		Completed	
Program	Prerequisites	Y/N	Additional Notes
			Scouts must be 14 years
			old. Swimwear for
			aquatic activities (extra
			pair of shoes would be
Advanced Camper			useful in case one gets
Experience (ACE)	N/A	N/A	wet).
American Labor	Requirement 2	Υ	
			Scouts must make a list
			of the trash your family
			throws out during one
Archaeology	7c (See notes)	Υ	week & bring to camp
			May require extra time
			to complete requirement
Archery	N/A	Υ	5A(f).
			Reccommended for
Art/Animation	N/A	Υ	younger Scouts.
Astronomy	Requirement 5b	Υ	
			We highly recommend
			that Scouts who take this
Automotive			class are Scouts who are
Maintenance/Traffic			learning or already know
Safety	Automotive Maintenance requirement 2i.	Υ	how to drive (15+).
			Kit Required; can be
	N/A		purchased at the Trading
Basketry		Υ	Post for \$14.
Bird Study	N/A	Υ	
Camping	Requirements 4, 5e, 7, 8c-d, 9a-b	N	
			Must be classified as a
			BSA swimmer. We highly
			recommend that scouts
			take Canoeing after
			they've received their
Canoeing	Requirement 1c, 2	Υ	Kayaking merit badge.
Chemistry	N/A	Υ	
			Recommend Scouts
			bring a chess board to
			camp to facilitate
Chess	(See notes)	Υ	requirement 3

Citizenship in the			
Nation/American	Citizenship in the Nation Requirement 2, 3		
Heritage	American Heritage Requirement 1, 3	Υ	
Citizenship in the World	Requirement 7	Υ	
			Not recommended for
Climbing	N/A	Υ	younger Scouts.
Communication/Public			
Speaking	Communications 5, 8	N	
			Scouts must be 13 years
			or older. Long pants
COPE	N/A	N/A	required for high course.
COLE		1477	Prior ability to ride a
			bicycle is required. Bring
			clothes you are
			comfortable biking in; if
			you have a helmet, bring
Cycling	N/A	N	it.
Electricity	Requirements 2, 8a, 8b	Υ	
·	·		Recommended for
Emergency			Scouts who have
Preparedness	Requirements 1, 2b (create the chart), 3, 9b	Υ	completed the 8th grade.
First Aid	Requirements 1d, 2b1	N	
			Extra Time may be
			needed to complete
Fishing	N/A	Υ	Requirement 9.
Forestry	N/A	Υ	
Game Design	Requirement 8	Υ	
			Registering for this
			badge implies that
			permission from a
			parent/guardian is given
			to access
Geocaching	N/A	Υ	www.geocaching.com
	N/A – We will be offering Option 2 (Disc Golf) at		
Golf	camp.	Υ	
			Campers must bring a
			backpacking pack to
			camp. The following
			requirements are unable
			to be completed at camp
Hilding /D = alice = alice	(See meter)		Hiking: 4, 5; Backpacking:
Hiking/Backpacking	(See notes)	N	8c-d, 10, 11
Home Repairs	Requirements 1a & 1b.	Υ	

Indian Lore/American			
Cultures	American Cultures Requirements 1	Υ	
			This course is to teach
			the basics of the major
			swim strokes needed to
			pass the swim test, help
			Scouts become more
			comfortable in the
			water, and build
			confidence in swimming.
			Scouts can register for
			Instructional Swim, or
			staff might recommend
			Instructional Swim for a
			Scout who is in
			Swimming merit badge
			but is struggling to meet
Luckooti a u al Conina	N1/A	21/2	the requirements of the
Instuctional Swim	N/A	N/A	badge.
Inventing	Requirement 8	Υ	
	_		Must be classified as a
Kayaking	Requirements 1c & 2	Y	BSA swimmer.
			Not recommended for
			younger Scouts. Must be
			classified as a BSA
			Swimmer. Must be able
			to swim 400 yards
			without stopping. Swimming merit badge
	Requirement 2a – Earn the Swimming merit		and Lifesaving may not
Lifesaving	badge.	Υ	be taken concurrently.
Litesaving	bauge.	'	Recommended for older
			Scouts.
			Must bring jeans as part
Metalwork	N/A	Υ	of safety gear.
cumon	.,,.	·	Must be classified as a
			BSA swimmer. Scouts
			who do not perform well
			in training may not be
			allowed to attempt the
			mile at the discretion of
			the staff for safety
Mile Swim Training	N/A	N/A	reasons.
Model Design and			Recommended for older
Building	N/A	Υ	Scouts.
Moviemaking	N/A	Υ	

Nature N/A Y intensive.  Nature Crafts N/A N/A N/A  NEST Labs (NOVA Splash!) N/A Scouts.  Orienteering N/A N/A Scouts.  Painting N/A N/A N/A Scouts.  Requirements 1a and 1b, bring the statement from the dentist (in addition to the BSA Medical Form). Requirements 7-8 will not be completed at camp. Do not begin them before arriving.  Requirement #1b, view the Personal Safety Awareness "Digital Safety" video at: https://www.scouting.org/training/youth/scouts-bsa/  Photography bsa/  Pioneering N/A Y required for First Commended.  N/A Y required for First Commended Safety Awareness on the knots and lashing required for First Commended.  N/A Y required for First Commended Safety Awareness on the knots and lashing required for First Commended.  N/A Y required for First Commended Safety Awareness on the knots and lashing required for First Commended.  N/A Y required for First Commended Safety Awareness on the knots and lashing required for First Commended Safety Awareness on the knots and lashing required for First Commended Safety Awareness on the knots and lashing required for First Commended Safety Awareness on the knots and lashing required for First Commended Safety Awareness on the knots and lashing Requirement #15 Awareness on the knots and lashing Requirement #				
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NEST Labs (NOVA Splash!)  N/A  Painting  N/A  Requirements 1a and 1b, bring the statement from the dentist (in addition to the BSA Medical Form). Requirements 7-8 will not be completed at camp. Do not begin them before arriving.  Requirement #1b, view the Personal Safety Awareness "Digital Safety" video at: https://www.scouting.org/training/youth/scouts-bsa/  Photography  Requirement #1b, view the Personal Safety Awareness "Digital Safety" video at: recommended. However, camp with some cameras for younger scouts with knowledge of knot should not take this class, they must knowledge of knot should not take this class, they must knot and lash the knots	iure I	N/A	Υ	intensive.
Splash!)  N/A  N/A  Painting  N/A  Requirements 1a and 1b, bring the statement from the dentist (in addition to the BSA Medical Form). Requirements 7-8 will not be completed at camp. Do not begin them before arriving.  Requirement #1b, view the Personal Safety Awareness "Digital Safety" video at: https://www.scouting.org/training/youth/scouts-bsa/  Photography  N/A  Scouts.  N  Bring clothes to pa  Bringing a digital core or smartphone is recommended. However, camp with some cameras for younger scouts with knowledge of knot should not take this class, they must kin the knots and lashing the properties of the painting of the properties of the painting of the pain	cure Crafts	N/A	N/A	
Orienteering N/A N Bring clothes to pa  Requirements 1a and 1b, bring the statement from the dentist (in addition to the BSA Medical Form). Requirements 7-8 will not be completed at camp. Do not begin them before arriving.  Requirement #1b, view the Personal Safety Awareness "Digital Safety" video at: https://www.scouting.org/training/youth/scouts-bsa/  Photography bsa/  Requirement #1b, view the Personal Safety or smartphone is recommended. However, camp wis some cameras for Younger scouts with knowledge of knot should not take thit class, they must knowledge of knot the knots and lashing the knots and lashing required for First Company.	•			Recommended for older
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Requirement #1b, view the Personal Safety Awareness "Digital Safety" video at: https://www.scouting.org/training/youth/scouts- bsa/  Photography  Ph	1	from the dentist (in addition to the BSA Medical Form). Requirements 7-8 will not be completed	M	
Requirement #1b, view the Personal Safety Awareness "Digital Safety" video at: https://www.scouting.org/training/youth/scouts- bsa/  Photography  Requirement #1b, view the Personal Safety Awareness "Digital Safety" video at: https://www.scouting.org/training/youth/scouts- bsa/  Younger scouts wit knowledge of knot should not take thi class, they must kn the knots and lashi Pioneering  N/A  Y required for First C	sonal Fitness	at camp. Do not begin them before arriving.	N	
Pioneering N/A Y the knots and lashi	1	Awareness "Digital Safety" video at: https://www.scouting.org/training/youth/scouts-	Υ	1
				the knots and lashing
I Decommended for	neering	N/A	Υ	required for First Class.
Plumbing N/A Y Scouts.	mbing	N/A	Υ	Recommended for older Scouts.
Pottery/Sculpture N/A Y younger Scouts.	tery/Sculpture	N/A	Υ	
Primitive Scout Skills N/A Scouts.	mitive Scout Skills	N/A	N/A	Recommended for older Scouts.
Radio N/A Y	lio	N/A	Υ	
younger Scouts. Inc				_
Rifle Shooting N/A Y purchased.	e Shooting	N/A	Υ	

			Must be classified as a
			BSA swimmer. It will
			require a decent amount
			of coordination and
Rowing	N/A	Υ	strength.
			Not recommended for
			younger Scouts. Must be
			classified as a BSA
			Swimmer. Must bring
			completed Scuba Release Form to first
			class. Bring Scuba
Scuba Diving			Medical Statement if
(Introduction)	N/A	N/A	needed.
Search and Rescue	N/A	Y	
Journal of Account	.4		Not recommended for
			younger Scouts. Includes
			all rounds needed to
			complete the merit
			badge. Recreation
			rounds can be
Shotgun Shooting	N/A	Υ	purchased.
Signs, Signals, and Codes	Requirement 7	Υ	
			Must be classified as a
			BSA swimmer. We highly
			recommend scouts take
			Small Boat Sailing after completing both the
			Kayaking and Canoeing
Small Boat Sailing	Requirements 1c, 2	Υ	merit badges.
Sman Boat Saming	requirements 10, 2	•	Must be classified as a
			BSA Swimmer. Must
			bring completed
Snorkeling			Snorkeling Release Form
(Introduction)	N/A	N/A	to class.
Soil and Water			
Conservation/Weather	N/A	Υ	
			Recommended for
			younger Scouts.
			Kit Required; can be
Current Tambers 11	21/2	V	purchased at the Trading
Space Exploration	N/A	Υ	Post for \$8.
Sustainability	N/A	Υ	Recommended for older Scouts
Justamability	IVA	1	
Swimming	NI/A	V	Must be classified as a
Swimming	N/A	Υ	BSA swimmer.

Textile/Pulp and Paper	N/A	Υ	
Trailblazer (Scout/Tenderfoot)	N/A	N/A	Requirements Covered: Scout: 1a-f, 3a, 4a-b, 5. Tenderfoot: 3a-d, 4a-c, 5a-c, 6a or 6c, 6b, 7a-b, 8.
Trailblazer (Second Class/First Class)	N/A	N/A	Requirements Covered: Second Class: 2a-2d, 2f-g, 3a, 3c-d, 4, 5a-d, 6a-e, 8a-b, 9a-b. First Class: 1b, 3a-3d, 5a- 5d, 6a-e, 7a-f, 9a.
Wilderness Survival	Requirement 5	Υ	Bring a water bottle, rain gear, a flashlight and a pocketknife for the overnight outpost during the week.
Wood Carving	N/A	Υ	