

## Merit Badge Prerequisites:

Merit Badge	Prerequisites / Comments	Page 1 of 2
American Heritage	3c – be prepared to show / discuss family history	
Archery	Need archery skills to pass badge. Requires purchase of arrow kit ~\$6	
Art	6 – Be prepared to discuss your museum visit	
Backpacking	All requirements should be completed in advance	
Basketry	Requires purchase of a basketry kit set ~\$15 @ Trading Post	
Bird Study	Reqs 5, 6, 7, 8 - Requires extensive knowledge and interest in birds	
Canoeing	Must pass "red, white & blue" swim test at camp	Updated: March 13
Climbing	<b>Pre-sign up required</b>	
Electronics	Requires knowledge of Physics and higher level math, not recommended for first years	
Electricity	2, 8, 9a	
Emergency Preparedness	1, 2c – a signature stating completion is fine, 2b, 6c, 8b, 9 – please bring these written out	
Environmental Science	Outside session time required. Can be a difficult badge. Suggested for 2 <sup>nd</sup> year or above.	
First Aid	Req 1 – proof of ALL Tenderfoot, 2 <sup>nd</sup> and 1 <sup>st</sup> class requirements completed (book or note) Req 5a – Home First Kit must meet minimum requirements from the First Aid merit badge pamphlet (pg 22) – bring kit!	
Fishing	Not meant for the inexperienced fisher. Bring favorite equipment for fishing, limited supply available in camp	
Forestry	Completing a field notebook is required	
Geocaching	Req 7, 8, 9 – a signature verifying completion.	
Hiking	All requirements should be completed.	
Horsemanship	There is a \$45 fee. Long Pants required. Must meet at office immediately after breakfast Wednesday 13 years or older. Class size limited at 14 Scouts.	
Insect Study	Requirements 5, 9, 10, Requires extensive interest and knowledge of insects	
Kayaking	Must pass "red, white & blue" swim test at camp, <b>requires pre-sign up</b>	
Leatherwork	Requires purchase of some leather supplies (~\$7)	
Lifesaving	Must be a very strong swimmer. (2 Hour Badge)	
Pioneering	All rope requirements for Tenderfoot and First Class ranks. Skill with rope recommended.	
Photography	You may bring a camera – but it is not necessary.	
Reptile / Amphibian Study	Requirement 8 must be completed prior to camp. A signature verifying completion is expected. Must bring log.	
Rifle Shooting	Req 1f – bring state hunting laws. Requires shooting ability. Difficult for novices to complete in 1 week.	
Rowing	Must pass "red, white & blue" swim test.	
Scouting Heritage	Req 5 – bring report. Collection for 6 should be made before camp – you can bring pictures if you don't feel comfortable bringing the items.	
Search and Rescue	4 – be prepared to discuss results, 6 – bring proof of your interview	
Shotgun Shooting	Requires shooting ability. ~\$15 cost for ammo / clays. Difficult for novices. Extra time available 4-5 if needed	
Small Boat Sailing	Must pass "red, white & blue" swim test. Difficult for small Scouts. <b>Pre-sign up required.</b>	
Space Exploration	Req 2 – create and bring your trading card to camp, requires purchase of a rocket kit @ camp (~\$10)	
Swimming	Must pass "red, white & blue" swim test.	
Weather	Requirement 9 should be completed during camp. Please bring the log.	
Welding	~\$25 Cost. Age 16+, Class size is limited at 8. Denim Pants and Boots required. Participants should plan additional time to work on projects at the QM. <b>Pre-sign up required.</b>	
Wilderness Survival	Bring personal survival kit with you to camp. Shelter building time during siesta Monday and Tuesday. Overnight Tuesday night.	
Wood Carving	Purchase of carving items (~\$5) Totin' Chit required.	
Woodwork	\$25 to keep your project – no fee if project is for the camp. Not recommended for first year scouts. <b>Pre-sign up required.</b>	
Page 2 of 2		

## Pre-Camp Merit Badge Sign Up

Climbing, Kayaking, Small Boat Sailing, Welding, Woodwork will have a pre-camp sign up.