

General Trail of Classes By Difficulty

This is only a generalized list of the difficulty level of classes. Some classes may vary in difficulty due to the instructor teaching the course. Some badges may no longer be offered.

*Important skill classes or badges to earn during your scouting career. **BOLD** are required badges for Eagle.

First year scouts: (Some may not be offered every year)		5 th -6 th Grade	
Basketry	Fire Safety	Mammals Study	Swimming*
Cit in Community*	Fishing	Orienteering Skills*	Swimming Skills*
Fingerprinting	First Aid Skills*	Railroading	Weather
First Aid (taken with skills)*	Leatherwork	Scout Skills*	
Second year scouts: (Some may not be offered every year)		6 th – 7 th Grade	
American Cultures	Chemistry	Indian Lore	Orienteering*
American Heritage	Electricity	Journalism	Photography
Archaeology	First Aid*	Metalwork	Crime Prevention
Aviation	Dog Care	Veterinary Medicine	
Third year scouts: (Some may not be offered every year)		7 th – 8 th Grade	
Archery	Insect Study	Reptiles & Amphib.	
Astronomy	Fly Fishing	Rifle Shooting	Space Exploration
Cit in Nation	Forestry	Rowing	Wilderness Survival*
Cit in World	Radio		Woodcarving
World Conservation ^{*+}			

Older Scouts: (Some may not be offered every year)	High School 9 th – 12 th		
BSA Lifeguard*	Electronics	Nature	Shotgun
Canoeing	Lifesaving	Pioneering	Sailing
Communication*	Emergency Preparedness*	Nuclear Science Energy	Automotive Maintenance

⁺World Conservation includes Environmental Science MB, required for Eagle.

Course Prerequisites - PLEASE BE SURE TO COMPLETE!

Note: Not all classes offered every year. Please refer to previous course schedule.

Aquatics:	
Lifesaving	Swimming MB required; need physical ability ; bring to camp long sleeve button up shirt, belt, long pants, and socks that can get wet, needed for rescue simulation - mark clothes with name for easy identification.
Swimming	Need basic swimming skills - not easy, physical ability and endurance, bring to camp long sleeve button up shirt, belt, long pants and socks for clothes inflation , clothes will get wet - mark clothes with name for easy identification
Swim Skills	Basic instruction for non-swimmers and swimming skills required for Second & First Class advancement, bring button up shirt, long pants, belt and socks for clothes inflation - mark clothes with name for easy identification. NOT A MERIT BADGE.
BSA Snorkeling	MUST bring own gear: mask, fins, and snorkel, pass BSA swim test as a swimmer.
Rowing (not available 2010)	Age 13+ or physical ability and endurance, pass BSA swim test as a swimmer.
Canoeing	Age 13+ or physical ability and endurance, pass BSA swim test as a swimmer.
Sailing	Age 13+, physical and mental ability and endurance, pass BSA swim test as a swimmer.
Safety Afloat / Safe Swim Defense	NOT A MB, designed for adults or SPL Scouts. How to plan and conduct safe water activities, offered at least twice during the week
Discover Scuba	NOT A MB. Offered one night during the week. Must have medical form signed by parent and brought to camp. Fee \$10. Max 10 campers. Age 13+.
Handicrafts:	
Basketry	Good for first year scouts, build stool and 2 baskets. Cost \$15

Leatherwork	Good for first year scouts. Cost \$10
Woodcarving	Age 13+ with Totin Chip , moderate difficulty, carving and finishing wood object (etc), cost includes finishes, class limited to 8 scouts. Cost \$10

Field Sports:	
Archery	Not for first year scouts, requires extra shooting time to complete. Fee \$7.50
Rifle Shooting	Not for first year scouts, may require extra shooting time to complete Fee \$15
Shotgun Shooting	Not for first year scouts, requires physical ability, based on ability to hit targets - shooting fee \$30
Fly-Fishing	Fun badge, not for first year campers. Need good dexterity skills.
Sports/Physical Fitness (not available 2010)	Complete these two badges in camp except for playing a sport for a season and/or keeping a personal fitness log. Minimum First Class preferably Star and above.
Health & Safety:	
First Aid Skills	The class periods will be dedicated to review of materials and skills covered in both the advancement section of the Scout Handbook and the First Aid MB book. ALL SCOUTS MUST BRING THEIR HANDBOOKS so that they may be signed appropriately for credit. Any Scout who feels that they have the knowledge base, skills proficiency, and maturity to compete the requirements for First Aid MB may do so by applying with a First Aid Senior Staff member AT CAMP.
First Aid Merit Badge	Must complete requirement 2b (home first aid kit) and bring to camp.

Fire Safety	Any age, good for first year scouts. Merit badge teaches how to identify and prevent fires. Includes a field trip to a local fire station. Complete Requirements 6 & 6A and bring them with you to camp. Use the checklist and worksheet available on this Website to document your work: http://meritbadge.org/wiki/images/8/87/Fire_Safety.pdf
Emergency Preparedness & Safety	Age 14+ & First Class, must have <u>completed</u> First Aid MB, must complete E Prep requirements #1,2b, 2c,8c, and 9a before camp, bring emergency pack to camp. *Please be aware that this is a fast-paced course!
Primitive Fire Starting	Open to First Class scouts and above who are already proficient at building a fire. The course will cover various skills necessary to start a fire using <u>only</u> natural materials and primitive techniques. Fee \$35

Other Badges:	
Citizenship in the Community	Good for first year scouts, requires reading and some writing.
Citizenship in the Nation	Reading, writing, THINKING, simulations and exercises. Must write a letter to an elected official about a national issue. Field trip to Catoclin Park Headquarters.
Citizenship in the World	Recommended for campers 14+ or in 7 th grade. Some reading and writing, THINKING, simulations and must write about an international issue. Prerequisites: 3 & 7
Communication	Requires some writing, reading and giving a speech. Req #2 - bring props to complete your choice of "a" or "b". Req #3 - have your speech written and bring to camp. Req #6 - write teaching plan and bring to camp with props needed for presentation.
Journalism (not available 2010)	Will be working odd hours with administrative staff, help with the camp newsletter given out everyday of camp during meals.

Railroading	Fun merit badge about railroads and model railroading.
American Cultures (not available 2010)	We will look at different racial, cultural, national and ethnic backgrounds. Bring something from your cultural background to share with the group.
American Heritage (not available 2010)	We will focus on the Lewis and Clark expedition, as it is the bicentennial of this great event in history.
Music	Bring own instrument to class, be already proficient and able to read sheet music, will be able to join the camp musical band.
Orienteering	Age 12+, must have Second Class and First Class orienteering requirements completed, bring map reading compass to camp (clear rectangular that lays flat on the map).
Wilderness Survival	Not for first year scouts - must have plenty of camping experience, bring plenty of warm clothing for 1 night of camping out in shelter, bring small survival kit to complete MB.
Pioneering (not available 2010)	NOT FOR FIRST YEAR SCOUTS. Pre-camp knot tying class required. Build towers, bridges, and more. Minimum First Class, preferably Star and above.
Indian Lore	You will learn about groups of Native Americans who are as varied as the land in which they settled; whose language, religions, cultures and ways of life reflect how they adapted to many different environments. *Small craft items will be provided. You may want to have some additional funds (~\$5) to purchase extra leather and craft items. Limit 12 to a class.
Photography	Class fee includes a disposable camera and film developing charges in order to complete the badge. \$15

Science & Energy and Ecology & Conservation

Archaeology	Requires camp dig, contact Colby Child. Prerequisites: 4a, 4b, 10a
Astronomy	Age 13+, complete requirements 2a, 3a & b before camp. Requires a lot of time, multiple late night observations. Requires 500-word write up on observations or do requirement 8a before camp.
Automotive Maintenance	Age 13+. Prerequisites: 2h, 2i.
Aviation	Requires Friday period 1 and 2 for a class trip.

Chemistry	Age 12+ or permission, teaches basic chemistry principles with labs included. Class trip to a Laboratory.
Crime Prevention	Prerequisites: 2 (prepare notebook of newspaper clippings describing crime prevention efforts in your community), 4b (security survey of your home - parents initial checklist).
Electricity	Age 12+, learn general principals of electricity. Cost \$7 for materials
Energy	Age 12+, MUST complete 14-day energy usage audit of home (requirement 4) before camp.
Radio	Age 13+, prefer already earned Electricity and Electronics merit badges.
Veterinary Medicine	Age 12+, review of various careers in veterinary medicine, educational requirements to be a veterinarian and veterinary technician.
Dog Care	Age 12+, MUST complete requirements 4 & 5 before camp. Video or YouTube link demonstrating three commands is OK for Req. 5. Class trip to Vet. Clinic.
Fly Fishing	Age 12+, MUST be First Class Scout and able to tie all required knots. Fly fishing gear will be provided, but scouts can bring their own to use if they have it.
Insect Study	Age 12+, Requires extensive scrapbook on 20 insects, prepare to observe and identify insects, observe metamorphosis and learn about careers involving insect study.
Forestry	Age 12+, prepare to identify trees, create a scrapbook and write a report on careers.
Mammals	Good for first year scout, learn about the different native mammals and how to track them.
World Conservation	<p>This class combines Environmental Science, a required merit badge for Eagle Scout, with Fish & Wildlife Management and Soil & Water Conservation. The class is a double period and will complete all three merit badges. The morning session will be World Conservation A (E. Science, Soil & Water Conservation and Fish & Wildlife) and the afternoon session will be World Conservation B (E. Science, Fish & Wildlife and Soil & Water Conservation). You must enroll for the entire two-period class.</p> <p>**If a scout successfully completes one of these sessions and has the Citizenship in the World merit badge, they are eligible to receive the World Conservation Award, also known as the "Panda" patch.</p>

Reptiles & Amphibian Study	Learn about the different types of reptiles and amphibians, their role in the wild, and life cycles.
Space Exploration	Age 12+, requires physics or science background. Rocket costs \$20
Weather	Good for first year scouts, maintain weather log for 1 week, may give daily weather report to camp. May involve minor cost.
Graphic Arts (not available 2010)	Need blank T-shirt. Cost \$15
Nuclear Science & Energy	Age 14+ & minimum First Class, two badges, learn about the use, transfer, and conservation of energy. Field trip to research laboratory. Not hard badges. Prerequisite for Energy: 4a & 4b