

Merit Badge Prerequisites

Merit Badge	Class Max	Fee	Prerequisites
Archery	16	\$5	Skill in archery needed to complete. Recommended age of 13 or older
Art	20	\$3	Fee covers materials used in the class
Astronomy	15		Binoculars are helpful for night viewing, but are not required
Basketry	20		Kits cost approximately \$5-\$10 from the Trading Post
Bird Study	15		Participants need to allot at least 30 minutes a day for observing birds
Camping	15		Requirement 9 must be completed in the Troop
Canoeing	20		Must be a swimmer
Citizenship in the Nation	20		Requirement 2 needs to be completed in the Troop before or after Camp
Cinematography	15		Scouts should bring their digital camera and uploading equipment if they wish, but it is not required
Climbing	12		
Communications	15		Requirement 5 must be completed in the Troop before or after camp. Recommended age of 13 or older.
Cooking	20		Menus will be planned and written in class. Execution for requirements 4, 6 & 7 occur in the Troop.
Electricity	15		Projects can be purchased at the Trading Post for \$10-\$15
Emergency Preparedness	15		First Aid Merit Badge required. Recommended age of 13 or older
Environmental Science	25		Scouts need to allow 1 hour each day for field study. Recommended age of 13 or older
First Aid	20		Know or have completed the first aid requirements for Tenderfoot, Second Class and First Class. Have a home first aid kit to show to the counselor.
Fish & Wildlife Management	15		
Fishing	25		Fishing equipment required
Forestry	15		
Geocaching	20		
Indian Lore	15		Kits can be purchased for this merit badge for \$5-\$10 from the Trading Post
Kayaking	8	\$5	Must be a swimmer

Leatherwork	15		Kits for the merit badge costs \$5-\$10 from Trading Post
Lifesaving	15		Need low shoes, socks, belt, long pants and a long-sleeved shirt that will get wet. Must be a swimmer
Metalwork	10	\$15	Fee covers materials for the projects made in class. Recommended age of 14 or older
Mining in society	20		
Motorboating	8	\$3	Must be a swimmer
Nature	15		
Orienteering	20		Knowledge of map and compass use needed
Photography	15		Scouts should bring their digital camera and uploading equipment if they wish, but it is not required
Pioneering	20		
Railroading	20		
Reptile Study	15		Scouts must complete requirement 8 prior to camp
Rifle	16		Difficult to earn. Need to be an experience marksman to qualify, and extra time may be needed to finish shooting requirements. Recommended age of 13 or older
Rowing	15		Must be a swimmer
Sculpture	15		Materials may be purchased at the Trading Post for \$4-\$6 to complete all requirements. Recommended age of 15 or older
Search & Rescue	20		
Shotgun	8	\$20	Recommended age of 13 or older. No refunds
Small Boat Sailing	12		Must be a swimmer
Space Exploration	15		Rocket Kits are available in the Trading Post for \$12
Sports	30		Must complete requirements 4 & 5 outside of camp
Surveying	20		
Swimming	20		Must be a swimmer. Need low shoes, socks, belt, long pants and long sleeve shirt that will get wet
Wilderness Survival	15		Make and bring a survival kit described in requirement 5 to camp. This merit badge requires an overnight trip, and is recommended for Scouts 13years of age or older
Woodcarving	15		Need a pocketknife or woodcarving tools. Kits can be purchased in the Trading Post for \$3-\$10
Wood Working	15	\$15	Fee covers materials used in the class. Recommended age of 14 or older