Summer camp is primarily about fun! Too often, younger Scouts create an aggressive class schedule focused on advancement. Please encourage your Scouts to take a variety of classes and work with your Scouts to help create appropriate schedules that mix advancement with adventure and fun. We believe that camp is about outdoor adventure and challenge; a Scout only enrolled in academic classes is missing out.

Many of our programs have age-appropriate suggestions and some have required minimum ages. We encourage you to use these guidelines when Scouts are creating their class schedules.

Important Info about Prerequisites and Items Not Covered in Class

You will find that some of our class offerings include prerequisites or requirements that will not be completed at camp. In some cases, a merit badge must already have been earned prior to summer camp. We do not permit Scouts to take these classes concurrently and these prerequisites must be complete before camp starts. Other requirements will not be covered in class as they are not able to be completed at camp for a particular reason (for example: requires documentation and/or observation for longer than a week, requires task to be done at home, etc.). **Requirements completed before arrival will not be signed off at Camp. Please sign them off upon turning in your records with your Troop after summer camp.**

- The troop may review these items with Scouts at a later time to complete the merit badge

The following course guide is tentative and minor changes could be made as we make final plans. Any updates will be made available in time to prepare for online class scheduling in April.



Occasionally, we may offer additional courses, when skilled instruction is available. If any of your leaders are able to instruct a unique merit badge course to completion, please let us know!

Program Departments

- Aquatics, MotorSports, Sailing
- Nature
- Handikraft
- Life Skills
- Scout Craft
- Winton Institute of Technology (W.I.T)
- Shooting Sports
- Specialty Programs

Legend for Course Guide									
1-Period (1 hr) class	X								
2-period (2 hr) class									
5-period (full-day) class									
Large bold ages are required minimum ages. Other ages listed are recommended minimum ages.									

Sug.
Age
12
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14+
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Handicraft	9:00am	10:05am	11:10am	2:00pm	3:05pm	4:10pm	7:00pm	Additional Information	Min. Age	Sug. Age
								Allow time to complete		
Art				Х				projects		
								Additional fee required (\$15)		
								Allow time to complete		
Basketry			X					projects		
Chess				Х						
								Additional fee required (\$10)		
Graphic Arts	Χ	Χ						Clean plain t-shirt required		
								Additional fee required (\$15)		
								Allow time to complete		
Indian Lore			Χ					projects		
								Additional fee required (\$10)		
								Allow time to complete		
Leatherwork	Χ	Χ						projects		
								Must bring own instrument.		
								Familiarity with musical		
Music			Χ					instrument & theory helpful		
								Requires maturity and self-		
Painting		Х			Х			motivation		
								Please bring own digital		
								camera or phone to take		
Photography				Afterno	on Class			pictures		
								Additional fee required (\$5)		
Wood Carving	Х				Х			Must have Totin' Chip		
Fingerprinting										
(Mon)							Х			
									Min.	Sug.
Life Skills	9:00am	10:05am	11:10am	2:00pm	3:05pm	4:10pm	7:00pm	Additional Information	Age	Age
					-			Requirements 5 & 7 will not		
Communications	Х		Х					be completed at camp		
								Requirements 2C & 8 will not		
								be completed at camp. Can		
Emergency								subsequently take First Aid		
Preparedness			X	Х				MB to satify requirement 1		
								Must have completed Second		
								Class and First Class First Aid		
								requirements. Must bring		
								prepared first aid kit to satisfy		
First Aid				X	X	X		requirement 2D		
Public Speaking	Х									

Winton Institute of									Min.	Sug.
Technology	9:00am	10:05am	11:10am	2:00pm	3:05pm	4:10pm	7:00pm	Additional Information	Age	Age
Chemistry				X						
Electronics						Х		Additional fee required (\$15)		13+
Engineering	х							, ,		
Game Design		Х								
Robotics			Х							
Space										
- Exploration					Х					
Woosh Nova							V	Requirement 1 must be completed before camp. Requirement 2 may be earned concurrently with another WIT		
Award (Mon)							Х	badge A chance to learn and play a		
WIT Game Night (Tue)							X	variety of games with other scouts! Can bring your own games from home (with parents permission)		
(Tuc)							X	parents permission)		
Scoutcraft	9:00am	10:05am	11:10am	2:00nm	3:05nm	4·10nm	7:00nm	Additional Information	Min. Age	Sug. Age
Eagle's Nest	N	orning Cl	ass					Please bring individual history report and Boy Scout Handbook		
								Requirements 5e, 7d, 8d & 9		
Camping			Х	X				will not be completed at camp		
Exploration & Geocaching				Afterno	on Class			Both MB will be completed concurrently during this time frame		
Fire Safety		X						Requirement 11 will not be completed at camp		
Hiking				x				Requirement 4 cannot be completed in full at camp, 5 mile hike is available. Requirement 5 cannot be completed at camp		
Orienteering					Х			Please bring a compass		
Pioneering				X				Basic knowledge of lashing and knots needed. Not recommended for first year scouts		12
Wilderness										
Survival	Х				Х					
Totin' Chip (Mon)							Х			
Firem'n Chit (Mon)							х			

									Min.	Sug.
Shooting Sports	9:00am	10:05am	11:10am	2:00pm	3:05pm	4:10pm	7:00pm	Additional Information	Age	Age
			Open			Open		Additional fee required (\$15)		
Archery	Morni	ng Class	Shoot	Afternoon Class		Shoot		Permission Slip Required		12
			Open			Open		Additional fee required (\$25)		
Rifle	Morning Class		Shoot	Afternoon Class		Shoot		Permission Slip Required		11
								Additional fee required (\$25)		
			Open			Open		Permission Slip Required		
Shotgun	Morni	ng Class	Shoot	Afterno	on Class	Shoot		Having Rifle MB suggested		12+
									Min.	Sug.
Nature Lodge	9:00am	10:05am	11:10am	2:00pm	3:05pm	4:10pm	7:00pm	Additional Information	Age	Age
								Prepare list for requirement		
Archaeology				Х				7C prior to camp		
Astronomy		X								
Environmental								Has homework outside of		
Science	Morning Class		Afterno	on Class			class time			
Fishing	Х							Must supply own fishing gear		
Forestry					Х			Considerable field work		
								Requirement 4 will not be		
Nature			Х					completed at camp		<u> </u>
Reptile &				Requirement 8 will not be						
Amphibian Study			Х					completed at camp		
Mammal Study										
(Mon, Tue)							Х			
Specialty									Min.	Sug.
Programs	9:00am	10:05am	11:10am	2:00pm	3:05pm	4:10pm	7:00pm	Additional Information	Age	Age
Climbing	Morni	ng Class								14+
Lucia la ancia al c				6.5		21		Rugged forest experience -	1.4	45:
Lumberjack				Aft	ernoon (Liass		meets in climbing area	14	15+





