

2023 - Scouts BSA Summer Camp

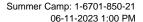
Class Catalog

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Registration opens December 12, 2022
Visit www.scoutingevent.com/162-2023_SummerCamp to register









2023 - Scouts BSA Summer Camp: Week 1 at Camp Buffalo

Aquatics (Scheduled Classes)

AQU109 2-3 PM

Days: Mo Tu We Th Fr



Brownsea Island Swimming

*This class is recommended for non-swimmers. See classifications below.

Our swimming programs are designed for 3 different level swimmers:

- 1. Non-swimmers: a Scout who should take instructional swim (Brownsea Island is recommended for newer Scouts or Instructional Swim for experienced Scouts that don't have experience in the water).
- 2. Beginner swimmers: a Scout who can swim and has some kind of experience in the water.
- 3. Expert swimmers: a Scout who can swim in different conditions, by themselves and without help, can name different swim strokes, can swim long distances without a break, etc.

Ability Groups

All youth and adult participants are designated as swimmers, beginners, or non-swimmers based on swimming ability confirmed by standardized BSA swim classification tests. Each group is assigned a specific swimming area with depths consistent with those abilities. The classification tests must be renewed annually, preferably at the beginning of the season even if the youth has earned the Swimming merit badge.

Anyone who has not completed either the beginner or swimmer tests is classified as a non-swimmer. The non-swimmer area should be no more than waist to chest deep and should be enclosed by physical boundaries such as the shore, a pier, or lines. The enclosed beginner area should contain water of standing depth and may extend to depths just over the head. The swimmer area may be up to 12 feet in depth in clear water and should be defined by floats or other markers.

Beginners pass this test: Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming, and return to the starting place.

Swimmers pass this test: Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Prerequisites: BSA Swim Test Required. *This class is recommended for non-swimmers.





2023 - Scouts BSA Summer Camp: Week 1 at Camp Buffalo

AQU111 9-11 AM

X

Days: Mo Tu We Th Fr

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. Our swimming programs are designed for 3 different level swimmers:

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AQU108 2-3 PM

Days: Mo Tu We Th Fr



Instructional Swim

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water and should be defined by floats or other markers.

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Swimmers pass this test: Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Prerequisites: BSA Swim Test Required. *This class is recommended for beginner swimmers.

AQU172 11-12 PM

Days: Mo Tu We Th Fr



Kayaking

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

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Prerequisites: BSA Swim Test.

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AQU139 9-11 AM

Days: Mo Tu We Th Fr



Lifesaving *Please note class times*

No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies. NOTE: Recommended only for campers who are returning to Summer Camp for their 3rd year.

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Prerequisites: BSA Swim Test. Please note: This class is only 1 1/2 hours. Morning class: 9am-10:30pm. Second class: 10:30am-12pm

AQU139 10-12 PM



Days: Mo Tu We Th Fr

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AQU173 9-11 AM

Days: Mo Tu We Th Fr



Rowing

Rowing is the use of oars as a means of propelling boats, which has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising.

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- 2. Beginner swimmers: a Scout who can swim and has some kind of experience in the water.
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AQU173 11-3 PM

Days: Mo Tu We Th Fr



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Swimmers pass this test: Jump feet first into water over the head in depth. Level off





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and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Prerequisites: BSA Swim Test

AQU174 9-11 AM

Days: Mo Tu We Th Fr



Small-Boat Sailing

Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety.

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AQU174 11-3 PM

Days: Mo Tu We Th Fr



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AQU164 9-10 AM

Days: Mo Tu We Th Fr

Swimming

*This class is recommended for expert swimmers. See classifications below. 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.

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AQU164 10-11 AM

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AQU164 11-12 PM

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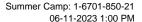
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Eagle Quest (Scheduled Classes)

EAGL230 11-12 PM

Days: Mo Tu We Th Fr



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.

EAGL227 2-3 PM



Ches

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

Days: Mo Tu We Th Fr

EAGL231 2-3 PM



Digital Technology

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

Days: Mo Tu We Th Fr

EAGL122 9-10 AM

Days: Mo Tu We Th Fr



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.

NOTE: Recommended for older Scouts. FOLLOW-UP REQUIREMENTS: 2c, 8b

Prerequisites: Prereq or concurrently First Aid MB

EAGL232 9-10 AM



Exploration

Exploration Merit Badge.

Days: Mo Tu We Th Fr

EAGL127 10-11 AM





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

NOTE: Recommended for older Scouts FOLLOW-UP REQUIREMENTS: 5a, b

EAGL127 11-12 PM

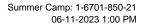
Days: Mo Tu We Th Fr



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NOTE: Recommended for older Scouts FOLLOW-UP REQUIREMENTS: 5a, b





2023 - Scouts BSA Summer Camp: Week 1 at Camp Buffalo

EAGL228 9-11 AM

Robotics

Days: Mo Tu We Th Fr

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

EAGL160 2-3 PM



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 Days: Mo Tu We Th Fr some of these have even saved people's lives'





2023 - Scouts BSA Summer Camp: Week 1 at Camp Buffalo

Ecology (Scheduled Classes)

ECO105 9-3 PM

Days: Mo Tu We Th Fr



Astronomy, Space Exploration

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 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.

Additional Fee: \$10.00

Prerequisites: This class requires night work for the Star Hike. The additional fee covers supplies: the Rocket Kit & Engine Kit. Scouts will build, launch, and keep the rocket. Rocket launch will be Friday afternoon.

ECO107 9-10 AM



Bird Study

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.

Days: Mo Tu We Th Fr

10-12 PM

ECO124

Days: Mo Tu We Th Fr



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.

NOTE: Recommended for older Scouts.

ECO129 10-12 PM

Days: Mo Tu We Th Fr



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.

ECO131 2-3 PM



Forestry

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.

Days: Mo Tu We Th Fr





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ECO172 9-10 AM

Days: Mo Tu We Th Fr

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Geology, Weather

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

ECO140 2-3 PM



Mammal Study

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

ECO143 10-11 AM

Days: Mo Tu We Th Fr



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.

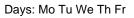
Days: Mo Tu We Th Fr



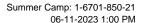
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ECO143 11-12 PM









2023 - Scouts BSA Summer Camp: Week 1 at Camp Buffalo

Handicraft (Scheduled Classes)

HND105 2-3 PM



Δrt

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

Days: Mo Tu We Th Fr



Days: Mo Tu We Th Fr



Basketry

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

NOTE: This class requires an additional fee of \$15 to cover supplies, which includes a basket making kit and additional supplies.

Additional Fee: \$15.00

HND101 11-12 PM

Days: Mo Tu We Th Fr



Leatherwork

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

NOTE: This requires an additional \$15 fee for supplies, which includes a leather kit of their choice, either wallet or knife holster. Additional kits can be purchased in the TP.

Additional Fee: \$15.00

HND102 10-11 AM



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.

NOTE: Scouts will need to purchase a Wood Carving Kit for a progect they will complete and take home. Kits range from \$7-\$15.

Days: Mo Tu We Th Fr





2023 - Scouts BSA Summer Camp: Week 1 at Camp Buffalo

Outdoor (Scheduled Classes)

OUT110 9-10 AM

Days: Mo Tu We Th Fr



Camping

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

Prerequisites: 4b,5e,7b,8c,8d,9a,9b

OUT110 10-11 AM

Days: Mo Tu We Th Fr



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Prerequisites: 4b,5e,7b,8c,8d,9a,9b

OUT130 9-10 AM

Days: Mo Tu We Th Fr



Fishing

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

OUT133 2-3 PM

Days: Mo Tu We Th Fr



Geocaching

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

FOLLOW-UP REQUIREMENTS: 8

OUT172 10-12 PM

Days: Mo Tu We Th Fr



Orienteering

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

Prerequisites: FOLLOW-UP REQUIREMENTS: 10

OUT145 11-12 PM



Pioneering

Days: Mo Tu We Th Fr

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





2023 - Scouts BSA Summer Camp: Week 1 at Camp Buffalo

OUT128 11-12 PM



Rank: Brownsea Island First Class

Days: Mo Tu We Th Fr

Brownsea Island Adventure (BSI) is designed for Scouts who have just joined a troop or have just graduated from Webelos. The program completes most requirements for Tenderfoot and Second Class, and many requirements for First Class. This is a transitional program to help Scouts understand the patrol method, learn basic Scout skills, and experience many of the programs available at Summer Camp.

Program Goals

- -To provide a well-organized program based upon the Patrol Method lead by qualified instructors.
- -To teach the basic skills necessary to succeed in Scouting and the outdoor program.
- -To instill a respect for the Scouting Methods and Ideals found in the Outdoor Code and Scout Law.
- -To provide an exciting and memorable summer camp experience.
- -Provide the opportunity to participate in Beginner Swimming or earn the Swimming Merit Badge.

OUT158 10-11 AM

Days: Mo Tu We Th Fr



Rank: Brownsea Island Second Class

Brownsea Island Adventure (BSI) is designed for Scouts who have just joined a troop or have just graduated from Webelos. The program completes most requirements for Tenderfoot and Second Class, and many requirements for First Class. This is a transitional program to help Scouts understand the patrol method, learn basic Scout skills, and experience many of the programs available at Summer Camp.

Program Goals

- -To provide a well-organized program based upon the Patrol Method lead by qualified instructors.
- -To teach the basic skills necessary to succeed in Scouting and the outdoor program.
- -To instill a respect for the Scouting Methods and Ideals found in the Outdoor Code and Scout Law
- -To provide an exciting and memorable summer camp experience.
- -Provide the opportunity to participate in Beginner Swimming or earn the Swimming Merit Badge.

OUT155 9-10 AM

Days: Mo Tu We Th Fr



Rank: Brownsea Island Tenderfoot

Brownsea Island Adventure (BSI) is designed for Scouts who have just joined a troop or have just graduated from Webelos. The program completes most requirements for Tenderfoot and Second Class, and many requirements for First Class. This is a transitional program to help Scouts understand the patrol method, learn basic Scout skills, and experience many of the programs available at Summer Camp.

Program Goals

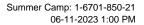
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- -To teach the basic skills necessary to succeed in Scouting and the outdoor program.
- -To instill a respect for the Scouting Methods and Ideals found in the Outdoor Code and Scout Law.
- -To provide an exciting and memorable summer camp experience.
- -Provide the opportunity to participate in Beginner Swimming or earn the Swimming Merit Badge.

OUT157 2-3 PM



Search and Rescue

Scouts learn 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; and determining when Universal Transverse Mercator (UTM) and latitude and longitude





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(Lat/Lon) should be used.

Minimum Age: 14

OUT168 2-3 PM

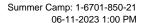


Wilderness Survival

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.

Days: Mo Tu We Th Fr







2023 - Scouts BSA Summer Camp: Week 1 at Camp Buffalo

Shooting (Scheduled Classes)

SHOT103 9-10 AM

Days: Mo Tu We Th Fr



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.

NOTE: Course fees cover the cost of the arrow kit and bow string materials.

Additional Fee: \$6.00

SHOT103 10-11 AM

Days: Mo Tu We Th Fr



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SHOT103 2-3 PM

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NOTE: Course fees cover the cost of the arrow kit and bow string materials.

Additional Fee: \$6.00

SHOT152 9-11 AM

Days: Mo Tu We Th Fr



Rifle Shooting (Modern Cartridge)

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.

NOTE: Course fees help offset the cost of ammunition, targets, and gun replacement.

Additional Fee: \$5.00





2023 - Scouts BSA Summer Camp: Week 1 at Camp Buffalo

SHOT152 11-3 PM

Days: Mo Tu We Th Fr

Rifle Shooting (Modern Cartridge)

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.

NOTE: Course fees help offset the cost of ammunition, targets, and gun replacement.

Additional Fee: \$5.00

SHOT159 9-11 AM

Days: Mo Tu We Th Fr



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.

NOTE: Physically demanding. Course fees help offset the cost of ammunition, targets, and gun replacement.

Additional Fee: \$10.00

SHOT159 11-3 PM

Days: Mo Tu We Th Fr



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.

NOTE: Physically demanding. Course fees help offset the cost of ammunition, targets, and gun replacement.

Additional Fee: \$10.00





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Trades (Scheduled Classes)

TR100 11-12 PM



Metalwork

Days: Mo Tu We Th Fr

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.

NOTE: Course fee overs raw materials for a project the Scout will build and take home.

Additional Fee: \$10.00

TR100 2-3 PM

Days: Mo Tu We Th Fr



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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.

NOTE: Course fee overs raw materials for a project the Scout will build and take home.

Additional Fee: \$10.00

TR101 9-10 AM

Days: Mo Tu We Th Fr



Welding

Scouts will learn about mechanical and thermal cutting processes, including protective gear and and equipment needed.

NOTE: Course fees cover raw materials such as metal plate, welding rods, and gas consumed in the welding process.

Additional Fee: \$10.00 Minimum Age: 14

TR101 10-11 AM

Days: Mo Tu We Th Fr



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Scouts will learn about mechanical and thermal cutting processes, including protective gear and and equipment needed.

NOTE: Course fees cover raw materials such as metal plate, welding rods, and gas consumed in the welding process.

Additional Fee: \$10.00 Minimum Age: 14

