

MERIT BADGE QUICK GUIDE

Subject to change before April 13th, 2025.

AQUATICS	LOCATION	PREREQUISITES
Swimming	Pool	Must be classified as a swimmer before starting badge.
Lifesaving		Must be classified as a swimmer AND have earned the Swimming MB BEFORE starting this badge. Review front crawl, sidestroke, breaststroke, and elementary backstroke. Recommended for ages 14+. Bring clothes suitable for req. 9.
Canoeing	Lake	Req. 2 and read MB booklet to discuss req. 7c at camp. Bring shoes that can get wet.
Kayaking		Req. 2 and read MB booklet to discuss req. 4 at camp. Bring shoes that can get wet.
Rowing		Must be classified as a swimmer before starting badge. Req 2 and read MB booklet to discuss 8 & 9at camp. Bring shoes that can get wet.

CULTURAL CENTER	LOCATION	PREREQUISITES
Cit in the Nation	OA Lodge	Req. 7. If possible, bring a device with a news app like AP or Reuters. Some out of class time needed.
Cit in the World		Req. 7.
American Heritage		3c,
Fire Safety		Req. 5c, 5e, 5g, & 10a.
Music		Req. 3, Scouts who play an instrument may bring it to camp.
Chess		Read the MB book to become familiar with moves. Consider making a chess.com account to play the computer to practice.
Communications		Req. 5 & 7.
Crime Prevention		Req. 3a, 3b, & 10.
Salesmanship	Trading Post	None.

ECOLOGY	LOCATION	PREREQUISITES
Environmental Science	Ecology Lodge	Recommended for age 14+. Some independent project work required. Req. 3b & 3f. Time may be needed outside of class for req. 3e and 4.
Nuclear Science		None.
Weather		None.
Nature		None.
Astronomy		None. Must participate in evening observations.
Chemistry		Req. 5 & 7.
Landscape Architecture		None.
Fishing	Hummel Pavilion	Some equipment is available. If possible, bring your own rod. Scouts will clean, cook, and eat fish in the program area. Fishing license is not required regardless of age.
Fly Fishing		Same as Fishing.
Fish & Wildlife Management		5b, 8
Forestry		None. Read MB book before camp. Offered during evening program M, Tu, & Th

HANDICRAFT	LOCATION	PREREQUISITES
Basketry	Handicraft Pavilion	None.
Art		Req. 6
Pottery		Req. 7.
Leatherwork		None.
Woodcarving		Req. 2a. Must have a Totin' Chip Card present for Mondays class. Not recommended for young campers.

HEALTH & SAFETY	LOCATION	PREREQUISITES
First Aid	Le Bleu Pavilion	Req. 5ab. Bring materials or detailed photos of your personal first aid kit.
Emergency Preparedness		Req. 1, 2, 6c, 8b, and 9.

SCOUTCRAFT	LOCATION	PREREQUISITES
Geocaching	Scoutcraft	Req. 7. Some out of class time may be needed to complete Req. 9.
Camping		Req. 4b, 5e, 7b, 8cd, and 9abc. A note from SM for prerequisites and a copy of the menu for 8cd will suffice.
Cooking		Req. 4a-e and 6a-f. For scouts 13+. Class is extended through lunch. Scouts will not attend lunch in the dining hall M, Tu, Th, & F and cannot be assigned table waiter duty for these meals. A note from the SM for prerequisites and a copy of the meal plans will suffice.
Signs, Signals, & Codes		None. Know the basics of American Sign Language, Braille, and Morse Code.
Orienteering		Good map & compass skills are recommended. Materials are available at Scoutcraft.
Pioneering		None. A working knowledge of knots, lashings, and rope splicing is strongly recommended.
Wilderness Survival		Req 5

RANGE & TARGET	LOCATION	PREREQUISITES
Rifle	Rifle Range	Req. 1d. Recommended for older scouts.
Archery	Archery Range	Req. 1d
Shotgun	Shotgun Range	Req 1f. Recommended for older scouts. Additional fee of \$25 for ammo

TECH CENTER	LOCATION	PREREQUISITES
Robotics	Tech Center	None.
Moviemaking		None. Bring a device capable of taking digital videos.
Programming		Req 1a.
Photography		Req. 1a. Bring a device capable of taking digital pictures.
Space Exploration		None.
Game Design		None. Bring a notebook.
Digital Technology		Req. 1.

TRADES & VOCATIONS	LOCATION	PREREQUISITES
Woodwork	Maintenance	Must have Totin' Chip.
Welding		7a. Scouts must wear pants and boots to class. No sneakers as weld spatter is an issue.

AWARDS & SPECIAL PROGRAM	LOCATION	PREREQUISITES
Snorkeling	Pool	Must be a swimmer.
Mile Swim	Lake	Must be a swimmer.
Swimming & Water Rescue	Pool	Complete Safe Swim Defense Online. Be classified as a swimmer.
Paddlecraft Safety: Basic Canoeing or Kayaking	Lake	Complete Safety Afloat Online. Be classified as a swimmer.
Cowboy Action	Rifle Range	Must have waiver completed by parent brought to camp.
Discover Scuba	Pool	Must be a swimmer and have completed form.