

Merit Badge/ Activity Requirements to be fulfilled prior to arrival at camp		BSA Requirements updated	Pre-reqs updated
American Business	2 (bank or credit union visit) and 5 (small business).	2016	2/14/2016
American Cultures	1 (cultural research) and 5 (presentation).	2006	12/31/2014
American Heritage	3c (family history), 4b (local historic event) OR 4c (town history) OR 4d (American History Program) OR 4e (Historic Trail).	2014	12/31/2014
American Red Cross Standard CPR	None, Cost for course is \$35.00	N/A	12/31/2014
Archaeology	None. It is suggested that scouts do requirement 10 (research), but accommodations can be made at camp.	2014	12/31/2014
Archery	None. Scouts should be familiar with local and state laws regarding Archery equipment ownership and usage. Arrow Kits are available for purchase in the River Store for approximately \$5.00.	2016	12/31/2014
Art	6 (visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop).	2014	12/31/2014
Astronomy	8 (observation). It is recommended that scouts complete 4c (big dipper), 5b(visible planets), and 6b (moon phases) prior to arrival.	2013	3/24/2015
Athletics	3 (participation), 5 (assessment), and 6b (volunteer).	2012	12/31/2014
ATV Program	Participants must be 16 years old by the first day of the course and have filled out a ATV Hold Harmless form (430-048) Must have long sleeve shirt, long pants, boots that cover the ankle. A bandana is recommended. Gloves, Helmets and goggles will be provided. Sign-up is on Sunday evening at special event sign-up.	N/A	12/31/2014
Automotive Maintenance	None.	2013	12/31/2014
Backpacking	6b (map positions), 8c (Backpacking meals), 8d (meal sanitation), 9d (pre-hike inspection), 9e (2 mile hike), 10 (three 15 mile treks), and 11 (30 mile trek).	2015	12/31/2014
Basketry	One round basket kit and One square basket kit are needed. The correct kits contain a pre-measured piece for the base of the basket. They are available from the River Store for approximately \$7.00 each.	2015	12/31/2014
Bird Study	None. Recommended for first year scouts. It is suggested that scouts complete requirement 5 (20 birds) prior to arrival.	2013	12/31/2014
BSA Lifeguard	Participants must be at least 15 years old and be able to pass the Pre-course test administered by Instructor. Course runs Monday through Thursday 9:00AM- 12:00PM and 1:30PM- 5:30PM and Friday 9:00AM- 12:00PM Course includes American Red Cross CPR/AED for the Professional Rescuer and costs \$35.00	2013	12/31/2014
BSA Paddle craft Safety	By appointment. Participants must have passed the BSA Swimmer Test, be 16 years of age or older and physically fit. Participants must also have experience with basic water rescue techniques.	2012	12/31/2014
BSA Swim and Water Rescue	By appointment. Participants must have passed the BSA Swimmer Test, be 16 years of age or older and physically fit. Participants must also be able to recover a 10-pound weight from 8 feet of water.	2012	12/31/2014
Bugling	6 (serve as Bugler for three months). Bring Bugle, Trumpet or Cornet to camp. Scouts should have experience and some proficiency in using brass instruments.	2012	12/31/2014
Camping	4b (campout setup), 5e (pack inspection), 7 (pack for campout), 8c (camp menu), 8d (cook menu), 9a (camp 20 days and 20 nights), and 9b (camping activities).	2016	12/31/2014

Canoeing	2 (BSA Swimmer test) will be conducted at the start of camp. Scouts should be First Class and at least 12 years old.	2015	12/31/2014
Chemistry	2a (Fe + CuSO ₄) and 3 (Cartesian diver). 7 is suggested to be completed prior to camp. This badge entails a level of scientific knowledge recommended for high school students, since a majority of the requirements are completed independently.	2016	2/15/2016
Chess	None. It is suggested that scouts bring a chess set. If this is not possible, a limited amount of equipment is available at camp.	2013	12/31/2014
Citizenship in the Community	2 (map and govt. chart), 3 (meeting), 4 (community issue), and 7 (research and volunteer). Scouts are also expected to at the least begin preparations for requirement 8 (presentation) prior to coming to camp.	2016	12/31/2014
Citizenship in the Nation	2a (visit landmark), OR 2b (visit state capitol), OR 2c (visit federal facility), 3(evening news or newspaper for 5 days) It is suggested scouts bring a speech to discuss for 6. If not, one can be provided. If scouts have written the letter for requirement 8 already please bring response (if any) to camp.	2005	12/31/2014
Citizenship in the World	None. It is suggested that scouts research current world events for requirement 3 to be prepared for discussion.	2016	12/31/2014
Climbing	None. Scouts need appropriate footwear and clothing. Participants should be at least 15 years old	2012	12/31/2014
Coin Collecting	9 (collect and identify) and 10 (tour, attend, talk, or draw). Scouts should come to camp with all requirements already complete and ready to discuss their work with the counselor.	2009	2/15/2016
Collections	None. Bring collection to camp	2009	12/31/2014
Communications	5 (meeting). Scouts are encouraged to do requirement 8 prior to arrival but can be done in campsite with troop leadership approval.	2014	12/31/2014
Composite Materials	4a (visit company that uses composites) OR 4b (3 composites related websites). It is recommended that scouts research and bring MSDS sheets for requirement 3 to camp.	2014	12/31/2014
Cooking	2c (personal MyPlate), 4 (3 day menu, shop, cook), 5 (2 day camping menu for patrol), and 6 (hiking menu). From the BSA Advancement Team: Cooking requirements for Tenderfoot, Second Class, and First Class do not count toward Cooking Merit Badge Requirements. You must not repeat any menus for meals actually prepared or cooked in requirements 4, 5, and 6	2016	2/14/2016
Crime Prevention	2 (notebook), 7a (Neighborhood Watch) OR 7b (jail visit). Crime Prevention and Fingerprinting are instructed at the same time. If scout is not attempting both badges, they can make an appointment with the instructor to take just one of the two.	2006	12/31/2014
Cycling	6 (cycling laws), 7a (road biking) OR 7b (trail biking).	2013	12/31/2014
Digital Technology	1 (completed/updated BSA Cyber Chip) and do internet research for 8 (recycling) & 9 (careers or visit). It is recommended that scouts begin working on some of Req. 6 options prior to camp, or that can be completed during free time. Scouts complete/update the BSA Cyber Chip program at: http://www.scouting.org/Training/YouthProtection/CyberChip.aspx .	2014	1/2/2016
Disabilities Awareness	4 (second location outside of camp)	2014	3/25/2015
DNR Boating Safety Certificate	Must have passed BSA Swimmers Test. This course requires a minimum of 5 participants. Scouts that are interested should sign up for Motorboating Merit Badge.	N/A	12/31/2014
DNR Hunters Safety Certificate	Minimum of 5 participants required per course. It is suggested scouts have an alternate schedule prepared in case the course cannot be administered during their week of camp.	N/A	12/31/2014

Dog Care	4 (two month dog care log), 6a (vaccination schedule), 8 (visit report), and 9 (laws and ordinances). Scouts should come to camp with all requirements already complete and ready to discuss their work with the counselor.	2013	2/15/2016
Electricity	2 (home safety inspection) is recommended prior to arriving to camp.	2014	3/25/2015
Emergency Preparedness	1 (First Aid Merit Badge), 2c (family meeting), 6c (community emergency management director info), 7b (troop mobilization plan), 8b (personal emergency service pack).	2016	2/14/2016
Energy	4 (energy audit). It is recommended that scouts complete 1 (article) and 6 (pie charts) prior to camp.	2015	12/31/2014
Entrepreneurship	3 (interview entrepreneur).	2014	12/31/2014
Environmental Science	Scouts are encouraged to complete 3e (endangered species), 3f (pollution), 3g (pollination), and 4 (observations) prior to camp.	2016	2/15/2016
Family Life	3 (90 days of chores), 4 (project for family), 5 (project with family), and 6 (family meeting). With these requirements completed prior to camp, this merit badge can be completed with one meeting with a counselor.	2015	12/31/2014
Fingerprinting	None. Crime Prevention and Fingerprinting are instructed at the same time. If scout is not attempting both badges, he can make an appointment with the instructor to take just one of the two.	2004	12/31/2014
Fire Safety	6a (home evacuation plan), 11 (fire station visit), and 12 (research a career).	2013	12/31/2014
First Aid	1 (basic first aid knowledge from Tenderfoot, Second Class and First Class), 2d (home first aid kit). This is a two hour merit badge session per day.	2016	3/25/2015
First Year Camper	None. This class is intended to teach young scouts some of the skills required for rank advancement through First Class. Camp Staff will not sign off requirements in a scout's handbook, but documentation of the skills covered will be provided. It is at the final discretion of a unit leader to sign off requirements. This course is instructed in Two Two-hour blocks daily. Scouts should sign up and attend both sessions (total 4 hours per day) to cover the maximum requirements.	N/A	12/31/2014
Fish and Wildlife Management	None. Recommended for first year scouts. It is encouraged that scouts complete requirements 5 (construct or design) and 7 (fish) prior to arrival.	2015	12/31/2014
Fishing	None. Please bring your state's fishing regulations. It is recommended that scouts bring fishing gear to camp. If this is not possible, a limited amount of camp equipment is available.	2015	12/31/2014
Fly Fishing	Recommended for second year scouts. It is suggested that scouts bring fishing gear to camp. If this is not possible, a limited amount of camp equipment is available.	2012	12/31/2014
Forestry	5 (forest report). It is recommended that 1 (15 species) and 2 (10 species) be completed prior to camp.	2006	12/31/2014
Game Design	None. It is suggested that scouts complete 5a (design), 6 (prototype), and 7a (instruction sheet) prior to arrival, but this can be completed at camp.	2013	12/31/2014
Genealogy	2b (six week journal), 3 (family interview), 4b (genealogical document), and 5 (genealogical services). Scouts should come to camp with all requirements already complete and ready to discuss their work with the counselor.	2006	2/15/2016
Geocaching	7 (local caches), 8a (cache to eagle) OR 8b (Travel bug) OR 8c (public geocache) OR 8d (CITO), and 9 (geohunt). It is suggested that scouts bring a GPS. If this is not possible, a limited amount of equipment is available.	2010	12/31/2014

Geology	None. Recommended for first year scouts. It is suggested that scouts complete requirements 4 (geology careers) and 5 (resource/ history options) prior to camp.	2010	12/31/2014
Golf	2 (study the current USGA Rules of Golf), bring some golfing equipment (if troop transportation allows). There is a \$35 fee for golf course usage, and adults may golf 9 holes for \$10.	2003	2/5/2016
Graphic Arts	6 (visit).	2012	12/31/2014
Hiking	5 (five 10 mile hikes), 6 (20 mile hike), 7 (hike reports).	2013	12/31/2014
Home Repairs	None. Home Repairs and Painting are instructed at the same time. If a scout is not attempting both badges, he can make an appointment with the instructor to take just one of the two.	2013	12/31/2014
Indian Lore	None. If scouts decided to use 2a or 2b, kits are available in the River Store for approximately \$12.00	2014	12/31/2014
Insect Study	5 (scrapbook), 9 (metamorphosis), and 10 (ant colony or beehive). This is badge is recommended for scouts with advanced knowledge of insects.	2015	3/24/2015
Inventing	8a (club/team) OR 8b (museum/ exhibit). It is recommended that scouts complete 2a (interview), 3c (patent search), 6 (prototype), and 7 (invention) prior to camp.	2010	12/31/2014
Journalism	2a (print journalism/visits) OR 2b (radio and television/visits).	2007	3/25/2015
Kayaking	2 (BSA Swimmer Test).	2012	12/31/2014
Law	7 (lawyer). If scouts complete 6a (attend a civil or criminal court) then participation in 6b (mock trial) at camp is voluntary.	2013	12/31/2014
Leatherwork	5a (commercial tanning process) OR 5b (Tan a skin) OR 5d (visit leather related business). If none of these options have been done, scout may complete 5c (a vinyl or leather braid) at camp. This badge is not recommended for first year scouts due to skill level. Kit(s) for requirement 3 are available in the River Store for approximately \$8.00	2014	12/31/2014
Lifesaving	1 (BSA Swimmer Test and 2nd & 1st Class requirements). 15 (CPR) is suggested. Scouts will also need to pass a lifesaving pre-test administered by instructor.	2016	2/15/2016
Mammal Study	None. It is suggested scouts research for requirements 3c (nongame mammal), unless they choose to do 3a at camp OR 3b prior to camp.	2015	3/25/2015
Medicine	7a (doctor visit) and 10 (volunteer at a health related event).	2010	12/31/2014
Metalwork	None. Scouts must be at least 14 and have close fitting long sleeve shirt and long pants made of natural fibers. Leather work boots are also required (Steel toe preferred). This badge also has a materials cost of approximately \$10.00	2008	12/31/2014
Model Design and Building	None. This badge is not recommended for first year scouts due to required skill level. Scouts can work on requirements 3 (plans), 4 (scale model), and 5 (special effects model) before camp or during merit badge session. Models built prior to camp are acceptable.	2004	12/31/2014
Motorboating	2a (BSA Swimmer Test), 4a (operator's permit). Participants must be at least 14 years old. This merit badge includes a trip out of camp. It is recommended that scouts have an approved form of CPR Training prior to arrival. If this is not possible, a knowledge of CPR course is available at camp as well as American Red Cross CPR training for \$35.00	2012	12/31/2014
Moviemaking (Cinematography)	None. It is suggested scouts bring their own camera. If this is not possible, a limited amount of camp equipment is available.	2014	12/31/2014

Music	3a (attend a concert) OR 3b (interview a family member) OR 3c (member of band, choir, or music group for 6 months). Scouts must do two of the four (3a-d). 3d can be completed at camp. If a scout does not complete 4a (compose music) OR 4d (catalog family music collection) the scout must attempt 4a (teach 3 songs) OR 4c (make an instrument). Please bring instrument to camp or be prepared to use the voice option for requirement 1.	2012	12/31/2014
Nature	None. If scouts wish to use fishing elective requirements to complete the badge, please bring fishing equipment as limited supplies are available at camp. Recommended for second or third year scouts.	2014	12/31/2014
Nuclear Science	2b (3-D model isotopes) and 4a-c (electroscope, cloud chamber, or irradiated food). This badge requires advanced high school level scientific knowledge, and is recommended for scouts who have completed 10th grade science.	2011	2/15/2016
Oceanography	None. It is suggested 8b (visit) be completed before camp. If scout has not completed it, 8a (essay) OR 8c (presentation) can be done at camp.	2013	12/31/2014
Orienteering	7 (events), 8 (course), and 9 (official)	2013	3/25/2015
Painting	None. Home Repairs and Painting are instructed at the same time. If scout is not attempting both badges, they can make an appointment with the instructor to take just one of the two.	2009	12/31/2014
Personal Fitness	1b (dentist), 6 (initial tests), 7 (12 week fitness program), and 8 (execute program).	2015	12/31/2014
Personal Management	1 (large family purchase), 2 (budget with 13 week record of income and expenses), 8 (to do list/ schedule for 7 days), 9 (project). Bring business section containing stock quotes for requirement 5.	2016	12/31/2014
Pets	1 (four month care for pet), 3 (read), and 4 (show, start, or train).	2014	2/15/2016
Photography	1b (BSA Cyber Chip). It is suggested scouts bring their own camera and begin working on 7 (visual story or topic). If scouts cannot provide their own camera, a limited amount of camp equipment is available. Scouts can complete/update the BSA Cyber Chip program online at: http://www.scouting.org/Training/YouthProtection/CyberChip.aspx .	2016	2/15/2016
Pioneering	2a (Tenderfoot and First Class rope requirements) and 7 (scale model).	2014	12/31/2014
Plant Science	8 Option 3 F (Studies/Visits).	2014	12/31/2014
Plumbing	2 (home hot and cold system).	2005	12/31/2014
Programming	1a (completed/updated BSA Cyber Chip) and 5a-5c [with the scout's programming code either printed or copied on a flash drive so the counselor can assist with testing and improving program]. Scouts can complete/update the BSA Cyber Chip program online at: http://www.scouting.org/Training/YouthProtection/CyberChip.aspx .	2013	1/2/2016
Public Health	7 (visit public health agency). Scouts are expected to come to camp with requirements completed to discuss with counselor.	2015	2/15/2016
Public Speaking	None. Requirement 4 is suggested to be completed but can be completed at camp.	2003	12/31/2014
Pulp and Paper	7 (visit/ research).	2014	12/31/2014
Radio	7 (visit) and 9b2 (broadcast log).	2009	12/31/2014
Reading	1 (Read 6 books of 4 different types), 2 (nonfiction articles), 3 (catalog order form OR scouting websites), and 4 (volunteer 4 hours).	2004	12/31/2014
Reptile and Amphibian Study	8a (maintain reptile) OR 8b (observe reptile).	2006	12/31/2014
Rifle Shooting	Bring a copy of your State's hunting laws.	2002	12/31/2014

River Ranger Program	Participants must be 16 years old by the first day of camp and pass the BSA Swimmer Test. This is a course that teaches scouts how to plan and lead river treks. Trek Safely as it relates to open water as well as some open water rescue techniques are part of what is covered in this course.	N/A	12/31/2014
Rowing	2b (CPR), 3 (BSA Swimmer test) Scouts should be First Class and at least 12 years old	2014	12/31/2014
Safety	1 (notebook), 2 (escape plan), 3b (family protection), 4 (escapes), and 6 (project).	2013	12/31/2014
Salesmanship	5 (cost sheet) and 6 (interview).	2014	12/31/2014
Scholarship	1 (school grades), 3 (principal), 4 (activity or project), and 5 (report). 2 (places, interview, planner, or research) can be completed in camp or prior to arrival.	2005	2/15/2016
Scouting Heritage	4 (jambo, scouting museum, or exhibit) and 5 (local scouting history).	2014	12/31/2014
Scuba BSA Award	This is NOT the Scuba Merit badge. Scouts should be at least 14 years old and have passed the BSA Swimmer Test.	N/A	12/31/2014
Sculpture	Do two of the following: 2a (head), 2b (mold), or 2c (art exhibit).	2008	12/31/2014
Search and Rescue	Requirement 8 occurs at camp outside of scheduled time. First aid merit badge is highly recommended. Not recommended for first year scouts.	2014	12/31/2014
Signs, Signals, & Codes	None. Recommended for second year scouts. Scouts may work on requirement 7 prior to camp.	2015	3/24/2015
Shotgun Shooting	First-Year scouts are strongly discouraged from taking this badge due to difficulty of handling shotguns and aiming. Bring a copy of your State's hunting laws	2014	12/31/2014
Small-Boat Sailing	1b (CPR) and 3 (BSA Swimmer Test). This badge is two hours per day and includes a trip out of camp. Scouts must be at least 12 years old.	2005	12/31/2014
Soil and Water Conservation	None. Scouts are encouraged to work on their 500 word (requirement 7) prior to camp if choosing that option.	2005	12/31/2014
Space Exploration	Please bring rockets and engines for 2 launches to complete requirement 3. If scouts cannot build rockets to camp, Rocket Kits are available in the River Store for approximately \$7.00	2014	12/31/2014
Sports	4 (sport teams) and 5 (training plan).	2011	12/31/2014
Stamp Collecting	3 (show), 4a (catalog), 5 (demonstrate), 6a (album), 7 (design, visit, report, and/or describe), and 8 (show). Scouts are expected to arrive at camp prepared to review requirements with their counselor.	2007	2/15/2016
Sustainability	1 (family meeting), 2: Community B or C; Energy B or C; and "Stuff" A and B or C, 4 (family meeting), 5a (family meeting). This merit badge requires that a majority of the work be completed outside of camp. This badge will only be offered by appointment and with Unit Leader Approval.	2015	3/24/2015
Swimming	2 (BSA Swimmer Test) and 3 (150 yard swim) need to be completed at camp.	2015	3/24/2015
Theater	1 (review 3 plays) and 3 (participation).	2005	12/31/2014
Traffic Safety	5 (interview, research, organize, or observe). Scouts are expected to arrive to camp prepared to review their completed requirements with the counselor.	2007	2/15/2016
Truck Transportation	1 (truck lines) and 4 (visit). Scouts are expected to arrive to camp prepared to review all requirements with their counselor.	2006	2/15/2016
Water Sports	2b (CPR) and 3 (BSA Swimmer test). Scouts should be at least 14 years old. Scouts should be prepared to go on Motorboating off-site trip.	2015	12/31/2014
Weather	None. It is recommended scouts complete requirement 9a (weather log) prior to arrival at camp. If scout does not complete this, it may be possible to complete 9b (weather professional) at camp.	2014	12/31/2014

Welding	None. Scouts must be at least 14 and have close fitting long sleeve shirt and long pants made of natural fibers. Leather work boots are also required (Steel toe preferred). This badge also has a materials cost of approximately \$10.00	2012	12/31/2014
Whitewater	3 (Canoeing merit badge or Kayaking BSA award) and 12 (Whitewater trip). Scouts must be at least 14 years old. This badge is by appointment and is meant for scouts who would like to complete significant partials. A certified counselor is available to cover oral/written requirements and limited demonstration.	2015	2/15/2016
Wilderness Survival	5 (survival kit). This badge requires an on-site low impact overnight trip.	2013	12/31/2014
Wood Carving	2a (Totin' Chip). This badge is not recommended for first year scouts due to skill level required. Kit is recommended and available in the River Store for approximately \$4.00, or scrap pieces are available at the Crafts Pavilion.	2015	12/31/2014
Woodwork	1b (Totin' Chip). It is recommended that scouts complete requirement 7 prior to camp.	2012	12/31/2014
STEM/Nova Awards			
Boy Scout Nova Awards			
Shoot! Science Nova Award	1 (watch, read, or do) and sign up and complete merit badge for requirement 2.	2013	1/1/2016
Start Your Engines! Technology Award	1 (watch, read, or do) and sign up and complete merit badge for requirement 2.	2013	1/1/2016
Whoosh! Engineering Award	1 (watch, read, or do) and sign up and complete merit badge for requirement 2. It is recommended that scouts begin working on 3a and 5a prior to camp.	2013	1/1/2016
Designed to Crunch Mathematics Award	2 (watch, research, read, or do); sign up and complete merit badge for requirement 2; and complete one of 3b, 3c, 3d, or 3e. Scouts may find it helpful to bring a scientific or graphing calculator to camp.	2013	1/1/2016
Venturing Nova Award			
Launch! Science	1 (watch, read, or do) and complete the STEM 'field of interest' for requirement 2. Also prepare ideas for other requirements. http://www.scouting.org/stem/Awards/Venturer_Supernova_Exptopics.aspx	2013	1/1/2016
Power Up Technology	1 (watch, read, or do) and complete the STEM 'field of interest' for requirement 2. Also prepare ideas for other requirements. http://www.scouting.org/stem/Awards/Venturer_Supernova_Exptopics.aspx	2013	1/1/2016
Hang On! Engineering	1 (watch, read, or do) and complete the STEM 'field of interest' for requirement 2. Also prepare ideas for other requirements. http://www.scouting.org/stem/Awards/Venturer_Supernova_Exptopics.aspx	2013	1/1/2016
Numbers Don't Lie Mathematics	1 (watch, read, or do), 3 (attend sporting event), and complete the STEM 'field of interest' for requirement 2. Also prepare ideas for other requirements. http://www.scouting.org/stem/Awards/Venturer_Supernova_Exptopics.aspx	2013	1/1/2016