



MERIT BADGE PREREQUISITES

Archaeology	4 (five archaeological site research), 7 (museum, heirloom, or trash), 10 (assist an archaeologist or project), and 11 (exhibit or report). It is recommended that research is done to prepare for requirement 8.
Archery **	None. This badge is not recommended for first year scouts. Scouts should be familiar with local and state laws regarding Archery equipment, ownership, and usage.
Art	6 (visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop).
Astronomy	8 (observation). It is recommended that scouts complete 4c (Big Dipper), 5b (visible planets), and 6b (moon phases) prior to arrival.
Basketry	One round basket kit and one square basket kit are needed. The correct kits contain a pre-measured piece for the base of the basket.
Camping *	4 (Patrol campout), 5e (pack inspection), 7 (pack for campout), 8c (camp menu), 8d (cook menu), 9a (camp 20 days and 20 nights), and 9b (camping activities).
Canoeing	2 (BSA Swimmer test) will be conducted at the start of camp. Scouts should be First Class rank and at least 13 years old due to the physical demands of this badge.
Chemistry	2a (Fe + CuSO ₄) and 3 (Cartesian diver). 7 is suggested to be completed prior to camp. This badge entails a level of scientific knowledge recommended for high school students, since a majority of the requirements are completed independently.
Citizenship in the Nation *	5 (national news for 5 days); Do Two: 7a (visit landmark), 7b (visit state capitol), 7c (visit federal facility), 7d (national monument). It is suggested scouts bring a speech to discuss for 6. If scouts have already written the letter for requirement 8 please bring any response to camp.
Citizenship in the World *	None. It is suggested that scouts research current world events for requirement 3 to be prepared for discussion.
Communication *	5 (meeting). Scouts are encouraged to do requirement 3 & 8 prior to arrival, but it can be done in campsite with unit leadership approval.
Cooking *	2c (track your daily activity and caloric needs for 5 days), 4 (3 day menu, shop, cook), 5 (2 day camping menu for patrol), and 6 (hiking menu). From the BSA Advancement Team: Cooking requirements for Tenderfoot, Second Class, and First Class do not count toward Cooking Merit Badge Requirements. You must not repeat any menus for meals actually prepared or cooked in requirements 4, 5, and 6.
Emergency Preparedness *	1 (First Aid Merit Badge), 2c (family meeting), 6c (community emergency management director info), 7b (troop mobilization plan), 8b (personal emergency service pack).
Environmental Science *	Scouts are encouraged to complete 3c (water pollution), 3d (land pollution), 3e (endangered species), 3f (pollution), 3g (pollination), and 4 (observations) prior to camp.
Fingerprinting	None.
First Aid *	1 (basic first aid knowledge from Tenderfoot, Second Class and First Class), and 5a (home first aid kit).
Fish & Wildlife Management	7 (Fish age, census, stomach contents, or aquarium). Scouts are encouraged to complete requirement 5 (construct or design). Recommended for second year scouts.
Game Design	8 (meet with a game development professional). It is suggested that scouts complete 5a (design), 6 (prototype), and 7a (instruction sheet) prior to arrival, but this can be completed at camp.



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Horsemanship **	None.
Kayaking	2 (BSA Swimmer Test, can be completed at camp).
Leatherworking	5a (commercial tanning process) OR 5b (tan a skin) OR 5d (visit leather related business). If none of these options have been done, scout may complete 4 (a vinyl or leather braid) at camp.
Lifesaving *	2a (earn the Swimming merit badge). Scouts will need to pass the 400 yard lifesaving pre-test administered by the camp instructor. Young scouts often find that this badge is more physically demanding than they anticipate.
Mammal Study	None. It is suggested scouts research for requirements 3c (nongame mammal), unless they choose to do 3a at camp OR 3b prior to camp. Recommended for first year scouts.
Metalworking	None. Scouts must be at least 14 years old and have close-fitting long sleeve shirt and long pants made of natural fibers. Leather work boots are also required (steel toe preferred).
Music	3a (attend a concert) OR 3b (interview a family member) OR 3c (member of band, choir, or music group for 6 months). Scouts must do two of the four (3a-d). 3d can be completed at camp. If a scout does not complete 4b (compose music) the scout must complete 4a (teach 3 songs) OR 4c (make an instrument). Please bring a non wind instrument to camp, or be prepared to use the voice option for Req.1.
Orienteering	7 (events), 8 (set up course), and 9 (officiating).
Painting	None.
Photography	1a (BSA Cyber Chip). It is suggested scouts bring their own camera and begin working on 7 (visual story or topic). If scouts cannot provide their own camera, a limited amount of camp equipment may be available. Scouts can complete/update the BSA Cyber Chip program online at: http://www.scouting.org/Training/Youth-Protection/Cyber-Chip
Pioneering	None.
Pottery	None.
Rifle **	1f (Complete Hunters Education course, or obtain a copy of your State's hunting laws). Scouts are strongly encouraged to obtain a Rifle Shooting merit badge pamphlet.
Robotics	None.
Shotgun **	First-Year scouts are strongly discouraged from taking this badge due to difficulty of handling shotguns and aiming. Bring a copy of your State's hunting laws.
Small Boat Sailing	2 (BSA Swimmer Test). This is a two-hours per day badge. Scouts must be at least 12 years old.
Soil and Water Conservation	None. Scouts are encouraged to work on their 500 word report (requirement 7) prior to camp, if choosing that option.



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Space Exploration	Please bring rockets and engines for two launches to complete requirement 3, ensuring they are stored safely with an adult.
Swimming *	2 (BSA Swimmer Test) and 3 (150 yard swim) need to be completed at camp. Young scouts often find that this badge is more physically demanding than they anticipate.
Welding **	None. Scouts must be at least 14 and have close-fitting long sleeve shirt and long pants made of natural fibers. Leather work boots are also required (steel toe preferred). Recommended for second or third year scouts.
Wilderness Survival	5 (survival kit). Scouts must be 14 years old or older. This badge requires an on-site low impact overnight trip. Scouts should come to camp equipped with the supplies necessary to complete requirement 8 (spend a night in your improvised natural shelter).
Woodcarving	2a (Totin' Chip). This badge is not recommended for first year scouts due to skill level required.
Woodwork **	1b (Totin' Chip) and 7 (talk with a cabinet maker or carpenter).