

# MERIT BADGE PREREQUISITES

Merit Badge	Prerequisites	Notes
Archeology	4, 4c, 5b, 6b, 7	D-A observatory trip required
Archery	1c	Recommended to attend open shoot
Art	6	
Astronomy		Must attend Astro Night
Basketry		
Camping	4b, 5e, 7b, 8d, 9	(6) can be completed at camp
Canoeing		Must Be able to pass the BSA Swim Test
Citizenship In the Community	2a, 3a, 4b, 7c	
Citizenship in the Nation	2, 3	
Citizenship in the World	7	
Climbing		Recommended to attend open climb
Communication	4, 5	Must be prepared to MC closing Firebowl to complete 8
Cooking	4, 6	
Emergency Preparedness	1, 2c, 6c, 8, 9	Must attend Search & Rescue Outpost
Environmental Science		
Fingerprinting		
First Aid	1, 2d, 5	Be prepared to make a first aid kit
Fish & Wildlife Management	5, 7	
Geocaching	7, 8	
Horsemanship		
Indian Lore		
Kayaking		Must be able to pass the BSA Swimmer test
Leatherwork		
Lifesaving		Must be able to pass the BSA Swimmer test
Mammal Study		
Metalworking		
Moviemaking		Must have up to date Cyber Chip, Must bring personal camera (Tablets and Phones DO count)
Music	3, 4	Recommended to bring instrument
Orienteering	7, 8, 9	
Painting		
Photography	1b	Must have up to date Cyber Chip, Must bring personal camera (Tablets and Phones DO count)
Pioneering	2a	
Pottery	7	
Rifle Shooting	1d, 1f	Recommended to attend open shoot
Search & Rescue	4	Must attend the Search & Rescue Outpost
Shotgun Shooting	1d, 1f	Recommended to attend open shoot
Small boat Sailing		Must be able to pass the BSA Swimmer test
Soil and Water Conservation		
Space Exploration	2	
Swimming		Must be able to pass the BSA Swimmer test
Welding	7a	14 Years of Age
Wilderness Survival	5	Must attend the Wilderness Survival Overnight
Wood Carving	2	Must have up to date Totin' Chip
Woodwork	7	Must have up to date Totin' Chip