



BOY SCOUTS
OF AMERICA®

Specialty Week - Summer Camp 2018

Class Catalog

Event Contacts

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Registration opens February 02, 2018
Visit www.scoutingevent.com/083-SpecialtyWeekLNC to register



BOY SCOUTS
OF AMERICA®
CENTRAL FLORIDA COUNCIL



Class Catalog

Specialty Week - Summer Camp 2018: Specialty Week at LNC at Williams Scout Reservation - Camp La-No-Che

Specialty Week Advanced Studies (Scheduled Classes)

SWAS24

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Advanced Archery - Winchester Program

Scouts who have completed the Archery Badge can study with our Shooting Sports Instructors to learn advanced techniques. Practice aiming and shooting at various distances and conditions. Then, test your new abilities on a variety of RANGES, including a 3D archery range. (Scouts completing this program will receive a special recognition at the end of the week.)

Maximum number of participants: 24

SWAS25

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Advanced Climbing

Scouts who have completed the Climbing Merit Badge can study with certified Climbing Instructors to improve and expand their skills. Learn advanced bouldering and repelling techniques, lead climbing, route design, and climbing wall management, all while getting hands-on experience with advanced climbing equipment. End your week with a climbing and bouldering completion with advanced routes designed by your classmates! (Scouts completing this program will receive an Advanced Climbing patch.)

Maximum number of participants: 24

SWAS21

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Advanced Horsemanship

Scouts who have completed the Horsemanship Merit Badge can study with our La-No-Che wrangler staff to advance their skill and experience with these amazing animals. Participating Scouts will learn how to care for horses, what it takes to manage a herd/ranch, and advanced riding techniques. (Scout completing this program will receive an Advanced Horsemanship patch and be encouraged to join the La-No-Che Wrangler Staff in future years.)

Maximum number of participants: 12

SWAS22

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Advanced Rifle - Winchester Program

Scouts who have completed the Rifle Shooting Merit Badge can study with our Shooting Sports Instructors to earn your way through the levels within the NRA's Marksmanship Qualification Program. Instructors will work with Scouts to set a goal for the week and help the Scouts in training to improve their abilities on the range to ultimately meet that goal. (Scouts completing this program will receive the NRA Qualification Patch associated with their ability level at the end of the week.)

Maximum number of participants: 32

SWAS20

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Advanced Sailing - Boatswain

Scouts who have completed the Small Boat Sailing Merit Badge can study with qualified sailors to learn about more complex boats, advanced sailing and handling techniques, and competitive sailing. Participants will finish the week by competing in a regatta on Lake Norris! (Scouts completing this program will receive an Advanced Sailing - Boatswain Level patch and will be eligible to participate in the Advanced Sailing - Captain Level (the highest level) in 2019!)

Maximum number of participants: 12

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SWAS23

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Advanced Shotgun - Winchester Program

Scouts who have completed the Shotgun Merit Badge can study with our Shooting Sports Instructors to earn your way through the levels within the NRA's Marksmanship Qualification Program. Instructors will work with each participant to set a goal for the week and help the Scouts in training to improve their abilities on the range to ultimately meet that goal. (Scouts completing this program will receive the NRA Qualification Patch associated with their ability level at the end of the week.)

Maximum number of participants: 12

Class Catalog

Specialty Week - Summer Camp 2018: Specialty Week at LNC at Williams Scout Reservation - Camp La-No-Che

Specialty Week Offsite Studies (Scheduled Classes)

SWOS16

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Aviation MB with Visions of Flight

Study basic aviation concepts at Camp La-No-Che on your first day at camp. Try your hand at piloting using a state-of-the-art flight simulator. Then, on Day 2, head to a real airport. Tour the airport, learn skills needed to pilot and navigate an airplane, and then take control in a real cockpit, piloting a real plane, during a guided flight with a flight instructor. On your last day at camp, finish what you need to do to complete the badge.

Additional Fee: \$150.00

SWOS14

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Game Design MB at Digital Escape Velocity

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.

Wanna learn game design from people who ACTUALLY design games for a living? Do it at Camp this summer! Start your training at Camp La-No-Che, reviewing creative content developed by military "serious game" designers with years of experience. Then, once you've developed a gaming vocabulary and concept, visit Digital Escape Velocity in Orlando to test your game. While there, you will meet with those same gaming professionals, learn about careers in gaming, and experience one-of-a-kind gaming experiences they have designed. Back at La-No-Che on your final day, work with other Scouts to design your own games! (\$75 additional fee.)

Additional Fee: \$75.00

Maximum number of participants: 12

SWOS10

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Mammal Study MB at Skeletons Museum

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.

Mammal Studies Merit Badge is an awesome experience at camp...but imagine learning about mammals from the inside OUT! That's what they do at "Skeletons," Florida's only Natural History Museum! Scouts will spend a part of their first day at camp reviewing some important concepts with La-No-Che Staff, then travel to Skeletons for a day of study with their Staff, where Scouts get a hands on experience surrounded by over 500 actual skeletons! Back at La-No-Che, on their final day, Scouts will complete a project that will help their mammal friends in their own backyard. (\$75 additional fee.)

Additional Fee: \$75.00

Maximum number of participants: 25

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SWOS12

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Shoot! STEM Nova & Weather MB at iFly

This module is designed to help you explore how science affects your life each day.

Physics is math, and math is sometimes boring. But physics is also flying, and flying is always awesome! Scouts participating in this program will begin their experience studying basic concepts at Camp La-No-Che. On their second day, they will visit iFly, an indoor skydiving facility. There, iFly Professionals will put the Scouts' physics and science knowledge into motion, as Scout complete several flight experiments, ending in their own simulated SKYDIVE! On that same day, Scouts will visit Wonderworks indoor amusement park, where they will have fun and learn a little more about the science behind their favorite thrills. On their final day, back at Camp, Scouts will report on their experience and work to complete their STEM Nova "Shoot!" Award and parts of Weather Merit Badge. (\$75 additional fee.)

Additional Fee: \$75.00

Maximum number of participants: 25

SWOS13

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Snow Sports MB at WinterClub Ski-Snowboarding

Skiing and snowboarding are the fastest and most thrilling ways to travel on foot in snow country. These sports also provide the physical benefits of fresh air, rhythmic action, and strenuous exercise. Many games and contests give snow sports variety and added rewards.

Snow sports? In FLORIDA?! Of course, at an INDOOR mountain! Scouts will start their experience at Camp La-No-Che, reviewing a series of important pre-requisites with Camp Staff. Then they will celebrate "Christmas in July" (July 25) at WinterClub, spending a few hours on their innovative indoor ski/snowboard slopes. Scouts will work with a Ski Patrol Instructor to learn proper safety and first aid, then learn from a Ski Instructor proper handling and maintenance of gear, before jumping on the slopes for an intensive skiing/snowboarding lesson covering basic and advanced technique. Back at Camp, Scouts will wrap up their study with a final review of the requirements, and a group planning session aimed at a future trip to colder mountain climes. (\$125 additional fee.)

Additional Fee: \$125.00

Maximum number of participants: 12

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Specialty Week Unique Studies (Scheduled Classes)

SWUS32

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



ATV

All-terrain vehicles (ATVs or UTVs) are banned from program use and are not approved for unit use. The exception is council-approved ATV programs.

Scouts will learn the basics of safety and handling from certified instructors. After classroom instruction is complete, participants will take to the trails, putting into practice what they have learned.

Maximum number of participants: 8

SWUS33

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Forest Service Program

Scouts will spend 3 afternoons working with members of the U.S Forest Service, learning important skills in conservation while helping to preserve and grow our local National Forest, Ocala. Participants will learn directly from wildlife biologists, plant specialists, and park management staff. Along the way, Scouts will complete requirements for Forestry and Soil & Water Conservation Merit Badges.

Maximum number of participants: 36

SWUS30

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Native Studies Program

Learn everything you can from Jimmy Sawgrass and our Native Program Department. Experience elements from several camp programs, including the Woodsman program, and practice native dance, living, hunting techniques, and cooking/eating.

Maximum number of participants: 24

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Specialty Week - Summer Camp 2018: Specialty Week at LNC at Williams Scout Reservation - Camp La-No-Che

Specialty Week Universal Studies (Scheduled Classes)

SWUS3

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Archaeology MB / "Mummy Dig-Site Detective"

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.

Universal Orlando Program Description: Mummy Dig-Site Detective puts your students in the middle of a strange series of events on our Revenge of the Mummy™ attraction, asking them to use their powers of scientific observation to find evidence and draw conclusions based on their perceptions of the ride environment.

Additional Fee: \$150.00

Maximum number of participants: 15

SWUS2

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Cooking MB / "Food for Thought"

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.

Universal Orlando Program Description: Our executive chef team designed this program to take students behind the scenes to learn about careers in the culinary arts and every step of the food flow process including purchasing, receiving, preparation, and delivering food to guests.

Additional Fee: \$150.00

Maximum number of participants: 15

SWUS5

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Engineering MB / "Kongtroll Panel" & "Transformers Roll Out"

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.

Universal Orlando Program Description: With hands-on learning and real-life excitement, Kongtroll Panel pulls students into the world of Skull Island: Reign of Kong™, where they use engineering principles to program simulated vehicles safely around tracks of varying difficulty.

Additional Fee: \$150.00

Maximum number of participants: 15

SWUS1

Program Block 1 08:30-11:30
AM
Program Block 2 01:00-04:00
PM



Moviemaking MB / "Storytelling: It starts with a Hero"

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.

Universal Orlando Program Description: In storytelling, the concept of the hero's journey is as old and treasured as our earliest myths and legends. It's the basis of moviemaking.

Additional Fee: \$150.00

Maximum number of participants: 15

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SWUS4

Program Block 1 08:30-11:30
AM

Program Block 2 01:00-04:00
PM



Plant Science MB / "Jurassic Paleobotany"

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.

Universal Orlando Program Description: Students become paleobotanists in Jurassic Paleobotany, searching Jurassic Park™ for foliage from the era of the dinosaurs and comparing their findings to fossils to make identifications. Working in groups, students use tablets to photograph plants and plot their locations on a map of the area, experiencing the rush of scientific discovery in the process.

Additional Fee: \$150.00

Maximum number of participants: 15