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

10-10:50 AM

Days: Mo Tu Th **Room:** Outdoor Skills**Additional Fee:** \$50.00**Sessions:** All

11-11:50 AM

Days: Mo Tu Th **Room:** Outdoor Skills**Additional Fee:** \$50.00**Sessions:** All**Prerequisites:** Scouts will need to pickup the Welding Kit in the Trading Post**CKMB134 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.

11-11:50 AM

Days: Mo Tu Th Fr **Room:** Outdoor Skills**Sessions:** All**Prerequisites:** #5

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BSA Programs (Scheduled Classes)



PRG101 Fireman's Chip

This certification grants a Scout the right to carry matches and build campfires. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility to do the following:

2-2:01 PM **Days:** Tu Th **Room:** Fire Bowl

Sessions: All



PRG103 Leave No Trace

Scout Requirements

- 1) Recite and explain in your own words the principles of Leave No Trace, and discuss how an ethical guideline differs from a rule.
- 2) On three separate camping trips with your troop or team, demonstrate and practice the Leave No Trace skills appropriate to the trip.
- 3) Earn the Camping and Environmental Science merit badges.
- 4) Participate in a Leave No Trace-related service project that reduces or rehabilitates recreational impacts. Discuss with your troop or team which recreational impacts were involved with the project.
- 5) Give a 10-minute presentation on a Leave No Trace topic approved by your unit leader to a Scouting unit or other interested group.
- 6) Teach a Leave No Trace-related skill to a Scouting unit or other interested group.

2-2:01 PM **Days:** Tu **Room:** Nature Lodge

Sessions: All



PRG104 Mile Swim BSA

Requirements

- 1) Explain how regular exercise contributes to good health and why swimming is one of the best forms of exercise.
- 2) Tell what precautions and procedures a swimmer and escort must follow for distance swimming over open water.
- 3) Under the supervision of a currently qualified certified aquatics instructor or equivalent, participate in four hours of training and preparation for distance swimming (one hour a day maximum).
- 4) Swim one mile over a measured course that has been approved by the trained instructor who will supervise the swim.

Note: Swim-trunks emblem only

2-2:01 PM **Days:** Mo Tu Th Fr **Room:** Swimming Docks

Sessions: All

7-7:01 PM **Days:** Mo Tu Th Fr **Room:** Swimming Docks

Sessions: All



PRG106 Paul Bunyan Woodsman

Study the Boy Scout Handbook and the Camping merit badge pamphlet, and demonstrate to your Scoutmaster or other qualified person the following:

- 1) Show that you have earned the Totin' Chip.
- 2) Help a Scout or patrol earn the Totin' Chip, and demonstrate to him (them) the value of proper woods-tools use on a troop camping trip.
- 3) With official approval and supervision, do one of the following:
 - Clear trails or fire lanes for two hours.
 - Trim a downed tree, cut into four-foot lengths, and stack; make a brush with branches.
 - Build a natural retaining wall or irrigation way to aid in a planned conservation effort.

2-2:01 PM **Days:** We **Room:** Fire Road

Sessions: All

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PRG110 Totin' Chip

This certification grants a Scout the right to carry and use woods tools. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility to do the following:

- 1) Read and understand woods tools use and safety rules from the Boy Scout Handbook.
- 2) Demonstrate proper handling, care, and use of the pocket knife, ax, and saw.
- 3) Use knife, ax, and saw as tools, not playthings.
- 4) Respect all safety rules to protect others.
- 5) Respect property. Cut living and dead trees only with permission and good reason.
- 6) Subscribe to the Outdoor Code.

The Scout's "Totin' Rights" can be taken from him if he fails in his responsibility.

2-2:01 PM

Days: Tu Th **Room:** Handicraft

Sessions: All

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Camp Kern Merit Badges (Scheduled Classes)



CKMB101 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

2-2:01 PM **Days:** Mo Tu Th Fr **Room:** Handicraft

Sessions: All

7-7:01 PM **Days:** Tu We Th **Room:** Handicraft

Sessions: All

Prerequisites: #6



CKMB102 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.

2-2:01 PM **Days:** Mo Tu Th Fr **Room:** Nature Lodge

Sessions: All

7-7:01 PM **Days:** Tu We Th **Room:** Nature Lodge

Sessions: All

Prerequisites: #5a; #5b; #6b; #8a; #8b; #8c; #8d; #8e



CKMB103 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.

2-2:01 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Additional Fee: \$15.00

Sessions: All

7-7:01 PM **Days:** Tu We Th **Room:** Handicraft

Additional Fee: \$15.00

Sessions: All

Prerequisites: Scouts will need to pick up the Activity Kit in the Trading post.



CKMB142 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.

2-2:01 PM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge

Sessions: All

7-7:01 PM **Days:** Tu Th **Room:** Nature Lodge

Sessions: All

Prerequisites: #8b[1]; #8b[2]; #8b[3]; #9a; #9b; #9c



CKMB106 Citizenship in the Community

A nation is a patchwork of communities that differ from each other and may be governed differently. But regardless of how local communities differ, they all have one point in common: In the United States, local government means self-government. Good citizens help to make decisions about their community through their elected local officials.

2-2:01 PM **Days:** Tu **Room:** Dining Hall

Sessions: All

Prerequisites: #2a; #2b; #3a; #3b; #4a; #4b; #7a; #7b; #7c; #8

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CKMB107 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.

2-2:01 PM **Days:** Th **Room:** Dining Hall
Sessions: All
Prerequisites: #2a; #2d; #3



CKMB108 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."

9-9:01 AM **Days:** Mo **Room:** Dining Hall
Sessions: All
Prerequisites: #2a; #4; #5; #7a; #7b; #7c; #8



CKMB115 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.

2-2:01 PM **Days:** Fr **Room:** Nature Lodge
Sessions: All
7-7:01 PM **Days:** Fr **Room:** Nature Lodge
Sessions: All
Prerequisites: #3a; #3d; #5f



CKMB144 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.

2-2:01 PM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge
Sessions: All
7-7:01 PM **Days:** Tu Th **Room:** Nature Lodge
Sessions: All



CKMB117 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.

2-2:01 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft
Additional Fee: \$20.00
Sessions: All
7-7:01 PM **Days:** Tu Th **Room:** Handicraft
Additional Fee: \$20.00
Sessions: All
Prerequisites: #5a

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CKMB122 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.

2-2:01 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Sessions: All

7-7:01 PM **Days:** Tu Th **Room:** Handicraft

Sessions: All

Prerequisites: #4a; #4c; #5a; #5d; #5e; #6a; #6b; #6c; #7a; #7b; #7c



CKMB143 Plant Science

Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.

2-2:01 PM **Days:** Mo Tu We Th Fr **Room:** Nature Lodge

Sessions: All

7-7:01 PM **Days:** Tu Th **Room:** Nature Lodge

Sessions: All



CKMB127 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.

2-2:01 PM **Days:** Mo Tu Th Fr

Sessions: All

Prerequisites: #5a; #5b; #5c; #6a[1]; #6a[2]; #6a[3]; #6a[4]



CKMB128 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.

2-2:01 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Additional Fee: \$15.00

Sessions: All

7-7:01 PM **Days:** Tu Th **Room:** Handicraft

Additional Fee: \$15.00

Sessions: All

Prerequisites: Scout will need to pickup the activity kit in the trading post.



CKMB133 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.

2-2:01 PM **Days:** Fr **Room:** Nature Lodge

Sessions: All

7-7:01 PM **Days:** Fr **Room:** Nature Lodge

Sessions: All

Prerequisites: #9a; #9b

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CKMB135 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.

2-2:01 PM **Days:** Mo Tu We Th Fr **Room:** Handicraft

Additional Fee: \$15.00

Sessions: All

7-7:01 PM **Days:** Tu Th **Room:** Handicraft

Additional Fee: \$15.00

Sessions: All

Prerequisites: #2a