

Class	#	Prerequisite/Notes	#	Prerequisite/Notes	#	Prerequisite/Notes	#	Prerequisite/Notes
Aquatics - Pool								
BSA Lifeguard	1	Must be a swimmer	3	All day class; schedule with Aquatics Director. Must be at least 15 years old.				
Lifesaving	1	Must be a swimmer	5	Must have already completed Swimming MB.	12	Bring proper clothing to meet requirements	26	Not recommended for 1st year Scouts
Snorkeling	1	Must be a swimmer						
Swimming	1	Must be a swimmer						
OPEN SWIM	2	Registration not necessary for "open" activities.						
Instruct. Swim	11	Any age, any classification						
Aquatics-Boat Docks								
Canoeing	1	Must be a swimmer	26	Not recommended for 1st year Scouts				
Kayaking	1	Must be a swimmer						
Motorboating	1	Must be a swimmer	29	Limit 15				
OPEN BOATING	1	Must be a swimmer	2	Registration not necessary for "open" activities.				
Shooting Sports								
Archery	4	MB requires \$\$ fee	6	Must purchase extra targets and ammo, as needed \$EACH	26	Not recommended for 1st year Scouts		
Rifle	16	Possible ammo fee \$\$	26	Not recommended for 1st year Scouts				
Shotgun	4	MB requires \$\$ fee	26	Not recommended for 1st year Scouts				
OPEN RIFLE	2	Registration not necessary for "open" activities.	6	Must purchase extra targets and ammo, as needed \$EACH				
OPEN TRAP	2	Registration not necessary for "open" activities.	6	Must purchase extra targets and ammo, as needed \$EACH				
OPEN ARCHERY	2	Registration not necessary for "open" activities.	6	Must purchase extra targets and ammo, as needed \$EACH				
Nature/Ecology								
Astronomy	7	Requires some night classes	26	Not recommended for 1st year Scouts				
Bird Study	35	Bring Binoculars if you have them						
Env. Science	26	Not recommended for 1st year Scouts	27	Bring your own a camera bring it to camp.				
Fishing & Fly Fishing	35	Bring fishing equipment if you have it						
Insect Study	17	Complete req. 7 outside of camp (raise larva); Begin req 4 (Scrapbook)						
Reptile Study	18	Requirement #8 cannot be accomplished at Summer Camp.						
Snow Sports	13	Must be at least 13 years old.	38	Complete requirement 1a (Architecture) outside of camp				
Scoutcraft								
Archaeology								
Camping/Backpacking	8	Complete Req. 9 & 4b. before or after camp.	21	Bring a camping backpack				
Cooking								
Emerg. Preparation	19	Must have First Aid MB						
Wilder. Survival	10	Requires overnighter Tuesday night						
First Aid	20	Bring first aid kit						
Geocaching	34	Bring a portable GPS if you have one						
Safety & Fire Safety								
Orienteering	33	Bring a compass if you have one						
Pioneering	9	Requires pioneering project hour daily						
Hammer Patrol	14	First year campers - AM or PM						
Handicrafts								
Woodcarving	24	Bring or buy a \$\$ basket(prefer round)						
Climbing								
Climbing	4	MB requires \$\$ fee	13	Must be at least 13 years old.	26	Not recommended for 1st year Scouts		
Free Climb	2	Registration not necessary for "open" activities.						