

First Class Emphasis Program

There will be one class period each day devoted to each rank. A Scout may register for other classes may be used for merit badges. (Remember to sign up for the rank you want current rank!)

Tenderfoot - will cover 4a, 4b, 5, 6, 7, 9, 11, 12a, 12b

Second Class - will cover 1a, 2c, 2d, 2e, 2f, 5, 6a, 6b, 6c, 7a

First Class - will cover 1, 2, 5, 6, 7a, 7b, 7c, 8a, 8b, 8c, 8d,

Merit Badges

Each merit badge has been Level 1 - Fun, little outside work required

rated by level of difficulty. Level 2 - For all Scouts, more challenging

Level 3 - For older, experienced Scouts only

The Merit Badge Pamphlet for each class **MUST** be read for each class before camp. Prerequisite requirements have been completed. Eagle required merit badges are preceded

Archery (Level 3) [PR 3d & 3f] Develop your skill, learn about Archery tournament rules, care of

Architecture (Level 3) [PR 1,4&5] Difficult, but fun.

Art (Level 1) Develop your artistic skills. Explore various artistic mediums.

Astronomy (Level 2) [PR2a,3] Study the universe. Required night observation, weather permission

Athletics (Level 2) Practice & qualification #5. (Bring PR 1 to camp)

Atomic Energy (Level 3) Older Scouts only. Explore the power of the Atom.

Auto Mechanics (Level 3) [PR 3e] How a car functions, how to maintain an engine properly.

Aviation (Level 1) Aircraft, principles of flight, rules of the air.

Bugling (Level 2) Prior experience and practice required. Bring your horn.

Chemistry (Level 3) Chemicals, testing, & how chemistry relates to life.

* Citizenship in the Nation (Level 2) [PR 4] Understand your birthright as an American.

* Citizenship in the Community (Level 2) [PR 9] Understanding America's and your place in the world

Climbing (Level 3) Older Scouts only. Difficult, limited space (2 class periods)

Collections (Level 1) [PR 1] Learn the process of starting and caring for collections.

* Communications (Level 3) [PR 5,6] Communication is the key to getting your message across!

Computers (Level 3) Learning about large computers, PCs, business. Includes use of PC.

Crime Prevention (Level 2) [PR 2,3a,3b,5a,5b,6 & 7] Need to complete pre-requisites.

Dentistry (Level 1) Learning about your teeth and how to take care of them.

Disabilities Awareness (Level 1) Helping those with disabilities participate in life.

Drafting (Level 2) Getting ideas drawn properly on paper before construction.

Electricity (Level 2) [PR 8] Investigate and understand the invisible force that runs our world.

Electronics (Level 2) Circuits, diagrams, testing.

* Emergency Preparedness (Level 3) [PR 1] Know how to help in times of trouble.

Energy (Level 3) [PR 3,4,5,6,7,8.] Older Scouts only.

Engineering (Level 3) Learn how things work and are designed.

* Environmental Science (Level 3) [PR 1,3&6,7] Understanding the world around us. Includes a

schedule free period to complete 5.

Fingerprinting (Level 1) Learn fingerprinting techniques from an FBI agent. Taught as a pair with

are completed in one class period.

Fire Safety (Level 1) [PR 6a,11] Fire prevention and basic rescue methods.

* First Aid (Level 3) [PR 1,2b] Learn the skills needed to save another life. Not for young Scouts

Fish & Wildlife (Level 1) [PR 5,6,7] Difficult to complete

Fishing (Level 1) Fun & can complete if the fish are biting! [PR 7 preferably before camp]

Fly Fishing (Level 2)

Forestry (Level 2) Learn how our forests are managed for recreational, environmental and industrial

Genealogy (Level 2) [PR 4, 5 & 7a,b or c] Learn about your ancestry.

Geology (Level 3) [PR 2] No rocks at Stake.

Golf (Level 2) Some experience suggested. Practice

Graphic Arts (Level 3) Older Scouts only!

Indian Lore (Level 1) Learn about native Americans and their culture.

Journalism (Level 3) [PR 2a1,2b1,3a,b,c] Learn how a newspaper office operates.

Landscape Architecture (Level 3) [PR 2] Mowing lawns does not count!

Law (Level 3) Definitely for older Scouts only. Explore the American legal system. Participate in a

Medicine (Level 3) Explore the world of medical specialties.

Music (Level 1) [PR 3a or 3c] Classical to rock. What's it all about?

Orienteering (Level 2) Finding your way with map and compass. Bring an orienteering compass. (

* Personal Fitness (Level 2) [PR 8,9] Very difficult if not in good shape.

* Personal Management (Level 3) [PR 1,2,3b,4,5,& 9] If prerequisites are not completed before camp, it

afterwards.

Photography (Level 2) Learn proper techniques from a real pro! Bring a camera, two rolls of 24 expos

about \$15 for developing.

Pioneering (Level 3) Know your Knots! Basic lashings should already be mastered. (2 class periods)

Plumbing (Level 2) Learn the basics of a skill most of us take for granted!

Pottery (Level 1) Use your hands and imagination to create useful items.

Public Health (Level 3) Learn about "Health Hazards."

Radio (Level 2) Learn the basics of operating a radio.

Railroading (Level 1) Explore model railroading.

Rifle Shooting (Level 2) Need to arrange additional practice and qualifying time each day. Must have

Safety (Level 2) [PR 1,2,3,4] Protecting you and your family from unsafe practices.

Salesmanship (Level 1) How to be a great salesman. Taught as a pair with Fingerprinting.

Scholarship (Level 1) (PR 1,2A, and 3) Why your education is important.

Shotgun Shooting (Level 3) Shotgun safety, tournament rules, plenty of shooting!

Soil and Water Conservation (Level 2) Why we are losing our precious topsoil. Why it's important, w/

Conserving water and preventing pollution.

Space Exploration (Level 2) All about space, model rocketry.

Sports (Level 2) [PR 2&4] If prerequisites are met, badge may be completed

Surveying (Level 2) Hands - on learning about the field of surveying.

Textile (Level 2) Explore the world of fibers & fabrics.

Theater (Level 3) [PR 1,2] Learn about the Theater.

Traffic Safety (Level 1) [PR 6] Understanding traffic safety & associated problems.

Truck Transportation (Level 1) [PR 5] Learn about truck companies, freight handling, transportation

Weather (Level 2) Explore the world of meteorology

Wilderness Survival (Level 3) Lots of fun and a special challenge in the winter! Minimum age 13. (Plus

to allow time to complete merit badge)

Wood Carving (Level 2) Create art from a block of wood. Learn from a real expert!

Woodworking (Level 3) [PR 6] Hands - on carpentry basics.

C.O.P.E (Level 3) Older Scouts only. Limited space. (3 class periods)

Hunter Safety (Level 2) Learn & become certified with TX Hunter Safety Program. \$10.00 exam fee.

age. (2 period class)

Activity Period - Star and above Scouts may opt for **ONE** activity period. *1st Class and below*

activity period. This is a necessary time for finishing class work for involved merit badges

Survival, Environmental Science, Etc.)