



Cole Canoe Base Boy Scout Resident Camp 2018

Class Catalog

Event Contacts

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Registration opens January 01, 2018
Visit www.scoutingevent.com/272-ccbbsr18 to register



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Cole113 American Business

Earning the 'American Business merit badge can help Scouts learn practical business matters that will be useful throughout life. Learning how businesses function will help you understand society and uncover a number of career options.

9-10 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All
Prerequisites: 2 (bank or credit union visit), 3(stocks and 3 month tracking) 5(small business)

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All



Cole114 American Cultures

The United States is a nation of immigrants. Every person came to America from somewhere else - or their ancestors did - and understanding these various cultural backgrounds can help Scouts to live in harmony with others in our varied and increasingly multicultural society.

9-10 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All
Prerequisites: 1 (cultural research) and 5 (presentation).

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All



Cole115 American Heritage

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.

9-10 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All
Prerequisites: 3c (family history), 4b (local historic event) OR 4c (town history) OR 4d (American History Program) OR 4e (Historic Trail)



Cole116 Archaeology

Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Sessions: All
Prerequisites: None. It is suggested that scouts do requirement 10 (research), but accommodations can be made at camp.

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Cole117 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.

9-10:30 AM **Days:** Mo Tu We Th Fr **Room:** Dedene Archery Range

Sessions: All

Prerequisites: None. Scouts should be familiar with local and state laws regarding Archery equipment ownership and usage. Arrow Kits are available for purchase in the River Store for approximately \$5.00.

10:30-12 PM **Days:** Mo Tu We Th **Room:** Dedene Archery Range

Sessions: All

1:30-3 PM **Days:** Mo Tu We Th Fr **Room:** Dedene Archery Range

Sessions: All



Cole118 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

9-10 AM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All

Prerequisites: 6 (visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop)

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All



Cole119 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: 8 (observation). It is recommended that scouts complete 4c (big dipper), 5b (visible planets), and 6b (moon phases) prior to arrival.



Cole120 Athletics

Being involved in an athletic endeavor is not only a way to have fun, but it also is one of the best ways for a person to maintain a healthy and strong body, living up to the promise each Scout makes "to keep myself physically strong.

9-10 AM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

Prerequisites: 3 (participation), 5 (assessment), and 6b (volunteer)

10-11 AM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

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Cole121 **ATV Rider Instruction Course**

This course is offered using the syllabus for the ATV Safety Institute. Explore the trails and learn how to ride on various types of terrain without having to leave camp!

10-12 PM **Days:** Mo Tu We Th **Room:** Life Jacket and Paddle Building

Sessions: All

Minimum Age: 16

Prerequisites: Participants must be 16 years old by the first day of the course and have filled out a ATV Hold Harmless form (430-048) Must have long sleeve shirt, long pants, boots that cover the ankle. A bandana is recommended. Gloves, Helmets and goggles will be provided. You can meet with instructors and turn in agreement at Special Event Sign-up.

1:30-3:30 PM **Days:** Mo Tu We Th **Room:** Life Jacket and Paddle Building

Sessions: All



Cole122 **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 AM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

Prerequisites: None

1:30-3:30 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All



Cole123 **Backpacking**

Earning the Backpacking merit badge will be demanding but rewarding. Scouts will learn what equipment to carry on their backs and what knowledge to have in their heads. In addition, Scouts will discover how to protect the environment by traveling and camping without leaving a trace. By mastering the basics of backpacking, Scouts will develop an even deeper respect for the outdoors.

11-12 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

Prerequisites: 6b (map positions), 8c (Backpacking meals), 8d (meal sanitation), 9d (pre-hike inspection), 9e (2 mile hike), 10 (three 15 mile treks), and 11 (30 mile trek)



Cole124 **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.

11-12 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All

Prerequisites: One round basket kit and One square basket kit are needed. The correct kits contain a pre-measured piece for the base of the basket. They are available from the River Store for approximately \$7.00 each

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All



Cole125 **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:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: None. Recommended for first year scouts. It is suggested that scouts complete requirement 5 (20 birds) prior to arrival.

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Cole126 Bugling

The Bugling merit badge was one of the original 57 merit badges issued by the Boy Scouts of America in 1911

9-10 AM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All

Prerequisites: 6 (serve as Bugler for three months). Bring Bugle, Trumpet or Cornet to camp. Scouts should have experience and some proficiency in using brass instruments.

10-11 AM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All



Cole127 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

Prerequisites: 4b (campout setup), 5e (pack inspection), 7 (pack for campout), 8c (camp menu), 8d (cook menu), 9a (camp 20 days and 20 nights), and 9b (camping activities).

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All



Cole100 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Bosco Lake

Sessions: All

Minimum Age: 12

Prerequisites: 2 (BSA Swimmer test) will be conducted at the start of camp. Scouts should be First Class and at least 12 years old

11-12 PM **Days:** Mo Tu We Th **Room:** Bosco Lake

Sessions: All

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Cole111 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

Prerequisites: 2a (Fe + CuSO₄) and 3 (Cartesian diver). 7 is suggested to be completed prior to camp. This badge entails a level of scientific knowledge recommended for high school students, since a majority of the requirements are completed independently.

10-11 AM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All



Cole128 Chess

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

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

Prerequisites: None. It is suggested that scouts bring a chess set. If this is not possible, a limited amount of equipment is available at camp.

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All



Cole129 Citizenship in the Community

A nation is a patchwork of communities that differ from each other and may be governed differently. But regardless of how local communities differ, they all have one point in common: In the United States, local government means self-government. Good citizens help to make decisions about their community through their elected local officials.

9-10 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: 2 (map and govt. chart), 3 (meeting), 4 (community issue), and 7 (research and volunteer). Scouts are also expected to at the least begin preparations for requirement 8 (presentation) prior to coming to camp.

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All



Cole130 Citizenship in the Nation

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: 2a (visit landmark), OR 2b (visit state capitol), OR 2c (visit federal facility), 3 (evening news or newspaper for 5 days) It is suggested scouts bring a speech to discuss for 6. If not, one can be provided. If scouts have written the letter for requirement 8 already, please bring response (if any) to camp.

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

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Cole131 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:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: None. It is suggested that scouts research current world events for requirement 3 to be prepared for discussion.

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All



Cole132 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.

10-12 PM **Days:** Mo Tu We Th **Room:** Climbing Tower

Sessions: All

Minimum Age: 15

Prerequisites: None. Scouts need appropriate footwear and clothing. Participants should be at least 15 years old



Cole133 Coin Collecting

Coin collecting is one of the oldest of all hobbies. Hoards of ancient coins found in excavations indicate that coins were one of the first collectibles. From earliest times, people valued coins not only as a means of trading and storing wealth, but also as miniature works of art.

9-10 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: 9 (collect and identify) and 10 (tour, attend, talk, or draw). Scouts should come to camp with all requirements already complete and ready to discuss their work with the counselor.

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

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Cole134 Collections

Collecting can be an educational and financially rewarding pastime: a collector must educate himself about a specific subject, be able to tell which items are worth preserving, how to catalog and organize his collection, and how to evaluate the value of items.

9-10 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: None. Bring collection to camp

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All



Cole135 Communication

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: 5 (meeting). Scouts are encouraged to do requirement 8 prior to arrival but can be done in campsite with troop leadership approval.

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All



Cole136 Composite Materials

Composites can be found just about everywhere: in airplanes and sports cars, golf clubs and guitars, boats and baseball bats, bathtubs and circuit boards, and even bridges. Composites make bicycles and skis lighter, kayaks and canoes stronger, houses warmer, and helmets tougher.

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All

Prerequisites: 4a (visit company that uses composites) OR 4b (3 composites related websites). It is recommended that scouts research and bring MSDS sheets for requirement 3 to camp.



Cole137 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:** Outdoor Skills Area

Sessions: All

Prerequisites: 2c (personal MyPlate), 4 (3 day menu, shop, cook), 5 (2 day camping menu for patrol), and 6 (hiking menu). From the BSA Advancement Team: Cooking requirements for Tenderfoot, Second Class, and First Class do not count toward Cooking Merit Badge Requirements. You must not repeat any menus for meals actually prepared or cooked in requirements 4, 5, and 6

2:30-4:30 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All



Cole138 Crime Prevention

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

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of being victims.

9-10 AM

Days: Mo Tu **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: 2 (notebook), 7a (Neighborhood Watch) OR 7b (jail visit). Crime Prevention and Fingerprinting are instructed at the same time. If scout is not attempting both badges, they can make an appointment with the instructor to take just one of the two.



Cole139 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:** Outdoor Skills Area

Sessions: All

Prerequisites: 6 (cycling laws), 7a (road biking) OR 7b (trail biking).

10-11 AM

Days: Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

11-12 PM

Days: Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

1:30-2:30 PM

Days: Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

2:30-3:30 PM

Days: Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

3:30-4:30 PM

Days: Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All



Cole112 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.

10-11 AM

Days: Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

Prerequisites: 1 (completed/updated BSA Cyber Chip) and do internet research for 8 (recycling) & 9 (careers or visit). It is recommended that scouts begin working on some of Req. 6 options prior to camp, or that can be completed during free time.

Scouts complete/update the BSA Cyber Chip program at: <http://www.scouting.org/Training/YouthProtection/CyberChip.aspx>.

2:30-3:30 PM

Days: Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

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Cole140 **Disabilities Awareness**

Look around at the Scouts in your unit, the members of your sports teams, and the kids in your class - you will see that each person has their own personalities, distinct interests and ideas, different physical features, and different strengths and needs.

9-10 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All
Prerequisites: 4 (second location outside of camp)

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All



Cole142 **Dog Care**

The love and interdependence between humans and dogs has endured for thousands of years. Evidence suggests that dogs and humans started relying on each other thousands of years ago. Today, dogs are our coworkers and companions. They assist search-and-rescue teams, law enforcement officers, hunters, farmers, and people with disabilities. They also play with us and keep us company.

9-10 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

Prerequisites: 4 (two month dog care log), 6a (vaccination schedule), 8 (visit report), and 9 (laws and ordinances). Scouts should come to camp with all requirements already complete and ready to discuss their work with the counselor.

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All



Cole143 **Electricity**

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.

10-11 AM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop
Sessions: All

Prerequisites: 2 (home safety inspection) is recommended prior to arriving to camp.

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop
Sessions: All

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Cole145 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.

11-12 PM

Days: Mo Tu We Th **Room:** Turkey Roost Medical Center

Sessions: All

Prerequisites: 1 (First Aid Merit Badge), 2c (family meeting), 6c (community emergency management director info), 7b (troop mobilization plan), 8b (personal emergency service pack)



Cole146 Energy

Saving, producing, and using energy wisely will be critical to America's future. If we are to leave future generations with a world in which they can live as well or better than we have, Scouts and other potential leaders of tomorrow must begin the hard work of understanding energy and the vital role it will play in the future.

11-12 PM

Days: Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: 4 (energy audit). It is recommended that scouts complete 1 (article) and 6 (pie charts) prior to camp.



Cole147 Entrepreneurship

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.

9-10 AM

Days: Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: 3 (interview entrepreneur)

10-11 AM

Days: Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

11-12 PM

Days: Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

1:30-2:30 PM

Days: Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

2:30-3:30 PM

Days: Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

3:30-4:30 PM

Days: Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All



Cole148 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.

10-11 AM

Days: Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: Scouts are encouraged to complete 3e (endangered species), 3f (pollution), 3g (pollination), and 4 (observations) prior to camp.

3:30-4:30 PM

Days: Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All

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Cole149 Family Life

The family is the basic unit of society and is important to both individuals and communities. The world is rapidly changing, making today's society much more complex than ever before. As Scouts earn this merit badge, they will realize why it is important to know more about family life and how to strengthen their families.

9-10 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: 3 (90 days of chores), 4 (project for family), 5 (project with family), and 6 (family meeting). With these requirements completed prior to camp, this merit badge can be completed with one meeting with a counselor.

NOTE: Course requires only one meeting with counselor. Schedule day of the week with counselor at Special Event Sign-up

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All



Cole150 Fingerprinting

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.

9-10 AM **Days:** We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: None. Crime Prevention and Fingerprinting are instructed at the same time. If scout is not attempting both badges, he can make an appointment with the instructor to take just one of the two.



Cole151 Fire Safety

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

Prerequisites: 6a (home evacuation plan), 11 (fire station visit), and 12 (research a career).



Cole144 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.

9-11 AM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center

Sessions: All

Prerequisites: 1 (basic first aid knowledge from Tenderfoot, Second Class and First Class), 2d (home first aid kit). This is a two hour merit badge session per day.

1:30-3:30 PM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center

Sessions: All

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Cole153 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.

10-11 AM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: None. Recommended for first year scouts. It is encouraged that scouts complete requirements 5 (construct or design) and 7 (fish) prior to arrival.

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All



Cole154 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."

10-11 AM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: None. Please bring your state's fishing regulations. It is recommended that scouts bring fishing gear to camp. If this is not possible, a limited amount of camp equipment is available.

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All



Cole155 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.

11-12 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: Recommended for second year scouts. It is suggested that scouts bring fishing gear to camp. If this is not possible, a limited amount of camp equipment is available.

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All



Cole156 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:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: 5 (forest report). It is recommended that 1 (15 species) and 2 (10 species) be completed prior to camp.

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Cole157 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All

Prerequisites: None. It is suggested that scouts complete 5a (design), 6 (prototype), and 7a (instruction sheet) prior to arrival, but this can be completed at camp. Scouts may complete 8a (professional game designer) prior to camp but may satisfy this requirement by completing option 8b (careers) in camp with counselor.

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All



Cole158 Genealogy

Exploring your roots - where your family name came from, why your family lives where it does, what your parents and grandparents did for fun when they were your age - can be fascinating. Discovering your ancestors back through history is what genealogy is all about.

9-10 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: 2b (six week journal), 3 (family interview), 4b (genealogical document), and 5 (genealogical services). Scouts should come to camp with all requirements already complete and ready to discuss their work with the counselor.

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All



Cole159 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.

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

Prerequisites: 7 (local caches), 8a (cache to eagle) OR 8b (Travel bug) OR 8c (public geocache) OR 8d (CITO), and 9 (geohunt). It is suggested that scouts bring a GPS. If this is not possible, a limited amount of equipment is available.



Cole160 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.

11-12 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: None. Recommended for first year scouts. It is suggested that scouts complete requirements 4 (geology careers) and 5 (resource/ history options) prior to camp.



Cole161 Golf

Golf is unique because the players police themselves. Other sports depend upon referees or umpires to apply

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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."

9-12 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

Prerequisites: 2 (study the current USGA Rules of Golf), bring some golfing equipment (if troop transportation allows). There is a \$35 fee for golf course usage.

1:30-4:30 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All



Cole162 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

Prerequisites: 6 (visit)

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All



Cole163 Hiking

Hiking is a terrific way to keep your body and mind in top shape, both now and for a lifetime. Walking packs power into your legs and makes your heart and lungs healthy and strong. Exploring the outdoors challenges you with discoveries and new ideas. Your senses will improve as you use your eyes and ears to gather information along the way.

11-12 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

Prerequisites: 4 (five hikes), 5(20 mile hike), 6(hike reports)



Cole164 Home Repairs

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.

1:30-2:30 PM **Days:** Mo Tu **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

Prerequisites: None. Home Repairs and Painting are instructed at the same time. If a scout is not attempting both badges, he can make an appointment with the instructor to take just one of the two.



Cole165 Indian Lore

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

9-10 AM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

Prerequisites: None. If scouts decided to use 2a or 2b, kits are available in the River Store for approximately \$12.00

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All



Cole166 Insect Study

In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect.

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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.

10-11 AM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: 5 (scrapbook), 9 (metamorphosis), and 10 (ant colony or beehive). This is badge is recommended for scouts with advanced knowledge of insects.



Cole168 Inventing

Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge, and discover your inner inventiveness.

9-10 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: 8a (club/team) OR 8b (museum/ exhibit). It is recommended that scouts complete 2a (interview), 3c (patent search), 6 (prototype), and 7 (invention) prior to camp.

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All



Cole169 Journalism

One thing is for sure about journalism: It is never boring. For a reporter, almost every day is different from the last. One day you might interview the mayor of the city, the next day report on a car accident, and the day after that preview a new movie.

11-12 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

Prerequisites: 2a (print journalism/visits) OR 2b (radio and television/visits).



Cole101 Kayaking

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

10-11 AM **Days:** Mo Tu We Th **Room:** Bosco Lake

Sessions: All

Prerequisites: 2 (BSA Swimmer Test)

11-12 PM **Days:** Mo Tu We Th **Room:** Bosco Lake

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Bosco Lake

Sessions: All



Cole170 Law

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.

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: 7 (lawyer). If scouts complete 6a (attend a civil or criminal court) then participation in 6b (mock trial) at camp is voluntary.

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Cole171 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All

Prerequisites: 5a (commercial tanning process) OR 5b (Tan a skin) OR 5d (visit leather related business). If none of these options have been done, scout may complete 5c (a vinyl or leather braid) at camp. This badge is not recommended for first year scouts due to skill level. Kit(s) for requirement 3 are available in the River Store for approximately \$8.00

10-11 AM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All



Cole102 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.

9-11 AM **Days:** Mo Tu We Th **Room:** Bosco Lake

Sessions: All

Prerequisites: 1 (BSA Swimmer Test and 2nd & 1st Class requirements). 15 (CPR) is suggested. Scouts will also need to pass a lifesaving pre-test administered by instructor.



Cole172 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: None. It is suggested scouts research for requirements 3c (nongame mammal), unless they choose to do 3a at camp OR 3b prior to camp.

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All



Cole173 Medicine

The practice of medicine has a rich history that spans several centuries. Since the first use of plants and other items as simple medicines and balms, many men and women have contributed to the advancement of the "healing arts."

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center

Sessions: All

Prerequisites: 7a (doctor visit) and 10 (volunteer at a health related event)

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Cole174 Metalwork

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.

9-10 AM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

Minimum Age: 14

Prerequisites: None. Scouts must be at least 14 and have close fitting long sleeve shirt and long pants made of natural fibers. Leather work boots are also required (Steel toe preferred). This badge also has a materials cost of approximately \$10.00

10-11 AM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All



Cole105 MI DNR Boating Safety Certificate

This course allows you to complete and apply for your State of Michigan DNR Boating Safety Certificate. The course is run at the same time as Motorboating Merit Badge and includes the same offsite experiences as the badge.

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Bosco Lake

Sessions: All

Minimum Age: 14

NOTE: Run concurrent with Motorboating and Waterskiing



Cole141 MI DNR Hunter's Safety Certification

This course covers all the requirements of the Michigan Department of Natural Resources Education course on hunting safely.

3:30-5:30 PM **Days:** Mo Tu We Th **Room:** Rifle Range

Sessions: All

Prerequisites: Minimum of 5 participants required per course. It is suggested scouts have an alternate schedule prepared in case the course cannot be administered during their week of camp.

NOTE: Must also attend Rifle Thursday Night for Black Powder portion of course.



Cole103 Mile Swim BSA

Mile Swim BSA

1:30-2:30 PM **Days:** Mo Tu We **Room:** Bosco Lake

Sessions: All

Minimum Age: 12

Prerequisites: Must attend practice Monday- Wednesday with rower and spotter. Rower and spotter also required for swim on Thursday.

NOTE: Must sign up for all three periods. Practice is Monday- Wednesday and Swim takes approximately 2 hours on Thursday

2:30-3:30 PM **Days:** Th **Room:** Bosco Lake

Sessions: All

3:30-4:30 PM **Days:** Th

Sessions: All

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Cole175 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:** Crafts Pavilion

Sessions: All

Prerequisites: None. This badge is not recommended for first year scouts due to required skill level. Scouts can work on requirements 3 (plans), 4 (scale model), and 5 (special effects model) before camp or during merit badge session. Models built prior to camp are acceptable.



Cole104 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.

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Bosco Lake

Sessions: All

Minimum Age: 14

Prerequisites: 2a (BSA Swimmer Test), 4a (operator's permit). Participants must be at least 14 years old. This merit badge includes a trip out of camp. It is recommended that scouts have an approved form of CPR Training prior to arrival. If this is not possible, a knowledge of CPR course is available at camp as well as American Red Cross CPR training for \$35.00



Cole176 Moviemaking

Moviemaking includes the fundamentals of producing motion pictures, including the use of effective light, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre- and post-production processes necessary for making a quality motion picture.

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

Prerequisites: None. Scouts can complete requirement 3a (production set) prior to camp but can opt to complete 3b (parts of a lens) while at camp. It is suggested scouts bring their own camera. If this is not possible, a limited amount of camp equipment is available.



Cole177 Music

The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. All the great music has not yet been written. Today, the possibilities for creating new music are limitless.

11-12 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All

Prerequisites: 3a (attend a concert) OR 3b (interview a family member) OR 3c (member of band, choir, or music group for 6 months). Scouts must do two of the four (3a-d). 3d can be completed at camp. If a scout does not complete 4a (compose music) OR 4d (catalog family music collection) the scout must attempt 4a (teach 3 songs) OR 4c (make an instrument). Please bring instrument to camp or be prepared to use the voice option for requirement 1.

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All

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Cole178 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:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: None. Scouts can complete 2 parts of requirement 4 using 4d(insects & spiders) or 4f(mollusks & crustaceans) prior to camp or can use five different options to complete the requirement in camp. If scouts wish to use fishing elective requirements to complete the badge, please bring fishing equipment as limited supplies are available at camp. Recommended for second or third year scouts.

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All



Cole179 Nuclear Science

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.

9-10 AM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

Prerequisites: 2b (3-D model isotopes) and 4a-c (electroscope, cloud chamber, or irradiated food). Scouts can complete 3a (visit accelerator) prior to camp or complete 3b (three accelerators) This badge requires advanced high school level scientific knowledge, and is recommended for scouts who have completed 10th grade science.

10-11 AM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All



Cole180 Oceanography

The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: None. It is suggested 8b (visit) be completed before camp. If scout has not completed it, 8a (essay) OR 8c (presentation) can be done at camp.

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Cole181 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Sessions: All
Prerequisites: 7 (events), 8 (course), and 9 (official)

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Sessions: All



Cole182 Painting

This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects.

11-12 PM **Days:** Su We Th
Sessions: All
Prerequisites: None. Home Repairs and Painting are instructed at the same time. If scout is not attempting both badges, they can make an appointment with the instructor to take just one of the two.



Cole183 Personal Fitness

Personal fitness is an individual effort and desire to be the best one can be. Regardless of their current levels of personal fitness, in the twelve weeks it will take Scouts to complete the athletic requirements for this merit badge, they will be in better shape, feel better about themselves, have more energy, and gain self-confidence in their overall abilities.

9-10 AM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Sessions: All
Prerequisites: 1b (dentist), 6 (initial tests), 7 (12 week fitness program), and 8 (execute program).

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area
Sessions: All



Cole184 Personal Management

Personal management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training, and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities.

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All
Prerequisites: 1 (large family purchase), 2 (budget with 13 week record of income and expenses), 8 (to do list/ schedule for 7 days), 9 (project). Bring business section containing stock quotes for requirement 5.

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)
Sessions: All

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Cole185 Pets

Pet ownership is a mixture of fun, excitement, responsibility, commitment, expense, and learning. Besides providing a window into the animal world, owning pets gives us opportunities to participate in activities that strengthen the human-animal bond. Pet ownership teaches us about the responsibility we have to the other living beings on this planet, and pets can be just plain fun.

9-10 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: 1 (four month care for pet), 3 (read), and 4 (show, start, or train).

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All



Cole186 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.

10-11 AM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

Prerequisites: 1b (BSA Cyber Chip). It is suggested scouts bring their own camera and begin working on 7 (visual story or topic). If scouts cannot provide their own camera, a limited amount of camp equipment is available. Scouts can complete/update the BSA Cyber Chip program online at: <http://www.scouting.org/Training/YouthProtection/CyberChip.aspx>.



Cole187 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.

10-11 AM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

Prerequisites: 2a (Tenderfoot and First Class rope requirements) and 7 (scale model)

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

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Cole188 Plant Science

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.

9-10 AM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Sessions: All
Prerequisites: 8 Option 3 F (Studies/Visits)

10-11 AM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Sessions: All



Cole189 Plumbing

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.

9-10 AM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop
Sessions: All
Prerequisites: 2 (home hot and cold system)



Cole190 Programming

Programming Merit Badge.

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company
Sessions: All
Prerequisites: 1a (completed/updated BSA Cyber Chip) and 5a-5c [with the scout's programming code either printed or copied on a flash drive so the counselor can assist with testing and improving program]. Scouts can complete/update the BSA Cyber Chip program online at: <http://www.scouting.org/Training/YouthProtection/CyberChip.aspx>.

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Cole191 Public Health

The field of public health deals with maintaining and monitoring the health of communities, and with the detection, cure, and prevention of health risks and diseases. Although public health is generally seen as a community-oriented service, it actually starts with the individual. From a single individual to the family unit to the smallest isolated rural town to the worldwide global community, one person can influence the health of many.

9-10 AM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center

Sessions: All

Prerequisites: 7 (visit public health agency). Scouts are expected to come to camp with requirements completed to discuss with counselor.

10-11 AM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center

Sessions: All



Cole192 Public Speaking

A lot happens during the course of every person's life and your ability to communicate your feelings and ideas is the best way to connect to the larger world. Even if you haven't stood at a podium on the stage and find the whole idea scary, sooner or later, someone is going to ask you to get up and say a few words. If you are prepared, it won't be scary. It can even be fun.

11-12 PM **Days:** Mo Tu We Th

Sessions: All

Prerequisites: None. Requirement 4 is suggested to be completed but can be completed at camp.

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All



Cole193 Pulp and Paper

Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: 7 (visit/ research).



Cole194 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).

10-11 AM **Days:** Mo Tu We Th **Room:** Cosgro Production Company

Sessions: All

Prerequisites: 7 (visit) and 9b2 (broadcast log).



Cole152 Rank: Tenderfoot, Rank: Second Class, Rank: First Class

Boy Scout Tenderfoot rank advancement

Boy Scout Second Class rank advancement

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Boy Scout First Class rank advancement

10-3 PM

Days: Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

Prerequisites: None. This class is intended to teach young scouts some of the skills required for rank advancement through First Class. Camp Staff will not sign off requirements in a scout's handbook, but documentation of the skills covered will be provided. It is at the final discretion of a unit leader to sign off requirements. This course is instructed in Two Two-hour blocks daily. Scouts should sign up and attend both sessions (total 4 hours per day) to cover the maximum requirements.



Cole195 Reading

If you have ever wanted to go back in time or wished you could visit the future, if you are curious about the world, or if you are interested in how things work or like to learn new things, these are all reasons why you should want to read. Reading is fascinating. It's full of surprises. And it will take you places you can't get to in any other way.

9-10 AM

Days: Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: 1 (Read 6 books of 4 different types), 2 (nonfiction articles), 3 (catalog order form OR scouting websites), and 4 (volunteer 4 hours).

10-11 AM

Days: Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

11-12 PM

Days: Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

1:30-2:30 PM

Days: Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

2:30-3:30 PM

Days: Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

3:30-4:30 PM

Days: Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All



Cole196 Reptile and Amphibian Study

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.

3:30-4:30 PM

Days: Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: 8a (maintain reptile) OR 8b (observe reptile).



Cole197 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 AM

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

Sessions: All

Prerequisites: Bring a copy of your State's hunting laws.

1:30-3:30 PM

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

Sessions: All

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Cole198 River Ranger

Learn the skills to plan and lead your own River trips! Instruction includes an in-depth look at Safe Swim Defense, Safety Afloat, land navigation, trek planning, and other skills tailored to participant interest.

9-12 PM **Days:** Mo Tu We Th **Room:** Life Jacket and Paddle Building

Sessions: All

Minimum Age: 16

Prerequisites: Participants must be 16 years old by the first day of camp and pass the BSA Swimmer Test. This is a course that teaches scouts how to plan and lead river treks. Trek Safely as it relates to open water as well as some open water rescue techniques are part of what is covered in this course.

1:30-4:30 PM **Days:** Mo Tu We Th **Room:** Life Jacket and Paddle Building

Sessions: All



Cole106 Rowing

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

10-11 AM **Days:** Mo Tu We Th **Room:** Bosco Lake

Sessions: All

Minimum Age: 12

Prerequisites: 2b (CPR), 3 (BSA Swimmer test) Scouts should be First Class and at least 12 years old



Cole199 Safety

Knowing about safety helps Scouts to make the right choices and to take the best actions to avoid accidents by making informed choices in their everyday activities and to respond appropriately during an emergency situation.

9-10 AM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center

Sessions: All

Prerequisites: 1 (notebook), 2 (escape plan), 3b (family protection), 4 (escapes), and 6 (project).

10-11 AM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Turkey Roost Medical Center

Sessions: All



Cole200 Salesmanship

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.

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: 5 (cost sheet) and 6 (interview).

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Cole201 Scholarship

Working on the Scholarship merit badge provides Scouts with a great opportunity to become more successful in school. They will learn how to improve their skills in the classroom, develop good study habits, and master techniques for writing reports and taking tests.

9-10 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: 1 (school grades), 3 (principal), 4 (activity or project), and 5 (report). 2 (places, interview, planner, or research) can be completed in camp or prior to arrival.

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All



Cole202 Scouting Heritage

Introduces boys to the history of the Boy Scouts of America. They'll learn it all - from Scouting's beginnings under Lord Baden-Powell to the history of their own troop.

9-10 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: 4 (jambo, scouting museum, or exhibit) and 5 (local scouting history).

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All



Cole203 Sculpture

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

11-12 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All

Prerequisites: Do two of the following: 2a (head), 2b (mold), or 2c (art exhibit).

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Cole204 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.

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Life Jacket and Paddle Building

Sessions: All

Prerequisites: Requirement 8 occurs at camp outside of scheduled time. First aid merit badge is highly recommended. Not recommended for first year scouts.



Cole206 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.

9-11 AM **Days:** Mo Tu We Th **Room:** Otto F. Kamman Shotgun Facility

Sessions: All

Prerequisites: First-Year scouts are strongly discouraged from taking this badge due to difficulty of handling shotguns and aiming. Bring a copy of your State's hunting laws

1:30-3:30 PM **Days:** Mo Tu We Th **Room:** Otto F. Kamman Shotgun Facility

Sessions: All



Cole205 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:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: None. Recommended for second year scouts. Scouts may work on requirement 7 prior to camp.

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All



Cole107 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.

1:30-3:30 PM **Days:** Mo Tu We Th **Room:** Bosco Lake

Sessions: All

Minimum Age: 12

Prerequisites: 1b (CPR) and 3 (BSA Swimmer Test). This badge is two hours per day and includes a trip out of camp. Scouts must be at least 12 years old.



Cole207 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.

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: None. Scouts are encouraged to work on their 500 word (requirement 7) prior to camp if choosing that option.



Cole208 Space Exploration

Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is

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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.

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: Please bring rockets and engines for 2 launches to complete requirement 3. If scouts cannot build rockets to camp, Rocket Kits are available in the River Store for approximately \$7.00



Cole209 Sports

Millions of people participate in sports every year. For some the appeal is the close friendships that come with being part of a team. Some revel in the joy of victory and lessons of defeat. For some, the personal fitness is so important that exercise becomes a daily need. And still others desire the feeling of achievement, that feeling of measurable improvement that comes with dedication to a sport.

10-11 AM **Days:** Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

Prerequisites: 4 (sport teams) and 5 (training plan).



Cole210 Stamp Collecting

The world's most popular hobby, stamp collecting is enjoyed by millions throughout the world. Through this hobby, you can experience history: postage stamps are like tiny windows that introduce the people of the world to the country's leaders, customs, history, products, and environment.

9-10 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

Prerequisites: 3 (show), 4a (catalog), 5 (demonstrate), 6a (album), 7 (design, visit, report, and/or describe), and 8 (show). Scouts are expected to arrive at camp prepared to review requirements with their counselor.

10-11 AM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Main Street, USA (Dumas Pavilion)

Sessions: All

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Cole211 Sustainability

Sustainability Merit Badge.

- 9-10 AM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Sessions: All
Prerequisites: 1 (family meeting), 2: Community B or C; Energy B or C; and "Stuff" A and B or C, 4 (family meeting), 5a (family meeting). This merit badge requires that a majority of the work be completed outside of camp. This badge will only be offered by appointment and with Unit Leader Approval.
- 10-11 AM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Sessions: All
- 11-12 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Sessions: All
- 1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Sessions: All
- 2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Sessions: All
- 3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center
Sessions: All



Cole108 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:** Bosco Lake
Sessions: All
Prerequisites: 2 (BSA Swimmer Test) and 3 (150 yard swim) need to be completed at camp.
- 10-11 AM **Days:** Mo Tu We Th **Room:** Bosco Lake
Sessions: All
- 11-12 PM **Days:** Mo Tu We Th **Room:** Bosco Lake
Sessions: All
- 2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Bosco Lake
Sessions: All



Cole212 Theater

While earning the Theater merit badge, Scouts will learn to appreciate live performances as members of the audience as well as go behind the footlights to see the view from the other side. Much more goes on in theater than ever meets the audience's eye.

- 9-10 AM **Days:** Mo Tu We Th **Room:** Cosgro Production Company
Sessions: All
Prerequisites: 1 (review 3 plays) and 3 (participation).
- 1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Cosgro Production Company
Sessions: All

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Cole213 Traffic Safety

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 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

Prerequisites: 5 (interview, research, organize, or observe). Scouts are expected to arrive to camp prepared to review their completed requirements with the counselor.

10-11 AM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All



Cole214 Truck Transportation

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.

9-10 AM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

Prerequisites: 1 (truck lines) and 4 (visit). Scouts are expected to arrive to camp prepared to review all requirements with their counselor.

10-11 AM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All



Cole110 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.

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Bosco Lake

Sessions: All

Minimum Age: 14

Prerequisites: 2b (CPR) and 3 (BSA Swimmer test). Scouts should be at least 14 years old. Scouts should be prepared to go on Motorboating off-site trip.

NOTE: Runs concurrent with Motorboating and DNR Boating Safety



Cole215 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

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learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

10-11 AM

Days: Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All

Prerequisites: None. It is recommended scouts complete requirement 9a (weather log) prior to arrival at camp. If scout does not complete this, it may be possible to complete 9b (weather professional) at camp.

2:30-3:30 PM

Days: Mo Tu We Th **Room:** Claycomb Ecology-Conservation Center

Sessions: All



Cole216 Welding

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

11-12 PM

Days: Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

Minimum Age: 14

Prerequisites: None. Scouts must be at least 14 and have close fitting long sleeve shirt and long pants made of natural fibers. Leather work boots are also required (Steel toe preferred). This badge also has a materials cost of approximately \$10.00

3:30-4:30 PM

Days: Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All



Cole217 Whitewater

Canoeing or kayaking through whitewater rapids can be a thrilling experience. Safe whitewater fun requires each participant to understand the the equipment and techniques and to have a firm respect for the power of nature's waterways.

10-11 AM

Days: Mo Tu We Th **Room:** Life Jacket and Paddle Building

Sessions: All

Prerequisites: 3 (Canoeing merit badge or Kayaking BSA award) and 12 (Whitewater trip). Scouts must be at least 14 years old. This badge is by appointment and is meant for scouts who would like to complete significant partials. A certified counselor is available to cover oral/written requirements and limited demonstration.

11-12 PM

Days: Mo Tu We Th **Room:** Life Jacket and Paddle Building

Sessions: All

1:30-2:30 PM

Days: Mo Tu We Th **Room:** Life Jacket and Paddle Building

Sessions: All

2:30-3:30 PM

Days: Mo Tu We Th **Room:** Life Jacket and Paddle Building

Sessions: All



Cole218 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.

2:30-3:30 PM

Days: Mo Tu We Th **Room:** Outdoor Skills Area

Sessions: All

Prerequisites: 5 (survival kit). This badge requires an on-site low impact overnight trip.

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Cole219 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.

10-11 AM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All

Prerequisites: 2a (Totin' Chip). This badge is not recommended for first year scouts due to skill level required. Kit is recommended and available in the River Store for approximately \$4.00, or scrap pieces are available at the Crafts Pavilion.

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Crafts Pavilion

Sessions: All



Cole220 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.

9-10 AM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

Prerequisites: 1b (Totin' Chip). It is recommended that scouts complete requirement 7 prior to camp.

10-11 AM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

11-12 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

1:30-2:30 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

2:30-3:30 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All

3:30-4:30 PM **Days:** Mo Tu We Th **Room:** Ranger's Corner/ Maintenance Shop

Sessions: All