



Troop 21
Summer Camp 2026
Information Packet



Troop 21 Summer Camp Information

Important Summer Camp meeting for Scouts & Parents: Tuesday, June 23, 7:00 pm Wydown

- When:** Leave Wydown Middle School, 9:00 am Sunday, July 5, 2026. Wear full uniform including Scout socks & belt. Bring a sack lunch. Return home around 11:30 am, Saturday, July 11th.
- Requirements:** Medical form signed by a doctor in the last year. **Note: The doctor must sign the BSA form.** The camp will **not** accept the doctor's own form. You must include a copy of the insurance card. Forms are on troop21clayton.org.
- Where:** S-F Scout Ranch, Camp Gamble on the Morie campsite. Maps are attached.
- Program:** The Wayfinder program that is designed for Scouts that need to do requirements up to and including first class. We strongly suggest that Scouts that need these requirements sign up for the Wayfinder class for their next rank We also strongly suggest 1st year scouts work on the Swimming Merit Badge. We suggest older Scouts work on 3-4 merit badges depending upon ambitions. Ideal 2nd year merit badges are Lifesaving & Environmental Science. Rifle Shooting & Archery are not recommended unless the Scout is already an experienced marksman.
- Details of the badges and prerequisites are attached. Scouts should obtain the merit badge book in advance of camp. Requirements that can be completed in advance like reports should be completed in advance so there is more time to enjoy camp. Be sure to bring your Scout handbook if you are working toward 1st Class. **You can sign up for merit badges on-line in advance once you have paid for camp. Some badges may fill up. The sooner you do this the better.**
- Other opportunities include mile swim, daily free swim, fishing (bring your own equipment), rifle shooting, archery, and more. There are special programs for Scouts 14 and up.
- Meals:** The Scouts will prepare all meals except Sunday dinner.

Equipment: Equipment required is similar to an overnight or big trip. Equipment list is attached. Scouts will sleep on cots. You can bring sandals—but flip-flops are not recommended in the woods. A camp chair is recommended. Bring a swimsuit. OA sash if you have one.

Do not bring cell phones, watches that can make phone calls, fireworks, coolers, I-Pods, video games, bikes, and radios, all of which will be confiscated and locked up for the duration of camp.

OA Night: Parents are allowed to visit camp Thursday evening after 5:00 pm. There will be an impressive Order of the Arrow ceremony that starts at 8:00 pm and ends around 9:30 pm. A lawn chair, insect repellent and a flashlight are recommended. Directions are attached. The camp will be providing dinner that night but feel free to bring down desserts or beverages for the Scouts.

Contact Info: S-F Scout Ranch, Troop 21, Camp Gamble, Morie Campsite, Knob Lick, MO 63651. Emergency number: (573) 756-5738. The best way to reach the adults at camp is to contact the following adults who will be at camp. The lead adult for the week will be John Harrison, 314-306-3593. We are also happy that Rob Brockhaus, Jason Moore, and Jessie Gillam will be there for the full week.

Adults: All adults staying overnight need to be registered as an adult leader. Adults planning to stay longer than 72 hours or to swim will need a complete medical form signed by a doctor in the last year.

Questions: Tom Coscia at 314-780-3021



Preparing for Camp

PERSONAL EQUIPMENT CHECKLIST

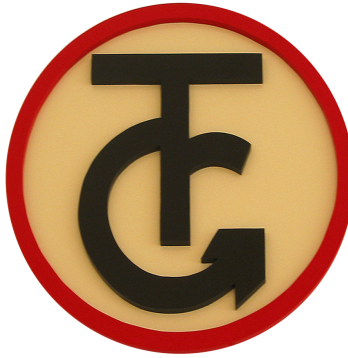
- Water bottle
- Completed & signed medical form
- Medications, with directions, in original containers
- Duffle bag or pack
- Swimsuit (pack on top)
- Towels (pack on top)
- Field uniform (Class A)
- Hiking shoes/boots
- Rain jacket/poncho
- Sweatshirt/light jacket
- Sunscreen
- Shower shoes/sandals
- Camp/Scout T-shirts
- Underwear
- Socks (6+ pair)
- Washcloth
- Soap & Shampoo
- Completed & Signed Release form
- Toothbrush & paste
- Hairbrush or comb
- Personal Mess Kit
- Flashlight & batteries
- Insect repellent (non-aerosol)
- Pocketknife
- Personal first aid kit
- Sleeping bag or sheets & blanket
- Pillow
- Pajamas
- Camp chair
- Merit badge pamphlet, advance work & writing materials
- Scouts BSA Handbook
- Spending money

Prohibited items: firearms or ammunition, fireworks, alcoholic beverages, drugs, and aerosol products

Items not recommended: electronic devices (such as Nintendo Switch, Tablets, etc...), items of value, and extra food that might attract animals

Campers should mark all of their equipment and clothing with their names.

A Scout is welcome in any Scout camp, whether or not he or she owns a Scout uniform.



2026 Summer Camp-Gamble

Class Catalog

Council Contact

3143610600

help@stlbsa.org

Matt Kaufman

Director of Summer Camp

2174292326

matt.kaufman@scouting.org



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Summer Camp - Scouts BSA 2023 (Scheduled Classes)



SBS102 Animation & Art Combo

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

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

11-12 PM **Days:** Mo Tu We Th **Room:** Nature Area
Additional Fee: \$10.00
Maximum number of participants: 25
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Nature Area
Additional Fee: \$10.00
Maximum number of participants: 25
Sessions: All
Prerequisites: Animation Prerequisites:
Art Prerequisites: #6



SBS122 APEX - Castor River Shut-Ins Off-Site Adventure

Scouts will travel to the nearby Castor River Shut-ins outside of Fredericktown. Unit Leaders will be needed for additional supervision and transportation.

2-5 PM **Days:** Tu
Minimum Age: 14
Maximum number of participants: 16
Sessions: All
Prerequisites: Scouts must be classified as Swimmers to attend!



SBS68 APEX - Climbing

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

9-4 PM **Days:** Fr
Minimum Age: 14
Maximum number of participants: 12
Sessions: All
Prerequisites: Prerequisites: MUST ALSO ENROLL IN PRE-CLIMBING SESSION HELD TUESDAY EVENING!
Scouts should bring long pants & sturdy shoes for climbing.
Scouts must be physically able to handle the demands of climbing.
Scouts will spend Friday climbing at the Cliffs and will not be available for other activities from 8am - 4pm. Bring at least 2, 1 liter water bottles..
Lunch will be provided at the Cliffs on Friday.



SBS121 APEX - Cowboy Action Shooting & Mountain Biking Adventure

Cowboy Action Shooting is a multi-faceted shooting sport in which contestants compete with firearms typical of those used in the taming of the Old West: single action revolvers, pistol caliber lever action rifles, and old time shotguns.

While Scouts are not shooting they will participate in a Mountain Bike Trail Ride.

2-5 PM **Days:** Mo
Minimum Age: 14
Maximum number of participants: 16
Sessions: All

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SBS112 APEX - High Ropes Course

2-5 PM **Days:** We
Minimum Age: 14
Maximum number of participants: 7
Sessions: All



SBS120 APEX - Sporting Arrows & Crate Stacking, Mountain Boards

This is an archery game where Scouts fire at foam disk that are launched in the air or rolled along the ground.

While not shooting, Scouts will participate in Crate Stacking and/or Mountain Boarding!

2-5 PM **Days:** Th
Minimum Age: 14
Maximum number of participants: 16
Sessions: All



SBS29 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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Archery Range
Additional Fee: \$10.00
Maximum number of participants: 16
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Archery Range
Additional Fee: \$10.00
Maximum number of participants: 16
Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Archery Range
Additional Fee: \$10.00
Maximum number of participants: 16
Sessions: All

Prerequisites: Prerequisites - Be prepared to explain Requirement #1 on the first day of class.



SBS1 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.

10-11 AM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

Prerequisites: Prerequisites: #4c, #5b, #6b

Bring pen and paper to camp; night observations will be required. Scouts may also wish to bring a green or red colored flashlight to protect their night vision.

Recommended advance work: Knowledge and practice in identifying constellations

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SBS123 Basketry (S-F)

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.

12-12:01 PM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft Area

Sessions: All

Prerequisites: There is no scheduled time-frame for this badge. Scouts will pick up their kits anytime at the Scoutcraft area beginning on Monday. They will need to turn the completed projects in by Noon on Friday at Camp Famous Eagle or by 5pm at Camp Gamble.



SBS73 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.

11-12 PM **Days:** Mo Tu We Th **Room:** Nature Area

Maximum number of participants: 25

Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Nature Area

Maximum number of participants: 25

Sessions: All

Prerequisites: Prerequisites: #8, #9
Scouts should bring binoculars



SBS12 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.

9-10:30 AM **Days:** Fr **Room:** Scoutcraft Area

Maximum number of participants: 25

Sessions: All

10:30-12 PM **Days:** Fr **Room:** Scoutcraft Area

Maximum number of participants: 25

Sessions: All

Prerequisites: Prerequisites: #3, #4b, #5e, #7b, #8d, #9 (bring documentation of your total camping experiences, in the form of reports of each trip; have the reports signed by your Scoutmaster. This can be pulled using the Activity Log in Scoutbook)

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SBS22 Canoeing

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Aquatics
Maximum number of participants: 24
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th Fr **Room:** Aquatics
Maximum number of participants: 24
Sessions: All

Prerequisites: Prerequisites: #2 (Scouting America Swimmer) and possess the physical strength required for carrying a canoe and rescuing a swamped canoe. Cannot work on requirements 3-12 until requirement 2 is met.



SBS32 Chess

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

9-10 AM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: All

10-11 AM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: All
Prerequisites: Prerequisites: None



SBS58 Citizenship in the World

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.

9-10:30 AM **Days:** Fr **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

10:30-12 PM **Days:** Fr **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

Prerequisites: Prerequisites: #7
This badge requires extensive pre-work
Only for Scouts who are at least Star Rank

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SBS57 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."

11-12 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 20
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 20
Sessions: All
Prerequisites: Prerequisites: #4, #5, #7, #8
This badge requires extensive pre-work
Only for Scouts who are at least Star Rank



SBS92 Cooking (TG)

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.

9-10:30 AM **Days:** Fr **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All

10:30-12 PM **Days:** Fr **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #2c,#4, #5, #6



SBS100 Electricity & Electronics Combo

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.

2-3:30 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: All

3:30-5 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: All
Prerequisites: Electricity Prerequisites: #7, #8a, #11
Electronics Prerequisites: None



SBS55 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.

9-10:30 AM **Days:** Fr **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All

10:30-12 PM **Days:** Fr **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #2a, #2b, #2c, #7b, #8b, #8c, #8d, #9, #10

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SBS93 Environmental Science (TG)

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.

- 11-12 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All
- 4-5 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #6, #7, #11



SBS77 Exploration

After learning about the history and importance of exploration - like when Eagle Scout Paul Siple traveled to Antarctica or when Eagle Scout Neil Armstrong landed on the moon - you will prepare for and go on an actual expedition.

- 11-12 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #5



SBS105 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.

- 9-10 AM **Days:** Fr **Room:** STEM Pavilion
Maximum number of participants: 25
Sessions: All
- 10-11 AM **Days:** Fr **Room:** STEM Pavilion
Maximum number of participants: 25
Sessions: All
- 11-12 PM **Days:** Fr **Room:** STEM Pavilion
Maximum number of participants: 25
Sessions: All
- 2-3 PM **Days:** Fr **Room:** STEM Pavilion
Maximum number of participants: 25
Sessions: All
Prerequisites: None



SBS14 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.

- 9-10:30 AM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
- 10:30-12 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
- 2-3:30 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #2b(1) - Personal First Aid Kit
Scouts should review the conditions that must exist before performing CPR and be familiar with the CPR technique.

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SBS4 Fishing

In Scouting for Boys, Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."

9-10 AM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

Prerequisites: Prerequisites: #7

Practice knots and study Outdoor Code prior to camp; requirement 7 involves knowledge of state and local regulations

Required Materials: Fishing rod & reel, line, bait or lures are needed for requirement 9 (Camps have some equipment, but welcome to bring your own)



SBS104 Forestry & Plant Science Combo

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.

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.

9-10 AM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

Prerequisites: Forestry Prerequisites #5, #8

Required Materials: A tree identification guide and spiral notebook are helpful

Plant Science Prerequisites: #5

The camp will have supplies for Scouts to plant a plant in a container at camp to take home if they do not complete this ahead of time.

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SBS34 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.

- 10-11 AM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: All
- 3-4 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: All
Prerequisites: Prerequisites: #8



SBS103 Geology & Weather Combo

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.

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.

- 9-10 AM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All
- 2-3 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Geology Prerequisites: #6
Weather Prerequisites: #9



SBS36 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.

- 9-10:30 AM **Days:** Mo Tu We Th **Room:** Horse Corral
Additional Fee: \$20.00
Minimum Age: 14
Maximum number of participants: 5
Sessions: All
- 10:30-12 PM **Days:** Mo Tu We Th **Room:** Horse Corral
Additional Fee: \$20.00
Minimum Age: 14
Maximum number of participants: 5
Sessions: All
Prerequisites: Prerequisites: Be able to explain requirements #1, #2, and #4
Required materials: Shoes with heels and long pants; physical strength is needed to saddle, mount, and dismount
WEIGHT LIMIT - 230lbs!

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SBS71 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.

3-4 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #3b, #4b, #4c, #5b, #9



SBS66 Instructional Swim

For Scouts who are NOT classified as Swimmers. The staff will focus on teaching fundamentals of swimming.

9-10 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 10
Sessions: All

10-11 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 10
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 10
Sessions: All



SBS23 Kayaking

Kayaking has become one of the fastest-growing paddlesports in the United States. An estimated nine million Americans enjoy this sport. The most popular style of kayaking is recreational kayaking, followed by touring/sea kayaking, and whitewater kayaking. This merit badge will introduce you to recreational kayaking and help prepare you for advanced paddlesports such as tour/sea and whitewater kayaking.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 15
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 15
Sessions: All
Prerequisites: Prerequisites: #2
Requirement #2 must be complete before a Scout can work on requirements #3 - #8.



SBS17 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Additional Fee: \$15.00
Maximum number of participants: 20
Sessions: All
Prerequisites: Prerequisites: #5
All required kits will be provided as part of the class fee.

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SBS24 Lifesaving

No 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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Aquatics
Minimum Age: 12
Maximum number of participants: 18
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Aquatics
Minimum Age: 12
Maximum number of participants: 18
Sessions: All
Prerequisites: Prerequisites: #2a, #16
Recommended advance work: Practice swimming skills prior to camp
Required materials/preparation: Documentation of CPR instruction (GSLAC "Red Card" or other proof)
Cannot be taking the Swimming Merit Badge simultaneously. Must be a strong swimmer



SBS7 Mammal Study

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.

9-10:30 AM **Days:** Fr **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

10:30-12 PM **Days:** Fr **Room:** Nature Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #3



SBS107 Merit Badge Makeup

Select this if your Scout will plan to work on Merit Badge Makeup during this time on Friday.

9-10 AM **Days:** Fr
Maximum number of participants: 500
Sessions: All

10-11 AM **Days:** Fr
Maximum number of participants: 500
Sessions: All

11-12 PM **Days:** Fr
Maximum number of participants: 500
Sessions: All

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SBS75 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.

10-11 AM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Additional Fee: \$15.00
Minimum Age: 13
Maximum number of participants: 16
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Additional Fee: \$15.00
Minimum Age: 13
Maximum number of participants: 16
Sessions: All
Prerequisites: Prerequisites: None



SBS106 Mile Swim

The Mile Swim will take place on Friday beginning at 2pm in the Aquatics Area.

2-5 PM **Days:** Fr **Room:** Aquatics
Maximum number of participants: 250
Sessions: All
Prerequisites: Mile Swim Award Requirements:
Successfully complete the BSA swimmer test: Jump feetfirst into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn.
Learn through discussion and application how skill, stamina, stroke selection, and pace influence distance swimming.
Pre-qualify for the mile by either swimming continuously for 1/4 mile or otherwise demonstrating ability to the satisfaction of a counselor approved by the local council.
Swim one mile under safe conditions over a course approved by the counselor supervising the swim.



SBS25 Motorboating

The Motorboating Merit Badge allows Scouts to learn about different types of motorboats and motors, so they can safely navigate the open waters. Scouts will get hands-on experience driving and handling a motorboat while learning about the various types of personal floatation devices and explaining the rules and laws that apply to recreational boating in their communities

9-10:30 AM **Days:** Mo Tu We Th **Room:** Aquatics
Additional Fee: \$10.00
Minimum Age: 14
Maximum number of participants: 5
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Aquatics
Additional Fee: \$10.00
Minimum Age: 14
Maximum number of participants: 5
Sessions: All
Prerequisites: Prerequisites: #2a
This class is completed using a johnboat.
Class size is limited due to equipment availability

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2026 Summer Camp-Gamble



SBS101 Moviemaking & Photography Combo

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.

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.

11-12 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Maximum number of participants: 16
Sessions: All

Prerequisites: Moviemaking Prerequisites: None
Photography Prerequisites: #1a

Scouts should plan to bring a camera or use their smartphone for this class.



SBS74 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.

10-11 AM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

Prerequisites: Prerequisites: None



SBS19 Pioneering

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

9-10:30 AM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 16
Sessions: All

3:30-5 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 16
Sessions: All

Prerequisites: Recommended advance work: Knowledge of knots and lashings
Construction of pioneering project can be time-consuming



SBS108 Pre-Climbing Instruction Session

Anyone taking the Climbing Merit Badge MUST also attend this session.

7:15-9:15 PM **Days:** Tu
Minimum Age: 14
Maximum number of participants: 12
Sessions: All

Prerequisites: Required to take the Climbing Merit Badge!

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SBS50 Pulp and Paper

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.

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|-------------|--|
| 9-10:30 AM | Days: Fr Room: STEM Pavilion
Maximum number of participants: 25
Sessions: All |
| 10:30-12 PM | Days: Fr Room: STEM Pavilion
Maximum number of participants: 25
Sessions: All |
| 3-4:30 PM | Days: Fr Room: STEM Pavilion
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #7 |



SBS114 Radio

Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can't reply) as well as two-way radio (where the same person can both receive and send messages).

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|--------|--|
| 2-3 PM | Days: Mo Tu We Th Room: STEM Pavilion
Maximum number of participants: 12
Sessions: All |
| 3-4 PM | Days: Mo Tu We Th Room: STEM Pavilion
Maximum number of participants: 12
Sessions: All
Prerequisites: Prerequisite: #9 |



SBS10 Reptile and Amphibian Study

Scouts 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.

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|----------|---|
| 10-11 AM | Days: Mo Tu We Th Room: Nature Area
Maximum number of participants: 25
Sessions: All |
| 4-5 PM | Days: Mo Tu We Th Room: Nature Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #8
Required Materials: Drawing Materials |

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SBS30 Rifle Shooting

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Rifle Range
Maximum number of participants: 16
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Rifle Range
Maximum number of participants: 16
Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Rifle Range
Maximum number of participants: 16
Sessions: All

Prerequisites: Prerequisites: #1g, #1h #3
Be prepared to explain the other parts of Requirement #1 on the first day of class.



SBS35 Robotics

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); they should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career.

9-10 AM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Additional Fee: \$15.00
Maximum number of participants: 16
Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Additional Fee: \$15.00
Maximum number of participants: 16
Sessions: All
Prerequisites: Prerequisites: #6a



SBS78 Search and Rescue

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

10-11 AM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: None

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SBS31 Shotgun Shooting

Learning to shoot is like mastering any other skill - it takes study and practice. The Shotgun Shooting merit badge is an introduction to safely using basic skills to hit the target. Once you have mastered the fundamentals, you can begin to apply them to a variety of shotgun activities.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Shotgun Range

Additional Fee: \$40.00

Minimum Age: 13

Maximum number of participants: 3

Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Shotgun Range

Additional Fee: \$40.00

Minimum Age: 13

Maximum number of participants: 3

Sessions: All

2-3:30 PM **Days:** Mo Tu We Th **Room:** Shotgun Range

Additional Fee: \$40.00

Minimum Age: 13

Maximum number of participants: 3

Sessions: All

Prerequisites: Prerequisites: #1g, #3

Recommended advance work: Knowledge of state and local regulations

Scouts must be physically able to shoot a shotgun.



SBS79 Signs, Signals, and Codes

The Signs, Signals and Codes merit badge covers a number of the nonverbal ways we communicate: emergency signaling, Morse code, American Sign Language, braille, trail signs, sports officiating hand signals, traffic signs, secret codes and more.

4-5 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area

Maximum number of participants: 25

Sessions: All

Prerequisites: Prerequisites: #7



SBS26 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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Aquatics

Minimum Age: 13

Maximum number of participants: 8

Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Aquatics

Minimum Age: 13

Maximum number of participants: 8

Sessions: All

Prerequisites: Prerequisites: #2

Requirement #2 must be complete before a Scout can work on requirements #3 - #9.

Recommended advance work: Review sailing terminology

Weather may impact the completion of the badge

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SBS42 Space Exploration

Step into the future by exploring the vast realm of outer space through the Space Exploration merit badge. This merit badge aims to foster a passion for space and its unending mysteries among young minds. Part of this class will be building and launching model rockets!

9-10 AM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Additional Fee: \$15.00
Maximum number of participants: 16
Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Additional Fee: \$15.00
Maximum number of participants: 16
Sessions: All

Prerequisites: Prerequisites: #2
All required kits will be provided as part of the class fee.



SBS11 Sustainability

Learn to reduce waste and teach sustainable practices to others so you can help conserve Earth's resources with the Sustainability Merit Badge. Scouts will develop and implement a plan to reduce their water usage, household food waste, and learn about the sustainability of different energy sources, including fossil fuels, solar, wind, nuclear, hydropower, and geothermal.

9-10 AM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

4-5 PM **Days:** Mo Tu We Th **Room:** Nature Area
Maximum number of participants: 25
Sessions: All

Prerequisites: Prerequisites: #2, #3, #4, #5, #6



SBS27 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 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 30
Sessions: All

10-11 AM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 30
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Aquatics
Maximum number of participants: 30
Sessions: All

Prerequisites: Prerequisites: #2 - Must be a Scouting America Swimmer
Requirement #2 must be completed before Scouts can work on requirements #3 - #8.
Recommended advance work: Knowledge of Safe Swim Defense Plan

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SBS28 Water Sports

Water sports such as water skiing 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.

9-10:30 AM **Days:** Mo Tu We Th **Room:** Aquatics
Additional Fee: \$20.00
Minimum Age: 14
Maximum number of participants: 5
Sessions: All

10:30-12 PM **Days:** Mo Tu We Th **Room:** Aquatics
Additional Fee: \$20.00
Minimum Age: 14
Maximum number of participants: 5
Sessions: All
Prerequisites: Prerequisites: #3
Requirement #3 must be completed before Scouts can work on requirements #4 - #6.
Scouts will be on the lake a lot during this badge. Extra sunscreen is recommended.



SBS60 Wayfinder-First Class

This new program will allow the camper's summer camp experience to focus on what they need to complete, and open up other times for additional programs.

Please selection this session if you are working towards your First Class Rank. This may vary, but in general the following requirements will be taught.

First Class - 3a, 3b, 3c, 7a, 7b, 7c, 7d, 7e, 7f

Summer camp staff do not "sign off" on these requirements. The Scout's approval of the completion of these requirements should be managed by the Unit Leader (Guide to Advancement, Page 19). Troops will receive a printout at the end of their week showing which requirements were covered.

9-10 AM **Days:** Mo Tu We Th **Room:** Wayfinder Area
Maximum number of participants: 18
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Wayfinder Area
Maximum number of participants: 18
Sessions: All



SBS62 Wayfinder-Scout & Tenderfoot

This new program will allow the camper's summer camp experience to focus on what they need to complete, and open up other times for additional programs.

Please register for this session if you are working towards your Scout & Tenderfoot ranks. This may vary, but in general the following requirements will be taught.

Scout - 1a, 1b, 1c, 1d, 1e, 1f, 3b, 4a, 4b, 5

Tenderfoot - 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 7a, 8

Summer camp staff do not "sign off" on these requirements. The Scout's approval of the completion of these requirements should be managed by the Unit Leader (Guide to Advancement, Page 19). Troops will receive a printout at the end of their week showing which requirements were covered.

9-10 AM **Days:** Mo Tu We Th **Room:** Wayfinder Area
Maximum number of participants: 18
Sessions: All

10-11 AM **Days:** Mo Tu We Th **Room:** Wayfinder Area
Maximum number of participants: 18
Sessions: All

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SBS61 Wayfinder-Second Class

This new program will allow the camper's summer camp experience to focus on what they need to complete, and open up other times for additional programs.

Please choose this session if you are working towards your Second Class Rank. This may vary, but in general the following requirements will be taught.

Second Class - 2a, 2b, 2c, 2d, 2f, 2g, 3a, 3c, 6a, 6b, 6c, 6d, 6e, 8a, 8b, 9a, 9b

Summer camp staff do not "sign off" on these requirements. The Scout's approval of the completion of these requirements should be managed by the Unit Leader (Guide to Advancement, Page 19). Troops will receive a printout at the end of their week showing which requirements were covered.

- 10-11 AM **Days:** Mo Tu We Th **Room:** Wayfinder Area
Maximum number of participants: 18
Sessions: All
- 11-12 PM **Days:** Mo Tu We Th **Room:** Wayfinder Area
Maximum number of participants: 18
Sessions: All



SBS46 Welding

Welding is the process of joining with a weld - joining or combining similar pieces of metal by heating them with a flame torch or an electric current, then hammering or pressing them together while they are soft. Welding plays a major role in our modern world, and mastery of the skill can lead to exciting career opportunities. Someday, you may have an opportunity to experience exciting new career paths in welding.

- 9-10:30 AM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Additional Fee: \$20.00
Minimum Age: 13
Maximum number of participants: 5
Sessions: All
- 10:30-12 PM **Days:** Mo Tu We Th **Room:** STEM Pavilion
Additional Fee: \$20.00
Minimum Age: 13
Maximum number of participants: 5
Sessions: All
Prerequisites: Prerequisites: None
Scouts should bring appropriate clothing to weld safely (Long pants made of 100% natural fibers and closed toed shoes)



SBS20 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.

- 9-10 AM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
- 2-3 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
- 3-4 PM **Days:** Mo Tu We Th **Room:** Scoutcraft Area
Maximum number of participants: 25
Sessions: All
Prerequisites: Prerequisites: #4
Scouts will attend a survival overnight during their week of camp.
Scouts should bring their personal survival kit to camp to show their counselor.

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SBS21 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.

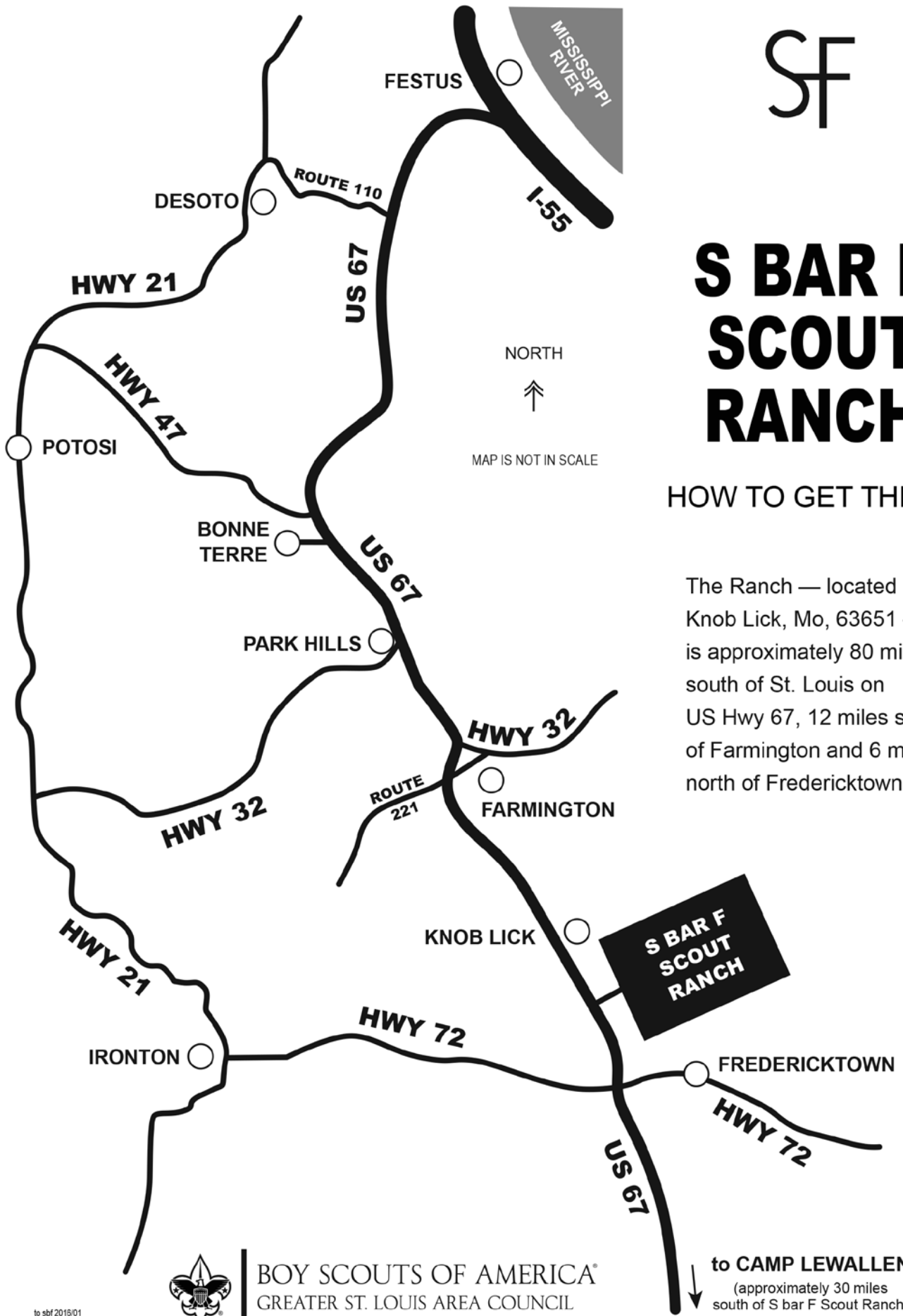
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| 10-11 AM | Days: Mo Tu We Th Room: Scoutcraft Area
Additional Fee: \$10.00
Maximum number of participants: 16
Sessions: All |
| 11-12 PM | Days: Mo Tu We Th Room: Scoutcraft Area
Additional Fee: \$10.00
Maximum number of participants: 16
Sessions: All |
| 4-5 PM | Days: Mo Tu We Th Room: Scoutcraft Area
Additional Fee: \$10.00
Maximum number of participants: 16
Sessions: All
Prerequisites: Prerequisites: #2a (Totin' Chip)
Required Materials; Bring a pocket knife
All required kits will be provided as part of the class fee. |



S BAR F SCOUT RANCH

HOW TO GET THERE

The Ranch — located in Knob Lick, Mo, 63651 — is approximately 80 miles south of St. Louis on US Hwy 67, 12 miles south of Farmington and 6 miles north of Fredericktown.



BOY SCOUTS OF AMERICA®
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to sbf 2016/01



Resources

S-F Scout Ranch
 120 US Highway 67
 Farmington, MO 63640



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Resources

