

Merit Badges 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	
Astronomy	8f – Be prepared to discuss experience with online observing opportunities such as SkyNet	
Backpacking	All requirements should be completed in advance	
Basketry	Requires purchase of a basketry kit set ~\$20 @ Trading Post	
Bird Study	Reqs 5, 6, 7, 8 - Requires extensive knowledge and interest in birds	
Camping	4B, 8D, 9 – a form will be handed out in camp to verify	
Canoeing	Must pass “red, white & blue” swim test at camp	
Citizenships	See Trail to Eagle page	
Climbing	Pre-sign up required – 2 period badge – see 1 st page for All climbers attend the 9-10 period, then return for a class session 10 to 11 or 11 to 12.	
Communication	See Trail to Eagle page	
Electronics	Requires knowledge of Physics and higher-level math, not recommended for first years	
Electricity	2, 7, 8a	
Emergency Preparedness	1, 3– a form will be handed out in camp to verify 2b, 6c, 8b – please bring these written out	
Environmental Science	Outside session time required. Can be a difficult badge. Suggested for 2 nd year or above.	
Fire Safety	5e, 5g – bring a copy of your plan	
First Aid	2b1 – Personal First Aid Kit – 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 form will be handed out in camp to verify	
Hiking	All requirements should be completed.	
Horsemanship	There is a \$50 fee. Long Pants required. Must meet at the 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, requires pre-sign up	
Leatherwork	Requires purchase of some leather supplies (~\$8)	
Lifesaving	2B, 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.	

Updated:
March 31

Rifle Shooting	2 nd year or above at Scout Camp, difficult for novice shooters to earn. Should plan to attend free shoot.
Rowing	Must pass "red, white & blue" swim test.
Search and Rescue	4 – be prepared to discuss results, 6 – bring proof of your interview
Shotgun Shooting	Previous shooting experience required ~\$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. Pre-sign up required.
Space Exploration	Req 2 – create and bring your trading card to camp, requires purchase of a rocket kit @ camp (~\$15)
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. Pre-sign up required.
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 (~\$6) Totin' Chit required.
Woodwork	\$25 to keep your project – no fee if project is for the camp. Not recommended for first year Scouts. Pre-sign up required.
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Pre-Camp Merit Badge Sign Up

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



We need to limit these badges for safety / equipment restrictions. In an effort to avoid disappointment in camp, we will do a pre-sign up for these badges.

The week before your week at camp, we will open an online registration portal for just these badges. Scouts can add their name to the list / waitlist for these badges.

Registration details will be emailed out – but Scouts or the Leader can sign in online to select badges.

All registration for these badges is done through the online portal – any questions should be directed to Paul Kuipers at the Council Office.

Extra Costs for Badges

We do our best to provide extra supplies for badges at cost. Price may fluctuate by the summer.