MERIT BADGE PRE-REQUISITES

Aquatics Area

X	Canoeing	*Swimmer classification *Bring clothes and shoes that cover toes and heel to get wet *Recommended minimum age of 13
	Lifesaving	*Must bring long sleeve button-down shirt, long pants *Must have passed *SWIMMING merit badge *Second Class (8a through 8c) and First Class (9a and 9c) *Recommended minimum age of 13
	Kayaking	*Swimmer classification *Recommended minimum age of 13 *Bring clothes and shoes that cover toes and heel to get wet
	Rowing	*Swimmer classification *Must be able to lift rowboat *Bring clothes and shoes that cover toes and heel to get wet *Recommended minimum age of 13
	Small Boat Sailing	*Swimmer classification *Bring clothes and shoes that cover toes and heel to get wet *Recommended minimum age of 13
	Swimming	*Swimmer classification *CPR Instruction – not certification *Must bring long sleeve shirt, long pants *Second Class (8a through 8c) and First Class (9a and 9c)
	BSA Lifeguard	*CPR & First Aid Certification (Bring current card/proof of certification) *Swimming Merit Badge, Lifesaving Merit Badge, and Rowing Merit Badges suggested *Minimum age of 15 *DO NOT SCHEDULE ANY OTHER PROGRAMS DURING THE DAY
ON BSA	Snorkeling BSA	*NOT A MERIT BADGE* *Must bring own equipment – mask, fins, snorkel *Swimmer classification
	Mile Swim	*NOT A MERIT BADGE* *Swimmer classification *Must attend practice every day
AVARING	BSA Kayak	*NOT A MERIT BADGE* *Swimmer classification



Stand Up Paddle Boarding

NOT A MERIT BADGE *Swimmer classification

Climbing Tower



Climbing

*Limited to 15 participants
*Minimum age requirement of 13

Ecology and Conservation Area

	Bird Study	Must attend 6:00 AM observations according to merit badge schedule and counselor *7 – Bring report of checklist of requirement *8 - Bring proof of completion
ES)	Environmental Science	*3e – Research prior to camp: Bring materials to camp *4 – Bring report journals to first day of class
	Fish and Wildlife Management	*5 – Bring written records or proof of projects to camp
4	Forestry	
	Geology	
	Insect Study	*4b – Bring Scrapbook *7 – Bring proof of completion *11 – Bring report
	Mammal Study	*Pen/Pencil and Notepad
	Nature	*4e – Catch and identify 2 species of fish (show completion with note from SM)

	Oceanography	*Writing Ability *Pen/Pencil and Notepad
	Reptile And Amphibian Study	*8 – Bring records to camp
	Soil and Water Conservation	*7 – Bring report of visit or proof of project (photo and records)
1	Weather	*9 – Bring weather instrument and weeklong record to camp
	Plant Science	
	Sustainability	*2 (Water-a, food-a, energy b or c, stuff) *5a

Extreme Sports

Personal Fitness	*1, 6, 7, 8
Sports	Can be Taken by Appointment with the Extreme Sports Director *4, 5



Handicraft Area

Art	*6 Be prepared to discuss what you learned in your visit to an art museum/gallery to be covered in class time
Basketry	* \$21 for merit badge kit
Fingerprinting	Can be Taken by Appointment with the Handicraft Director during Open Program
Leatherwork	* \$10.00 for merit badge kit
Pulp and Paper	
Woodcarving	*Must bring Totin' Chip card * \$4.75 for merit badge supplies *Recommended Scout be at least 13 years old
Textile	*Bring a white shirt or white socks
Painting	*Wear clothes that can get dirty

Order of the Arrow Village

Archaeology	*4 - Complete research prior to camp: Bring research materials to camp
American Heritage	*3c – Bring family history *4c – Bring community history

6	Fishing	*Bring fishing equipment *9 – Bring proof of completion to camp
	Fire Safety	*6a - Bring completed plan to camp *9a - Bring proof of completion *11 - Bring proof of completion
	Indian Lore	*\$15.00 for merit badge supplies
	Fly Fishing	*8 *Each Scout must bring their own Fly Fishing Equipment

Outdoor Skills

	Camping	*5e, 8c, 8d, 9a, 9b, 9c - Bring proof of completion to camp *Pen/Pencil and Notepad
*	Emergency Preparedness	*First Aid Merit Badge *8c - Bring proof of completion of an emergency family kit (note from SM)
(1)	First Aid	*1 Must bring proof of completed First Class first aid requirements *2d Bring homemade personal first aid kit to camp
LOGICAL	Geocaching	*7 – Bring Proof of completion *8 – Bring Proof of completion *9 – Bring Proof of completion
W N E	Orienteering	*Bring compass, pen/pencil, and notepad *Camp orienteering map - \$3.50
8	Pioneering	*2-Bring proof of completed First Class Rope requirements
SAR	Search and Rescue	*6a – Bring notes



Wilderness Survival

*Bring materials for personal survival pack

*Requires Tuesday evening overnight outing

Merit Badges offered by Camp Chaplain

A	Citizenship in the Community	*2, 3, 5, 7, 8 *Bring the Completed Pre-Reqs for Discussion with Fellow Scouts *Not recommended for first year Scouts
	Citizenship in the Nation	*2, 3, 6, 8 *Bring the Completed Pre-Reqs for Discussion with Fellow Scouts *Not recommended for first year Scouts
	Citizenship in the World	*3, 4, 7 *Bring the Completed Pre-Reqs for Discussion with Fellow Scouts *Not recommended for first year Scouts

Science, Technology, Engineering, & Mathematics

8	Astronomy	*Must attend nightly observations according to merit badge schedule and counselor * 6 – Bring sketch *7b – Bring sketch
	Communication	*5 – Bring report from meeting *8 – Bring proof of completion
	Digital Technology	*1, 5, 8
	Electricity	*\$3.50 for merit badge kit *2 – Bring inspection report to camp
(3)	Energy	*1a – Bring article to camp with you *4 – Bring report to camp
	Photography	*4

	Welding	*\$4 for merit badge steel supply *Long sleeved shirt, long pants, and closed-toed shoes required Limited to 10 participants
	Space Exploration	*\$13.00 for merit badge supplies
1	Public Health	*7
	Chemistry	*7

Shooting Sports

	Archery	*Limited to 24 participants per session
(FAR)	Rifle Shooting	*Experience with .22 caliber rifle *Approximately \$15.00 for ammunition/targets *Suggested for older scouts Limited to 35 Scouts
(F)	Shotgun Shooting	*Strength to shoot 12 gauge shotgun *Approximately \$18.00 for ammunition/targets *Limited to 15 participants

Boots and Paddles

Sale of the sale o	Kayaking	*Swimmer classification *Recommended minimum age of 13 *Bring clothes and shoes that cover toes and heel to get wet
AVARING	BSA Kayaking	*NOT A MERIT BADGE* *Swimmer classification
	Whitewater	

ALL PREREQUISITES MUST BE COMPLETED PRIOR TO CAMP FOR MERIT BADGE COMPLETION AT CAMP & REQUIREMENTS MAY CHANGE PENDING NATIONAL UPDATES!