

Merit Badge Prerequisites for 2010

Merit Badge	Estimated Extra Costs	Helpful Materials	Prerequisites	Recommended for	Requirements / Notes
Archery	\$3 Arrow Kit			Older Scouts	Young scouts may not be physically strong enough to properly control the bow when at full draw, leading to failure to qualify
Art	\$5 and up	Sketch pad			
Bird Study		Notebook and Pencil Binoculars if owned MB Book			Requires substantial out of class work for observation.
Backpacking		Backpack, Trail Log, Notebook		Older Scouts	Scouts should bring their own backpacks to camp. Requirements 8, 10, and 11 will have to be completed after camp.
Basketry	Basket Kits \$5 - \$8 Stool Kits \$12	MB Book		1 st year campers	
Camping		Backpack – prepared as for weekend trip		Req. 9 requires camping time with troop	Req. 9 must be completed with the troop
Canoeing		Watersocks or sports-sandals	Pass swim Test		Work on arm strength before summer camp. Scouts who are overweight will have extreme difficulty with requirement 5a and 7. Scouts who are small for their age will have extreme difficulty with requirement 8. CPR knowledge required for completion. Some first aid knowledge required.
Cooking		Mess Kit		Many first year campers can do this badge	Scouts will spend 5 or so meal times in the scout craft area.
Emergency Preparedness		Notebook	Must have first aid merit badge		Requirement 1 should be completed before camp. However, a boy can enter the class without completing that requirement. He would just receive a partial. Requirement 8b must be done outside of class, before or after camp. Requirement 8c can be done before camp and brought to camp to “show.”

Environmental Science		Notebook		First Class Scouts	Requirements 1, 2, 3c and 4 must be done before camp.
Finger Printing		Merit Badge Book			
First Aid		First Aid Kit	Complete all Tender Foot, Second Class, and First Aid requirements	First Class Scouts	Scout must have knowledge of CPR to do the required demonstration of skills for requirement 3c. Requirement 2b should be brought to camp.
Fish and Wildlife Management		Merit Badge Book		First Class Scouts	Requirements 5c and 7b need to be done before camp. Requirement 6 should be done also.
Fishing		Fishing gear, license, if over sixteen			Requires extra time during camp to complete.
Forestry		Tree identification guide, notebook		First Class Scouts	
Geology	\$3 - \$4 Rock Kit	Merit Badge Book			
Golf	\$20 a round of golf	Merit Badge Book		Older Scouts	Trip to play golf at local course
Indian Lore	Varies				Projects vary in price from \$10 and up. 3 projects must be completed to earn the badge.
Leather Work	\$10			First Year Campers	
Lifesaving			Swimming Merit Badge and the ability to swim 440 yds.	First Class Scouts	Need long shirt and pants, physical strength. A minimum of 20 hours must be spent at the waterfront to complete the badge.
Mammal Study		Merit Badge Book		First Year Campers	
Motor Boating	\$10 for gas	Watersocks or sports-sandals	Pass swim test	Scouts who have earned canoeing and rowing	
Nature		Merit Badge Book			
Orienteering		Notebook, compass if owned, long pants	Need basic compass skills	Older Scouts	Extra time required to run and plan courses. Scouts should already have a basic grasp of compass and map use.
Pioneering		Work Gloves		First Class Scouts	Should already know basic knots: older boys get more out of the badge.
Pottery	\$3 - \$5	Merit Badge Book			
Radio		Merit Badge Book		Older Scouts	
Reptile Study		Notebook, flashlight			Requirement 8 cannot be done at camp. Requirements 1 and 9 would be hard to do at camp. This is a tough merit badge.
Rifle Shooting	\$15 average for tickets			Older Scouts, Experienced Shooters	High number of partials, many scouts fail to qualify in their first attempt.
Rowing		Water socks or sports-sandals	Pass swim test		CPR and First Aid knowledge required

Sailing		Water socks or sports-sandals	Pass swim test	Scouts who have earned canoeing and rowing	CRP and First Aid knowledge required
Farm Mechanics		Merit Badge Book			
Shotgun Shooting	\$20	Merit Badge Book			
Soil and Water Conservation		Work Gloves			
Space Exploration	\$12 for rocket and 2 engines				A fun badge for any age scout.
Swimming		Goggles and earplugs	Pass swim test	First Year Campers	Needs long shirt and pants.
Weather		Notebook			Requirement 8 should be done prior to camp.
Wilderness Survival		Ground cloth		Good for any age or rank	Extra time required to erect shelter and spend night. Scouts should bring materials to make a survival kit.
Woodcarving	\$2 - \$6	Knife, sharpening stone, work gloves	Tote-Chip Card		