

Legend for Course Guide

1-Period (1 hr) class	X				
2-period (2 hr) class					
6-period (full-day) class					

Nature Lodge	9:00a m	10:05a m	11:10	1:30p m	2:35p m	3:40p m	Additional Information	Min.Age	Sug. Age
Astronomy		X					Requirement 6 will not be completed at camp		
Environmental Sci.	A.M. Class			P.M. class			Has homework outside of class time (3F and 7 days observation. At home)		
Fishing	X		X		X		Suggested Scouts bring own fishing gear. Only complete if fish caught		12
Forestry	X					X	Considerable Field Work		12
Geology						X	Some homework required		
Reptile & Amphibian Study			X				Requirement 8 will need to be completed at home		
Nature/Mammal Studies				X					
Fish and Wildlife Management		X							
Pulp and Paper			X						
Animal Science						X			
Soil and Water Conservation				X					
Weather					X				



Aquatics	9:00am	10:05am	11:10	1:30pm	2:35pm	3:40pm	Additional Information	Min.Age	Sug. Age
Canoeing		X		X			Swimmer—Requires practice time		12
Kayaking	X				X		Swimming MB is a prerequisite		12
Lifesaving	Morning Class				Afternoon Class		Physically demanding—must have Swimming MB prior to camp.		12
Paddle boarding	X					X	Swimming MB suggested		
Rowing			X						12
Swimming		X	X	X	X	X	Must pass BSA swim test		
Swimming Clinic				X			For Scouts who cannot pass the BSA swim test		

Handikraft	9:00am	10:05am	11:10	1:30pm	2:35pm	3:40pm	Additional Information	Min.Age	Sug. Age
NOTE: For classes noted, the cost of the kits will be added to your Troop's registration fees when the class is selected.									
Art				X			Allow time to complete projects		
Basketry							Allow time to complete projects \$15 fee—evening class		
Indian Lore		X	X				Allow time to complete projects \$15 fee		
Leatherwork	X			X			Allow time to complete projects \$10 fee		
Music			X				Familiarity with Musical instrument & theory helpful		
Painting		X			X		Requires maturity and self-motivation		
Photography					Afternoon Class		Please bring own digital camera		
Wood Carving	X					X	Must have Totin Chip— \$5 fee		

Life Skills	9:00am	10:05am	11:10	1:30pm	2:35pm	3:40pm	Additional Information	Min. Age	Sug. Age
Communications	X		X				Requirements 5, 7, 8 will not be completed at camp		12
Emergency Preparedness		X	X				Having First Aid MB is a prerequisite. Requirements 1, 2C & 8 will not be completed at camp		12
Entrepreneurship				X					
Family Life/Personal Fitness		X				X	Get started! Much not completed at camp but get prepared to track at home to complete each badge!		
First Aid				X	X	X	Bring a first aid kit for requirement 2d Must have completed First Class First Aid requirements		
Public Speaking	X								
Salesmanship					X				

Shooting Programs	9:00am	10:05am	11:10	1:30pm	2:35pm	3:40pm	Additional Information	Min.Age	Sug. Age
Archery	Morning Class		Add'l Shooting	Afternoon Class		Add'l Shooting	More challenging merit badge – suggest older— \$15	11	13
Shotgun	Morning Class		Add'l Shooting	Afternoon Class		Add'l Shooting	Suggested already completed the Rifle Merit Badge—\$25	11	14+
Rifle	Morning Class		Add'l Shooting	Afternoon Class		Add'l Shooting	Great starting place for shooting sports—\$25	11	

Specialty Programs	9:00am	10:05am	11:10	1:30pm	2:35pm	3:40pm	Additional Information	Min.Age	Sug. Age
ATV	Morning Class		Midday class		Afternoon Class		\$50 fee	14	14+
Climbing	Climbing Class							11	12
C.O.P.E.				COPE Class				14	
BMX/Cycling MB	Morning Class		Midday Class		Afternoon Class		Rugged forest experience—Meets in climbing	11	13
Horsemanship	Morning Class		Midday Class		Afternoon Class		\$30 fee	14	
Metal Working	X	X			X		\$10 fee		

Sci-Tech	9:00am	10:05am	11:10	1:30pm	2:35pm	3:40pm	Additional Information	Min.Age	Sug. Age
Chemistry						X			
Composite Materials	X						\$20 fee		
Engineering		X							
Inventing					X				
Graphic Arts				X			\$10 fee—bring blank t-shirt		
Whoosh! Nova Award			X						
Scout Craft	9:00am	10:05am	11:10	1:30pm	2:35pm	3:40pm	Additional Information	Min.Age	Sug. Age
Camping			X	X			Requirements 5e, 7b, 8d & 9		12
Trail to First Class	Morning Class						Please bring Individual History Report		
Geocaching						X			
Pioneering				X			Older Scouts, need to know		12
Orienteering		X				X	Bring a compass		
Search and Rescue				X	X				
Hiking					X				
Wilderness Survival	X				X	X	Bring sleeping bag and ground		

