

# Merit Badge Prerequisites

Merit Badge	Prerequisites / Comments
Archery	Need archery skills to pass badge.
Art	Req 6 – Be prepared to discuss your museum visit
Astronomy	Req 4, 5, 6, 8 & 9 should be completed prior to arrival at camp. You will need to attend the night session.
ATV program	Scouts must be 14 and older <b>**</b> There is an <b>ATV E-course</b> that <b>must</b> be completed prior to camp in order for any scout or leader to ride the ATVs. The course takes approximately 1 – 2.5 hours and can be found at: <a href="https://atvsafety.org/atv-ecourse/">https://atvsafety.org/atv-ecourse/</a> <b>**</b>
Basketry	Requires purchase of a basketry kit set ~\$15 @ Trading Post
Camping	Req 4b, 5E, 7b, 8d, 9a, and 9b
Canoeing	Must pass “red, white & blue” swim test at camp
Cooking	Req 2c, 4a-4e, 6a-6f The meals prepared for req 4, 5, and 6 will count only toward fulfilling those requirements and will not count toward rank advancement or other merit badges. Meals prepared for rank advancement or other merit badges may not count toward the cooking merit badge. You must not repeat any menus for meals prepared or cooked in requirements 4, 5, and 6.
Citizenship in the Community	<b>Only available through the Project Soaring Eagle</b> Req – 2a-b, 3a-b, 4a-, 6a-c, and 7 (presentation will be given at camp)
Citizenship in the Nation	<b>Only available through the Project Soaring Eagle</b> Req – 2a-d, 3, and 8
Citizenship in the World	<b>Only available through the Project Soaring Eagle</b> Req – 7a-e
Climbing	2 period Merit Badge
Communication	<b>Only available through the Project Soaring Eagle</b> Req – 4, 5, 6, 7, and 8
Digital Technology	Req 1 – Bring a flash drive with a minimum of 16 gb storage
Electronics	Req 6 - Requires knowledge of Physics and higher-level math, not recommended for first years
Electricity	Req 1, 2, 8, 9a and 9b
Emergency Preparedness	Req 1, 2c, 6c, 7a, and 8b – 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	Req 7 - Not meant for the inexperienced fisher.
Forestry	Completing a field notebook is required
Geology *	Req 4 – be ready to discuss with your counselor
Kayaking	Must pass “red, white & blue” swim test at camp
Leatherwork	Requires purchase of some leather supplies (~\$7)
Lifesaving	Must be a very strong swimmer. (2 Hour Badge)
Mammal Study *	Req 3 and 4. Be prepared with ideas for 5.

<b>Nature</b>	No pre-reqs are required
<b>Orienteering</b>	Req 7a, 7b and 10
<b>Personal Fitness</b>	Req 1b, 6a, 7, and 8
<b>Personal Management</b>	<b>Only available through the Project Soaring Eagle</b> Req – 1a-c, 2a-d, and 8
<b>Pioneering</b>	All rope requirements for Tenderfoot and First Class ranks. Skill with rope recommended.
<b>Photography</b>	You may bring a camera – but it is not necessary.
<b>Rifle Shooting</b>	2 <sup>nd</sup> year or above at Scout Camp, difficult for novice shooters to earn.
<b>Rowing</b>	Must pass “red, white & blue” swim test.
<b>Sculpture</b>	Req 2C
<b>Search and Rescue</b>	Req 4 – be prepared to discuss results, 6 – bring proof of your interview
<b>Shotgun Shooting</b>	Previous shooting experience required ~\$15 cost for ammo / clays. Difficult for novices. Extra time available 4-5 if needed
<b>Signs, Signals, and Codes</b>	No pre-reqs are required
<b>Soil and Water Conservation*</b>	Req 5 and 7
<b>Sustainability</b>	Req 1, 2a-c, 3 a-c, 4a-c, 5a-c, 6a-c, 7a-f
<b>Small Boat Sailing</b>	Must pass “red, white & blue” swim test. Difficult for small Scouts. Pre-sign up required.
<b>Space Exploration</b>	Req 2 – create and bring your trading card to camp, requires purchase of a rocket kit (~\$13)
<b>Swimming</b>	Must pass “red, white & blue” swim test.
<b>Weather</b>	Requirement 9 should be completed during camp. Please bring the log.
<b>Wilderness Survival</b>	Req 5 - Bring personal survival kit with you to camp. Meeting Tuesday Night: Outdoor Skills - white cabana @ 7:15pm
<b>Wood Carving</b>	Totin' Chit required. Purchase of carving items (~\$5)

**Project Soaring Eagle (PSE):** PSE is three-hour program in the afternoon for older Scouts that is designed to give them a boost towards earning the rank of Eagle Scout. Scouts enrolled in PSE will take a comprehensive course covering requirements for five Eagle-required badges. All scouts in PSE will have the opportunity to attend the Eagle Scout Forum on Thursday evening.

These badges require more advance work than others, and we expect it to be completed at the proper level prior to coming to camp. All prerequisites for these badges will be turned into the Soaring Eagle Counselors on Monday. The counselor will review them to ensure they are done to the proper level.

***This program is recommended for First Class and above Scouts who are 14 or older.***