

Class Schedule

Color Key	
	This class is not available during this block
x	This is a 2 day class (Monday/tuesday or Thursday/Friday)
x	This is a 4 day class (M/T/TH/F)
Open Program	This class happens only during open program time
x	This is a 1 day class
Special Class	Scuba M T TH F

Waterfront	8:15-10:00am		10:15-Noon		2:00-3:30pm			
	M-T	Th-F	M-T	Th-F	M-T	Th-F		
Canoeing	x	x	x	x			Down The Hill	
Fishing	x	x						
Instructional Swim					x	x		
Kayaking	x	x	x	x	x	x		
Lifesaving	x		x		x			
Motorboating			x	x	x	x		
Rowing			x	x				
Scuba	Special Class							
Smallboat Sailing	x	x	x	x	x	x		
Swimming	x	x	x	x	x	x		
Watersports	x	x			x	x		
Paddleboard /Snorkeling			x	x	x	x		
Scoutcraft	8:15-10:00am		10:15-Noon		2:00-3:30pm			
	M-T	Th-F	M-T	Th-F	M-T	Th-F		
Camping	x			x			Up The Hill	
Emergency Preparedness			x		x			
Environmental Science	x		x					
First Aid	x		x		x			
First Aid	x		x		x			
Forestry	x		x					
Knot Ninja	Open Program Time - No Wednesday							
Mammal Study	Open Program Time - No Wednesday							
Pioneering	x				x			
Signs Signals and Codes		x		x	x			
Weather			x			x		
Wilderness Survival		x			x	x		
Eaglecraft	8:15-10:00am		10:15-Noon		2:00-3:30pm			
	M-T	Th-F	M-T	Th-F	M-T	Th-F		
Entrepreneurship			x	x			Down The Hill	
Geocaching	x			x	x	x		
Knot Ninja	Open Program Time - No Wednesday							
Music/Bugling					x	x		
Orienteering		x	x		x	x		
Trail to Scout/Tenderfoot	x	x	x					
Trail to 2nd Class	x	x		x				
Trail to 1st Class			x	x				
Handicraft	8:15-10:00am		10:15-Noon		2:00-3:30pm			
	M-T	Th-F	M-T	Th-F	M-T	Th-F		
Art					x	x	Down The Hill	
Basketry	x	x	x	x				
Chess	x	x	x	x				
Fingerprinting	Open Program Time							
Leatherwork	x	x			x	x		
Sculpture			x	x	x	x		
Textile			x	x				
Tie Dye	Open Program Time							
Woodcarving	x	x			x	x		
Range and Target	8:15-10:00am		10:15-Noon		2:00-3:30pm			
	M-T	Th-F	M-T	Th-F	M-T	Th-F		
Archery	x		x		x		Up The Hill	
Cowboy Action		x		x		x		
NRA Marksmanship Rifle	Open Program Time							
NRA Marksmanship Shotgun	Open Program Time							
Rifle	x		x		x			
Shotgun	x		x		x			
Sporting Arrows								
Tomahawks	Open Program Time - No Wednesday							



Class Catalog

Image	Class Name	Cost	Description/Prerequisites	Location	Class Blocks
	Archery	\$15	Archery Maintenance Fee and Arrow Kit	Archery Range	1, 2, 3
	Art	Free	No prerequisites	Handicraft	3
	Basketry	\$25	Basketry Kit Fee	Handicraft	1, 2
	Bugling	Free	Prerequisites: Req. 6, in order to finish MB at camp	Eaglecraft	3
	Camping	Free	Prerequisites: Req. 4a-b, 5e, 7a-b, 8c-d, 9a-c, in order to finish the MB at camp	Scoutcraft	1,2
	Canoeing	Free	Must pass BSA Swim Test before starting badge*	Waterfront	1,2
	Chess	Free	Great for First Year Scouts	Handicraft	1,2
	Cowboy Action	\$15	14 yrs old and up. All need a signed consent form.	Ranges	1,2,3
	Emergency Preparedness	Free	Prerequisites: Reg. 3ab, 9 (or be signed up for the First Aid Merit Badge during your session)	Scoutcraft	2,3
	Entrepreneurship	Free	No prerequisites	Trading Post	2
	Environmental Science	Free	Time intensive outside of class, requires observation and book work	Scoutcraft	1,2
	Fingerprinting	Free	Great for First Year Scouts	Handicraft	Open Program
	First Aid	Free	Prerequisites: Req 2b1 or purchase a First Aid kit from the Trading Post	Scoutcraft	1,2,3
	Fishing	\$5	Fee for bait/tackle	Waterfront	1
	Forestry	Free	No prerequisites	Scoutcraft	1,2
	Geocaching	Free	No prerequisites	Eagle Craft	1,2,3
	Intro to Outdoor Leader Skills	Free	Adults Only. Builds and expands on the concepts and themes introduced in Scoutmaster Specific Training.	Dining Hall	2
	Instructional Swim	Free	No prerequisites	Waterfront	3
	Kayaking	Free	Must pass BSA Swim Test before starting badge*	Waterfront	1,2,3



Image	Class Name	Cost	Description/Prerequisites	Location	Class Blocks
	Leatherwork	\$15	Leather kit fee - wallet or knife pouch option	Handicraft	1,3
	Lifesaving	Free	Prerequisites: Swimming Merit Badge and be a strong swimmer.	Waterfront	1,2,3
	Mammal Study	Free	Great for first year scouts	Scoutcraft	Open Program
	Mile Swim	Free	Must pass BSA Swim Test before starting* Must have a partner to follow in a canoe or kayak during swim (can be adult or youth)	Waterfront	TBD
	Motorboating	\$20	Must pass BSA Swim Test before starting badge*	Waterfront	2,3
	Music	Free	No prerequisites	Eaglecraft	3
	NRA/Winchester Marksmanship - Rifle	\$70	Must have Rifle Shooting Merit Badge or be over 18 Learn and practice advanced target shooting skills in order to advance in the NRA/Winchester Marksmanship Program, cost includes up to 800 rounds of ammunition and all targets.	Ranges	Open Program
	NRA/Winchester Marksmanship - Shotgun	\$150	Must have Shotgun Shooting Merit Badge or be over 18 Learn and practice advanced trap and skeet shooting skills in order to advance in the NRA/Winchester Marksmanship Program, cost includes up to 300 shells and clays.	Ranges	Open Program
	Orienteering	Free	No prerequisites	Eaglecraft	1,2,3
	Pioneering	Free	No Prerequisite. Materials for model will be provided.	Scoutcraft	1,3
	Rifle Shooting	\$15	Great for First Year Scouts. Cost includes Rifle Maintenance fee and up to 150 shots and targets.	Ranges	1,2,3
	Rowing	Free	Must pass BSA Swim Test before starting badge*	Waterfront	2
	Scuba Diving	\$450	Adults and Youth Must pass BSA Swim Test before starting badge and have completed Swimming Merit Badge* (More info on pg. 24)	Waterfront	1PM Sunday + Blocks 1-2 M-Th
	Sculpture	Free	No prerequisites	Handicraft	2,3
	Shotgun Shooting	\$30	Great for all Scouts, cost includes Shotgun Maintenance Fee and 75 shots and clays. May be difficult for smaller scouts	Ranges	1,2,3



Image	Class Name	Cost	Description/Prerequisites	Location	Class Blocks
	Signs, Signals, and Codes	Free	No prerequisites	Scoutcraft	1,2,3
	Small Boat Sailing	Free	Must pass BSA Swim Test before starting badge* Not recommended for smaller Scouts	Waterfront	1,2,3
	Snorkeling	Free	Must pass BSA Swim Test before starting badge*	Waterfront	2,3
	Sporting Arrows	\$5	No prerequisites	Ranges	TBD
	Stand Up Paddleboarding	Free	Adults & Youth Must pass BSA Swim Test before starting badge*	Waterfront	2,3
	Swimming	Free	Must pass BSA Swim Test before starting badge*	Waterfront	1,2,3
	Textile	\$5	No prerequisites. Materials fee.	Handicraft	2
	Tomahawks	Free	No prerequisites	Ranges	Open Program
	Trail to Scout/Tenderfoot	Free	No Prerequisites - Work on patrol method and outdoor skill requirements, such as knots and first aid.	Eaglecraft	1,2
	Trail to Second Class	Free	No Prerequisites - Work on the outdoor skill requirements, such as knots, navigation, and first aid.	Eaglecraft	1,2
	Trail to First Class	Free	No Prerequisites - Work on the outdoor skill requirements, such as knots, navigation, and first aid.	Eaglecraft	1,2
	Water Sports	\$30	Must pass BSA Swim Test before starting badge* Not recommended for younger scouts.	Waterfront	1,3
	Weather	Free	No prerequisites	Scoutcraft	2,3
	Wilderness Survival	Free	Recommended for Scouts who are 2 nd class or higher. Required to participate in a survival camp out T or Th.	Scoutcraft	1,3
	Woodcarving	\$5	Totin' Chip required, can be earned in camp	Handicraft	1,3
	Zipline Adventure Course	\$120	No prerequisites - See page 24 for details	Timberline Adventure	Schedule Varies

