



Gerber Scout Reservation Boy Scout Resident Camp

Class Catalog

Registration opens January 01, 2018
Visit www.scoutingevent.com/272-gbsrc18 to register



**BOY SCOUTS
OF AMERICA®**
MICHIGAN CROSSROADS COUNCIL



Class Catalog

Gerber Scout Reservation Boy Scout Resident Camp 2018

Gerber Scout Reservation Scouts BSA Program (Scheduled Classes)



GSC100 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 We Th **Room:** Archery Range

Maximum number of participants: 24

Sessions: All

10-10:50 AM **Days:** Mo Tu We Th **Room:** Archery Range

Sessions: All

2-2:50 PM **Days:** Mo Tu We Th **Room:** Archery Range

Maximum number of participants: 24

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th **Room:** Archery Range

Maximum number of participants: 24

Sessions: All



GSC101 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 We Th **Room:** Boy Scout Aquatics Program Area

Maximum number of participants: 20

Sessions: All

11-11:50 AM **Days:** Mo Tu We Th **Room:** Boy Scout Aquatics Program Area

Maximum number of participants: 20

Sessions: All

Prerequisites: May be difficult for smaller scout to complete some requirements like the swamp and in water recovery.

Must complete BSA Swimmer test to complete

Must attend CPR Familiarization offered in camp course to complete



GSC102 Kayaking

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

10-10:50 AM **Days:** Mo Tu We Th **Room:** Boy Scout Aquatics Program Area

Maximum number of participants: 20

Sessions: All

11-11:50 AM **Days:** Mo Tu We Th **Room:** Boy Scout Aquatics Program Area

Maximum number of participants: 20

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th **Room:** Boy Scout Aquatics Program Area

Maximum number of participants: 20

Sessions: All

Prerequisites: Must complete BSA Swimmer test to complete

Must attend CPR Familiarization offered in camp course to complete



GSC103 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.

9-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

Maximum number of participants: 20

Sessions: Session #1, Session #2, Session #3, Session #4, Session #5, Session #7

2-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

Maximum number of participants: 20

Sessions: All

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Prerequisites: 1a, 13b and must be at least a first class scout.

This is a two hour badge each day and may be difficult for smaller scouts. Bring street clothes that can get wet.

Must complete BSA Swimmer test to complete

Must attend CPR Familiarization offered in camp course to complete

**GSC105 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.

11-11:50 AM **Days:** Mo Tu We Th **Room:** Boy Scout Aquatics Program Area

Maximum number of participants: 20

Sessions: All

2-2:50 PM **Days:** Mo Tu We Th

Maximum number of participants: 20

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th **Room:** Boy Scout Aquatics Program Area

Maximum number of participants: 20

Sessions: All

Prerequisites: 1b will not be covered in camp

Must complete BSA Swimmer test to complete

Must attend CPR Familiarization offered in camp course to complete

**GSC108 BSA Lifeguard & American Red Cross Lifeguard**

To be trained as a BSA Lifeguard and Red Cross Lifeguard you will need to be a very strong swimmer and complete over 35 hours of onsite training. There is a course fee due to the training materials and Red Cross Fee for registration. Certification is valid for two years. Passing the course is not guaranteed and is based on lifesaving ability standards set forth by the BSA and Red Cross.

9-5 PM **Days:** Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

Additional Fee: \$40.00

Minimum Age: 15

Maximum number of participants: 10

Sessions: All

Prerequisites: Very Strong Swimmer.

**GSC109 Learn To Swim**

Great class for those scouts that need some practice to prepare for the BSA Swim Test.

2-2:50 PM **Days:** Mo Tu We Th **Room:** Boy Scout Aquatics Program Area

Maximum number of participants: 20

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th **Room:** Boy Scout Aquatics Program Area

Maximum number of participants: 20

Sessions: All

**GSC110 Mile Swim BSA**

Swim a mile in Lake Briton.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Boy Scout Aquatics Program Area

Maximum number of participants: 20

Sessions: All

Prerequisites: Must have a spotter and a rower be able to accompany you on Thursday.

Swim ALOT!

Must complete BSA Swimmer test to complete

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GSC111 Snorkeling BSA

Come and explore the Lake Briton as you have never seen before.

10-10:50 AM

Days: Mo Tu We Th Fr **Room:** Boy Scout Aquatics Program Area

Maximum number of participants: 20

Sessions: All

Prerequisites: Must complete BSA Swimmer test to complete



GSC115 Youth Cope

Project C.O.P.E. will give Scouts a chance to overcome challenges as a group and on an individual level. While developing leadership skills through unique situations and working on communications and trust, Scouts will start with group games and progress through low course challenges and eventually get to the ultimate challenge of the high ropes course.

9-10:50 AM

Days: Mo Tu We Th **Room:** Walt Mathews Handicraft Program Shelter

Minimum Age: 13

Maximum number of participants: 24

Sessions: Session #5

9-10:50 AM

Days: Mo Tu We Th Fr **Room:** Kolski Family High COPE Course

Minimum Age: 13

Sessions: All



GSC116 Adult Cope

Project C.O.P.E. will give Adults a chance to overcome challenges as a group and on an individual level. While developing leadership skills through unique situations and working on communications and trust, Scouts will start with group games and progress through low course challenges and eventually get to the ultimate challenge of the high ropes course.

10-11:30 AM

Days: Mo Tu We Th Fr

Minimum Age: 18

Maximum number of participants: 20

Sessions: All



GSC117 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.

2-2:50 PM

Days: Mo Tu We Th Fr **Room:** Williams Climbing Tower

Minimum Age: 12

Maximum number of participants: 20

Sessions: All

3-3:50 PM

Days: Mo Tu We Th Fr **Room:** Williams Climbing Tower

Minimum Age: 12

Maximum number of participants: 20

Sessions: All



GSC118 Eagle Quest, First Year Camper Program

This is the headquarters for all your Scouts working on Rank

Advancement up to First Class. Eagle Quest is designed to provide a broad program experience to your Scouts.

Eagle Quest is the first step toward a Scout earning his Eagle Scout Award. Eagle Quest will hold "Closed Sessions" in the morning for Scouts who are participating in the full Eagle Quest program. Scouts participating will be expected to attend all morning sessions every day. Scouts who wish to fulfill one or two requirements should visit this area in the afternoon during free time.

Eagle Quest Philosophy Statement

We strive to expose your First-Year Scouts to all of the basic Scouting skills required for First Class. However, we are doing just that, exposing them to it. So we will ensure the Scouts can tie the knots but we will not be spending the hours it requires for the Scouts to fully memorize these knots as there is simply not enough time to do so in a week. We will meet advancement standards set forth by the Boy Scouts of America. However, we do not sign off on requirements in the Scout Handbook because it is the responsibility of the Troop Leadership to do

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so. You will be given a form at the end of the week with what each Scout has completed and the Troop is left with the responsibility of pledging that the Scout has met the requirement.

9-12 PM **Days:** Mo Tu We Th Fr **Room:** Eagle Quest

Sessions: All



GSC119 Cooking

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.

2-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Eagle Quest

Maximum number of participants: 17

Sessions: All

Prerequisites: Requirements 5&7



GSC120 Fire Safety

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Eagle Quest

Maximum number of participants: 24

Sessions: All

Prerequisites: Requirement 6a



GSC121 Traffic Safety

Staying safe in traffic wherever you live is getting more difficult all the time, as more and more people take to the road. Earning the Traffic Safety merit badge and will give Scouts some crucial tools to stay safer, when driving a car on a highway, riding a bike across town, or jogging across a busy street.

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Eagle Quest

Maximum number of participants: 24

Sessions: Session #1, Session #2, Session #3, Session #4, Session #5, Session #7

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Eagle Quest

Maximum number of participants: 24

Sessions: All



GSC122 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.

11-11:50 AM **Days:** Mo Tu We Th **Room:** ERC Program Shelter

Maximum number of participants: 24

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th **Room:** ERC Program Shelter

Maximum number of participants: 24

Sessions: All

Prerequisites: 5b, 6



GSC123 Environmental Science

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

9-9:50 AM **Days:** Mo Tu We Th **Room:** ERC Program Shelter

Maximum number of participants: 24

Sessions: All

11-11:50 AM **Days:** Mo Tu We Th **Room:** ERC Program Shelter

Maximum number of participants: 24

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th **Room:** ERC Program Shelter

Maximum number of participants: 24

Sessions: All

Prerequisites: 1

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GSC124 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.

3-3:50 PM **Days:** Mo Tu We Th **Room:** ERC Program Shelter

Maximum number of participants: 24

Sessions: All



GSC125 Nature

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.

2-2:50 PM **Days:** Mo Tu We Th **Room:** ERC Program Shelter

Maximum number of participants: 24

Sessions: All



GSC128 Reptile and Amphibian Study

Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.

10-10:50 AM **Days:** Mo Tu We Th **Room:** ERC Program Shelter

Maximum number of participants: 24

Sessions: All

Prerequisites: 8



GSC129 Soil and Water Conservation

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.

10-10:50 AM **Days:** Mo Tu We Th **Room:** ERC Program Shelter

Maximum number of participants: 24

Sessions: All



GSC130 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.

10-10:50 AM **Days:** Mo Tu We Th **Room:** ERC Program Shelter

Maximum number of participants: 24

Sessions: All



GSC131 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

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter

Maximum number of participants: 24

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter

Maximum number of participants: 24

Sessions: All



GSC132 Animation

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

11-11:50 AM **Days:** Mo Tu We Th Fr Sa **Room:** Walt Mathews Handicraft Program Shelter

Maximum number of participants: 24

Sessions: All

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GSC133 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.

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

Maximum number of participants: 24

Sessions: All

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

Maximum number of participants: 24

Sessions: All

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

Maximum number of participants: 24

Sessions: All



GSC134 Game Design

Games also come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Walt Mathews Handicraft Program Shelter

Maximum number of participants: 24

Sessions: All

2-2:50 PM **Days:** Mo Tu We Th **Room:** Walt Mathews Handicraft Program Shelter

Maximum number of participants: 24

Sessions: All



GSC135 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.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Walt Mathews Handicraft Program Shelter

Maximum number of participants: 24

Sessions: All

11-11:50 AM **Days:** Mo Tu We Th **Room:** Walt Mathews Handicraft Program Shelter

Maximum number of participants: 24

Sessions: All

2-2:50 PM **Days:** Mo Tu We Th **Room:** Walt Mathews Handicraft Program Shelter

Maximum number of participants: 24

Sessions: All



GSC136 Sculpture

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter

Maximum number of participants: 24

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter

Maximum number of participants: 24

Sessions: All



GSC137 Space Exploration

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter

Maximum number of participants: 24

Sessions: Session #1,Session #2,Session #3,Session #4,Session #5,Session #7

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Walt Mathews Handicraft Program Shelter

Maximum number of participants: 24

Sessions: All

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GSC138 Wood Carving

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Walt Mathews Handicraft Program Shelter

Maximum number of participants: 24

Sessions: All

10-10:50 AM **Days:** Mo Tu We Th **Room:** Walt Mathews Handicraft Program Shelter

Maximum number of participants: 24

Sessions: All



GSC139 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.

10-10:50 AM **Days:** Mo Tu We Th **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 24

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 24

Sessions: All

Prerequisites: 2,3,8



GSC140 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.

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 24

Sessions: All

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 24

Sessions: All

Prerequisites: 7



GSC141 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."

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 24

Sessions: All

2-2:50 PM **Days:** Mo Tu We Th Fr **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 24

Sessions: All

Prerequisites: 5,7,8



GSC142 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 We Th **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 24

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 24

Sessions: All

Prerequisites: 2c,6c,7,8b

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GSC143 Fingerprinting & Law

Earning this merit badge enables a Scout to learn about the history and kinds of laws, the purpose and methods of law enforcement, consumer protection agencies, emerging law, and careers in the legal profession.

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.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 24

Sessions: All

Prerequisites: Law 4,7



GSC144 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.

11-11:50 AM **Days:** Mo Tu We Th **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 24

Sessions: All

2-2:50 PM **Days:** Mo Tu We Th **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 40

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 40

Sessions: All



GSC145 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 We Th **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 24

Sessions: All

11-11:50 AM **Days:** Mo Tu We Th **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 24

Sessions: All

Prerequisites: 1,6,7,8



GSC146 Personal Management

Personal management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training, and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 24

Sessions: Session #1,Session #3,Session #4,Session #5,Session #6,Session #7

9-9:50 AM **Days:** Mo Tu We Th Fr **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 24

Sessions: Session #2

11-11:50 AM **Days:** Mo Tu We Th **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 24

Sessions: Session #1,Session #3,Session #4,Session #5,Session #6,Session #7

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Merit Lamb Honor Ground Program Area

Maximum number of participants: 25

Sessions: Session #2

Prerequisites: 2a&b

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GSC147 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.

11-11:50 AM **Days:** Mo Tu We Th **Room:** Powercut
Minimum Age: 13
Maximum number of participants: 10
Sessions: All
Prerequisites: 7b&c

Bring your mountain bike and helmet as only limited numbers are available at camp.



GSC148 Mountain Boarding

Learn to ride our giant off road skateboards DOWNHILL! That is right learn to mountain board at PowerCut

2-2:50 PM **Days:** Mo Tu We Th **Room:** Powercut
Minimum Age: 14
Maximum number of participants: 10
Sessions: All
3-3:50 PM **Days:** Mo Tu We Th **Room:** Powercut
Minimum Age: 14
Maximum number of participants: 10
Sessions: All



GSC149 Bugling

The Bugling merit badge was one of the original 57 merit badges issued by the Boy Scouts of America in 1911

9-9:50 AM **Days:** Mo Tu We Th **Room:** Chapel
Maximum number of participants: 12
Sessions: All
Prerequisites: 6

Bring your own bugle or trumpet. Must be proficient in bugling. Session is taught together with music so if interested in earning both bring your primary instrument as well.



GSC150 Entrepreneurship

By earning the Entrepreneurship merit badge, Scouts will learn about identifying opportunities, creating and evaluating business ideas, and exploring the feasibility (how doable it is) of an idea for a new business. They will also have the chance to fit everything together as they start and run their own business ventures.

10-10:50 AM **Days:** Mo Tu We Th **Room:** Chapel
Maximum number of participants: 24
Sessions: All
Prerequisites: 3

Requirement 3 is to talk to an entrepreneur about their business so most weeks (if we have one on camp) we should be able to fulfill this in the instructional session. If you are an Entrepreneur willing to speak let us know Sunday.



GSC151 Music

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

9-9:50 AM **Days:** Mo Tu We Th **Room:** Chapel
Maximum number of participants: 24
Sessions: All
Prerequisites: #3a; #3c

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GSC152 Public Speaking

A lot happens during the course of every person's life and your ability to communicate your feelings and ideas is the best way to connect to the larger world. Even if you haven't stood at a podium on the stage and find the whole idea scary, sooner or later, someone is going to ask you to get up and say a few words. If you are prepared, it won't be scary. It can even be fun.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Chapel
Maximum number of participants: 24
Sessions: All
Prerequisites: Have a speech idea ready



GSC153 Theater

While earning the Theater merit badge, Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side. Much more goes on in theater than ever meets the audience's eye.

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Chapel
Maximum number of participants: 24
Sessions: All
Prerequisites: #1



GSC156 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.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 24
Sessions: All
11-11:50 AM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 24
Sessions: All
2-2:50 PM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 24
Sessions: All
Prerequisites: 4,5e,7b,8cd,9abc



GSC157 Geocaching

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 24
Sessions: Session #1,Session #2,Session #3,Session #4,Session #5,Session #7
11-11:50 AM **Days:** Mo Tu We Th **Room:** Scoutcraft
Maximum number of participants: 24
Sessions: All
Prerequisites: #8a; #8b; #8c; #8d

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GSC158 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 We Th **Room:** Scoutcraft

Maximum number of participants: 24

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th **Room:** Scoutcraft

Maximum number of participants: 24

Sessions: All

Prerequisites: 7ab,8ab

Bring compass - Limited Quantity at Camp



GSC159 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.

9-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Maximum number of participants: 24

Sessions: Session #1,Session #2,Session #3,Session #4,Session #5,Session #7

Prerequisites: Tenderfoot Req. 4ab, First Class

Req. 7abc,8a



GSC160 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.

11-11:50 AM **Days:** Mo Tu We Th **Room:** Scoutcraft

Maximum number of participants: 24

Sessions: All

2-2:50 PM **Days:** Mo Tu We Th **Room:** Scoutcraft

Maximum number of participants: 24

Sessions: All



GSC161 Signs, Signals, and Codes

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

3-3:50 PM **Days:** Mo Tu We Th **Room:** Scoutcraft

Maximum number of participants: 24

Sessions: All



GSC162 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.

10-10:50 AM **Days:** Mo Tu We Th **Room:** Scoutcraft

Maximum number of participants: 25

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th **Room:** Scoutcraft

Maximum number of participants: 25

Sessions: All

Prerequisites: 5, bring a survival kit

Must sleep in a shelter you built in this instructional session so be prepared.

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GSC164 Metalwork

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

9-10:25 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Minimum Age: 13

Maximum number of participants: 24

Sessions: All

10:30-11:55 AM **Days:** Mo Tu We Th Fr **Room:** Scoutcraft

Minimum Age: 13

Maximum number of participants: 24

Sessions: All

2-3:25 PM **Days:** Mo Tu We Th **Room:** Skilled Trades Pavilion

Minimum Age: 13

Sessions: Session #2, Session #4, Session #5, Session #7

Prerequisites: Make sure to wear only natural fibers such as leather and cotton.



GSC165 Welding

Learn how to weld at the Gerber Scout Camp Skilled Trades Area!

9-10:20 AM **Days:** Mo Tu We Th **Room:** Skilled Trades Pavilion

Minimum Age: 13

Maximum number of participants: 16

Sessions: All

10:30-11:50 AM **Days:** Mo Tu We Th **Room:** Skilled Trades Pavilion

Minimum Age: 13

Maximum number of participants: 16

Sessions: All

Prerequisites: Make sure to wear only natural fibers such as leather and cotton.



GSC167 Archery 3D and Throwable Target Shoot

Check out the 3D Target Range and our new Laporte Thrower for Archery. You will have a blast. Check it out here <https://www.youtube.com/watch?v=NuCpygofOjg>

11-11:50 AM **Days:** Mo Tu We Th **Room:** Archery Range

Minimum Age: 12

Sessions: All



GSC168 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.

11-11:50 AM **Days:** Mo Tu We Th **Room:** Rifle Range

Maximum number of participants: 12

Sessions: All

2-2:50 PM **Days:** Mo Tu We Th **Room:** Rifle Range

Maximum number of participants: 12

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th **Room:** Rifle Range

Maximum number of participants: 17

Sessions: All

Prerequisites: Read the Merit Badge book before attending.

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GSC169 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.

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

Maximum number of participants: 12

Sessions: All

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

Maximum number of participants: 12

Sessions: All

Prerequisites: Read the Merit Badge book before attending.



GSC172 American Cultures

The United States is a nation of immigrants. Every person came to America from somewhere else - or their ancestors did - and understanding these various cultural backgrounds can help Scouts to live in harmony with others in our varied and increasingly multicultural society.

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

Maximum number of participants: 24

Sessions: Session #1,Session #2,Session #3,Session #4,Session #5,Session #7



GSC173 American Heritage

Every Scout swears to an oath that includes duty to his country. A better understanding of American heritage, the ways in which the past has lead to our present nation, is key to truly knowing what it means to be an American.

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

Maximum number of participants: 24

Sessions: All

Prerequisites: 3c, 4



GSC174 Archaeology

Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.

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

Maximum number of participants: 24

Sessions: All

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

Maximum number of participants: 24

Sessions: All



GSC175 Chess

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

11-11:50 AM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

Maximum number of participants: 24

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th Fr **Room:** Takachsin Lodge

Maximum number of participants: 24

Sessions: All

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GSC176 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 We Th **Room:** Takachsin Lodge

Maximum number of participants: 24

Sessions: All

2-2:50 PM **Days:** Mo Tu We Th **Room:** Takachsin Lodge

Maximum number of participants: 24

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th **Room:** Takachsin Lodge

Maximum number of participants: 24

Sessions: All



GSC177 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.

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

Maximum number of participants: 24

Sessions: All

2-2:50 PM **Days:** Mo Tu We Th **Room:** Takachsin Lodge

Maximum number of participants: 24

Sessions: All



GSC178 Scouting Heritage

Introduces boys to the history of the Boy Scouts of America. They'll learn it all - from Scouting's beginnings under Lord Baden-Powell to the history of their own troop.

3-3:50 PM **Days:** Mo Tu We Th **Room:** Takachsin Lodge

Maximum number of participants: 24

Sessions: Session #1,Session #2,Session #3,Session #4,Session #5,Session #7



GSC179 Digital Technology

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

9-9:50 AM **Days:** Mo Tu We Th **Room:** Outpost/Health Lodge-Tech Center

Maximum number of participants: 24

Sessions: All

11-11:50 AM **Days:** Mo Tu We Th **Room:** Outpost/Health Lodge-Tech Center

Maximum number of participants: 24

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th **Room:** Outpost/Health Lodge-Tech Center

Maximum number of participants: 24

Sessions: All

Prerequisites: 1

Bring Cyber Chip to first day.



GSC180 Electricity

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.

10-10:50 AM **Days:** Mo Tu We Th Fr **Room:** Outpost/Health Lodge-Tech Center

Maximum number of participants: 24

Sessions: All

Prerequisites: 2,8,9a

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GSC181 Electronics

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.

11-11:50 AM **Days:** Mo Tu We Th **Room:** Outpost/Health Lodge-Tech Center

Maximum number of participants: 24

Sessions: All

2-2:50 PM **Days:** Mo Tu We Th **Room:** Outpost/Health Lodge-Tech Center

Maximum number of participants: 24

Sessions: All



GSC182 Engineering

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.

11-11:50 AM **Days:** Mo Tu We Th **Room:** Outpost/Health Lodge-Tech Center

Maximum number of participants: 24

Sessions: All

2-2:50 PM **Days:** Mo Tu We Th **Room:** Outpost/Health Lodge-Tech Center

Maximum number of participants: 24

Sessions: All

Prerequisites: 1,2 Be prepared to discuss 1&2 with counselor.



GSC183 Moviemaking

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.

9-9:50 AM **Days:** Mo Tu We Th **Room:** Outpost/Health Lodge-Tech Center

Maximum number of participants: 24

Sessions: All

3-3:50 PM **Days:** Mo Tu We Th **Room:** Outpost/Health Lodge-Tech Center

Maximum number of participants: 24

Sessions: All



GSC184 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.

10-10:50 AM **Days:** Mo Tu We Th **Room:** Outpost/Health Lodge-Tech Center

Maximum number of participants: 24

Sessions: All

2-2:50 PM **Days:** Mo Tu We Th **Room:** Outpost/Health Lodge-Tech Center

Maximum number of participants: 24

Sessions: All



GSC185 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.

10-10:50 AM **Days:** Mo Tu We Th **Room:** Boy Scout Aquatics Program Area

Maximum number of participants: 20

Sessions: All

11-11:50 AM **Days:** Mo Tu We Th **Room:** Boy Scout Aquatics Program Area

Maximum number of participants: 20

Sessions: All

2-2:50 PM **Days:** Mo Tu We Th **Room:** Boy Scout Aquatics Program Area

Maximum number of participants: 20

Sessions: All

Prerequisites: Bring long pants & button down long sleeve shirt for inflation. Not recommended for first year Scouts.

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GSC187 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.

9-11:50 AM

Days: Mo Tu We Th **Room:** Owasippe Scout Reservation Bus Shuttle

Additional Fee: \$25.00

Minimum Age: 12

Maximum number of participants: 2

Sessions: Session #2, Session #3, Session #4, Session #5, Session #6, Session #7

Prerequisites: Jeans or long pants (below the ankle) required, must wear sturdy, closed-toe/top shoes. Boots preferred, absolutely no sandals. Maximum weight: 250 lbs. Participants must be able to reach stirrups and use them actively to participate. Waiver signed by parent or guardian must be presented prior to participant attending program and is required. Ranch staff reserves the right to deny ride to any participant for any reason, including improper attire, behavior, or lack of waiver form.