

CLASS NAME	FOR	TYPE	FEES	BADGE (S)	RATIO LIMITS	CLASS LENGTH	CLASS TIMES
Recommended Rank: Scout							
Basketry/Leatherwork	S	MB		Basketry - Completed Leatherwork - Completed		1:00	9:00 AM, 10:00 AM, 11:00 AM, 2:00 PM, 3:00 PM
General Notes: When signing up for Leatherwork/Basketry, the Scout will work on both merit badges for the entire week. Leather working kits and Basketry kits are available for purchase at the Trading Post. Approximate cost for each kit is \$5.00.							
Fishing	S	MB		Fishing - Completed		1:00	9:00 AM, 11:00 AM, 2:00 PM
Rangers	S	Rank	\$15.00 (R)	First Class - Partial Second Class - Partial Tenderfoot - Partial Basketry - Completed Leatherwork - Completed Swimming - Partial		Class: 3:00 Lab: 2:00	Class: 9:00 AM Lab: 2:00 PM
General Notes: This program is designed for Scouts that just joined your troop. We do not recommend the program for Scouts that have completed most of the requirements through Second Class. For more information refer to you Camp Leader Guide.							
Woodcarving	S	MB		Wood Carving - Completed		1:00	9:00 AM, 11:00 AM, 2:00 PM, 3:00 PM
General Notes: Scouts should bring their own knife. Carving kits are available at the Trading Post for approximately \$3.00.							
Special Notes: Requirement: Scouts should have the proper knife for woodcarving. The camp does not allow any long knives or knives with serrated blades.							
Recommended Rank: Tenderfoot							
Bugling	S	MB		Bugling - Partial		1:00	1:00 PM
Fly Fishing	S	MB		Fly Fishing - Completed		1:00	10:00 AM, 3:00 PM
General Notes: Scouts will need to bring their own fly fishing rod and reel for this merit badge. It is optional to bring flies.							
Special Notes: Scouts will need to bring their own fly fishing rod and reel for this merit badge. It is optional to bring flies.							
Forestry	S	MB		Forestry - Completed		1:00	9:00 AM, 2:00 PM
Geology	S	MB		Geology - Completed		1:00	11:00 AM, 3:00 PM
Recommended Rank: Second Class							
Archery	S	MB		Archery - Completed	1 per 6	1:00	9:00 AM, 10:00 AM, 11:00 AM, 2:00 PM, 3:00 PM
Astronomy	S	MB		Astronomy - Partial		1:00	10:00 AM
Camping	S	MB		Camping - Partial		1:00	9:00 AM, 11:00 AM, 3:00 PM
Canoeing	S	MB		Canoeing - Completed	1 per 6	1:00	9:00 AM, 10:00 AM, 11:00 AM, 2:00 PM
Special Notes: Requirement: Pass the BSA Swimmer's Test. The Scout must also show that he knows basic First Aid for injuries that can occur while canoeing and demonstrate CPR skills.							
Cycling	S	MB		Cycling - Partial		2:00	9:00 AM, 2:00 PM
Emergency Preparedness	S	MB		Emergency Preparedness - Partial	2 per 23	1:00	2:00 PM, 3:00 PM
Special Notes: Prerequisite: All Scouts need to have earned the First Aid Merit Badge to be able to complete the merit badge. This is requirement #1.							

CLASS OFFERINGS BY RANK

CLASS NAME	FOR	TYPE	FEES	BADGE (S)	RATIO LIMITS	CLASS LENGTH	CLASS TIMES
Environmental Science	S	MB		Environmental Science - Completed		1:00	9:00 AM, 10:00 AM, 2:00 PM, 3:00 PM
General Notes: Recommendation: The Circle 10 Advancement Committee highly recommends that Environmental Science be taken during the Scout's 3rd year at camp. (Age 12 to 13). Please review the requirements and know your Scouts ability.							
First Aid	S	MB		First Aid - Completed	1 per 8	1:00	9:00 AM, 10:00 AM, 11:00 AM
Special Notes: Requirement: All Scouts are required to "Satisfy your counselor that you have current knowledge of all first-aid requirements for Tenderfoot, Second Class, and First Class ranks."							
Fish & Wildlife	S	MB		Fish and Wildlife Management - Partial		1:00	11:00 AM
Hiking	S	MB		Hiking - Partial		1:00	9:00 AM
Horsemanship	S	MB		Horsemanship - Completed		1:00	9:00 AM, 10:00 AM, 11:00 AM, 2:00 PM, 3:00 PM
Indian Lore	S	MB		Indian Lore - Completed		1:00	9:00 AM, 10:00 AM, 2:00 PM
Insect Study	S	MB		Insect Study - Partial		1:00	10:00 AM, 11:00 AM
Mammal Study	S	MB		Mammal Study - Completed		1:00	3:00 PM
Reptile Study	S	MB		Reptile and Amphibian Study - Partial Mammal Study - Partial		1:00	3:00 PM
Rifle	S	MB		Rifle Shooting - Completed	1 per 6	1:00	9:00 AM, 10:00 AM, 11:00 AM, 2:00 PM, 3:00 PM
General Notes: Recommendation: The Scout should allow additional time during the Open Range times to complete his qualification. Tickets for 10 shoots can be purchased for \$0.15 at the Trading Post. Scouts should not purchase too many at one time. They are not redeemable at the end of the week.							
Rowing	S	MB		Rowing - Completed	2 per 23	1:00	11:00 AM, 2:00 PM
Special Notes: Requirement: Pass the BSA Swimmer's Test. The Scout must also show that he knows basic First Aid for injuries that can occur while rowing and demonstrate CPR skills.							
Sculpture	S	MB		Sculpture - Completed		1:00	10:00 AM, 3:00 PM
Soil and Water Conservation	S	MB		Soil and Water Conservation - Completed		1:00	10:00 AM
Space Exploration	S	MB		Space Exploration - Completed		1:00	10:00 AM, 11:00 AM, 3:00 PM
Sports	S	MB		Sports - Partial		1:00	2:00 PM, 3:00 PM
Swimming	S	MB		Swimming - Completed	1 per 3	1:00	9:00 AM, 10:00 AM, 11:00 AM, 2:00 PM
General Notes: Swimming Merit Badge can be a first year camper's merit badge. However, please note that the Scout will be required to pass the BSA Swimmer's Test and also complete the Second Class and First Class rank requirements (National BSA requirement). This will be reviewed on the 1st day at camp. If at all possible, we encourage unit leaders to evaluate your Scout's swimming ability prior to your arrival at camp							
Special Notes: Requirement: Pass the BSA Swimmer's Test. Successfully complete Second Class rank requirements 7a-7c and First Class rank requirements 9a-9c. These requirements will be reviewed the 1st day of camp. If the Scout cannot complete these requirements, he will not be able to continue with Swimming Merit Badge.							

CLASS OFFERINGS BY RANK

CLASS NAME	FOR	TYPE	FEES	BADGE (S)	RATIO LIMITS	CLASS LENGTH	CLASS TIMES
Weather	S	MB		Weather - Partial		1:00	2:00 PM
Wilderness Survival	S	MB		Wilderness Survival - Completed		1:00	9:00 AM, 11:00 AM, 2:00 PM
Recommended Rank: First Class							
Animal Science	S	MB		Animal Science - Completed		1:00	3:00 PM
Bird Study	S	MB		Bird Study - Partial		1:00	9:00 AM, 11:00 AM
Citizenship in the Nation	S	MB		Citizenship in the Nation - Completed	2 per 23	1:00	10:00 AM, 2:00 PM
Climbing	S	MB		Climbing - Completed	1 per 16	2:00	2:00 PM
Communications	S	MB		Communications - Partial	2 per 23	1:00	11:00 AM, 3:00 PM
Golf	S	MB		Golf - Completed		3:00	9:00 AM
	General Notes: Scouts need to bring their own golf clubs. There is a \$25.00 green fee.						
Mile Swim	S	Cert.				1:00	3:00 PM
Nature	S	MB		Nature - Completed		1:00	9:00 AM, 2:00 PM
Orienteering	S	MB		Orienteering - Partial		1:00	10:00 AM, 3:00 PM
Pioneering	S	MB		Pioneering - Completed		1:00	10:00 AM, 2:00 PM
Shotgun	S	MB		Shotgun Shooting - Completed	2 per 19	1:00	10:00 AM, 11:00 AM, 3:00 PM
	General Notes: Recommendation: The Circle 10 Advancement Committee highly recommends that this merit badge be taken by older Scouts that have completed the Rifle Merit Badge. Shotguns do have some recoil impact that may prove to be uncomfortable for younger less physically developed Scouts. Tickets for shotgun shells can be purchased for \$0.25 per shell at the Trading Post.						
Recommended Rank: Star							
BSA Lifeguard	B	MB		BSA Lifeguard - Completed Rowing - Completed		Class: 3:00 Lab: 3:00	Class: 9:00 AM Lab: 2:00 PM
	Special Notes: All class attendees must work the open swim from 4:00-6:00 Requirement: All Scouts must be 14 years of age. All Scouts must pass the BSA Swimmer's Test. While Swimming Merit Badge is not required, the swimming requirements for BSA LIFEGUARD are much more extensive than the Swimming Merit Badge.						
COPE	S	Surv.	\$35.00 (R)		1 per 16	3:00	9:00 AM
	General Notes: This class is best reserved for older scouts who have reasonable upper body strength						
Special Notes: The National BSA requirement is that all Scouts be 13 years of age. A \$35.00 fee is required, paid at camp. Please refer to your Camp Leader Guide for more information.							
Lifesaving	S	MB		Lifesaving - Completed Rowing - Completed		1:00	10:00 AM, 3:00 PM