

Merit Badge Pre-Requisites

Merit Badge	Prerequisites	Cost	Notes
Adventure Trail			First Year Camper Program, see adjustments to format in the Program Update
American Heritage / American Culture	Heritage Requirement: 3c, 5		
Angler Adventure		+\$45	Age, 12+. If 16 or older must have a fishing license.
Archery	Requirement: 1 a, b, c		Read Merit Badge Book
Art	Requirement: 6		
Camping	Requirement: 4b, 5e, 7b, 8d, 9		
Canoeing			Must take and pass BSA Swim Test; Bring shoes that can get wet (water shoes preferred)
Chess			
Citizenship in the Nation	Requirement: 2		No off-site excursions
Communications	Requirement: 5, 7, 8		
Environmental Science			
First Aid	Requirement: 1, 5		Scouts should have completed all first aid reqs for their rank requirements and bring a first aid kit that was prepared for their home.
Fishing			
Game Design			
Kayaking			Must take and pass BSA Swim Test; Bring shoes that can get wet (water shoes preferred)
Lifesaving			Scouts must be at least 1st Class; Bring Clothes for Requirement 9; Must take and pass BSA Swim Test, 13+
Movie Making			
Music	Requirement: 3 (one of a, b or c)		
Oceanography	Requirement: 8		
Programming			Scouts should have a current, up to date Cyber Chip
Rifle Shooting	Requirement: 1 a, d, e, f, h	\$15	Read Merit Badge Book
Sculpture	Requirement: 2c	\$10	
SCUBA Adventure		+\$300	Age 13+; Must meet BSA Height/ Weight Requirements; Must take and pass BSA Swim Test; Must bring all required signed paperwork, including PADI Medical Form.
Swimming			Must take and pass BSA Swim Test
Wilderness Survival			Age 13+. Scouts will should bring additional clothing / shoes for overnighter
Woodcarving		\$7	Must have Totin' Chip