

Merit Badge Prerequisites List

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| Basketry | Scout are advised to purchase the square, round, and campstool kits to take this badge. |
| Camping | Req. (7b) Bring a backpack for a camping trip, req. (9a) provide documentation that verifies the 20 nights of camping |
| Canoeing | Scouts must pass the swim test as a swimmer |
| Communications | Req.'s 4 and 5 must be completed prior to camp |
| Electronics | Scouts are advised to order circuitry kits to take this badge |
| Environmental Science | Req.'s 2, 3a, 4b and 6 must be completed prior to camp |
| Emergency Preparedness | First Aid must be earned before taking this badge at camp |
| Exploration | Req. 4a must be completed prior to camp |
| First Aid | Req. 2d must be done at home and brought to camp |
| Fishing | Req. 7 must be done prior to camp |
| Forestry | Req. 's 1, 2b, and 2c must be completed prior to camp |
| Gane Design | Scouts are recommended to bring their own computer. Recommended for scouts over 12 years old |
| Home Repairs | Recommended for scouts over 14 years old |
| Kayaking | Scouts must pass the swim test as a swimmer |
| Life Saving | Must have completed swimming merit badge - provide a copy of bue card |
| Nature | Req. 4 must be completed at home prior to camp |
| Orienteering | First Class Orienteering req must be completed prior to camp. Bring a compass |
| Painting | Come prepared with old clothes that can get paint on them |
| Programming | Cyber chip or equivalent must be earned and brought to camp. It is recommended scouts bring their own computer |
| Rifle | Classes will be capped at 12 scouts on a first come first serve basis. |
| Shotgun | Recommended for scouts over 13 years old. Classes will be capped at 12 scouts on a first come first serve basis. |
| Small Boat Sailing | Scouts must pass the swim test as a swimmer |
| Swimming | Scouts must pass the swim test as a swimmer |
| Woodcarving | Scouts must bring totem' chip to take this badge |
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