



## 2025 Trail to First Class Camp

### Class Catalog

#### Event Contacts

| Name           | Title                   | Phone        | Email                       |
|----------------|-------------------------|--------------|-----------------------------|
| Russell Ramsay | Program Director        |              |                             |
| Jamel Holmes   | Camp Director           | 972.504.3113 | jamel.holmes@scouting.org   |
| Kristen Conrad | Business Manager        | 945.253.4380 | kristen.conrad@scouting.org |
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## Class Catalog

2025 Trail to First Class Camp at Clements Scout Ranch/Trevor Rees-Jones Scout Camp/Camp Meisenbach



### 25TF2 Art (2014 version)

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art

11-11:55 AM **Days:** Mo Tu **Room:** Handicraft Area

**Maximum number of participants:** 25



### 25TF3 Basketry (2015 version)

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.

11-11:55 AM **Days:** Mo Tu **Room:** Handicraft Area

**Maximum number of participants:** 25



### 25TF5 First Aid (2025 version)

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

9-10:55 AM **Days:** Mo Tu **Room:** Scout Skills Area MB Midway

**Maximum number of participants:** 40



### 25TF4 Leatherwork (2017 version)

Scouts who complete the requirements to earn the Leatherwork merit badge will explore the history of leather and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

11-11:55 AM **Days:** Mo Tu **Room:** Handicraft Area

**Maximum number of participants:** 25



### 25TF6 Sculpture (2008 version)

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

11-11:55 AM **Days:** Mo Tu **Room:** Handicraft Area

**Maximum number of participants:** 25



### 25TF7 Swimming (2024 version)

Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.

9-10:55 AM **Days:** Mo Tu **Room:** Swimming Pool Pavilion

**Maximum number of participants:** 40



### 25TF1 Trail to First Class

Ranks: Scout, Tenderfoot, Second Class, First Class.

This is a 2-hour class designed Scouts in their first year with a Scout BSA troop. They will spend their time focusing on basic Scouting skills and having FUN!!!

2-3:55 PM **Days:** Mo Tu **Room:** First Year Camper Area

**Maximum number of participants:** 100



### 25TF8 Wood Carving (2015 version)

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

11-11:55 AM **Days:** Mo Tu **Room:** Handicraft Area

**Maximum number of participants:** 25