

- Archery** Location: Archery Range
Times Offered: 9:00am, 10:00am, 11:00am, & 2:00pm
Pre-requisites: 1a, 1b, 1c
Notes: No personal archery equipment allowed. Limit of 16 Scouts per class.
- Basketry** Location: Handicraft
Times Offered: 9:00am (time to work on projects from 3:00pm - 5:00pm)
Pre-requisites: None
Notes: kits will need to be purchased to complete the merit badge. Kits can be purchased in the Trading Post (Estimated total cost: \$15 - \$25)
- Bird Study** Location: Nature
Times offered: 9:00am
Pre-requisites: 2, 5, 7, 8
Notes: Binoculars and bird field guide are helpful tools for this merit badge. Bird house kits will need to be purchased at the trading post.
- Camping** Location: Scoutcraft
Times Offered: 10:00am
Pre-requisites: 4a&b, 5a-e, 7, 8c&d, 9(letter from scoutmaster)
Notes: Scouts should have 20 days and nights of camping before taking this badge.
- Canoeing** Location: Lakefront
Times Offered: 2:00pm
Pre-requisites: Completion of the BSA Swim Test
Notes: Limited to 16 Scouts per class.
- Chemistry** Location: STEM
Times Offered: 2:00pm
Pre-requisites: 5, 6(all), 7b
- Citizenship in the Nation** Location: Trailblazer Area
Times offered: 11:00am
Pre-requisites: 2, 3, 5, 6, 8 (**STAR & LIFE SCOUTS ONLY**)
Notes: Pre-requisites must be completed before camp. This is required so that the scouts complete the merit badge in the allotted time at camp.
- Citizenship in the World** Location: Trailblazer Area
Times offered: 2:00pm
Pre-requisites: 4b&c, 7 (**STAR & LIFE SCOUTS ONLY**)
Pre-requisites must be completed before camp.
- Communications** Location: Trailblazer Area
Times Offered: 9:00am
Pre-requisites: 4, 5, 6, 7, 8, 9 (**STAR & LIFE SCOUTS ONLY**)
Notes: Scouts need to complete the extensive pre-work before camp. Scouts should be ready to show counselor completed materials on the first day of class.

Cooking

Location: Scoutcraft
Times Offered: 11:00am (Wed. - Fri. 11:00am - 2:00pm including lunchtime)
Pre-requisites: 1c, 1d, 1e, 5a, 5c, 5d, 5e, 8
Notes: Scouts must bring a mess kit or equivalent. Scouts will prepare two dinners and breakfast as part of the requirements.

Electricity

Location: STEM
Times Offered: 11:00am
Pre-requisites: 2, 5, 8, 9a, 10
Notes: None

Emergency Preparedness

Location: Trailblazer Area
Times Offered: 10:00am
Pre-requisites: 1, 2b&c, 6a, 6c, 7, 8, 9b (STAR & LIFE SCOUTS ONLY)
Notes: None

Environmental Science

Location: Nature
Times Offered: 11:00am, 2:00pm
Pre-requisites: 1, 2, 3e, 4, 6
Notes: Scouts should be prepared to discuss their report from requirement 3e in class. Pre-requisite 4 requires the study of 2 DIFFERENT outdoor areas.

Fingerprinting

Location: Handicraft
Times Offered: 3:00pm (1st session Mon. & Tues., 2nd Session Wed. & Thur.)
Pre-requisites: None
Notes: Scouts can sign up to participate in the 1st session or 2nd session. Each session will take two class periods to complete.

First Aid

Location: Activity Building
Times Offered: 10:00am, 2:00pm (Pathfinders will be placed in these classes also)
Pre-requisites: 2d
Notes: Scouts do not have to be in the Pathfinder Program to participate.

Fish and Wildlife Management

Location: Nature
Times offered: 11:00am
Pre-requisites: 5, 6b, 8

Fishing

Location: Nature
Times Offered: 9:00am, 10:00am
Pre-requisites: 1, 7
Notes: Be prepared to tie the knots in requirement 4. Requirement 9 can be completed prior to camp but the Scout must have a letter stating completion from his Scoutmaster.

Geocaching

Location: Scoutcraft
Times Offered: 9:00am
Pre-requisites: 7, 8, 9
Notes: None

- Horsemanship** Location: Off-site at Horse Heaven Farm (Transportation provided)
Times Offered: 9:00am - 10:50am (2 hour class)
Pre-requisite: None
Notes: Additional fee of \$250.00 to participate. Scouts should bring appropriate footwear (boots). Limited to 10 Scouts per class.
- Indian Lore** Location: Handicraft
Times Offered: 10:00am
Pre-requisites: None
Notes: Indian Lore Kit will need to be purchased from the Trading Post (Estimated Cost - \$20)
- Kayaking** Location: Lakefront
Times Offered: 10:00am, 11:00am
Pre-requisites: Completion of the BSA Swim Test
Notes: Limited to 10 Scouts per class
- Leatherworking** Location: Handicraft
Times Offered: 10:00am
Pre-requisites: 4 (Bring article of leather to camp to show Counselor)
Notes: Leatherworking kits will be available for purchase in the Trading Post. (Estimated Cost - \$5 - \$20)
- Lifeguard Certification** Location: Pool
Times Offered: 1:30pm—5:00
Pre-requisites: See page 19 of this Leaders Guide
Notes: Limit of 4 scouts, must obtain Aquatics Director approval, requires additional time
- Lifesaving** Location: Pool
Times Offered: 10:00am
Pre-requisites: Completion of the BSA Swim Test
Notes: Recommended for Scouts who are First Class rank or higher.
- Medicine** Location: Activities Building
Times offered: 11:00am
Pre-requisites: 7, 10
- Music** Location: Trailblazers
Times Offered: 10:00am
Pre-requisites: 2, 3
- Nature** Location: Nature
Times Offered: 3:00pm
Pre-requisites: 4
Notes: Bring materials to show completions of requirement 4 to camp.

<u>Orienteering</u>	<p>Location: Scoutcraft Times Offered: 3:00pm Pre-requisites: 7, 9, 10 Notes: Bring a compass to class.</p>
<u>Personal Fitness</u>	<p>Location: Trailblazer Area Times offered: 3:00pm Pre-requisites 1, 6, 7, 8 (STAR & LIFE SCOUTS ONLY) Notes: If Pre-requisites aren't completed before camp, Scout should NOT enroll.</p>
<u>Photography</u>	<p>Location: STEM Times Offered: 10:00am Pre-requisites: 4, 5 (prints or digital storage) Notes: Bring a digital camera to class. Your photos may be used in camp shows.</p>
<u>Pioneering</u>	<p>Location: Scoutcraft Times Offered: 2:00pm Pre-requisites: None</p>
<u>Pistol Safety and Marksmanship</u>	<p>Location: Rifle Range Times offered: 2:00pm Pre-requisites: None Notes: Scouts must be 14 years old or 13 years old and out of the 8th grade. There is absolutely no exception to this standard. A signed parental waiver sheet is required. There is a \$14 fee to purchase the handbook. Limit of 16 Scouts per class.</p>
<u>Pulp & Paper</u>	<p>Location: Handicraft Times Offered: 2:00pm Pre-requisites: 6, 7</p>
<u>Reptile and Amphibian Study</u>	<p>Location: Nature Times offered: 10:00am Pre-requisites: 1, 8, 10 Notes: Requirement #8 contains a prolonged study or caretaking of a reptile or amphibian, sufficient documentation should be brought to show the completion of this requirement. A field guide to reptiles and amphibians is a helpful tool to bring to class.</p>
<u>Rifle Shooting</u>	<p>Location: Rifle Range Times Offered: 9:00am Pre-requisites: 1a-i, 2b (do not print out laws, list 3 each on 1d & 1f) Notes: Limit of 30 Scouts per class.</p>
<u>Rowing</u>	<p>Location: Lakefront Times Offered: 9:00am Pre-requisites: Completion of the BSA Swim Test Notes: Limit of 12 Scouts per class.</p>

Shotgun Shooting

Location: Shotgun Range

Times Offered: 10:00am, 11:00am

Pre-requisites: 1a-i, 2b (do not print out laws, list 3 each on 1d & 1f)

Notes: Recommended for third year Scouts or higher. Limit of 14 Scouts per class.

Space Exploration

Location: STEM

Times Offered: 9:00am

Pre-requisites: 2

Notes: Rocket kit must be purchased in the Trading Post (Estimated Cost - \$15).

Swimming

Location: Pool

Times Offered: 9:00am, 11:00am (Pathfinders will be placed in these classes also)

Pre-requisites: None (Scouts who do not complete the BSA Swim Test will not be able to participate this class. We cannot provide swim lessons during camp.)

Notes: Scouts do not have to be in the Pathfinder Program to participate.

Wilderness Survival

Location: Scoutcraft

Times Offered: 9:00am

Pre-requisites: 5

Notes: Scouts will improvise a natural shelter and campout on Thursday night. Scouts should bring their survival kits for requirement 5 to camp to show the Counselor.

Woodcarving

Location: Handicraft

Times Offered: 11:00am

Pre-requisites: Scouts must have their Totin' Chip

Notes: Limited to 12 Scouts