

Personal Program Form

Scout's Name: _____

Must be returned to Scoutmaster by: _____

Please mark your choices. When making selections, ensure that there are no timing conflicts.

Program Area	PERIOD A 9AM TO 10	PERIOD B 10:15 TO 11:15	PERIOD C 11:30 to 12:30	PERIOD G 2:30 -3:30PM
	PERIOD 1 9 am - 10:30am	PERIOD 2 11:00am - 12:30pm		PERIOD 3 2:30- 4:00PM
Handicraft	Art	Basketry	Photography	Art
	Chess	Fingerprinting	Basketry	Basketry
	Fingerprinting	Music	Chess	Fingerprinting
	Leatherworking	Art	Leatherworking	Leatherworking
	Photography	Wood Carving	Wood Carving	Photography
				Wood Carving
Aquatics	Lifesaving	Lifesaving		Swimming
	Small Boat Sailing	Small Boat Sailing		Kayaking
	Swimming	Swimming	Swimming (FYC)	Stand Up Paddle Boarding
	Canoeing	Rowing	Canoeing	Rowing
		Kayaking		BSA Lifeguard
		Stand Up Paddle Boarding		
Ecology & Conservation	Enviornmental Sci.	Enviornmental Sci.	Enviornmental Sci.	Enviornmental Sci
	Fishing	Fishing	Soil & Water Conservation	Fishing
	Mammal Study	Nature	Plant Science	Astronomy
	Reptile& Amphibian Study			Forestry
	Weather			
Tech	Digital Tech.	Electricity	Nuke Sci	Animation
	Chemistry	Energy	Programming	Engineering
	Robotics	Radio	Space EX	Movie Making
	Space Ex			Robotics
Eagles Perch	Communications	Communications	Communications	Communications
	Cit. In Society	Cit in the World	Cit. in the Nation	Cit. in the World
Scoutcraft	First Aid	First Aid	First Aid 11+	Camping
	Wilderness Survival	Camping	Emergency Prepardness	Emergency Prepardness
		Sign, Signals,& Code	Orienteering	Geocaching
	Pioneering		Fire Safety	
Shooting Sports	Archery	Archery	Archery	Archery
	Rifle		Shotgun	Rifle
High Adventure	Climbing			
First Year Camper		Buckskin Class	(Swimming MB)	2:30-5:00 Buckskin Class

FSR 2025 Summer Camp Prerequisites

Handicraft

Wood Carving	Req 2A	*Additional Supply Fee
Leatherwork		*Additional Supply Fee
Fingerprinting		
Photography		
Basketry		*Additional Supply Fee
Art	Req(s) 6,7	
Music	Req(s) 3A or 3B or 3C	*Additional Supply Fee
Chess		

Technology/ Stem

Radio		
Space Exploration	Req 8	*Additional Supply fee
Movie Making		
Electricity	Req 2,11	
Engineering	Req 9	
Programming	Req 6	
Nuclear Science	Req 8	
Animation	Req 5	
Digital Technology	Req 9	
Robotics	Req 7	
Chemistry	Req 7	
Energy	Reqs 4A+B, 8	

Ecology & Conservation (Econ)

Environmental Science		Scouts 12+
Mammal Study		
Reptile & Amphibian Study	Req 8	
Astronomy		
Nature		
Fishing	Req 7	
Soil & Water Conservation		
Forestry		
Plant Science		
Weather		

Aquatics

Swimming	Req 2	
Life Saving	Req 2A	Scouts 12+
Small Boat Sailing	Req 2	
Canoeing	Req 2	
Kayaking	Req 2	
Rowing	Req 2	
Standup Paddleboard	Req 2	*Is Not a Merit Badge

High Adventure

Climbing		13+, Scouts must wear long pants
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Scoutcraft

Camping	Req 4B, 5E, 7B,8CD, 9AB	12+
Emergency Preparedness	Reqs 1, 3, 9B-C	12+
Wilderness Survival	Req 5	
First Aid	Reqs 2B, 15	12+
Orienteering		
Pioneering		
Fire Safety	Reqs 6, 13	
Geocaching	Req(s) 7, 9	
Sign, Signals & Codes	Req 7	

Range & Target Activities

Archery		
Rifle Shooting		12+, *Additional supply Fee
Shotgun Shooting		14+, *Additional supply Fee

Eagles Perch

Citizenship in Society	Req 1, 6, 7, 8	15+, Intensive discussions, prep work/ documentation required for most requirements for class. Parent approval/support required for reqs 6 & 8.
Communications	Req 4, 5,8,9	13+
Citizenship in the Nation	Req 7, 8	13+
Citizenship in the World	req 7	13+