



Henson Scout Reservation Summer Camp

Class Catalog

Event Contacts

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Visit www.scoutingevent.com/081-HSRSummer23 to register



Class Catalog

Henson Scout Reservation Summer Camp: Week 1 at Henson Scout Reservation

Henson Advancement & Merit Badges (Scheduled Classes)

HMB57

Period 1 08:45-04:15 PM

Outdoor Skills

Brownsea Program

Recommended for 1st year Scouts.

ALL-PERIOD CLASS

The Brownsea Program is the perfect program for new Scouts or those crossing over. Brownsea is intended for first year campers who are working toward earning Tenderfoot, Second Class, and First Class. A Scout that has already earned the rank of First Class would be better suited enrolling in a complete merit badge schedule, even if this is their first year at summer camp.

Scouts will work on the Nature MB and the Swimming MB along with Firemn Chit, Totin Chip and requirements for Tenderfoot through First Class ranks simultaneously.

Scouts are assigned to either the morning or afternoon Brownsea session, and they will attend the assigned session throughout the week. Campers in the program also are enrolled in Swimming merit badge or Instructional Swim and Nature merit badges as part of the program. Their merit badge classes will take place the opposite half of the day when they are not in Brownsea.

Prerequisites: Scouts attending Brownsea should review and be tested by their unit to ensure mastery of the requirement, prior to the unit signing off on the requirement. A list of requirements covered will be provided to the unit leaders at the end of the week.

Brownsea Scouts should come prepared each day with a water bottle, bug spray, sunscreen, and a pocket knife.

HMB22

Period 2 10:15-11:30 AM

Nature & STEM Center
(Lasher Activities Building)



Animal Science MB & Nature MB

Recommended for 2nd year or older Scouts.

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

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.

Maximum number of participants: 16

Prerequisites: Animal Science: Requirement 6 needed for completion. (It will be discussed in class)

HMB39

Period 4 03:00-04:15 PM

Studio Arts (Nanticoke
Lodge)



Animation

Recommended for 2nd year or older Scouts.

Computer or traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities.

Maximum number of participants: 12

Prerequisites: Requirement 5 needed for completion. (It will be discussed in class)

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Henson Scout Reservation Summer Camp: Week 1 at Henson Scout Reservation

HMB1

Period 1 08:45-10:00 AM
Period 4 03:00-04:15 PM

Archery Range



Archery

Recommended for 2nd year or older Scouts.

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.

Maximum number of participants: 8

Prerequisites: Requirement 1d needed for completion. (It will be discussed in class)
Bring a copy of your state's archery shooting laws to the first class session.

Scouts need to have sufficient strength to hold, aim, and release an arrow with control. Can be difficult merit badge to complete. Minimum score required for completion. Free shoot time may be needed to finish.

Badge may contain one day of non-shooting for the non-shooting requirements.

HMB40

Period 4 03:00-04:15 PM

Studio Arts (Nanticoke Lodge)



Art MB & Painting MB

Recommended for 2nd year or older Scouts.

Art 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

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

Maximum number of participants: 20

Prerequisites: Art: Requirements 6 & 7 needed for completion. (They will be discussed in class)

Painting: Requirement 8 needed for completion. (It will be discussed in class)

HMB49

Evening Programs 07:30-08:45 PM

Nature & STEM Center
(Lasher Activities Building)



Astronomy

Recommended for 3rd year or older Scouts.

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.

Maximum number of participants: 20

Prerequisites: Requirement 9 needed for completion. (It will be discussed in class)

Requires early morning and late-night sessions.

Very weather dependent for completion.

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Henson Scout Reservation Summer Camp: Week 1 at Henson Scout Reservation

HMB13

Period 1 08:45-10:00 AM

Studio Arts (Nanticoke Lodge)



Basketry MB & Leatherwork MB

Recommended for 2nd year or older Scouts.

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.

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.

Maximum number of participants: 12

HMB38

Period 4 03:00-04:15 PM

Boat Yard



BSA Stand Up Paddleboarding

Recommended for 3rd year or older Scouts.

Stand Up Paddleboarding (SUP) has quickly become one of the most popular aquatic activities around! Scouts will have the opportunity to earn the BSA SUP Award. This is not a Merit Badge. This program will test scouts physically and mentally as they work to complete all the requirements.

Maximum number of participants: 9

Prerequisites: Must complete the BSA Swimmers Test.

HMB44

Period 2 10:15-11:30 AM

Period 3 01:30-02:45 PM

Outdoor Skills



Camping

Recommended for 3rd year or older Scouts.

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.

Maximum number of participants: 20

Prerequisites: Requirements 4, 5e, 8c, 8d and 9 needed for completion. (Leaders please use the HSR ROC form)

Conservation project in requirement 9 can be completed during camp but is recommended to be done ahead of time.

HMB3

Period 1 08:45-10:00 AM

Period 2 10:15-11:30 AM

Period 4 03:00-04:15 PM

Boat Yard



Canoeing

Recommended for 3rd year or older Scouts.

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.

Maximum number of participants: 10

Prerequisites: Must complete the BSA Swimmers Test.

Boat shoes with a full sole needed (ex. old tennis shoes or closed toed sandals)

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Henson Scout Reservation Summer Camp: Week 1 at Henson Scout Reservation

HMB50

Period 4 03:00-04:15 PM

Nature & STEM Center
(Lasher Activities Building)



Chemistry

Recommended for 2nd year or older Scouts.

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.

Maximum number of participants: 12

Prerequisites: Requirement 7 needed for completion. (It will be discussed in class)

HMB5

Period 1 08:45-10:00 AM

Period 2 10:15-11:30 AM

Eagle Base (Yurts)



Citizenship in the Nation

Recommended for 3rd year or older Scouts.

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.

Maximum number of participants: 20

Prerequisites: Requirement 7 needed for completion. (It will be discussed in class)

HMB29

Period 3 01:30-02:45 PM

Eagle Base (Yurts)



Citizenship in the World

Recommended for 3rd year or older Scouts.

Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.

Maximum number of participants: 20

Prerequisites: Requirement 7 needed for completion. (It will be discussed in class)

HMB30

Period 4 03:00-04:15 PM

Eagle Base (Yurts)



Communication

Recommended for 3rd year or older Scouts.

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."

Maximum number of participants: 20




Prerequisites: Requirement 5 (prepare report to turn in)

Requirement 7 (share project in class)

Requirement 8 (Leaders please use the HSR ROC form)

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Henson Scout Reservation Summer Camp: Week 1 at Henson Scout Reservation

HMB19 Period 2 10:15-11:30 AM Technology (Yurts)	 Electricity MB & Electronics MB Recommended for 2nd year or older Scouts. Electricity is a powerful and fascinating force of nature. As early as 600 b.c., observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years. Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field. Maximum number of participants: 12 Prerequisites: Electricity: Requirement 2 needed for completion. (It will be discussed in class) Requirement 8 (You will share your project in class) Electronics: Requirement 6 needed for completion. (It will be discussed in class)
HMB56 Period 4 03:00-04:15 PM Technology (Yurts)	 Engineering Recommended for 2nd year or older Scouts. Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China. Maximum number of participants: 20 Prerequisites: Requirements 2 & 9 needed for completion. (It will be discussed in class)
HMB7 Period 1 08:45-10:00 AM Period 2 10:15-11:30 AM Nature & STEM Center (Lasher Activities Building)	 Environmental Science Recommended for 3rd year or older Scouts. 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. Maximum number of participants: 20 Prerequisites: Intense and time-consuming. Requires observations and report writing. Requirement 6 needed for completion. (It will be discussed in class)

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Henson Scout Reservation Summer Camp: Week 1 at Henson Scout Reservation

HMB8

Period 1 08:45-10:00 AM
Period 2 10:15-11:30 AM
Period 4 03:00-04:15 PM

Outdoor Skills



First Aid

Recommended for 2nd year or older Scouts.

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.

Maximum number of participants: 20

Prerequisites: Requirement 5a needed for completion. Home first aid kit for requirement 5a must be brought to camp. (Bring the kit to class)

HMB51

Period 1 08:45-10:00 AM

Nature & STEM Center
(Lasher Activities Building)



Fish and Wildlife Management

Recommended for 2nd year or older Scouts.

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.

Good preparation for Environmental Science MB.

If earned in addition to Fishing MB & Fly Fishing MB a Scout can complete one additional project to earn the BSA Complete Angler Award.

Maximum number of participants: 20

Prerequisites: Requirement 8 needed for completion. (It will be discussed in class)

HMB20

Period 2 10:15-11:30 AM
Period 4 03:00-04:15 PM

Nature & STEM Center
(Lasher Activities Building)



Fishing

Recommended for 2nd year or older Scouts.

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."

If earned in addition to Fish & Wildlife Management MB & Fly-Fishing MB a Scout can complete one additional project to earn the BSA Complete Angler Award.

Maximum number of participants: 20

Prerequisites: Practice knots for Requirement 4 before camp.

Scouts are encouraged to bring their own fishing gear. Camp fishing gear is available on a first-come, first-serve basis.

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Henson Scout Reservation Summer Camp: Week 1 at Henson Scout Reservation

HMB9

Period 3 01:30-02:45 PM

Nature & STEM Center
(Lasher Activities Building)



Fly Fishing

Recommended for 3rd year or older Scouts.

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.

If earned in addition to Fish & Wildlife Management MB & Fishing MB a Scout can complete one additional project to earn the BSA Complete Angler Award.

Maximum number of participants: 10

Prerequisites: Practice knots for requirement 3 before camp.

Scouts are encouraged to bring their own fishing gear. Camp fishing gear is available on a first-come, first-serve basis.

HMB32

Period 3 01:30-02:45 PM

Nature & STEM Center
(Lasher Activities Building)



Forestry MB & Soil and Water Conservation MB

Recommended for 2nd year or older Scouts.

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.

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

Maximum number of participants: 10

Prerequisites: Have footwear for walking in the woods. Bring a notebook.

Forestry:

Requirement 5 (Prepare report to turn in)

Requirement 8 (bring to class)

Class Catalog

Henson Scout Reservation Summer Camp: Week 1 at Henson Scout Reservation

HMB10

Period 1 08:45-10:00 AM

Technology (Yurts)



Game Design

Recommended for 2nd year or older Scouts.

This badge is NOT about Video Games.

It is about the design of games and the planning of the game play activities. Please review the requirements so Scouts are clear on the topics covered in the badge.

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.

Maximum number of participants: 12

Prerequisites: Requirement 8 needed for completion. (It will be discussed in class)

HMB52

Period 4 03:00-04:15 PM

Nature & STEM Center
(Lasher Activities Building)



Geology

Recommended for 2nd year or older Scouts.

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.

Maximum number of participants: 20

Prerequisites: Requirement 4 needed for completion. (It will be discussed in class)

HMB11

Period 3 01:30-02:45 PM

Studio Arts (Nanticoke
Lodge)



Graphic Arts MB & Pulp and Paper MB

Recommended for 2nd year or older Scouts.

The field of graphic arts includes many kinds of work in the printing and publishing industries. Graphic arts professionals are involved in the creation of all kinds of printed communication, from business cards to books to billboards. The scope of printing communications is huge.

Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.

Maximum number of participants: 12

Prerequisites: Graphic Arts:

Requirements 6 & 7 needed for completion. (They will be discussed in class)

Pulp & Paper:

Requirement 7 needed for completion. (It will be discussed in class)

Class Catalog

Henson Scout Reservation Summer Camp: Week 1 at Henson Scout Reservation

HMB60

Period 2 10:15-11:30 AM
Period 3 01:30-02:45 PM

Pool



Instructional Swim

A program offered to any Scouts and adults interested in increasing their proficiency in swimming. Instructional Swim is offered during every session that Swimming Merit Badge is offered.

This course aims to teach Scouts how to confidently swim and complete the BSA swim test.

HMB12

Period 1 08:45-10:00 AM
Period 2 10:15-11:30 AM
Period 3 01:30-02:45 PM

Boat Yard



Kayaking

Recommended for 2nd year or older Scouts.

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

Maximum number of participants: 10

Prerequisites: Must complete the BSA Swimmers Test.

Boat shoes with a full sole needed (ex. old tennis shoes or closed toed sandals)

HMB14

Period 1 08:45-10:00 AM

Pool



Lifesaving

Recommended for 3rd year or older Scouts.

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.

Maximum number of participants: 20

Prerequisites: Must complete the BSA Swimmers Test. Scouts MUST have previously earned Swimming MB (Req. 2a) to take this badge & MUST complete Req. 2b (400-yard qualifying swim) at 6am on Monday to participate in class.

Requirements 2a & 16 needed for completion. (Leaders please use the HSR ROC form)

Need long sleeve shirt, long pants, socks, and shoes for Requirement 9.

NOTE: Pre-Requisite 1/4-mile swim is required on Monday 6 a.m.-6:45 a.m.

HMB15

Period 1 08:45-11:30 AM
Period 3 01:30-04:15 PM

Studio Arts (BBQ Pavilion -
Blacksmithing)



Metalwork

Recommended for 3rd year or older Scouts.

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. Scouts will use a charcoal fired blacksmith forge while learning skills and techniques used in the age-old art of blacksmithing. During the week, Scouts will craft projects from iron and their best efforts that will make amazing keepsakes.





Maximum number of participants: 12

Prerequisites: Requirement 4 needed for completion. (It will be discussed in class)

Scouts must wear boots, non-synthetic long-sleeved shirts and long pants for this merit badge.

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HMB58 Period 4 03:00-04:15 PM Pool		Mile Swim BSA Scouts test their endurance by swimming a mile in our pool. Participants will spend the week training and learning about long distance swimming before finally attempting the 1-mile long swim on Friday. Maximum number of participants: 10 Prerequisites: Must complete the BSA Swimmers Test.
HMB33 Period 3 01:30-02:45 PM Period 4 03:00-04:15 PM Boat Yard		Motorboating Recommended for 3rd year or older Scouts. 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. Scouts have the chance to learn how to safely drive a motorboat. Our fleet of powered boats includes a 20' and a 17' Key West, and a 24' Starcraft pontoon boat. Maximum number of participants: 8 Prerequisites: Must complete the BSA Swimmers Test. MUST have a certificate of approved boater safety education (by NASBLA) to drive motorboat. Requirement 4b needed to drive the boat. (Bring permit to class) Boat shoes with a full sole needed (ex. old tennis shoes or closed toed sandals)
HMB16 Period 3 01:30-02:45 PM Studio Arts (Nanticoke Lodge)		Moviemaking Recommended for 3rd year or older Scouts. Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture. Maximum number of participants: 10 Prerequisites: Requirement 4 needed for completion. (It will be discussed in class) Personal digital cameras or digital video cameras are encouraged to be used.
HMB53 Period 2 10:15-11:30 AM Nature & STEM Center (Lasher Activities Building)		Oceanography Recommended for 2nd year or older Scouts. 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. Maximum number of participants: 20 Prerequisites: Scouts will need shoes that will be worn in the water.

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Henson Scout Reservation Summer Camp: Week 1 at Henson Scout Reservation

HMB34

Period 3 01:30-02:45 PM

Outdoor Skills



Orienteering

Recommended for 2nd year or older Scouts.

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.

Maximum number of participants: 12

HMB24

Period 2 10:15-11:30 AM

Studio Arts (Nanticoke Lodge)



Photography

Recommended for 3rd year or older Scouts.

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.

Maximum number of participants: 12

Prerequisites: Requirement 1a (Leaders please use the HSR ROC form or bring card to class)

Requirement 8 needed for completion. (It will be discussed in class)

Personal digital cameras are encouraged to be used. Must have completed Cyber Chip to participate.

HMB17

Period 1 08:45-10:00 AM

Outdoor Skills



Pioneering

Recommended for 2nd year or older Scouts.

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.

Maximum number of participants: 10

Prerequisites: May be physically demanding.

Be familiar with and practice the basic knots and lashings in Requirement 2.

HMB54

Period 1 08:45-10:00 AM

Nature & STEM Center
(Lasher Activities Building)



Plant Science

Recommended for 2nd year or older Scouts.

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.

Maximum number of participants: 20

Prerequisites: Requirement 7 needed for completion. (It will be discussed in class)

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HMB35

Period 1 08:45-10:00 AM
Period 3 01:30-02:45 PM

Studio Arts (Nanticoke
Lodge)



Pottery

Recommended for 2nd year or older Scouts.

The Pottery merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish.

Maximum number of participants: 16

Prerequisites: Requirements 7 & 8 needed for completion. (They will be discussed in class)

Should wear clothing that can get dirty.

HMB36

Period 3 01:30-02:45 PM

Nature & STEM Center
(Lasher Activities Building)



Reptile and Amphibian Study MB & Mammal Study MB

Recommended for 2nd year or older Scouts.

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.

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.

Maximum number of participants: 12

Prerequisites: Requires observations and report writing. Will handle live animals, including snakes!

Reptile & Amphibian Study:

Requirement 8 needed for completion. (Bring report to class)

Class Catalog

Henson Scout Reservation Summer Camp: Week 1 at Henson Scout Reservation

HMB47

Period 1 08:45-10:00 AM
Period 2 10:15-11:30 AM
Period 3 01:30-02:45 PM
Period 4 03:00-04:15 PM

Rifle Range



Rifle Shooting

Recommended for 2nd year or older Scouts.

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.

Maximum number of participants: 8

Prerequisites: Requirements 1d & 1f needed for completion. (They will be discussed in class)

Bring a copy of your state's rifle shooting laws to the first class session.

Can be a difficult merit badge to complete. Minimum score required for completion. Free shoot time may be needed to finish. HSR has 2 eight-station rifle ranges with shooting benches to give Scouts plenty of shooting time, and enable Rifle Merit Badge instruction throughout the day

Badge may contain one day of non-shooting for the non-shooting requirements.

HMB37

Period 3 01:30-02:45 PM

Technology (Yurts)



Robotics

Recommended for 3rd year or older Scouts.

Behold, the age of Robotics in the BSA has begun, and now we are not replacing Scoutmasters with Androids...Yet. 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.

Maximum number of participants: 12

Prerequisites: Requirement 7 needed for completion. (It will be discussed in class)

HMB46

Period 3 01:30-02:45 PM

Boat Yard



Rowing

Recommended for 2nd year or older Scouts.

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.

Maximum number of participants: 10

Prerequisites: Must complete the BSA Swimmers Test.

Boat shoes with a full sole needed (ex. old tennis shoes or closed toed sandals)

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Henson Scout Reservation Summer Camp: Week 1 at Henson Scout Reservation

HMB25

Period 2 10:15-11:30 AM
Period 3 01:30-02:45 PM

Shotgun Range



Shotgun Shooting

Recommended for 3rd year or older Scouts.

Our Shooting Sports staff loves to shoot shotgun, and you can hear the shots ring out across the northern end of camp! The staff is excited to help Scouts and leaders discover the fun and excitement of Shotgun shooting- for both safety and enjoyment. 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.

Maximum number of participants: 6

Prerequisites: Requirements 1d & 1f needed for completion. (They will be discussed in class) Bring a copy of your state's shotgun shooting laws to the first class session.

Please note HSR is equipped with 12-gauge shotguns, which may be challenging to younger, smaller Scouts. Physically demanding & can be a difficult Merit Badge to complete. Minimum score required for completion. Free shoot time may be needed to finish.

Badge may contain one day of non-shooting for the non-shooting requirements.

HMB42

Period 3 01:30-02:45 PM
Period 4 03:00-04:15 PM

Pool



Swimming

Recommended for 1st year or older Scouts.

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.

Maximum number of participants: 10

Prerequisites: Must complete the BSA Swimmers Test.

Scouts who are unable to meet the qualifications for Swimmer will be transferred to Instructional Swim to improve their swimming ability.

HMB18

Period 1 08:45-10:00 AM
Period 2 10:15-11:30 AM

Boat Yard



Water Sports

Recommended for 3rd year or older Scouts.

Water sports are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do.

Maximum number of participants: 4

Prerequisites: Requires practice and is physically demanding.

Must complete the BSA Swimmers Test.

Boat shoes with a full sole needed (ex. old tennis shoes or closed toed sandals)

Class Catalog

Henson Scout Reservation Summer Camp: Week 1 at Henson Scout Reservation

HMB55

Period 3 01:30-02:45 PM

Nature & STEM Center
(Lasher Activities Building)



Weather

Recommended for 2nd year or older Scouts.

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.

Maximum number of participants: 20

Prerequisites: Requirement 11 needed for completion. (It will be discussed in class)

Will require a 5-minute speech written and delivered by the Scout.

HMB27

Period 1 08:45-10:00 AM

Period 2 10:15-11:30 AM

Period 3 01:30-02:45 PM

Period 4 03:00-04:15 PM

Studio Arts (BBQ Pavilion -
Blacksmithing)



Welding

Recommended for 3rd year or older Scouts.

Scouts will learn the basic terminology, safety precautions, and techniques that are used by welders. Each scout will complete their own welding projects and get to take them home at the end of the week!

Maximum number of participants: 10

Prerequisites: Requirement 7 needed for completion. (It will be discussed in class)

Scouts must wear non-synthetic long-sleeved shirts and long pants for this merit badge.

HMB28

Period 4 03:00-04:15 PM

Outdoor Skills



Wilderness Survival

Recommended for 3rd year or older Scouts.

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.

Maximum number of participants: 20

Prerequisites: Personal survival kit (Requirement 5) must be brought to camp.

Challenging overnight experience required on Thursday night.

HMB26

Period 2 10:15-11:30 AM

Period 4 03:00-04:15 PM

Studio Arts (Nanticoke
Lodge)



Wood Carving

Recommended for 2nd year or older Scouts.

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.

Maximum number of participants: 12

Prerequisites: Must have Totin' Chip card to participate. Requirement 2a needed for completion. (Leaders please use the HSR ROC form or bring your card to class)