

Merit Badges/Classes [1]	Program Area	# of Participants	Partial or Complete	Reqs Completed at Camp	Must Do Before/After Camp	Notes for Scouts & Leaders
Beginner Swim Lessons	Aquatics	10	N/A			
BSA Lifeguard Training	Aquatics	5-10	Complete			Minimum Age 15 Years
Canoeing	Aquatics	10	Complete	1a-c, 2, 3a-b, 4a-b, 5a-c, 6, 7a-d, 8a-f, 9a-h		
Kayaking	Aquatics	10	Complete	1a-c, 2, 3a-b, 4a-c, 5a-c, 6a-e, 7a-f, 8a-g		Afternoon Session is M/T or W/Th Must pass swim test
Lifesaving	Aquatics	10	Complete	1a-b, 2, 3a-e, 4-7, 8a-b, 9, 10, 11a-b, 12, 13a-c, 14a-b, 15a-c, 16a-b, 17	Req. 1a will still be completed in class. Scouts may bring evidence from their scout book if they have completed 2nd and 1st Class prerequisites.	Physically demanding merit badge Must pass swim test
Mile Swim Award	Aquatics	No Limit	Complete	1, 2, 3, 4		Need to pass swim test Must complete required practices to participate in the Friday Mile Swim
Motorboating	Aquatics	8	Complete	1a-c, 2a-b, 3a-d, 4a-h, 5a-g		Must pass swim test
Rowing	Aquatics	10	Complete	1a-c, 2, 3, 4a, 5b, 6, 7, 8a-c, 9a-g		Must pass swim test
Scuba Discovery	Aquatics	16	Complete			Must pass swim test
Small Boat Sailing	Aquatics	12	Complete	1a-c, 2, 3, 4a-f, 5, 6a-j, 7a-c, 8, 9		Afternoon Session M/T or W/Th Must pass swim test
Snorkeling BSA Award	Aquatics	10	Complete	1-3, 4a-b, 5a-d, 6a-b, 7a-b, 8, 9a-c, 10-12a-c		Must pass swim test
Stand Up Paddleboarding Award	Aquatics	10	Complete	1-5, 6a-b, 7a-b, 8a-k, 9a-c		Must pass swim test
Swimming	Aquatics	40	Complete	1a-b, 2, 3a-e, 4, 5a-b, 6a-d, 7a-c, 8, 9		Must pass swim test
Climbing	COPE/Climbing	10	Complete	1a-c, 2, 3, 4a-d, 5a-d, 6a-e, 7a-e, 8, 9a-c, 10a-b, 11a-c, 12		
COPE	COPE/Climbing	8	N/A			

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Athletics (combined with Sports)	Field Sports	20 (for both MBs)	Partial	1a-b, 2a-d, 4a-d, & 6a	3a-d, 5, 6b	
Cycling	Field Sports	10	Partial	1-6 Option B a-d	6 Option B e	6 B e is the long distance requirement of 22 miles we will make every attempt to complete the rides in requirement 6Bd
Personal Fitness	Field Sports	20	Partial	1a, 2a-d, 3a-n, 4a-e, 5a-d, 6, 9	1b bring in a note from parent about dentist. Req. 7 & 8 can be completed before camp, but must bring documentation that it is complete for counselor sign off.	Requirement 6 will get the baseline for requirements 7 and 8
Golf	Field Sports	10	Complete	1, 2 (Option 2 Disc Golf) A-G		Bring skates and appropriate safety gear
Sports (Combined with Athletics)	Field Sports	20 (for both MBs)	Partial	1a-b, 2a-c, 3a-d, 4a	4b-c needs to be completed after requirements 4a 5a-c is completed by participating in competitive individual sport or as a member of an organized team.	
Animation	Handicraft	20	Complete	1ab, 2, 3ab, 4ab, 5		
Art	Handicraft	20	Complete	1a-c, 2, 3, 4, 5b, 6, 7		
Basketry	Handicraft	20	Complete	1ab, 2ab, 3a-c		Scouts will need to purchase kit for merit badge
Chess	Handicraft	15	Complete	1, 2ab, 3a-c, 4a-f, 5a-d, 6a or c		
Fingerprinting	Handicraft	20	Complete	1, 2, 3a-c, 4a, 5		
Indian Lore	Handicraft	20	Complete	1, 2, 3a-c, 4a-c, 5a		
Leatherwork	Handicraft	20	Complete	1ab, 2a-d, 3a-h, 4, 5a		Requires kit to be purchased from trading post.

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Moviemaking (Combined with Photography)	Handicraft	20 (for both MBs)	Complete	1, 2a-d(2), 3b, 4		Students need to bring a digital camera or cellular device that can take pictures and record video.
Music	Handicraft	10	Partial	1, 2, 3c (if meets this requirement), 3d, 4b, 5	3a, b or c can be done before or after camp must bring evidence that those requirements are completed.	Scouts need to bring instrument with them to camp.
Photography (Combined with Moviemaking)	Handicraft	20 (for both MBs)	Complete	1ab, 2a-g, 3, 4a/c, 5a/b/e, 6a-c, 7a-c, 8		Students need to bring a digital camera or cellular device that can take pictures and record video.
Pottery (Combined with Sculpture)	Handicraft	20 (for both MBs)	Complete	1, 2ab, 3, 4, 5a-d, 6, 7b, 8		
Sculpture (Combined with Pottery)	Handicraft	20 (for both MBs)	Complete	1, 2a-c, 3		
Woodcarving	Handicraft	20	Complete	1a-b, 2a-b, 3a-b, 4a-d, 5, 6, 7		Bring Totin' Chip to class. Requires kit from the trading post.
Citizenship in the Nation	Life Skills	15	Partial	1-4, 6, 8	5 - requires scouts to watch the news or read the paper for 5 days in a row. 7 - requires scouts to make an offsite visit to more than 1 location.	scouts can bring evidence showing they have visited places prior to starting the merit badge for requirements 5 & 7.
Citizenship in the World	Life Skills	15	Complete	1-2, 3a-b, 4a,c, 5, 6, 7ab		Scouts can bring information on the following requirements to help with class time research. 3a-b, 4c 7 a-b.

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Communication	Life Skills	15	Partial	1d, 2a, 3, 6, 7a, 9	4, 5, 8	4 requires scouts to interview someone. 5 requires an offsite visit in their local community. 8 requires scouts to plan and execute a scouts own service, court of honor or campfire program. Scouts can bring evidence of completed requirements to camp.
Disabilities Awareness	Life Skills	15	Complete	1-3ab, 4 Option B(a/c), 5c, 6-7		
Emergency Preparedness	Life Skills	15	Partial	2a-b, 3-6, 7a-b, 8a, 9b	1, 2c, 8b	Scout will need to show completion of First Aid Merit badge or bring evidence that 2c/8b have been completed before camp.
First Aid	Life Skills	15	Partial	2ab, 3, 4, 6a-c, 7a-e, 8a-d, 9, 10, 11a-f, 12, 13a-o, 14a-c, 15ab, 16	Req 1, please show proof from Scout Handbook that First Aid reqs are signed off for Tenderfoot, 2nd Class, and 1st Class Req 5a-b bring first aid kit to class for requirement, otherwise can be completed after camp.	
Archeology	Nature	15	Partial	1-6, 8, 9, 10b, 11b	7a, b, or c	7a, b, or c - needs to be completed outside of camp depending on the requirement the scout chooses.
Astronomy	Nature	20	Complete	1-8c, 9	If weather is bad 4a-b, 8c	depending on weather

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Bird Study	Nature	12	Partial	1-4, 6, 8b, 10-12	5,7-8, 9	5, 7, 8 may take more time than the scout has a camp more than likely these need to be completed before or after. 9 requires scouts to do 1 of 4 project options can be done before or after camp.
BSA Leave No Trace 101	Nature	20 (Y&A)	Complete			
Environmental Science	Nature	12	Complete	1, 2, 3a-g, 4b, 5, 6	Optional Req 4 can be done before camp	Req 4 can be completed at camp, scouts have to make time to do their observations while not in class for this requirement and show their counselor
Fish and Wildlife Management	Nature	12	Complete	1, 2, 3, 4, 5b, 6b, 7a, 8		
Fishing	Nature	12	Partial	1a-d, 2, 3, 4, 5, 6ab, 7, 8 (9, 10)		9 - Scout will need to catch a fish and be able to identify it 10 - Scout will need to clean and cook a fish Discuss with counselor at camp if completed 9 & 10 to complete MB.
Fly Fishing	Nature	12	Partial	1-11		10 - Catch at least 1 fish using a fly rod and fly; identify 11 - Clean, and cook a fish
Forestry	Nature	12	Complete	1a-c, 2a or b, 3ab, 4a-e, 5a or b, 6, 7a-c, 8		

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Geology	Nature	12 (for both MBs)	Complete	1, 2, 3, 4a or b, 5c (mineral)1-5b		
Insect Study	Nature	12	Partial	1a-b, 2, 3, 4, 6a-b, 7, 8, 10a, 11, 12, 13	5a-b, 9	5a-b will take time depending on how scout utilizes time at camp may need to be completed before or after camp. 9 requires scout to raise a butterfly or moth from a caterpillar.
Mammal Study	Nature	12	Complete	1, 2, 3c, 4g, 5		
Nature	Nature	15	Complete	1, 2, 3, 4 (pick 5 options), 5, 6		Requires outside field work that may result in a partial.
Oceanography	Nature	15	Complete	1, 2, 3, 4, 5, 6, 7e, 8a, 9		
Reptile and Amphibian Study	Nature	15	Partial	1, 2, 3a-d, 4, 5, 6, 7, 9b-c, 10	8a or b	Must be completed before or after camp due to the time restrictions and/or offsite visit needed to complete either requirement.
Soil and Water Conservation	Nature	12	Complete	1a-c, 2a-d, 3a-c, 4a-e, 5a-e, 6a-d, 7c & e	7a could be done before camp bring documentation of written report.	
Weather	Nature	15	Complete	1, 2, 3, 4, 5, 6, 7, 8, 9a, 10, 11		
Camping	Outdoor Skills	20	Partial	1, 2, 3, 4a, 5a-d, 6, 7a, 8a-c	4b, 5e, 7b, 8d, 9, 10,	
Cooking	Outdoor Skills	20	Partial	1-3, 7	4-6	
Geocaching	Outdoor Skills	20	Complete	1a-c, 2a-c, 3, 4, 5ab, 6, 7, 8c, 9		

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Metalwork	Outdoor Skills	10	Complete	1, 2a-d, 3a-c, 4, 5d		
Orienteering	Outdoor Skills	20	Complete	1, 2, 3a-b, 4a-f, 5, 6a-c, 7a-b, 8a, 9, 10		Bring compass to class
Pioneering	Outdoor Skills	20	Complete	1a-b, 2a-c, 3, 4, 5, 6, 7, 8, 9		Only M, Tu
Signs, Signals and Codes	Outdoor Skills	15	Complete	1, 2, 3a-b, 4a-b, 5a-b, 6a-b, 7, 8a-e, 9a-c, 10		
Wilderness Survival	Outdoor Skills	20	Complete	1a-b, 2, 3, 4a-e, 5, 6, 7a-c, 8, 9, 10, 11, 12		Scouts will need to bring certain supplies for the overnight experience please consider the following to bring to camp:
First Year Scouts	Rawhide	80	N/A			
Tenderfoot Wrap Up	Rawhide	10	N/A			
Archery	Shooting Sports	16	Complete	1-4, 5 Option A a-f(2)		if scout meets qualification shots.
Rifle Shooting	Shooting Sports	24	Complete	1a-i, 2a-m,	Packet can be completed before camp and checked at camp (highly encouraged)	Scouts need to make sure they have at least 1 open period in the afternoon to use open shoot for qualifying or finishing the packet.
Shotgun Shooting	Shooting Sports	6	Complete	1a-i, 2a-k	Packet can be completed before camp and checked at camp (highly encouraged)	Scouts need to make sure they have at least 1 open period in the afternoon to use open shoot for qualifying or finishing the packet.

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Digital Technology	STEM	15	Complete	1-5, 6b-d, 7, 8a,c, 9a		Scouts need to bring physical copy of the cyber chip card. or a picture on their device. Scouts will need to bring 3 different copies of a court of honor or campfire program
Electronics	STEM	15	Complete	1-6		
Engineering	STEM	15	Complete	1, 2, 3, 4a-e, 5, 6a, 6d, 7, 8, 9	Optional 6b	6b needs to be done before camp if using as an option for requirement 6. Please bring documentation.
Game Design	STEM	15	Partial	1ab, 2, 3a-d, 4, 5, 6a-c, 7a-c	8a or 8b can be done before or after camp but now requires visit with a professional	
Inventing	STEM	15	Partial	1a-b, 2b, 3a-d, 4, 5, 6a-c, 7, 9	8a or 8b can be done before or after camp but now requires offsite visit or participation in a club or event	
Programming	STEM	15	Partial	1ab, 2ab, 3ab, 4a-c, 5a-d, 6	Completing this merit badge will be dependant on the scout to finish requirement 5 at camp otherwise can be done before or after camp.	
Robotics	STEM	15	Complete	1a-b, 2a-c, 3, 4a-e, 5a-b, 6b, 7		
Space Exploration	STEM	15	Complete	1a-d, 2, 3a-i, 4a-d, 5a/c, 6a or b, 7a-d, 8		Scouts will need to purchase kit from trading post