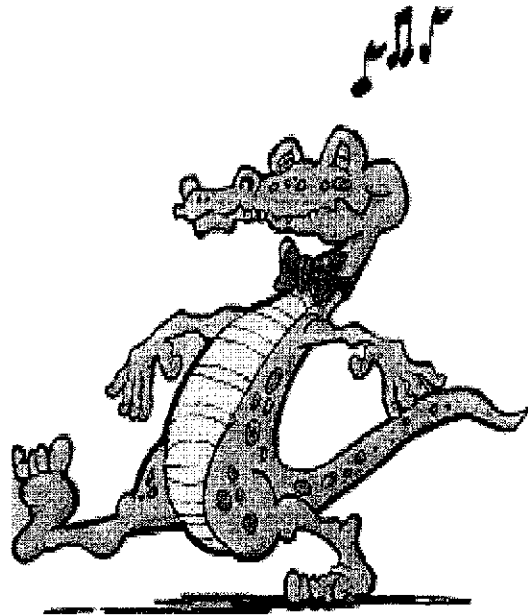


WINTER CAMP 2004 #19



Winter Camp Class Catalog

A Scout's Guide to Advancement
December 26 - 31, 2004

First Class Emphasis Program

There will be one class period each day devoted to each rank. A Scout may register for any or all three classes. Other classes may be used for merit badges. (Remember to sign up for the rank you want to work on, not your 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, 9a

Merit Badges

- Each merit badge has been rated by level of difficulty.
- Level 1 - Fun, little outside work required
- 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. Prerequisites [PR] for each merit badge class are listed in brackets. Scouts wishing to complete these badges must bring proof that these prerequisite requirements have been completed. Eagle required merit badges are preceded by a *. New Merit Badge requirements for 2004 are preceded by a #.

- # **Archery** (Level 3) [PR 33f] Develop your skill, learn about Archery tournament rules, care of equipment.
- 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 permitting.
- 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.
- Cinematography** (Level 3) Takes up 3 class periods.
- * **Citizenship in the Community** (Level 2) [PR 2,4,5] Understanding your community.
- * **Citizenship in the Nation** (Level 2) [PR 4] Understand your birthright as an American.
- * **Citizenship in the World** (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 5,7] Communication is the key to getting your message across!
- Computers** (Level 3) Learning about large computers, PC's, 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, 5,6,] Older Scouts only.
- Engineering** (Level 3) Learn how things work and are designed.
- * **Environmental Science** (Level 3) [PR 1,3e,4,7] Understanding the world around us. Includes a lot of paper work . Must schedule free period to complete 5.
- # **Fingerprinting** (Level 1) Learn fingerprinting techniques from an FBI agent. Taught as a pair with Salesmanship (both classes 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 use.

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

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

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 2a,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 mock trial.

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**. (2 class periods)

* **Personal Fitness** (Level 2) [PR 1,8,9] Very difficult if not in good shape.

* **Personal Management** (Level 3) [PR 1,2,10] If prerequisites are not completed before camp, it is difficult to complete afterwards.

Photography (Level 2) Learn proper techniques from a real pro! Bring a camera, two rolls of 24 exposure color print film and 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 ear plugs.

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, what you can do about it.

Conserving water and preventing pollution.

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

Sports (Level 2) [PR 3&4] If prerequisites are met, badge may be completed

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

3 **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.** (Must schedule free period 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 1A,7] 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. Must be 12 years of age.(2 period class)

Activity Period – Star and above Scouts may opt for **ONE** activity period. *1st Class and below must sign up for one activity period.* This is a necessary time for finishing class work for involved merit badges such as Wilderness Survival, Environmental Science, Etc.)

Additional Notes:

Deadline for class requests: Return request to your Scoutmaster.

SCOUTMASTERS PLEASE NOTE:

Class request cards must be returned to the Scout Office by November 5, 2004.

Please remember the **level** of these merit badges that are offered at Winter Camp. New Scouts are discouraged from taking most level 2 and level 3 badges. Shooting Sports merit badges will be filled with 1st Class and above Scouts, so lower ranked Scouts should not use these as their choices. **If a Scout has already earned a merit badge, they may not sign up for the same merit badge. This denies the opportunity for another Scout to earn the badge.**

Class Schedules will be returned to the troop during early December.

Class sign-up priority: Scouts higher in rank will be given priority in the class scheduling process. Within a rank, priority will be given to those who are older. We are limiting class size to maintain quality. Most Scouts receive 4 out of their top 5 choices, but **be sure to list at least 8 choices**. NOTE: Merit Badge class will be offered if a minimum of six Scouts request and that an adult merit badge counselor is available and present to counsel.

Schedule changes: Scouts are discouraged from requesting casual changes to their schedules. If a change is necessary, the Scoutmaster will attend an add/drop session at the Council Service Center on Wednesday, December 8, 2004. We will try to honor any reasonable request for a change to a schedule.

Prerequisites: All merit badges have one prerequisite. Purchase and read the merit badge book prior to camp. Some merit badges have additional prerequisites. See the individual listings.

Class Schedule: Classes will be held Monday, Tuesday, Wednesday and Thursday (December 27,28,29,30). There are five class periods each day: