



Camp Davy Crockett Summer Camp 2023

Class Catalog

Event Contacts

Name	Title	Phone	Email
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Registration opens September 19, 2022
Visit www.scoutingevent.com/713-CDC2023 to register



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Camp Davy Crockett Summer Camp 2023

Camp Davy Crockett 2023 (Scheduled Classes)



CD235 BSA Lifeguard

To be trained as a BSA Lifeguard, you must successfully complete the course as outlined in the BSA Lifeguard Instructor Manual and demonstrate the ability to perform each item specified in the following requirements:

9-12 PM **Days:** Mo Tu We Th **Room:** Swimming Pool Shelter
Minimum Age: 15
Maximum Age: 99
Maximum number of participants: 6
Sessions: All



CD237 Mile Swim BSA

Mile Swim BSA
 5-6 PM **Days:** Mo Tu We Th **Room:** Swimming Pool Shelter
Maximum number of participants: 10
Sessions: All



CD238 Snorkeling BSA

Snorkeling BSA
 5-6 PM **Days:** Mo Tu We Th **Room:** Swimming Pool Shelter
Maximum number of participants: 12
Sessions: All

CD239 Eagle Bound

Boy Scout Tenderfoot rank advancement

Boy Scout Second Class rank advancement

Boy Scout First Class rank advancement

9-12 PM **Days:** Mo Tu We Th **Room:** Eagle Bound Shelter
Maximum number of participants: 35
Sessions: All
 2-5 PM **Days:** Mo Tu We Th **Room:** Eagle Bound Shelter
Maximum number of participants: 35
Sessions: All



CD2312 Crockett's Frontier Advanced Shooting Sports

A fun-filled experience while taking part in rifle, shotgun, archery, flu flu archery, knives, hawks, Cowboy Action Shooting, Steel Challenge (SASP), and black powder shooting.

9-12 PM **Days:** Mo Tu We Th **Room:** Rifle Range
Additional Fee: \$40.00
Minimum Age: 14
Maximum number of participants: 10
Sessions: All



CD2314 COPE

COPE is an acronym for Challenging Outdoor Personal Experience, a program in the Boy Scouts of America. It consists of group initiative games, trust events, and high and low ropes course. Some activities involve a group challenge, while others develop individual skills and agility. Participants climb, swing, balance, jump, rappel, and devise solutions to a variety of problems.

2-4 PM **Days:** Mo Tu We Th **Room:** C.O.P.E. Shelter
Additional Fee: \$10.00
Minimum Age: 13
Maximum number of participants: 10
Sessions: All



CD2315 Learn to Swim

This class is designed to help Scouts learn to swim and be able to pass the BSA Swim Test.

10-11 AM **Days:** Mo Tu We Th **Room:** Swimming Pool Shelter
Maximum number of participants: 15
Sessions: All
 3-4 PM **Days:** Mo Tu We Th **Room:** Swimming Pool Shelter
Maximum number of participants: 15
Sessions: All

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CD2318 Exploration

Exploration Merit Badge.

9-10 AM **Days:** Mo Tu We Th **Room:** Fred's Place
Maximum number of participants: 25
Sessions: All



CD2319 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.

9-10 AM **Days:** Mo Tu We Th **Room:** OA Shelter
Maximum number of participants: 25
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** OA Shelter
Maximum number of participants: 25
Sessions: All



CD2320 Emergency Preparedness

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

10-11 AM **Days:** Mo Tu We Th **Room:** OA Shelter
Maximum number of participants: 25
Sessions: All



CD2321 Chess

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

11-12 PM **Days:** Mo Tu We Th **Room:** STEM Center
Maximum number of participants: 12
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** STEM Center
Maximum number of participants: 12
Sessions: All



CD2323 Cooking

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.

10-12 PM **Days:** Mo Tu We Th **Room:** Fred's Place
Maximum number of participants: 12
Sessions: All

2-4 PM **Days:** Mo Tu We Th **Room:** Fred's Place
Maximum number of participants: 12
Sessions: All



CD2325 Citizenship in the World

Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.

11-12 PM **Days:** Mo Tu We Th **Room:** OA Shelter
Maximum number of participants: 25
Sessions: All

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CD2327 Fishing

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

9-10 AM **Days:** Mo Tu We Th **Room:** Trading Post Shelter

Maximum number of participants: 12

Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Trading Post Shelter

Maximum number of participants: 12

Sessions: All



CD2329 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.

11-12 PM **Days:** Mo Tu We Th **Room:** Trading Post Shelter

Maximum number of participants: 25

Sessions: All



CD2330 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.

2-3 PM **Days:** Mo Tu We Th **Room:** Raccoon Shelter

Maximum number of participants: 25

Sessions: All



CD2332 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.

10-12 PM **Days:** Mo Tu We Th **Room:** Raccoon Shelter

Maximum number of participants: 25

Sessions: All



CD2333 Weather

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

10-11 AM **Days:** Mo Tu We Th **Room:** Ecology Porch

Maximum number of participants: 25

Sessions: All



CD2335 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Handicraft Shelter

Maximum number of participants: 20

Sessions: All



CD2336 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.

2-3 PM **Days:** Mo Tu We Th **Room:** Handicraft Shelter

Maximum number of participants: 20

Sessions: All

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CD2338 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.

10-11 AM **Days:** Mo Tu We Th **Room:** STEM Center
Maximum number of participants: 25
Sessions: All



CD2339 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

11-12 PM **Days:** Mo Tu We Th **Room:** Handicraft Shelter
Maximum number of participants: 20
Sessions: All



CD2342 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Raccoon Shelter
Maximum number of participants: 25
Sessions: All



CD2343 Mammal Study, Reptile and Amphibian 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.

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

3-4 PM **Days:** Mo Tu We Th **Room:** Ecology Porch
Maximum number of participants: 25
Sessions: All



CD2345 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Ecology Porch
Maximum number of participants: 25
Sessions: All

2-3 PM **Days:** Mo Tu We Th **Room:** Ecology Porch
Maximum number of participants: 25
Sessions: All



CD2346 Insect Study

In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.

3-4 PM **Days:** Mo Tu We Th **Room:** Raccoon Shelter
Maximum number of participants: 25
Sessions: All

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CD2347 Cycling

Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge.

9-10 AM **Days:** Mo Tu We Th **Room:** Pioneering Shelter

Minimum Age: 13

Maximum number of participants: 8

Sessions: All

10-11 AM **Days:** Mo Tu We Th **Room:** Pioneering Shelter

Minimum Age: 13

Maximum number of participants: 8

Sessions: All



CD2348 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?

11-12 PM **Days:** Mo Tu We Th **Room:** Pioneering Shelter

Maximum number of participants: 25

Sessions: All



CD2349 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.

3-4 PM **Days:** Mo Tu We Th **Room:** OA Shelter

Maximum number of participants: 25

Sessions: All



CD2350 Pioneering

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

2-4 PM **Days:** Mo Tu We Th **Room:** Pioneering Shelter

Maximum number of participants: 25

Sessions: All



CD2352 Robotics

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.

9-10 AM **Days:** Mo Tu We Th **Room:** STEM Center

Maximum number of participants: 15

Sessions: All



CD2353 Electronics

Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field.

3-4 PM **Days:** Mo Tu We Th **Room:** STEM Center

Maximum number of participants: 15

Sessions: All



CD2354 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.

2-3 PM **Days:** Mo Tu We Th **Room:** STEM Center

Maximum number of participants: 15

Sessions: All

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CD2357 Golf

Golf is unique because the players police themselves. Other sports depend upon referees or umpires to apply penalties when there are infractions of the rules. In golf, every player is expected to act honorably, and the welfare and integrity of the game rely on every player's honesty. This is why golf often is referred to as a "gentleman's game."

9-11 AM

Days: Mo Tu We Th **Room:** STEM Center

Maximum number of participants: 8

Sessions: All

Prerequisites: Bring your own Clubs if you have them.



CD2358 Welding

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

9-11 AM

Days: Mo Tu We Th **Room:** STEM Center

Minimum Age: 13

Maximum number of participants: 8

Sessions: All

2-4 PM

Days: Mo Tu We Th **Room:** STEM Center

Minimum Age: 13

Maximum number of participants: 8

Sessions: All



CD2359 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.

10-12 PM

Days: Mo Tu We Th **Room:** Maint. Shop

Minimum Age: 13

Maximum number of participants: 8

Sessions: All



CD2360 Lifesaving

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

9-10 AM

Days: Mo Tu We Th **Room:** Swimming Pool Shelter

Maximum number of participants: 20

Sessions: All

2-3 PM

Days: Mo Tu We Th **Room:** Swimming Pool Shelter

Maximum number of participants: 20

Sessions: All



CD2361 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.

9-10 AM

Days: Mo Tu We Th **Room:** Swimming Pool Shelter

Maximum number of participants: 20

Sessions: All

10-11 AM

Days: Mo Tu We Th **Room:** Swimming Pool Shelter

Maximum number of participants: 20

Sessions: All

2-3 PM

Days: Mo Tu We Th **Room:** Swimming Pool Shelter

Maximum number of participants: 20

Sessions: All

3-4 PM

Days: Mo Tu We Th **Room:** Swimming Pool Shelter

Maximum number of participants: 20

Sessions: All

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CD2362 Motorboating

With the fun of operating a motor boat 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.

9-10 AM	Days: Mo Tu We Th	Room: Lakefront
	Minimum Age: 13	
	Maximum number of participants: 8	
	Sessions: All	
11-12 PM	Days: Mo Tu We Th	Room: Lakefront
	Minimum Age: 13	
	Maximum number of participants: 8	
	Sessions: All	
2-3 PM	Days: Mo Tu We Th	Room: Lakefront
	Minimum Age: 13	
	Maximum number of participants: 8	
	Sessions: All	
3-4 PM	Days: Mo Tu We Th	Room: Lakefront
	Minimum Age: 13	
	Maximum number of participants: 8	
	Sessions: All	



CD2363 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.

10-11 AM	Days: Mo Tu We Th	Room: Lakefront
	Maximum number of participants: 24	
	Sessions: All	
2-3 PM	Days: Mo Tu We Th	Room: Lakefront
	Maximum number of participants: 24	
	Sessions: All	
3-4 PM	Days: Mo Tu We Th	Room: Lakefront
	Maximum number of participants: 24	
	Sessions: All	



CD2364 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.

9-11 AM	Days: Mo Tu We Th	Room: Lakefront
	Maximum number of participants: 8	
	Sessions: All	
2-4 PM	Days: Mo Tu We Th	Room: Lakefront
	Maximum number of participants: 8	
	Sessions: All	
4-6 PM	Days: Mo Tu We Th	Room: Lakefront
	Maximum number of participants: 8	
	Sessions: All	



CD2365 Kayaking

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

9-10 AM	Days: Mo Tu We Th	Room: Lakefront
	Minimum Age: 13	
	Maximum number of participants: 12	
	Sessions: All	
2-3 PM	Days: Mo Tu We Th	Room: Lakefront
	Minimum Age: 13	
	Maximum number of participants: 12	
	Sessions: All	

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CD2366 BSA Stand Up Paddleboarding

Stand Up Paddleboarding

10-11 AM **Days:** Mo Tu We Th **Room:** Lakefront
Minimum Age: 13
Maximum number of participants: 7
Sessions: All

3-4 PM **Days:** Mo Tu We Th **Room:** Lakefront
Minimum Age: 13
Maximum number of participants: 7
Sessions: All

5-6 PM **Days:** Mo Tu We Th **Room:** Lakefront
Minimum Age: 13
Maximum number of participants: 7
Sessions: All



CD2367 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.

2-4 PM **Days:** Mo Tu We Th **Room:** Archery Range
Maximum number of participants: 12
Sessions: All



CD2369 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.

2-4 PM **Days:** Mo Tu We Th **Room:** Shotgun Range
Minimum Age: 13
Maximum number of participants: 10
Sessions: All



CD2371 Frontier Camp

Frontier camp takes you back in time to live the life of a young Davy Crockett. It allows Scouts, Scouters, and parents to experience life skills and crafts that were common in the early 1800's. Living in Frontier Camp has an atmosphere and camaraderie different from most traditional base camp experiences.

Participants will enter the 1800's on Sunday afternoon and experience life as our ancestors knew it until they return to the 21st century on Saturday morning. Each camper will be given a hunting shirt, which will be your uniform for the week. The shirt will be yours to keep.

The skills you will participate in are primitive fire building, basic muzzle-loading, blacksmith, tomahawk/knife throwing, leatherworking, traps/snares, rope making and natural dyeing.

9-3 PM **Days:** Mo Tu We Th Fr **Room:** Frontier Camp
Additional Fee: \$50.00
Minimum number of participants: 6
Maximum number of participants: 28
Sessions: All



CD2372 Climbing

Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.

9-12 PM **Days:** Mo Tu We Th **Room:** C.O.P.E. Shelter
Additional Fee: \$10.00
Maximum number of participants: 12
Sessions: All

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**CD2373 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.

2-4 PM

Days: Mo Tu We Th **Room:** Sailing Point**Minimum Age:** 14**Maximum number of participants:** 14**Sessions:** All**CD2380 Rifle Shooting (Option A - 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.

2-4 PM

Days: Mo Tu We Th **Room:** Rifle Range**Minimum Age:** 13**Maximum number of participants:** 16**Sessions:** All**CD2382 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.

11-12 PM

Days: Mo Tu We Th **Room:** Ecology Porch**Maximum number of participants:** 25**Sessions:** All**CD2388 Engineering**

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

11-12 PM

Days: Mo Tu We Th **Room:** STEM Center**Maximum number of participants:** 15**Sessions:** All**CD2390 Game Design**

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

3-4 PM

Days: Mo Tu We Th **Room:** STEM Center**Maximum number of participants:** 15**Sessions:** All**CD2391 Model Design and Building**

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.

10-11 AM

Days: Mo Tu We Th **Room:** Handicraft Shelter**Maximum number of participants:** 20**Sessions:** All

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CD2392 Shooting Sports Apprentice Program

Participants will assist the shooting sports staff on the ranges. Participants will receive shooting time on the ranges.

9-12 PM

Days: Mo Tu We Th **Room:** Rifle Range

Minimum Age: 15

Maximum Age: 17

Maximum number of participants: 4

Sessions: All

2-5 PM

Days: Mo Tu We Th **Room:** Rifle Range

Minimum Age: 15

Maximum Age: 17

Maximum number of participants: 4

Sessions: All

Prerequisites: Must have earned at least two of the following: Archery Merit Badge, Rifle Shooting Merit Badge or Shotgun Shooting Merit Badge.



CD2393 Landscape Architecture

Landscape architects design and plan the various outdoor spaces in modern communities - neighborhood parks, soccer fields, school grounds, places of worship, office parks, shopping malls, cemeteries, and lakes - creating outdoor places that people will care about and want to visit.

2-3 PM

Days: Mo Tu We Th **Room:** Trading Post Shelter

Maximum number of participants: 25

Sessions: All



CD2394 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.

3-4 PM

Days: Mo Tu We Th **Room:** Handicraft Shelter

Maximum number of participants: 20

Sessions: All



CD2396 Farm 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.

11-12 PM

Days: Mo Tu We Th **Room:** STEM Center

Maximum number of participants: 15

Sessions: All



CD2397 Soil and Water Conservation

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

10-11 AM

Days: Mo Tu We Th **Room:** Trading Post Shelter

Maximum number of participants: 25

Sessions: All

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CDC Leader Training (Scheduled Classes)



CDCL1 Scoutmaster/Assistant Leader Specific

The purpose of Scoutmaster Position-Specific training is to provide an active, fun, and positive learning experience for new and experienced Scoutmasters to learn and apply proven techniques for running an effective Boy Scout troop. Scoutmasters will learn how to meet the aims of Scouting by applying the eight methods of the Boy Scouting program during the four main sessions of the course:

- Patrol Method
- Support Team
- Advancement
- Annual Planning

10-5 PM

Days: Mo **Room:** Possum Lodge

Additional Fee: \$10.00

Minimum Age: 18

Sessions: All

Prerequisites: Youth Protection Training

NOTE: Need to meet at the HQ Building at 9:45 for transportation to Possum Lodge.



CDCL2 Introduction to Outdoor Leader Skills

The Introduction to Outdoor Leader Skills (IOLS) course builds and expands on the concepts and themes introduced in Scoutmaster Position-Specific Training and Varsity Coach Position-Specific Training, and provides Scouters with the confidence to take youth into the outdoors.

Specifically, this hands-on program gives adult leaders a practical introduction to the patrol method of a youth-led troop by teaching many of the practical outdoor skills they need to lead Scouts in the out-of-doors. In addition, the teaching methods, activities, and games model the variety of teaching used in effective and engaging Scouting programs.

9-5 PM

Days: Tu We Th **Room:** Possum Lodge

Additional Fee: \$15.00

Minimum Age: 18

Sessions: All

NOTE: Need to meet at the HQ Building at 8:45 for transportation to Possum Lodge.



CDCL3 Wilderness First Aid

8-5 PM

Days: Tu Th **Room:** Headquarters

Additional Fee: \$50.00

Minimum Age: 18

Maximum number of participants: 12

Sessions: All



CDCL4 Leave No Trace Awareness Workshop

Leave No Trace Awareness Workshops cover the Seven Leave No Trace Principles, outdoor ethics, and mission of the Center for Outdoor Ethics.

- Overview of the national Leave No Trace program, including information pertaining to Leave No Trace Front country practices
- The role and function of Leave No Trace Master Educators and Leave No Trace Trainers.
- The role and function of the Center for Outdoor Ethics.
- Overview of the Leave No Trace website and all available resources.
- Overview of how individuals and organizations can join and support Leave No Trace

10-11 AM

Days: We **Room:** Headquarters

Minimum Age: 18

Sessions: All



CDCL5 Safe Swim Defense/Safety Afloat

9-10 AM

Days: Mo **Room:** Headquarters

Minimum Age: 18

Sessions: All

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CDCL6 BSA Lifeguard

To be trained as a BSA Lifeguard, you must successfully complete the course as outlined in the BSA Lifeguard Instructor Manual and demonstrate the ability to perform each item specified in the following requirements:

9-10 AM

Days: Mo Tu We Th **Room:** Swimming Pool Shelter

Minimum Age: 15

Maximum number of participants: 2

Sessions: All