

2022 5 Arrows Course Listing and Requirements

FIVE ARROWS CLASSES							
Class Name	Requirements Covered	Time Blocks	Max	Length	Requirements Covered	Location	Cost
5Arrows: Fire Building - Second Class	(Second Class) 2a, 2b, 2c	1, 2, 3, 4	20	2 hours	(Second Class) 2a, 2b, 2c	Amphitheater Stage - Tent	
5Arrows: First Aid - Tenderfoot	(Tenderfoot) 4a, 4b, 4c	1, 2, 3, 4	20	2 hours	(Tenderfoot) 4a, 4b, 4c	Archery Pavillion	
5Arrows: First Aid - Second Class	(Second Class) 6a, 6b, 6c, 6d, 6e	1, 2	20	2 hours	(Second Class) 6a, 6b, 6c, 6d, 6e	BB Range	
5Arrows: First Aid - First Class	(First Class) 7a, 7b, 7c	3, 4	20	2 hours	(First Class) 7a, 7b, 7c	BB Range	
5Arrows: Orienteering - Second Class	(Second Class) 3a, 3d	1, 2, 3, 4	20	2 hours	(Second Class) 3a, 3d	Basketball Court - Tent	
5Arrows: Orienteering - First Class	(First Class) 4a, 4b (GPS)	4	20	2 hours	(First Class) 4a, 4b (GPS)	Gaga Pit	
5Arrows: Poisonous Plants / Native Plants - Tenderfoot/First Class	(Tenderfoot) 4b, (First Class) 5a	1, 2, 3, 4	20	2 hours	(Tenderfoot) 4b, (First Class) 5a	Start Back of the main bath house	
5Arrows: Ropes & Knots - Tenderfoot	(Tenderfoot) 3a, 3b, 3c	1, 2, 3, 4	20	2 hours	(Tenderfoot) 3a, 3b, 3c	Aquatics Pavillion	
5Arrows: Ropes, Knots, Lashing - First Class	(First Class) 3a,3b,3c,4d	2	20	2 hours	(First Class) 3a,3b,3c,4d	Seminole Large Chikki	
5Arrows: Totin' Chip	(Tenderfoot) 3d, Totin' Chip	1, 2, 3, 4	20	2 hours	(Tenderfoot) 3d, Totin' Chip	Main Bath House front side	
5Arrows: US Flags - Tenderfoot/Second Class	(Tenderfoot) 7a, (Second Class) 8a, 8b	1, 2, 3, 4	20	2 hours	(Tenderfoot) 7a, (Second Class) 8a, 8b	Flag Plaza - Tent	
5Arrows: Weather First Class	(First Class) 5b, 5c, 5d	1	20	2 hours	(First Class) 5b, 5c, 5d	Seminole Large Chikki	

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MERIT BADGE CLASSES							
Class Name	Pre-requisites	Time Blocks	Max	Length	Requirements Covered	Location	Cost
Fishing MBC		1-2, 3-4, 5-6, 7-8	12	2 hours	1a, 1b, 1c, 1d, 2, 3, 4, 5, 6a, 6b, 7, 8, 9, 10	Waterfront - Tent	
Geocaching MBC	7, 8(one of a-d), 9 - Bring proof of geocaching activities.	7 to 8	12	2 hours	1a, 1b, 1c, 2a, 2b, 2c, 3, 4, 5a, 5b, 6, 7, 8 (complete 1 - a, b, c, d), 9	Gaga Pit	
Leatherwork MBC	5(one of a - d) - Bring leather article for Requirement 5. Kits are sold with registration for \$6 and picked up at the trading post	1-2, 3-4, 5-6, 7-8	12	2 hours	1a, 1b, 2a, 2b, 2c, 2d, 3 (complete 5- a, b, c, d, e, f, g, h), 4, 5 (complete 1- a, b, c, d)	Main Pavillioin	\$6
Orienteering MBC	7, 8(a or b), 9 - 'Bring compass	1 to 4	12	4 hours	1, 2, 3a, 3b, 4a, 4b, 4c, 4d, 4e,	Gaga Pit	
Pioneering MBC	6, 10 - Bring machine to make rope and proof of project for 10.	5 to 8	12	4 hours	1a, 1b, 2a, 2b, 2c, 3, 4, 5, 6, 7, 8, 9, 10 (complete 1 - a, b)	Seminole Large Chikki	
New 5 Arrows	T3a, T3b, T3c, T3d, Totin' Chip, T4a, T4b, T4c, T7a, T7b(1 hour service project), SC2a, SC2b, SC2c, SC3a, SC3d, SC8a, SC8b, FC5a				T3a, T3b, T3c, T3d, Totin' Chip, T4a, T4b, T4c, T7a, T7b(1 hour service project), SC2a, SC2b, SC2c, SC3a, SC3d, SC8a, SC8b, FC5a		
Old 5 Arrows	T3a, T3b, T3c, T3d, Totin' Chit, T4a, T4b, T4c, T4d, SC2a, SC2b, SC2c, SC2d, SC2f, SC2g, SC6a, SC6b, SC6c, SC6d, SC6e, FC3a, FC3b, FC3c, FC3d, FC4a, FC4b, FC7a, FC7b, FC7c				T3a, T3b, T3c, T3d, Totin' Chit, T4a, T4b, T4c, T4d, SC2a, SC2b, SC2c, SC2d, SC2f, SC2g, SC6a, SC6b, SC6c, SC6d, SC6e, FC3a, FC3b, FC3c, FC3d, FC4a, FC4b, FC7a, FC7b, FC7c		