

MERIT BADGE & ACTIVITY Information, Prerequisites* & Notes

Listings in *italic* are not Merit Badges

* requirements which CANNOT be done at camp AND/OR which take longer to complete than time allowed at camp; do before camp with a counselor and bring a blue card partial to camp OR do what you can at camp and take a blue card partial home

Badge OR Activity	Max. Class Size	Recommended Minimum		*PREREQUISITES	Notes
		AGE	RANK		
Archery	20				
Art	15	12		4	basic materials provided. Other materials require extra money (optional)
Astronomy	15	13		8b, 9	8b, 9 are weather dependent; late evening sky viewing needed
Backpacking (A)		13	First	6b, 10, 11b, 11c	for experienced Scouts
Basketry	20				\$12 or more needed to purchase kits
Bird Study (A)		13		5, 6, 7b, 8	
<i>BSA Lifeguard**</i>	10	15		aquatic exp., CPR	Swimming, Rowing, Canoeing & Lifesaving MBs recommended
Camping	15	12	First	4b, 8d, 9	
Canoeing**	16	13			Swimming MB recommended
Climbing	16	13			completion is weather dependent
Cooking	16			4, 6, 7	covers non-cooking requirements and cooking techniques only
<i>C.O.P.E.</i>	16	14			at least 4 scouts needed to run class
Cycling	12	13		9***	completion is weather dependent; extra time required.
Emergency Prep.	16	13		1, 8b, 8c	must have First Aid MB; experience & maturity
Energy	16	13		1a, 4	
Environmental Science	20	13		3f	
First Aid	10		First	1, 2d	2d can be brought to camp
Fish & Wildlife	15			7	
Fishing (A)				9	
Forestry	12	12		3b, 5, 7	
Geocaching (A)				7, 8, 9	
Geology	12	12			
Hiking (A)			First	5, 6, 7	for experienced scouts
Indian Lore	20				revised crafts for 2011. Extra money may be required
Insect Study (A)				4, 7, 8	
<i>Instructional Swim (A)</i>	15				recommended for all who don't pass Blue Tag
<i>Kayaking BSA**</i>	10	13			Swimming MB recommended
Leatherwork	20				\$7 or more needed to purchase kit & lacing
Lifesaving**	12	13	First	1a	Swimming MB recommended, strength & maturity
Mammal Study	15				
<i>Mountain Fox</i>		14			at least 4 scouts needed to run program
Music	24	13		3, 4b or c	3c can be brought to camp. Taught together with Theater
Nature	15				
Orienteering	15		First		for experienced scouts
Personal Fitness	20	13		1, 6, 7, 8	proper footwear needed; strength needed
Pioneering	12	13	First	2a	must know knots & lashings
Reptile & Amphibian	15			8	
Rifle Shooting	16	12			for experienced shooters
Rowing (A)		13			Swimming MB recommended; strength
Shotgun Shooting	12	12			experienced shooters. Black Powder option also available
Small Boat Sailing**	16	13			Swimming MB recommended
<i>Snorkeling BSA**</i>	16				Swimming MB recommended
Soil & Water	15				
Space Exploration	15				\$10 or more needed to purchase kit & engine
Sports	25			4, 5	proper footwear needed
Swimming**	20				
Textile (A)					extra money required for materials
Theater	24	13		1, 2, 3	taught together with music. Attendance at Friday night campfire required
Weather	15	13		8	
Wilderness Survival	15	13	First	5	5 can be brought to camp
Wood Carving	12			2a (Totin' Chip)	\$5 needed to purchase kit

***Cycling #9 (50 mile ride) will only be attempted when strict safety requirements (weather, skills, routes, etc...) can be met.

Minimum ages are required for Rifle, Shotgun, Mountain Fox, COPE, & BSA Lifeguard; all others are recommendations