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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. 1b & 8 | | Be in good physical condition. |
| Photography |  | ALC | All Scouts | Cyber Chip | 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 12. 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 | 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. |