

A Block (8:30am M-W)	Prerequisites:	Cap	Carryover
Swimming	Must Pass Swim Test; Week Long (Do not sign up for a D session)	24	1
Lifesaving	Must Pass Swim Test and have Swimming merit badge; Week Long (Do not sign up for a D session)	16	1
Rowing	Must Pass Swim Test	12	
Canoeing	Must Pass Swim Test	16	
Motorboating	Must Pass Swim Test; Minimum Age of 13	6	
Communications and Journalism (both badges)	Week Long (Do not sign up for a D session)	12	1
Citizenship in the World		16	
Citizenship in the Nation		16	
Environmental Science	Week Long (Do not sign up for a D session)	20	1
Plant Science		12	
Bird Study		12	
Soil and Water		12	
Chemistry		12	
Woodcarving	\$12 Fee	10	
Indian Lore	\$5 Fee	12	
ATV	Cost \$50 Lasts through both A and B sessions (Do not sign up for a session in the B timeslot)	5	1
NightHawks	\$10 Fee; Fulfills all sessions (Do not sign up for other classes)	60	1
Search and Rescue		12	
Orienteering		10	
Personal Fitness		16	
Golf	This is a beginners class. Skill requirements may not be completed.	10	
Wilderness Survival		12	
Archery	Minimum age of 11; \$5 Fee	16	
Rifle Shooting	Minimum age of 12; \$10 Fee; Week Long (Do not sign up for a D session)	16	1
Shotgun Shooting	Minimum age of 13; \$20 Fee; Week Long (Do not sign up for a D session)	8	1
Climbing	Lasts through both A and B sessions (Do not sign up for a session in the B timeslot)	10	1
Adult Tower Certification	Requires Additional Time for Skill Practice	20	

B Block (10:15am M-W)	Prerequisites:	Cap	Carryover
Instructional Swim	Week Long (Do not sign up for a E session)	24	1
Waterskiing	Minimum Age of 13; Must Pass Swim Test; Week Long (Do not sign up for a E session)	16	1
Kayaking	Must Pass Swim Test	10	
Canoeing	Must Pass Swim Test	16	
Paddleboarding	Must Pass Swim Test	9	
Entrepreneurship		12	
Railroading		16	
Crime Prevention		16	
Astronomy		16	
Insect Study		16	
Space Exploration	\$10 Fee	12	
Nuclear Science		12	
Woodcarving	\$12 Fee	10	
Signs, Signals, and Codes		16	
Law		16	
Cooking	\$25 Fee; Week Long (Do not sign up for a E session)	16	1
Search and Rescue		12	
Pioneering		16	
Emergency Preparedness	Must have Earned First Aid	16	
Wilderness Survival		12	
Archery	Minimum age of 11; \$5 Fee	16	
Rifle Shooting	Minimum age of 12; \$10 Fee; Week Long (Do not sign up for a E session)	16	1
Shotgun Shooting	Minimum age of 13; \$20 Fee; Week Long (Do not sign up for a E session)	8	1

C Block (1:45pm M-W)	Prerequisites:	Cap	Carryover
Swimming	Must Pass Swim Test; Week Long (Do not sign up for a F session)	24	1
Swimming and Water Rescue; Paddle Craft Safety	This session is intended for adults, however, scouts at least 15 years old may take the course. May last longer than three days depending on class size.	16	1
Rowing	Must Pass Swim Test	12	
Canoeing	Must Pass Swim Test	16	
Smallboat Sailing	Must Pass Swim Test; Minimum Age of 12; Week Long (Do not sign up for a F session)	6	1
Mile Swim	Must Pass Swim Test; Week Long (Do not sign up for a F session)	12	1
Communications and Public Speaking (both badges)	Week Long (Do not sign up for a F session)	12	1
Citizenship in the World		16	
Citizenship in the Nation		16	
Environmental Science	Week Long (Do not sign up for a F session)	20	1
Geology		16	
Forestry		16	
Space Exploration		12	
Chemistry		12	
Woodcarving	\$12 Fee	10	
Model Design and Building	\$5 Fee	12	
Search and Rescue		12	
Fire Safety		12	
Personal Fitness		16	
Emergency Preparedness	Must have earned First Aid	16	
Horsemanship	\$75 fee; See Leader's Guide	9	
Archery	Minimum age of 11; \$5 Fee	16	
Rifle Shooting	Minimum age of 12; \$10 Fee; Week Long (Do not sign up for a F session)	16	1
Shotgun Shooting	Minimum age of 13; \$20 Fee; Week Long (Do not sign up for a F session)	8	1
Climbing	Lasts through both C and F sessions (Do not sign up for a session in the F timeslot)	10	1

D Block (8:30am TH-F)	Prerequisites:	Cap	Carryover
Kayaking	Must Pass Swim Test	10	
Paddleboarding	Must Pass Swim Test	9	
Motorboating	Must Pass Swim Test; Minimum Age of 13; 2.5 Hour Class (Do not sign up for a E session)	6	1
Family Life		16	
Personal Management		16	
Salesmanship		12	
Mammal Study		0	
Archaeology		12	
Public Health		0	
Reptile and Amphibians		12	
Music		10	
Electricity	\$5 Fee	8	
ATV	\$50 Fee -Lasts through both D and E sessions (Do not sign up for a session in the B timeslot)	5	1
Camping		16	
First Aid		12	
Disc Golf	\$10 Fee (includes disc)	12	
Golf	This is a beginner class. Skill requirements may not be completed.	10	
Sports		16	
Tomahawk Throwing	Minimum age of 12; \$10 Fee	8	
Climbing	Lasts through both D and E sessions (Do not sign up for a session in the E timeslot)	10	1

E Block (10:15am TH-F)	Prerequisites:	Cap	Carryover
Kayaking	Must Pass Swim Test	10	
Paddleboarding	Must Pass Swim Test	9	
Photography	Bring Camera or a Camera-enabled Phone	12	
Salesmanship		12	
Scouting Heritage		12	
Weather		12	
Fish and Wildlife		16	
Energy		12	
Leatherwork	\$10 Fee	10	
Art	\$5 Fee	12	
Law		12	
Camping		16	
First Aid		12	
Hiking and Backpacking (both badges)	Informational Requirements Only	16	
Disc Golf	\$10 Fee (includes disc)	12	
Tomahawk Throwing	Minimum age of 12; \$10 Fee	8	

F Block (1:45pm TH-F)	Prerequisites:	Cap	Carryover
Kayaking	Must Pass Swim Test	10	
Paddleboarding	Must Pass Swim Test	9	
Family Life		16	
Personal Management		16	
Pulp and Paper		16	
Weather		16	
Leatherwork	\$10 Fee	10	
Chess		16	
Music		10	
Camping		16	
First Aid		12	
Geocaching	Bring phone with GPS app or GPS unit.	12	
Disc Golf	\$10 Fee (includes disc)	12	
Horsemanship	\$75 fee; See Leader's Guide	9	

NIGHT CLASSES (Each Only One Night, TBD)		
Leave No Trace	Certification for Adults and Youth	100
Mammal Study		100
Landscape Architecture		100
Discover Scuba	\$65 Fee; See Leader's Guide	12