

KERR SCOUT RANCH at SLIPPERY FALLS

SUMMER CAMP 2017

June 25-July 1

PLEASE read each merit badge description carefully as you make your choices. Remember, it is **YOUR** responsibility to select the classes that you need, that will benefit you most, and those in which you will be prepared to take during summer camp.

AQUATICS (Bring swim shoes/shoes that can get wet)

BSA Lifeguard

\$40 (First Aid/CPR/AED training)

Must be at least 15 & a strong swimmer

****This course is primarily for those Scouts and leaders serving on a camp staff.**

Canoeing

Swimmer

Kayaking

Must be at least 13 & be classified as a swimmer

****Kayaking is physically challenging and requires good body strength.**

Lifesaving

**Must have already completed 2nd Class requirements 8a thru 8c and 1st Class requirements 9a thru 9c
Scouts will need to bring long pants & a button-up shirt for this class.**

Mile Swim USA

Must participate in practices M-Th 6:30 a.m.-7:00 a.m. & complete the Mile Swim Fri. morning at 6:00 a.m.

**** THIS IS AN AWARD & NOT a merit badge that can be earned at camp.**

Motor Boating

A popular merit badge that fills up quickly...Must be classified as a swimmer

Rowing

Swimmer

Small Boat Sailing

****This is the most advanced boating merit badge.**

Scouts must be swimmers & be familiar with knots.

Snorkeling BSA

**** THIS IS A SKILL AWARD, NOT A MERIT BADGE.**

Scouts may bring their own mask & snorkel or use camp equipment. Fins are provided.

Swimming

**** Eagle required merit badge**

Must be classified as a swimmer & will practice swimming strokes & diving

Swim Instruction

****NOT a merit badge**

For Scouts who haven't met the requirements to be a swimmer & want to improve their swimming skill

CHICKASAW VILLAGE

American Cultures & Indian Lore

****Scouts will learn more about their own culture, the Chickasaw culture, & one other culture of their own choosing. Indian Lore features an in-depth experience of Native Chickasaw Nation. Scouts will visit the Chickasaw Museum in Tishomingo.**

Archaeology

****Scouts will experience the field of Archaeology by using archaeological techniques, presentations, & artifact re-creation with an emphasis on the history of the south-central Oklahoma & the Chickasaw Nation.**

Art

****This merit badge concentrates on two-dimensional art, specifically drawing & painting in various media, with an emphasis on contemporary Chickasaw art & artists.**

Basketry

kit + or - \$15

****Scouts will make 2 kinds of baskets & a camp stool seat using different kinds of materials & weaving, & will learn about traditional Chickasaw basketry.**

Pottery

**Scouts will learn about clay, forms, & pottery techniques. They will use a potter's wheel, a kiln, & learn about Chickasaw pottery.

Sculpture

**Scouts will model in clay a life-sized human head & sculpt a small-scale model of an animal or person. This is a simple & fun merit badge to earn.

Textiles

**Fibers, dyes, yarns, & fabrics are all covered as Scouts learn about the sophisticated materials around them. This is a great session to learn about the materials of camping gear, the textile industry, & Native American textile art.

CLIMBING & RAPPELLING

Climbing

Strength, height/weight advisory; recommended minimum age, 13

Scouts will learn climbing safety & techniques, climbing knots, ropes, & equipment. **This is a physically & mentally challenging merit badge to earn! Scouts must be able to climb, belay, & rappel their own weight.

TRADING POST

Salesmanship

Must be at least 14 years old

**Through teamwork & competition, Scouts will experience what it is like to run an actual store. They will create their own sales models, learn basic retail techniques, & even try their hand at being a Slush Puppy chemists. Scouts will assist with sales in the trading post while working on merit badge requirements.

ECOLOGY & CONSERVATION

Environmental Science

This is an advanced merit badge & **Eagle required. Scouts will study ecology, pollution prevention, endangered species, environmental impact & conservation.

Fish & Wildlife Management

**Scouts will learn the science behind animal & fish populations & participate in hands-on studies of streams, lakes, & animal habitats.

Forestry

**Forest ecology & management is the emphasis in this session. Scouts will create a field notebook, learn about tree identification & careers in forestry.

Geology

**Scouts will enjoy exploring the field of geology including surface rocks, energy resources, mineral resources, & earth history.

Insect Study

**Scouts will learn what makes all the noises at night & what's flying & crawling around during the day. Scouts will observe insects during the morning session & at night.

Mammal Study

**Scouts will learn about animal signs & tracking as they study the mammals that abound at camp. Scouts will hone their observation skills & conduct a project that will impact mammal numbers.

Nature

**Scouts will show a proficiency in a varied study of ecosystems, animals, plants, & soil. This is a great merit badge to combine with another badge in this program area, as many requirements overlap.

Plant Science

**Scouts will learn about the amazing variety of trees & plants at camp. Scouts will learn about invasive species, plant ecology, & complete the field botany option of the merit badge.

Reptile and Amphibian Study

Keep a reptile or amphibian for 3 months outside of camp or other option in requirement 8

**Scouts will observe various kinds of reptiles & amphibians in terrariums & in the wild. Scouts must demonstrate & explain significant knowledge of the animals that they will learn throughout the week at camp.

FISHING (NOTE: Earn the BSA Complete Angler Badge by earning Fishing, Fly Fishing, & Fishing & Wildlife Management merit badges)

Fishing

**Bring own fishing tackle if possible
Bring extra pair of shoes for entering water.**

**Scouts will learn to use fishing tackle, knots, lures, & baits. Scouts must catch at least 1 fish & clean & cook a fish.

Fly Fishing

**Previous fishing experience
Bring extra pair of shoes
for entering water.**

******This style of fishing is more complicated than the style used in the Fishing merit badge. Scouts will learn how to use fly fishing equipment & techniques. Scouts must catch at least 1 fish & clean & cook a fish.

LIFE TO EAGLE

Chess

******Scouts will learn a variety of chess strategies & tactics including opening, middle game, endgame, exploiting weaknesses, force, king safety, pawn structure, space, & time.

Citizenship in the Nation

******This is an **Eagle required merit badge**. Scouts will learn about the national governments & how it works. Scouts will have the opportunity to tour a federal installation. Scouts will read & analyze the local newspaper, discuss the founding documents of our country, & study a speech of national significance. Scouts **must** have a good understanding of American citizenship to satisfy the requirements of this merit badge.

Citizenship in the World

******This is an **Eagle required merit badge**. Scouts will learn what citizenship means & about the laws & government in different countries. Scouts will learn about life in foreign countries, the institutions that affect international relations, & how the U.S. manages its international affairs. Scouts must demonstrate a good understanding of these subjects in order to earn this merit badge.

Communication

**Attend a public meeting,
where several points of
view are given before
coming to camp**

******This is an **Eagle required merit badge**. Scouts will learn about communication in different forms & different settings. Scouts will also plan & organize their Wednesday inter-troop campfire. Earning this badge will take up some free time working on writing & developing the required communication pieces.

Cooking & Fire Safety

**Requirements 6 & 7 to be
completed after camp**

********Cooking** is an **Eagle required merit badge** and Fire Safety goes right along with it. Instruction time is during session 3 & 4. Scouts will learn the cooking skills outlined in requirements 1-5 & prepare the camping meals for requirement 6. Scouts will eat lunch at the Ranch house every day & help prepare the leader dinner on Thursday night. Scouts are encouraged to prepare the Wednesday troop dinner in their own troops. Fire Safety will cover most requirements.

Law

**Scouts will learn about law enforcement, criminal law, civil law, & participate in a mock trial. You will learn about legal processes, the legal profession, & how the law affects you & others.

Scouting Heritage

**Scouts will learn about the heritage of Scouting. You will play old-time Scout games, see interesting collectibles, & deepen your understanding of the worldwide youth movement of Scouting.

Prepare items in requirements 4, 5, & 6 before coming to camp

OUTDOOR SKILLS

Camping

This is a significant **Eagle required merit badge. Instruction covers camping skills, including gear selection, navigation, campsite selection, & food prep. **NOTE: Scouts must camp a total of 20 days & nights as defined in requirement 9a to complete the badge. Scouts will be able to complete 9b(6) at camp, but must complete one other 9b option outside of camp.**

Complete 4a & 4b when preparing for camp by making a duty roster & helping another patrol to do so. Requirements 8c & 8d must be completed outside of class by preparing a menu & cooking a variety of patrol meals.

Emergency Preparedness

This is an **Eagle required merit badge. Scouts will learn how to prepare for, respond to, & recover from emergency situations as well as preventing them if possible. You will demonstrate emergency response actions & participate in a drill.

Must have earned First Aid merit badge. Must complete requirement 2c outside of class. Requirements 8a, 8b, & 8c must be completed outside of camp.

First Aid

This is an **Eagle required merit badge. Scouts should have a good understanding of the first aid requirements for Tenderfoot, 2nd Class, & 1st Class ranks. Instruction in this session will focus on first aid skills beyond these requirements including an understanding of CPR & AED use (but not certification) & more extensive injuries & situations.

**2a...
Bring a first aid kit for requirement 2d**

Geocaching

**Scouts will learn about latitude, longitude, the Universal Transverse Mercator system, & specifics on setting up your own caches. GPS units will be provided, but you may bring your own.

Orienteering

**May complete
Requirement 10
outside of the sessions**

****Scouts will learn about map & compass navigation & competitive orienteering. They will lay out & complete orienteering courses & find their way with other navigational aids.**

Paul Bunyan Award

**Must have earned Totin'
Chip**

****This is an **award**, **NOT** a merit badge. Scouts will learn how to teach the Totin' Chip requirements & perform a conservation project, becoming experts in woods tools.**

Search and Rescue

****Scouts will learn real-life search & rescue skills. They will learn proper procedures & the practice them in realistic scenarios. They will know what is like to help someone who is missing & how to do their part to help.**

Wilderness Survival

**Must have mastered 1st
Class First Aid & outdoor
skills; must have clothing
& shoes for hiking &
overnight outpost**

****Scouts will participate in a Thursday overnight survival session & learn how to live in remote locations & extreme situations.**

SHOOTING SPORTS

Archery

kit \$7.00

****Scouts will learn how to safely handle & shoot a bow & arrow. Scouts will complete the recurve or compound bow & shoot arrows at 15-yard targets.**

Cowboy Action Shooting

\$10.00

**Minimum age 14 OR 13 & finish
8th grade & have completed the
Rifle or Shotgun merit badges**

****This is **NOT** a merit badge, but a fast-paced shooting activity. Participants will adopt a cowboy name & shoot 2 single-action .22 revolvers, a .22 lever-action rifle, & a stage coach double barrel shotgun. This program is offered during morning block 1, during twilight programs, & as a part of the Outpost program.**

Rifle Shooting (modern .22 cartridge) \$10

Recommended 2nd year camper

Scouts will use .22 rifles with & without scopes under the Instruction of an NRA Instructor. Ammunition is provided for merit badge sessions, but ammunition tickets **must be purchased at the range for evening ticket shooting.

Rifle Shooting (muzzle-loaders) \$10

Must be at least a 2nd year camper & shooting experience is recommended

Scouts will use muzzle-loading, black powder type rifles shooting at long-distance targets. Scouts will be under the instruction of an NRA Instructor. Ammunition is provided for merit badge sessions, but ammunition tickets **must be purchased at the range for evening ticket shooting.

Shotgun Shooting \$10

2nd year camper recommended & should be physically strong

This is an advanced shooting merit badge class Using 20-gauge shotshell-type guns. Scouts will learn about the sport of shotgun shooting, safety, & how to maintain a firearm. Participants **must hit 48% of clays in two 25 target groups to complete the requirements at camp. Ammunition is provided for merit badge sessions, but ammunition tickets **must** be purchased at the range for evening ticket shooting.

TECHNOLOGY

Animation

**Scouts will learn how to create animations; the ways in which animation is used & experienced not only in cartoon & movies, but also in everyday life; & the fun & exciting career opportunities in animation.

Astronomy

**Scouts will observe stars, planets, & other celestial objects. There will be some nighttime observation in addition to the daytime session.

Game Design

**Scouts will explore their creativity in hobbyist gaming. They will take influences from games like checkers, role-playing games, & hacky sack. They will learn what it takes to be a game designer, & then play games they design with their peers.

Electronics

**Scouts will gain practical experience with electronic devices. They will learn how to design simple electrical schematics, solder, & then build their own circuits.

Moviemaking

**Scouts will tell a story using video production techniques.

MUST bring own digital camera & charger. Cameras should have a SD card or USB port

Photography

**Scouts will learn about digital photography & how its used In the world today. They will be taking photos around camp, editing them on the computer, & creating slide shows & posters.

MUST bring own digital camera & charger. Cameras should have a SD card or USB port

Programming

**Scouts will learn programming basics, including programming history, its current applications, & then they will learn to make their own simple programs in 3 different programming languages.

Robotics

**The Scouts will have the chance to build their own robots using Lego robotics. They will learn basic programming that will allow their designs to move & follow their commands.

Space Exploration

Kit \$15

**Scouts will build, launch, & recover model rockets (available for purchase from the trading post). Be sure to bring a broad-brimmed hat for sunburn protection at the Launchpad.

WESTERN HERITAGE

Animal Science

**Scouts will experience the beef cattle industry & take a tour of the neighboring Round Rock Ranch.

Dutch Oven Cooking

This is **NOT a merit badge, but a series of informational sessions on Dutch oven cooking. Scouts will learn how to cook with care for cast iron cookware over an open fire & coals.

Farm and Auto Mechanics

**Scouts will get hands-on experience with implements, engines, & farm tools. Instruction topics include engine maintenance, cooling systems, fuel systems, electrical systems, hydraulics, & drive train. Scouts will have the opportunity to visit the Round Rock Ranch to see more farm implements & vehicles in action.

Horsemanship	\$55	Recommended minimum age, 13 Bring long pants, cowboy or work boots with a heel
<p>**Scouts will learn how to care for & feed horses, horse health, different types of riding, caring for tack, & how to ride. Riders are required to wear helmets (provided). Coaching will be tailored to Scout's ability level.</p>		
Leatherwork	kit about \$8	Bring a leather item to camp (shoe, glove, belt, etc)
<p>**Scouts will be making leather crafts such as a knife pouch & dyeing a belt. They will learn how to craft & care for leather items.</p>		
Metalwork	\$12	Minimum age is 13 Long pants & long sleeve shirt are required
<p>**Scouts will use the blacksmith forge & iron. Scouts will complete steel items with decorative twists, L-bends, & U-bends. For fire safety, wear NO synthetic clothing—ONLY natural fibers, such as cotton, are permitted.</p>		
Plumbing		Long pants & long sleeve shirt required
<p>**This is a great badge for Scouts who want to learn practical skills. They will learn how to design the plumbing layout of a house. They will also become familiar with plumbing tools on actual fixtures, & will be able to use a torch to do actual soldering on copper tubing.</p>		
Welding	\$10	Must be at least 13 years old Long pants & long sleeve shirt Required
<p>**Scouts will experience the skill of welding commonly used in in industry & agriculture. For fire safety, wear NO synthetic clothing—ONLY natural fibers, such as cotton, are permitted.</p>		
Woodcarving	kit about \$9	2nd year camper recommended Must have already earned Totin' Chip
<p>**Scouts will learn about wood choice & carving techniques with special carving knives.</p>		

SPECIAL OPPORTUNITY

Bugling

This merit badge isn't offered in scheduled sessions, but there are staff members that will counsel Scouts on bugle calls. You may bring your own bugle, trumpet or cornet to camp or borrow the camp's bugle if available. Buglers have the opportunity to play at flag ceremonies.

FRONTIERSMAN (First Year Camper Program)

In this program, Scouts will cover many requirements from Tenderfoot through 1st Class ranks. They will be learning the basic Scout skills that they already know. They will be covering requirements for knots, lashings, woods tool use & care, swimming, lifesaving, orienteering, plant & animal identification, fire building, & first aid.

Each Scout will need a swimsuit, towel, personal first aid kit. & their Boy Scout handbook.

This program will take either an entire morning or an entire afternoon. Scouts enrolled in this program may then also enroll in one, two, or possibly three other merit badge sessions appropriate to the level of challenge they can handle.

OUTPOST (for older Scouts only)

Scouts that are 14 & older and at least 1st Class rank & interested in enrolling in the Outpost program, please see Coach & Mr. Pruitt first.

IMPORTANT

Scouts & leaders will sign up for twilight programs and informal merit badge meetings outside of the session blocks upon arrival at camp.

