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American Business		Trading Post	3rd year campers and older	Req. 3b		
Archery		Field Sports	All Scouts	Practice is recommended before qualifying.		Class is limited to 16. Older Scouts will have priority.
Art		Handicraft	All Scouts		A sketchbook is recommended	
Astronomy		Ecology	All Scouts			Late night stellar observations.
Basketry		Handicraft	All Scouts		Basket Kit (\$5—\$10) Bought at camp	
Camping		Scoutcraft	2nd year campers and older	Req. 9, Equip for 5, 7, 8		
Canoeing		Aquatics	2nd year campers and older	Must have passed blue swimmer test		
Chess		Eagle Quest	All Scouts			

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Citizenship in the World		Eagle Quest	First Class or higher			Class is limited to 15. Older Scouts will have priority.
Climbing		Tower	3rd year campers and older	Be in good physical condition.		Class is limited to 12.
Communications		Eagle Quest	First Class or higher			Class is limited to 10. Older Scouts will have priority.
Emergency Preparedness		Eagle Quest	2nd year campers and older	Req. 1, 2c, 6c, 7, & 8b	First Aid Kit, Emergency Kit	Class is limited to 15. Older Scouts will have priority.
Entrepreneurship		Trading Post	2nd year campers and older			
Environmental Science		Ecology	3rd year campers and older			Class is limited to 15. Older Scouts will have priority.
Exploration		Scoutcraft	3rd year campers and older	Long Pants		
First Aid		Eagle Quest	First Class or higher		First Aid Kit	Class is limited to 15. Older Scouts will have priority.

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Fishing		Field Sports	All Scouts			Encouraged to bring your own pole.
Forestry		Ecology	1st year campers and older		Hand-held notebook	
Game Design		ALC	All Scouts			
Geocaching		Scoutcraft	3rd year campers and older	Req. 9		Expected to have familiarity with a map and compass
Geology		Ecology	All Scouts			
Kayaking		Aquatics	3rd year campers and older	Must have passed blue swimmer test.		
Leatherworking		Handicraft	All Scouts		Project materials (\$5-\$10) Bought at camp	Class is limited to 16.
Lifesaving		Aquatics	3rd year campers and older	Must have passed blue swimmer test.		

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Mammal Study		Ecology	All Scouts			
Painting		Handicraft	All Scouts			
Personal Fitness		Eagle Quest	2nd year campers and older	Req. 6, 7, & 8		Be in good physical condition.
Photography		ALC	All Scouts		Scouts must bring digital camera	
Pioneering		Scoutcraft	3rd year campers and older			
Pulp and Paper		Handicraft	All Scouts	Req. 7		
Rifle Shooting		Field Sports	STRONG RECOMMENDATION: 2nd year campers and older	Practice is recommended before qualifying.	\$5 activity fee for ammunition and targets. (This price is subject to change.)	Class is limited to 16. Older Scouts will have priority.
Rowing		Aquatics	All Scouts	Must have passed blue swimmer test.		

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Shooting		Field Sports	STRONG RECOMMENDATION: 3rd year campers and older	Practice is recommended before qualifying.	\$15 activity fee for ammunition and clays. (Price is subject to change.)	Class is limited to 8. Older Scouts will have priority.
Signs, Signals, and Codes		Scoutcraft	2nd year campers and older			
Small-Boat Sailing		Aquatics	3rd year campers and older	Must have passed blue swimmer test.		
Soil & Water Conservation		Ecology	3rd year campers and older.			
Swimming		Aquatics	All Scouts			
Theater		ALC	All Scouts	Req. 1		
Wilderness Survival		Scoutcraft	2nd year campers and older	Req. 5 (prepare and bring a survival kit)		Overnight
Wood Carving		Handicraft	2nd year campers and older	Must have earned Totin' Chip.	Scout must have his own pocket knife. Project materials (\$5) Bought at camp	Class is limited to 10. Wood carving materials are available at Trading post.