



Scouting America™

Scouts BSA Summer Camp 2026 Class Catalog

Event Contacts

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LOTOSR Merit Badge/Activities - Summer Camp 2026 (Scheduled Classes)



SC26141 Adult Blacksmithing

For Adults Only! Have some time to make something in our Metalshop. Our staff is willing to help your ideas come to life!

9-11:30 AM **Days:** Th **Room:** Sinquefield Metalworking Building
Minimum Age: 18
Maximum number of participants: 12
Sessions: Session 4



SC2626 Advanced/Adult Blacksmithing

Youth Must have Metalwork MB (with a preference towards the Blacksmithing option of the metalwork badge) to take this course. This course is also available for Adults to participate in. The additional fee covers the cost of materials used during the program.

9-11:30 AM **Days:** Mo Tu **Room:** Sinquefield Metalworking Building
Additional Fee: \$20.00
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3

9-11:30 AM **Days:** We Th **Room:** Sinquefield Metalworking Building
Additional Fee: \$20.00
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: Youth - Must have earned the Metalwork Merit Badge



SC2629 Animation

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

1:30-4 PM **Days:** Tu We **Room:** Show & Do Shelter
Maximum number of participants: 16
Sessions: Session 4

1:30-4 PM **Days:** We Th **Room:** Show & Do Shelter
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3



SC261 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.

9-11:30 AM **Days:** Su Mo **Room:** Archery Range
Maximum number of participants: 12
Sessions: Session 4

9-11:30 AM **Days:** Mo Tu **Room:** Archery Range
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3

9-11:30 AM **Days:** Tu We **Room:** Archery Range
Maximum number of participants: 12
Sessions: Session 4

9-11:30 AM **Days:** We Th **Room:** Archery Range
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3

1:30-4 PM **Days:** Su Mo **Room:** Archery Range
Maximum number of participants: 12
Sessions: Session 4

1:30-4 PM **Days:** Mo Tu **Room:** Archery Range
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3

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- 1:30-4 PM **Days:** Tu We **Room:** Archery Range
Maximum number of participants: 12
Sessions: Session 4
- 1:30-4 PM **Days:** We Th **Room:** Archery Range
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3



SC26100 Architecture Cluster (Landscape Architecture MB/Architecture MB)

Learn about the creativity and history of building design, especially across American history. Landscape Architecture combines the built environment with natural elements from gardens and parks, to residential landscape design.

- 1:30-4 PM **Days:** Su Mo **Room:** Finland Shelter
Maximum number of participants: 12
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu **Room:** Finland Shelter
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3



SC2685 Automotive Maintenance

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

- 9-11:30 AM **Days:** Tu We **Room:** Siquiefield Skilled Trades Building
Maximum number of participants: 12
Sessions: Session 4
- 9-11:30 AM **Days:** We Th **Room:** Siquiefield Skilled Trades Building
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3
- 1:30-4 PM **Days:** Su Mo **Room:** Siquiefield Skilled Trades Building
Maximum number of participants: 12
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu **Room:** Siquiefield Skilled Trades Building
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3



SC26115 Aviation

For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird, to float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher than they ever could.

FEES MAY DIFFER. SEND QUESTIONS TO DENNIS.KERNS@SCOUTING.ORG

- 9-4 PM **Days:** Th **Room:** Welcome Center
Additional Fee: \$50.00
Maximum number of participants: 10
Sessions: Session 4
- 9-4 PM **Days:** Fr **Room:** Welcome Center
Additional Fee: \$50.00
Maximum number of participants: 10
Sessions: Session 1,Session 2,Session 5,Session 3

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SC2672 Brownsea

1st Year Camper program with an emphasis on the first 3 ranks in Scouting as well as basic Scouting and camping skills. This is a morning program only.

If you have Scouts participating in this program, we ask that one leader from your troop attend each day with your Scouts.

9-11:30 AM **Days:** Su Mo Tu We **Room:** Show & Do Shelter
Maximum number of participants: 30

Sessions: Session 4

9-11:30 AM **Days:** Mo Tu We Th **Room:** Show & Do Shelter
Maximum number of participants: 30

Sessions: Session 1,Session 2,Session 5,Session 3



SC2658 BSA Stand Up Paddleboarding

Stand Up Paddleboarding down at the lakefront is an exciting and fun way to spend your Friday morning!

9-11:30 AM **Days:** Th **Room:** Lakefront
Maximum Age: 17

Maximum number of participants: 8

Sessions: Session 4

9-11:30 AM **Days:** Fr **Room:** Lakefront
Maximum Age: 17

Maximum number of participants: 8

Sessions: Session 1,Session 2,Session 5,Session 3

Prerequisites: Scout must be considered a Swimmer by BSA Swim Check standards.



SC26123 Business Cluster (Entrepreneurship/Salesmanship)

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.

By studying salesmanship, Scouts can learn self-confidence, motivation, friendliness, and the persistence necessary to overcome obstacles and solve problems. Sales can offer a challenging and rewarding career for those who enjoy interacting with people from all walks of life.

1:30-4 PM **Days:** Tu We **Room:** Sinquefield Invention Lab
Maximum number of participants: 16

Sessions: Session 4

1:30-4 PM **Days:** We Th **Room:** Sinquefield Invention Lab
Maximum number of participants: 16

Sessions: Session 1,Session 2,Session 5,Session 3

Prerequisites: Entrepreneurship #3; Salesmanship #5a; Salesmanship #5b; Salesmanship #5c

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SC2616 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 themselves while camping would have the confidence to meet life's other challenges, too.

This badge is required for Eagle

- 9-11:30 AM **Days:** Su Mo **Room:** Outdoor Skills
Maximum number of participants: 16
Sessions: Session 4
- 9-11:30 AM **Days:** Mo Tu **Room:** Outdoor Skills
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3
- 9-11:30 AM **Days:** Tu We **Room:** Outdoor Skills
Maximum number of participants: 16
Sessions: Session 4
- 9-11:30 AM **Days:** We Th **Room:** Outdoor Skills
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3
- 1:30-4 PM **Days:** Su Mo **Room:** Outdoor Skills
Maximum number of participants: 16
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu **Room:** Outdoor Skills
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: #4a; #4b; #5e; #7a; #7b; #8c; #8d; #9a; #9b(1); #9b(2); #9b(3); #9b(4); #9b(5); #9c; #10.
NOTE: Requirements - 4a-b, 5e, 7a-b, 8c-d, 9a-b, 10 - We offer 9b6 as an option - 10 must be done after completing the rest of the requirements



SC262 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.

- 9-11:30 AM **Days:** Su Mo **Room:** Lakefront
Maximum number of participants: 12
Sessions: Session 4
- 9-11:30 AM **Days:** Mo Tu **Room:** Lakefront
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3
- 9-11:30 AM **Days:** Tu We **Room:** Lakefront
Maximum number of participants: 12
Sessions: Session 4
- 9-11:30 AM **Days:** We Th **Room:** Lakefront
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3
- 1:30-4 PM **Days:** Tu We **Room:** Lakefront
Maximum number of participants: 12
Sessions: Session 4
- 1:30-4 PM **Days:** We Th **Room:** Lakefront
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: Scout must be considered a Swimmer by BSA Swim Check standards.
NOTE: Scout must be considered a Swimmer by BSA Swim Check standards.



SC2674 Challenging Outdoor Personal Experience (C.O.P.E.)

Challenging Outdoor Personal Experience (C.O.P.E.) starts with initiative games, and continues with low and high course activities. Some activities involve a group challenge, while others test individual skills and agility. Participants climb, swing, balance, jump, rappel, and think of solutions to a variety of situations. Most do much more than they ever thought possible.

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C.O.P.E. is an exciting outdoor activity that can be used to attract and hold members in a group. It offers a set of stimulating activities designed to meet the needs of the people who are seeking greater challenges to their physical and mental abilities. Group activities are ideal for emphasizing teamwork and leadership skills. Individual activities promote personal growth.

Adult leaders may participate if there is room in the class. Youth take priority.

- 1:30-4 PM **Days:** Su Mo Tu We **Room:** Climbing Tower
Minimum Age: 14
Maximum number of participants: 12
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu We Th **Room:** Climbing Tower
Minimum Age: 14
Maximum number of participants: 12
Sessions: Session 1, Session 2, Session 5, Session 3
Prerequisites: MUST be age 14 or older by January 1, 2026
NOTE: MUST be age 14 or older by January 1, 2026



SC26109 Chemistry

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you become a chemist.

- 1:30-4 PM **Days:** Tu We **Room:** Fingland Shelter
Maximum number of participants: 16
Sessions: Session 4
- 1:30-4 PM **Days:** We Th **Room:** Fingland Shelter
Maximum number of participants: 16
Sessions: Session 1, Session 2, Session 5, Session 3



SC2618 Chess

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

- 9-11:30 AM **Days:** Su Mo **Room:** Sinquefield Invention Lab
Maximum number of participants: 16
Sessions: Session 4
- 9-11:30 AM **Days:** Mo Tu **Room:** Sinquefield Invention Lab
Maximum number of participants: 16
Sessions: Session 1, Session 2, Session 5, Session 3
- 1:30-4 PM **Days:** Su Mo **Room:** Sinquefield Invention Lab
Maximum number of participants: 16
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu **Room:** Sinquefield Invention Lab
Maximum number of participants: 16
Sessions: Session 1, Session 2, Session 5, Session 3



SC2696 Clay Cluster (Sculpture/Pottery/Art)

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

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

- 1:30-4 PM **Days:** Su Mo Tu We **Room:** Sinquefield Invention Lab
Maximum number of participants: 6
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu We Th **Room:** Sinquefield Invention Lab
Maximum number of participants: 6
Sessions: Session 1, Session 2, Session 5, Session 3

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SC263 Climbing (13+)

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.

- | | |
|------------|---|
| 9-11:30 AM | Days: Su Mo Room: Climbing Tower
Minimum Age: 13
Maximum number of participants: 16
Sessions: Session 4 |
| 9-11:30 AM | Days: Mo Tu Room: Climbing Tower
Minimum Age: 13
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3 |
| 9-11:30 AM | Days: Tu We Room: Climbing Tower
Minimum Age: 13
Maximum number of participants: 16
Sessions: Session 4 |
| 9-11:30 AM | Days: We Th Room: Climbing Tower
Minimum Age: 13
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3 |



SC2613 Conservation Cluster (Fish and Wildlife Management/Soil and Water Conservation)

This is a cluster course where scouts will complete both the Fish and Wildlife Management and Soil and Water Conservation merit badges.

Fish and Wildlife Management - Wildlife management is the science and art of managing the wildlife - both animals and fish - with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.

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.

- | | |
|-----------|---|
| 1:30-4 PM | Days: Su Mo Room: Fingland Shelter
Maximum number of participants: 16
Sessions: Session 4 |
| 1:30-4 PM | Days: Mo Tu Room: Fingland Shelter
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3 |



SC26130 Conservation Work Crew

Here's your chance to give service back to camp with hands on activities such as habitat restoration, invasive species removal, erosion control, and other environmentally friendly projects. Great opportunity to earn those service hours!

- | | |
|------------|---|
| 9-11:30 AM | Days: Su Mo Room: Fingland Shelter
Maximum number of participants: 16
Sessions: Session 4 |
| 9-11:30 AM | Days: Mo Tu Room: Fingland Shelter
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3 |

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SC2680 CPR/AED Training

9-11:30 AM **Days:** Th **Room:** Welcome Center
Additional Fee: \$35.00
Minimum Age: 15
Maximum number of participants: 10
Sessions: Session 4

9-11:30 AM **Days:** Fr **Room:** Welcome Center
Additional Fee: \$35.00
Minimum Age: 15
Maximum number of participants: 10
Sessions: Session 1,Session 2,Session 5,Session 3



SC26138 Cupboard Creek Experience

During the week, scouts will be able to immerse themselves in activities based on the traditions of 19th-century daily life. This includes flint knapping, flint and steel fire-making, traditional woodworking, black powder and tomahawks, candle making, and much more!

9-4 PM **Days:** Su Mo Tu We **Room:** Hillard Family Amphitheater
Minimum Age: 13
Maximum number of participants: 10
Sessions: Session 4



SC2691 Discovery Cluster (Archaeology MB/Exploration MB)

This is a cluster course where scouts will complete both the Archaeology and Exploration merit badges. Scouts will learn about researching different cultures, artifacts left behind, and how to protect and preserve those artifacts for future generations.

Scouts will also learn about exploring new places, the history of exploring, and will actually carry out a real life archeology dig at the end of an expedition.

1:30-4 PM **Days:** Tu We **Room:** Finland Shelter
Maximum number of participants: 16
Sessions: Session 4

1:30-4 PM **Days:** We Th **Room:** Finland Shelter
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3



SC26142 Drone Workshop

Time to take to the sky! Assemble your own drone and learn about the regulations on when and how to operate a drone!

FFA Trust Certification

The additional fee goes to the drone kit.

9-11:30 AM **Days:** Th **Room:** Sinquefield Invention Lab
Additional Fee: \$35.00
Maximum number of participants: 15
Sessions: Session 4

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SC26131 Electronics

The Electronics Merit Badge is a fun, STEM-based merit badge that will inspire Scouts to pursue a possible career in Electronics. Scouts will learn about capacitors, transistors, and resistors while grasping the basic principles of digital techniques and demonstrating how to build a control device circuit. Understand the behaviors of electrons and learn safety precautions when using, building, altering, or repairing electronic devices with the Electronics Merit Badge.

9-11:30 AM **Days:** Th **Room:** Sinquefield Skilled Trades Building
Maximum Age: 17
Maximum number of participants: 16
Sessions: Session 4

9-11:30 AM **Days:** Fr **Room:** Sinquefield Skilled Trades Building
Maximum Age: 17
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3



SC2628 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.

This badge is required for Eagle.

9-11:30 AM **Days:** Tu We **Room:** Outdoor Skills
Maximum number of participants: 16
Sessions: Session 4

9-11:30 AM **Days:** We Th **Room:** Outdoor Skills
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: #2(a); #2(b); #2(c); #9
NOTE: Requirements - 1, 2c, 6c, 8b



SC2656 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.

This badge is required for Eagle

9-11:30 AM **Days:** Su Mo Tu We **Room:** Finland Shelter
Maximum number of participants: 20
Sessions: Session 4

9-11:30 AM **Days:** Mo Tu We Th **Room:** Finland Shelter
Maximum number of participants: 20
Sessions: Session 1,Session 2,Session 5,Session 3



SC26135 Film Cluster (Moviemaking MB / Photography MB)

Moviemaking is a way to tell stories visually through the art and science of motion picture 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.

9-11:30 AM **Days:** Tu We **Room:** Sinquefield Invention Lab
Maximum number of participants: 16
Sessions: Session 4

9-11:30 AM **Days:** We Th **Room:** Sinquefield Invention Lab
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3



SC268 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.

This badge is required for Eagle.

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- 9-11:30 AM **Days:** Su Mo **Room:** Outdoor Skills
Maximum number of participants: 20
Sessions: Session 4
- 9-11:30 AM **Days:** Mo Tu **Room:** Outdoor Skills
Maximum number of participants: 20
Sessions: Session 1,Session 2,Session 5,Session 3
- 1:30-4 PM **Days:** Su Mo **Room:** Outdoor Skills
Maximum number of participants: 20
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu **Room:** Outdoor Skills
Maximum number of participants: 20
Sessions: Session 1,Session 2,Session 5,Session 3
- 1:30-4 PM **Days:** Tu We **Room:** Outdoor Skills
Maximum number of participants: 20
Sessions: Session 4
- 1:30-4 PM **Days:** We Th **Room:** Outdoor Skills
Maximum number of participants: 20
Sessions: Session 1,Session 2,Session 5,Session 3
NOTE: Requirements - 5a, 5b



SC269 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 [or herself]. 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."

- 1:30-4 PM **Days:** Tu We **Room:** Outdoor Skills
Maximum number of participants: 12
Sessions: Session 4
- 1:30-4 PM **Days:** We Th **Room:** Outdoor Skills
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: #10
NOTE: Requirement - 10 Must have a valid Missouri Fishing License if a scout is 16 years of age or older



SC2620 Fly Fishing

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people.

- 1:30-4 PM **Days:** Su Mo **Room:** Outdoor Skills
Maximum number of participants: 12
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu **Room:** Outdoor Skills
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: #11
NOTE: Requirement - 11 Must have a valid Missouri Fishing License if a scout is 16 years of age or older

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SC26113 Golf

Scouts will utilize the "Disc Golf" requirements for Golf Merit Badge. Just like traditional golf, disc golf will teach scouts history, etiquette, and acquire the skills to play and enjoy disc golf on our own 9 hole course at camp.

- 9-11:30 AM **Days:** Su Mo **Room:** Commissioner Village
Maximum number of participants: 10
Sessions: Session 4
- 9-11:30 AM **Days:** Mo Tu **Room:** Commissioner Village
Maximum number of participants: 10
Sessions: Session 1,Session 2,Session 5,Session 3
- 9-11:30 AM **Days:** Tu We **Room:** Commissioner Village
Maximum number of participants: 10
Sessions: Session 4
- 9-11:30 AM **Days:** We Th **Room:** Commissioner Village
Maximum number of participants: 10
Sessions: Session 1,Session 2,Session 5,Session 3



SC26116 Graphic Arts

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

- 9-11:30 AM **Days:** Tu We **Room:** Sinquefield Invention Lab
Maximum number of participants: 10
Sessions: Session 4
- 9-11:30 AM **Days:** We Th **Room:** Sinquefield Invention Lab
Maximum number of participants: 10
Sessions: Session 1,Session 2,Session 5,Session 3



SC2642 Handicraft Cluster (Basketry MB / Leatherwork MB)

This is a cluster course where scouts will complete both the Basketry and Leatherwork merit badges.

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

- 1:30-4 PM **Days:** Su Mo **Room:** Show & Do Shelter
Maximum number of participants: 12
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu **Room:** Show & Do Shelter
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3



SC26132 Heritage Cluster (American Heritage MB / Scouting Heritage MB)

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. Explore the origins of the Scouting movement by earning the Scouting Heritage Merit Badge. Scouts will learn about the life and times of Lord Baden-Powell, discover how Scouting grew in the United States, and understand how Scouting's programs have developed and adapted over time.

- 1:30-4 PM **Days:** Su Mo **Room:** Show & Do Shelter
Maximum number of participants: 16
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu **Room:** Show & Do Shelter
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3

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SC26133 Home Repair MB

Successfully completing this badge's requirements can lead to a lifetime of personal and financial rewards: Doing basic home repairs provides a sense of personal pride in one's achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family thousands of dollars in repair bills over the years.

- 1:30-4 PM **Days:** Su Mo **Room:** Sinquefield Skilled Trades Building
Maximum number of participants: 10
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu **Room:** Sinquefield Skilled Trades Building
Maximum number of participants: 10
Sessions: Session 1,Session 2,Session 5,Session 3



SC26114 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.

Required Clothing: Closed Shoes (No Hiking Boots) and Thick Long Pants (Jeans).

- 9-4 PM **Days:** Th **Room:** Welcome Center
Additional Fee: \$50.00
Maximum number of participants: 10
Sessions: Session 4
- 9-4 PM **Days:** Fr **Room:** Welcome Center
Additional Fee: \$50.00
Maximum number of participants: 10
Sessions: Session 1,Session 2,Session 5,Session 3



SC2648 Hubble Cluster (Astronomy MB / Space Exploration MB)

This is a cluster course where scouts will complete both the Astronomy and Space Exploration merit badges.

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.

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.

- 9-11:30 AM **Days:** Su Mo **Room:** Sinquefield Invention Lab
Maximum number of participants: 12
Sessions: Session 4
- 9-11:30 AM **Days:** Mo Tu **Room:** Sinquefield Invention Lab
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: We offer an optional night class to complete Astronomy 4a-d, 5d
NOTE: Astronomy - Requirements 4a-d, 5d, 6b, 8 We offer an optional night to complete Astronomy 4a-d, 5d

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SC2697 Instructional Swim

Instructional Swim -- For scouts who are not yet skilled enough to participate in the Swimming merit badge, we also offer Instructional Swim during the same block Swimming is scheduled in the same location the course is scheduled to take place at.

- 9-11:30 AM **Days:** Su Mo **Room:** Pool
Maximum Age: 17
Maximum number of participants: 8
Sessions: Session 4
- 9-11:30 AM **Days:** Mo Tu **Room:** Pool
Maximum Age: 17
Maximum number of participants: 8
Sessions: Session 1,Session 2,Session 5,Session 3
- 9-11:30 AM **Days:** Tu We **Room:** Pool
Maximum Age: 17
Maximum number of participants: 8
Sessions: Session 4
- 9-11:30 AM **Days:** We Th **Room:** Pool
Maximum Age: 17
Maximum number of participants: 8
Sessions: Session 1,Session 2,Session 5,Session 3
- 1:30-4 PM **Days:** Su Mo **Room:** Pool
Maximum Age: 17
Maximum number of participants: 8
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu **Room:** Pool
Maximum Age: 17
Maximum number of participants: 8
Sessions: Session 1,Session 2,Session 5,Session 3
- 1:30-4 PM **Days:** Tu We **Room:** Pool
Maximum Age: 17
Maximum number of participants: 8
Sessions: Session 4
- 1:30-4 PM **Days:** We Th **Room:** Pool
Maximum Age: 17
Maximum number of participants: 8
Sessions: Session 1,Session 2,Session 5,Session 3



SC26104 Introduction to Outdoor Leader Skills (IOLS)

a fun filled program of hands-on skills training for the outdoors, designed to help you master basic camp skills required. To lead our youth for tomorrow skills.

The time of the training will be discussed at camp and may be subject to change.

- 11:30-2 PM **Days:** Mo Tu We **Room:** Commissioner Village
Minimum Age: 18
Maximum number of participants: 30
Sessions: Session 4
- 11:30-2 PM **Days:** Tu We Th **Room:** Commissioner Village
Minimum Age: 18
Maximum number of participants: 30
Sessions: Session 1,Session 2,Session 5,Session 3



SC2682 Invention Scouts Ranger Program

The previous iLab and Adult iLab classes were both excellent programs that exposed Scouts and Adults to cutting-edge equipment. The new Invention Scouts Start-Up and Invention Ranger programs will build upon the previous iLab program with more merit badge focused learning, leadership & entrepreneurship training, exposure to cutting-edge technology (big 4: laser engraving, 3D printing, CNC routing, & graphic design), & advancement within the Invention Scout program.

LOTOSR is the only camp in the Boy Scouts of America that offers Invention Scouts advancement. Invention Scouts has 4 ranks: Invention Scout, Apprentice, Journeyman, & Master. All attendees will automatically be Invention

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Scouts. Scouts and Adults can earn Invention Scout rank through the successful completion of the Invention Scout Start-Up and Invention Ranger program at summer camp.

The additional fee covers the cost of materials used during this program.

- 1:30-4 PM **Days:** Su Mo **Room:** Siquiefield Invention Lab
Additional Fee: \$25.00
Minimum Age: 18
Maximum number of participants: 6
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu **Room:** Siquiefield Invention Lab
Additional Fee: \$25.00
Minimum Age: 18
Maximum number of participants: 6
Sessions: Session 1,Session 2,Session 5,Session 3



SC2681 Invention Scouts Startup Program

The previous iLab and Adult iLab classes were both excellent programs that exposed Scouts and Adults to cutting-edge equipment. The new Invention Scouts Start-Up and Invention Ranger programs will build upon the previous iLab program with more merit badge focused learning, leadership & entrepreneurship training, exposure to cutting-edge technology (big 4: laser engraving, 3D printing, CNC routing, & graphic design), & advancement within the Invention Scout program.

LOTOSR is the only camp in the Boy Scouts of America that offers Invention Scouts advancement. Invention Scouts has 4 ranks: Invention Scout, Apprentice, Journeyman, & Master. All attendees will automatically be Invention Scouts. Scouts and Adults can earn Invention Scout rank through the successful completion of the Invention Scout Start-Up and Invention Ranger program at summer camp.

The additional fee covers the cost of materials used during this program.

- 9-11:30 AM **Days:** Su Mo Tu We **Room:** Siquiefield Invention Lab
Additional Fee: \$25.00
Minimum Age: 14
Maximum number of participants: 6
Sessions: Session 4
- 9-11:30 AM **Days:** Mo Tu We Th **Room:** Siquiefield Invention Lab
Additional Fee: \$25.00
Minimum Age: 14
Maximum number of participants: 6
Sessions: Session 1,Session 2,Session 5,Session 3

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SC2632 Jet Ski (14+)

The Jet Ski program is a fast, fun-filled program where scouts get to experience the Lake of the Ozarks while piloting a Jet Ski!

The additional fee covers the cost of fuel and jet ski maintenance.

Adults may take this class if spots are available. (Youth take priority)

- 9-11:30 AM **Days:** Su Mo **Room:** Lakefront
Additional Fee: \$55.00
Minimum Age: 14
Maximum number of participants: 10
Sessions: Session 4
- 9-11:30 AM **Days:** Mo Tu **Room:** Lakefront
Additional Fee: \$55.00
Minimum Age: 14
Maximum number of participants: 10
Sessions: Session 1,Session 2,Session 5,Session 3
- 9-11:30 AM **Days:** Tu We **Room:** Lakefront
Additional Fee: \$55.00
Minimum Age: 14
Maximum number of participants: 10
Sessions: Session 4
- 9-11:30 AM **Days:** We Th **Room:** Lakefront
Additional Fee: \$55.00
Minimum Age: 14
Maximum number of participants: 10
Sessions: Session 1,Session 2,Session 5,Session 3
- 1:30-4 PM **Days:** Su Mo **Room:** Lakefront
Additional Fee: \$55.00
Minimum Age: 14
Maximum number of participants: 10
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu **Room:** Lakefront
Additional Fee: \$55.00
Minimum Age: 14
Maximum number of participants: 10
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: Must have a valid Boater's License to participate in this course. In Missouri you must be 14 years old to get Boater's License. Scout must be considered a Swimmer by BSA Swim Check Standards.
NOTE: Must have a valid Boater's License to participate in this course. In Missouri you must be 14 years old to get Boater's License. Scout must be considered a Swimmer by BSA Swim Check Standards.



SC26134 Justice Cluster (Crime Prevention MB/Law MB)

Preventing crime, which can be as simple as reducing the opportunities for crime to occur, is far less costly than apprehending and bringing legal action against those who break the law and it helps save people from the anguish of being victims.

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.

- 1:30-4 PM **Days:** Tu We **Room:** Show & Do Shelter
Maximum number of participants: 16
Sessions: Session 4
- 1:30-4 PM **Days:** We Th **Room:** Show & Do Shelter
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: Crime Prevention #10; Law #7.

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SC2677 Kayaking BSA
Kayaking BSA

9-11:30 AM **Days:** Th **Room:** Lakefront
Maximum Age: 17
Maximum number of participants: 8
Sessions: Session 4

9-11:30 AM **Days:** Fr **Room:** Lakefront
Maximum Age: 17
Maximum number of participants: 8
Sessions: Session 1, Session 2, Session 5, Session 3
Prerequisites: Scout must be considered a Swimmer by BSA Swim Check standards.
NOTE: Scout must be considered a Swimmer by BSA Swim Check standards.



SC2633 Kayaking, BSA Stand Up Paddleboarding

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

Stand Up Paddleboarding

1:30-4 PM **Days:** Su Mo **Room:** Lakefront
Maximum Age: 17
Maximum number of participants: 8
Sessions: Session 4

1:30-4 PM **Days:** Mo Tu **Room:** Lakefront
Maximum Age: 17
Maximum number of participants: 8
Sessions: Session 1, Session 2, Session 5, Session 3

1:30-4 PM **Days:** Tu We **Room:** Lakefront
Maximum Age: 17
Maximum number of participants: 8
Sessions: Session 4

1:30-4 PM **Days:** We Th **Room:** Lakefront
Maximum Age: 17
Maximum number of participants: 8
Sessions: Session 1, Session 2, Session 5, Session 3
Prerequisites: Scout must be considered a Swimmer by BSA Swim Check standards.
NOTE: Scout must be considered a Swimmer by BSA Swim Check standards.



SC26139 Knife and Sheath Design/Build

Take your knowledge of metalwork to the next level by forging a knife, carving a handle, and designing a sheath for your knife.

9-11:30 AM **Days:** Su Mo Tu We **Room:** Siquelfield Metalworking Building
Minimum Age: 14
Maximum number of participants: 8
Sessions: Session 4

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SC2610 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.

This badge is required for Eagle

- | | |
|------------|--|
| 9-11:30 AM | Days: Su Mo Room: Lakefront
Maximum number of participants: 12
Sessions: Session 4 |
| 9-11:30 AM | Days: Mo Tu Room: Lakefront
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3 |
| 1:30-4 PM | Days: Tu We Room: Lakefront
Maximum number of participants: 12
Sessions: Session 4 |
| 1:30-4 PM | Days: We Th Room: Lakefront
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: #2a
NOTE: Requirement 2a Scout must be considered a Swimmer by BSA Swim Check standards. |



SC26118 Mechanics Cluster (Farm Mechanics MB / Marine Mechanics)

From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder - this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.

Learn about how to take care of a vessel through the Marine Mechanics course.

- | | |
|------------|--|
| 9-11:30 AM | Days: Su Mo Room: Sinquefield Skilled Trades Building
Maximum number of participants: 10
Sessions: Session 4 |
| 9-11:30 AM | Days: Mo Tu Room: Sinquefield Skilled Trades Building
Maximum number of participants: 10
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: #5 |



SC2655 Metalwork (14+)

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.

Participants must bring proper clothing including closed-toed shoes, long pants, and clothing that will not melt.

Please note that this course runs until 5:00

- | | |
|-----------|--|
| 1:30-4 PM | Days: Su Mo Tu We Room: Sinquefield Metalworking Building
Minimum Age: 14
Maximum number of participants: 12
Sessions: Session 4 |
| 1:30-4 PM | Days: Mo Tu We Th Room: Sinquefield Metalworking Building
Minimum Age: 14
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3 |



SC2657 Mile Swim BSA

To participate in Mile Swim BSA, you will need to complete a warm-up session that is scheduled Monday and Tuesday at 11:45. This warm-up session is designed to get you prepared for the Mile Swim that happens on Friday at 11:00 am.

You will not be able to participate in the activity if you are taking Aviation MB or Horsemanship MB on Friday

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- 11:30-2 PM **Days:** Th **Room:** Lakefront
Maximum number of participants: 30
Sessions: Session 4
- 11:30-2 PM **Days:** Fr **Room:** Lakefront
Maximum number of participants: 30
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: 1.
NOTE: Scout must be considered a Swimmer by BSA Swim Check standards.



SC2634 Model Cluster (Model Design and Building MB/Railroading MB)

Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby: it is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes.

By earning the Railroading merit badge, Scouts can learn about the history of railroading, its place in modern society, careers in railroading, and hobbies related to railroading.

- 1:30-4 PM **Days:** Su Mo **Room:** Sinquefield Invention Lab
Maximum number of participants: 16
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu **Room:** Sinquefield Invention Lab
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3



SC2623 Motorboating (14+)

With the fun of operating a motorboat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely.

The additional fee covers the cost of fuel and boat maintenance.

- 9-11:30 AM **Days:** Tu We **Room:** Lakefront
Additional Fee: \$20.00
Minimum Age: 14
Maximum number of participants: 6
Sessions: Session 4
- 9-11:30 AM **Days:** We Th **Room:** Lakefront
Additional Fee: \$20.00
Minimum Age: 14
Maximum number of participants: 6
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: Must have a valid Boater's License to participate in this course.
Scout must be considered a Swimmer by BSA Swim Check standards.
In Missouri you must be 14 years of age to have a Boater's License.
NOTE: Must have a valid Boater's License to participate in this course. Scout must be considered a Swimmer by BSA Swim Check standards. In Missouri you must be 14 years of age to have a Boater's License.



SC26136 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.

- 9-11:30 AM **Days:** Th **Room:** Finland Shelter
Maximum number of participants: 16
Sessions: Session 4
- 9-11:30 AM **Days:** Fr **Room:** Finland Shelter
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3

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SC2678 OA Camp Service Corps

Join your fellow Arrowmen in providing cheerful service while you're at camp. You'll meet at Commissioner Village on Monday morning for the list of project for that day each day will be a different project.

9-11:30 AM **Days:** Su Mo Tu We **Room:** Commissioner Village
Additional Fee: \$10.00
Maximum number of participants: 10
Sessions: Session 4

9-11:30 AM **Days:** Mo Tu We Th **Room:** Commissioner Village
Additional Fee: \$10.00
Maximum number of participants: 10
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: Must be a current member of the Order of the Arrow
NOTE: Must be a current member of the Order of the Arrow



SC26111 Paul Bunyan Woodsman

To encourage proper use of woods tools, training others in Totin' Chip skills, and creating a simple outdoor project using acquired woods tool skills.

9-11:30 AM **Days:** Th **Room:** Show & Do Shelter
Maximum number of participants: 14
Sessions: Session 4

9-11:30 AM **Days:** Fr **Room:** Show & Do Shelter
Maximum number of participants: 14
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: #3
NOTE: Totin Chip Required



SC26120 Plant Cluster (Forestry/Plant Science)

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.

1:30-4 PM **Days:** Su Mo **Room:** Fingland Shelter
Maximum number of participants: 16
Sessions: Session 4

1:30-4 PM **Days:** Mo Tu **Room:** Fingland Shelter
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3



SC2664 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).

9-11:30 AM **Days:** Su Mo **Room:** Sinquefield Invention Lab
Maximum number of participants: 16
Sessions: Session 4

9-11:30 AM **Days:** Mo Tu **Room:** Sinquefield Invention Lab
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3
NOTE: Requirement - 7

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SC2665 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.

- 9-11:30 AM **Days:** Su Mo **Room:** Rifle Range
Maximum number of participants: 8
Sessions: Session 4
- 9-11:30 AM **Days:** Mo Tu **Room:** Rifle Range
Maximum number of participants: 8
Sessions: Session 1,Session 2,Session 5,Session 3
- 9-11:30 AM **Days:** Tu We **Room:** Rifle Range
Maximum number of participants: 8
Sessions: Session 4
- 9-11:30 AM **Days:** We Th **Room:** Rifle Range
Maximum number of participants: 8
Sessions: Session 1,Session 2,Session 5,Session 3



SC2621 Rock Cluster (Geology/Mining in Society)

This is a cluster course where scouts will complete both the Geology and Mining in Society merit badges.

Geology - 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.

Mining in Society - Mining has been an important part of our nation since the 19th century. Today, the industry employs 3 million Americans, directly and indirectly, and is a major contributor to the global mining landscape. This merit badge covers the history of mining, explores the status of mining in the 21st century, introduces Scouts to modern mining careers, and explores the all-important topic of mining safety.

- 9-11:30 AM **Days:** Tu We **Room:** Finland Shelter
Maximum number of participants: 16
Sessions: Session 4
- 9-11:30 AM **Days:** We Th **Room:** Finland Shelter
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3
- 1:30-4 PM **Days:** Tu We **Room:** Finland Shelter
Maximum number of participants: 16
Sessions: Session 4
- 1:30-4 PM **Days:** We Th **Room:** Finland Shelter
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3

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SC2638 Scuba BSA, Snorkeling BSA

Scuba BSA introduces qualified Scouts BSA Scouts to the special skills, equipment, and safety precautions associated with scuba diving; encourages aquatics activities that promote fitness and recreation; and provides a foundation for those who later will participate in the more advanced underwater activity.

Snorkeling BSA

The additional fee covers the cost of gear rental

Health restrictions will apply

1:30-4 PM **Days:** Su Mo **Room:** Pool
Additional Fee: \$50.00
Maximum number of participants: 12
Sessions: Session 4

1:30-4 PM **Days:** Mo Tu **Room:** Pool
Additional Fee: \$50.00
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: Scuba BSA 1.; Snorkeling BSA 1.
NOTE: Scout must be considered a Swimmer by BSA Swim Check standards.



SC26124 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.

1:30-4 PM **Days:** Tu We **Room:** Outdoor Skills
Maximum number of participants: 16
Sessions: Session 4

1:30-4 PM **Days:** We Th **Room:** Outdoor Skills
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3



SC26140 Sewing/Needlework Test Lab

What is a Test Lab? A Test Lab is a way for Scouting America to introduce new merit badges into the program before making them official merit badges. You can be part of testing this possible new merit badge.

At the end of the course, the scout will receive a certificate noting completion. If this test lab becomes a merit badge, you can show your local council proof of completion of the test lab and receive the merit badge without going through the process again!

9-11:30 AM **Days:** Tu We **Room:** Sinquefield Invention Lab
Maximum number of participants: 10
Sessions: Session 4



SC2639 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.

1:30-4 PM **Days:** Su Mo **Room:** Rifle Range
Maximum number of participants: 8
Sessions: Session 4

1:30-4 PM **Days:** Mo Tu **Room:** Rifle Range
Maximum number of participants: 8
Sessions: Session 1,Session 2,Session 5,Session 3

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SC2640 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'

9-11:30 AM **Days:** Th **Room:** Outdoor Skills
Maximum number of participants: 16
Sessions: Session 4

9-11:30 AM **Days:** Fr **Room:** Outdoor Skills
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3



SC2652 Small-Boat Sailing (14+)

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.

9-11:30 AM **Days:** Su Mo Tu We **Room:** Lakefront
Minimum Age: 14
Maximum number of participants: 8
Sessions: Session 4

9-11:30 AM **Days:** Mo Tu We Th **Room:** Lakefront
Minimum Age: 14
Maximum number of participants: 8
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: Must have a valid Boater's License to participate in this course. Scout must be considered a Swimmer by BSA Swim Check standards. In Missouri you must be 14 years of age to have a Boater's License.
NOTE: Must have a valid Boater's License to participate in this course. Scout must be considered a Swimmer by BSA Swim Check standards. In Missouri you must be 14 years of age to have a Boater's License.



SC2675 Specialty Shooting - Pistol (14+)

1:30-4 PM **Days:** Tu We **Room:** Rifle Range
Minimum Age: 14
Maximum number of participants: 4
Sessions: Session 4

1:30-4 PM **Days:** We Th **Room:** Rifle Range
Minimum Age: 14
Maximum number of participants: 4
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: Age 14 +
All participants MUST bring the signed hold harmless agreement AND participate in a 30-minute orientation program after arrival at camp in order to participate. Participants will also be required to complete an online survey after camp.
NOTE: Age 14 + All participants MUST bring the signed hold harmless agreement AND participate in a 30-minute orientation program after arrival at camp in order to participate. Participants will also be requ

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SC2614 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.

- 9-11:30 AM **Days:** Su Mo **Room:** Pool
Maximum number of participants: 12
Sessions: Session 4
- 9-11:30 AM **Days:** Mo Tu **Room:** Pool
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3
- 9-11:30 AM **Days:** Tu We **Room:** Pool
Maximum number of participants: 12
Sessions: Session 4
- 9-11:30 AM **Days:** We Th **Room:** Pool
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3
- 1:30-4 PM **Days:** Su Mo **Room:** Lakefront
Maximum number of participants: 12
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu **Room:** Lakefront
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3
- 1:30-4 PM **Days:** Tu We **Room:** Pool
Maximum number of participants: 12
Sessions: Session 4
- 1:30-4 PM **Days:** We Th **Room:** Pool
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: Swimming - Scout must be considered a Swimmer by BSA Swim Check standards.
NOTE: Eagle Required Swimming - Scout must be considered a Swimmer by BSA Swim Check standards.



SC26125 Swimming and Water Rescue/Paddle Craft Safety

Float trips are popular Boy Scout, Venturing, and Sea Scout activities. Safety Afloat awareness training provides guidelines for safe float trips and is required of unit leaders, but it does not provide the skill training mandated by those guidelines. BSA Paddle Craft Safety expands Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions.

Training for BSA Swimming and Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training. Persons completing the training should be better able to assess their preparation to supervise unit swimming events. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. This training is open to any registered adult leader, Scout, Venturer, or Explorer who is age 15 or older. A council-approved instructor must directly supervise all training. The course takes approximately eight hours and is valid for three years.

- 9-11:30 AM **Days:** Su Mo Tu We **Room:** Lakefront
Minimum Age: 15
Maximum number of participants: 8
Sessions: Session 4
- 9-11:30 AM **Days:** Mo Tu We Th **Room:** Lakefront
Minimum Age: 15
Maximum number of participants: 8
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: BSA Paddle Craft Safety 1.A.; BSA Paddle Craft Safety 1.B.; BSA Paddle Craft Safety 1.C.; BSA Swimming & Water Rescue 1.A.; BSA Swimming & Water Rescue 1.B.; BSA Swimming & Water Rescue 1.C.

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SC2662 Technology Cluster (Digital Technology MB/Programming MB)

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

- 1:30-4 PM **Days:** Tu We **Room:** Sinquefield Invention Lab
Maximum number of participants: 10
Sessions: Session 4
- 1:30-4 PM **Days:** We Th **Room:** Sinquefield Invention Lab
Maximum number of participants: 10
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: Digital Technology #1; Programming #1a



SC26137 Trades Cluster (Electricity MB/Plumbing MB)

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.

Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes.

- 1:30-4 PM **Days:** Tu We **Room:** Sinquefield Skilled Trades Building
Maximum number of participants: 10
Sessions: Session 4
- 1:30-4 PM **Days:** We Th **Room:** Sinquefield Skilled Trades Building
Maximum number of participants: 10
Sessions: Session 1,Session 2,Session 5,Session 3



SC26126 Traffic Cluster (Traffic Safety/Truck Transportation)

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.

Trucking is a large and important industry. No matter where you live, a day is unlikely to go by when you will not see a truck. We use these vehicles to deliver almost every material item we buy. Without trucks, our economy would not work efficiently.

- 1:30-4 PM **Days:** Tu We **Room:** Sinquefield Skilled Trades Building
Maximum number of participants: 10
Sessions: Session 4
- 1:30-4 PM **Days:** We Th **Room:** Sinquefield Skilled Trades Building
Maximum number of participants: 10
Sessions: Session 1,Session 2,Session 5,Session 3



SC26112 Water Sports

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

- 1:30-4 PM **Days:** Su Mo Tu We **Room:** Lakefront
Maximum number of participants: 4
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu We Th **Room:** Lakefront
Maximum number of participants: 4
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: Scout must be considered a Swimmer by BSA Swim Check standards.
NOTE: Scout must be considered a Swimmer by BSA Swim Check standards.

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SC2625 Welding (14+)

The new Welding badge and pamphlet was released by BSA, and Scouts could begin earning the badge on February 24, 2012.

- 9-11:30 AM **Days:** Su Mo **Room:** Sinquefield Metalworking Building
Minimum Age: 14
Maximum number of participants: 8
Sessions: Session 4
- 9-11:30 AM **Days:** Mo Tu **Room:** Sinquefield Metalworking Building
Minimum Age: 14
Maximum number of participants: 8
Sessions: Session 1,Session 2,Session 5,Session 3
- 9-11:30 AM **Days:** Tu We **Room:** Sinquefield Metalworking Building
Minimum Age: 14
Maximum number of participants: 8
Sessions: Session 4
- 9-11:30 AM **Days:** We Th **Room:** Sinquefield Metalworking Building
Minimum Age: 14
Maximum number of participants: 8
Sessions: Session 1,Session 2,Session 5,Session 3
- 1:30-4 PM **Days:** Su Mo **Room:** Sinquefield Metalworking Building
Minimum Age: 14
Maximum number of participants: 8
Sessions: Session 4
- 1:30-4 PM **Days:** Mo Tu **Room:** Sinquefield Metalworking Building
Minimum Age: 14
Maximum number of participants: 8
Sessions: Session 1,Session 2,Session 5,Session 3
- 1:30-4 PM **Days:** Tu We **Room:** Sinquefield Metalworking Building
Minimum Age: 14
Maximum number of participants: 8
Sessions: Session 4
- 1:30-4 PM **Days:** We Th **Room:** Sinquefield Metalworking Building
Minimum Age: 14
Maximum number of participants: 8
Sessions: Session 1,Session 2,Session 5,Session 3



SC2615 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.

- 9-11:30 AM **Days:** Su Mo **Room:** Outdoor Skills
Maximum number of participants: 16
Sessions: Session 4
- 9-11:30 AM **Days:** Mo Tu **Room:** Outdoor Skills
Maximum number of participants: 16
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: Optional night activity offered to complete requirements 5e
NOTE: Requirement - 5 Optional night activity offered to complete requirements 8

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SC2669 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.

9-11:30 AM **Days:** Tu We **Room:** Sinquefield Program Building
Maximum number of participants: 12
Sessions: Session 4

9-11:30 AM **Days:** We Th **Room:** Sinquefield Program Building
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: Bring a copy of your earned Totin Chip
NOTE: Bring a copy of your earned Totin Chip



SC2670 Woodwork

Wood is an amazingly versatile, practical, yet beautiful material. A skilled craftsman can use wood to fashion just about anything. As a woodworker or carpenter, you will find no end of useful, valuable, and fun items you can make yourself, from wood.

1:30-4 PM **Days:** Tu We **Room:** Sinquefield Program Building
Maximum number of participants: 12
Sessions: Session 4

1:30-4 PM **Days:** We Th **Room:** Sinquefield Program Building
Maximum number of participants: 12
Sessions: Session 1,Session 2,Session 5,Session 3
Prerequisites: #7
NOTE: Bring a copy of your Totin' Chip Requirement - 7