

Merit Badge Prerequisites

Below is a list of all the merit badges and programs available at Camp Friedlander for the summer of 2021. For many programs, requirements must be completed prior to arrival at camp for a Scout to be eligible for completion of the badge. *Scouts will be expected to have completed these requirements before attending the class.* Some of the requirements listed as pre-requisites are better suited to be completed after camp. Please review these with your Scouts to make the best decisions for everyone. Remember that leaving camp with a partially completed merit badge is not a bad thing. The important thing is that they gained knowledge and had fun!

Some of the programs at camp require a Scout to be a certain age. *While no merit badge has an age requirement, it is strongly encouraged that Scouts be of the recommended age to take full advantage of the spirit of the program.* Scoutmasters and parents should use good judgment in approving the ability of a Scout to participate in the programs of their choosing.

Some programs may require purchase of additional materials to complete the badge – all of these materials will be available for purchase in the camp Trading Post at reasonable prices. For more information about each merit badge requirement, please consult the respective merit badge book.

Merit Badge	Area	Difficulty 1: Easy 2: Medium 3: Hard	Prerequisites
Archaeology	Culture and Citizenship	3	N/A
Archery	Shooting Sports	2	N/A
Art / Animation	Handicraft	Art: 1 Animation: 1	N/A
Astronomy	NEST	2	Requirement #5b
Automotive Maintenance	Trade Skills	3	Requirement #12.
Bunyan Crew (Paul Bunyan Award + Forestry merit badge)	Outdoor Skills	Forestry: 3	Must have already earned Totin' Chip.
Camping	Outdoor Skills	2	Requirements #4, 5e, 7, 8c, 8d, 9a, 9b.
Canoeing	Aquatics	2	Must be classified as a BSA swimmer.
Chemistry	NEST	2	N/A
Chess	Handicraft	2	N/A
Citizenship in the Nation / American Heritage	Culture and Citizenship	Cit Nation: 2 Am. Her: 2	Citizenship in the Nation Requirement #2, American Heritage Requirement #4
Citizenship in the World	Culture and Citizenship	2	N/A

Climbing	COPE / Climbing	2	<i>Not recommended for younger Scouts.</i> Must submit a Consent/Hold Harmless form upon arrival at camp.
Communications	Culture and Citizenship	1	Requirements #5 & 8.
Cooking	Handicraft	2	Requirements #4, 5, 6, 7 NOTE: #7 should be completed before camp, the other requirements should be completed after.
COPE	COPE / Climbing	N/A	<i>Scouts must be 13 years old.</i> Must submit a Consent/Hold Harmless Form upon arrival at camp. Long pants required for high course.
Electricity	Trade Skills	2	Requirement #2 and 9a.
Emergency Preparedness	Outdoor Skills	2	<i>Recommended for Scouts who have completed the 8th grade.</i> Requirements #1, 2abc, 8b.
Entrepreneurship / Salesmanship	Handicraft	Entrep: 3 Sales: 2	N/A
Environmental Science	NEST	2	<i>Not recommended for younger Scouts.</i> Requirements # 3e & 3c3
Farm Mechanics	Trade Skills	2	Requirement #7.
First Aid	Outdoor Skills	3	Requirements #1 & 5.
First Class / Second Class	Trailblazer	1	Please complete the online survey prior to your arrival at camp. Requirements Covered: Second Class: 2a-2d, 2f-g, 3a, 3c-d, 4, 5a-d, 6a-e, 8a-b, 9a-b. First Class: 1b, 3a-3d, 5a-5d, 6a-e, 7a-f, 9a.
Fishing	NEST	2	Extra Time may be needed to complete Requirement #9.
Game Design	Handicraft	2	N/A
Geocaching	NEST	2	N/A
Home Repairs	Trade Skills	2	Requirements #1a & 1b.
Indian Lore / American Cultures	Culture and Citizenship	Ind. Lore: 1 Am. Cult: 2	American Cultures Requirements #1 & 5
Instructional Swim	Aquatics	N/A	N/A
Kayaking	Aquatics	2	Must be classified as a BSA swimmer.
Lifesaving	Aquatics	2	<i>Not recommended for younger Scouts.</i> Must be classified as a BSA Swimmer. Must be able to swim 400 yards without stopping. Requirement #1a

Metalwork	Trade Skills	2	Recommended for older Scouts. Requirement #4. Must bring jeans as part of safety gear.
Motorboating	Aquatics	2	Must be classified as a BSA swimmer.
Music	Handicraft	1	<i>Recommended for younger Scouts.</i> Requirement #3
<i>Natural World Studies:</i> Mammal Study Reptile and Amphibian Study Fish and Wildlife Management	NEST	Mammal: 2 Rep & Amp: 2 Fish & Wild: 2	Mammal Study: N/A Reptile & Amphibian: Req. #8 Fish & Wildlife: N/A
Older Scout Program	Older Scout Program (formerly known as ACE)	N/A	Scouts must be 14 years old. Backpack and tent for overnight; swimwear for aquatic activities (extra pair of shoes would be useful in case one gets wet). May want to bring some extra spending money. Must submit a Consent/Hold Harmless Form upon arrival at camp.
Orienteering	Outdoor Skills	2	N/A
Photography	Handicraft	1	Requirement #1b, earn the Cyber Chip. Link for Cyber Chip: http://www.scouting.org/training/youthprotection/cyberchip.aspx Bringing a digital camera is recommended. However, camp will have some cameras for use.
Pioneering	Outdoor Skills	2	Requirement #2a. <i>Prior knowledge and skill with knots are useful.</i>
Plumbing	Trade Skills	2	Recommended for older Scouts.
Pottery / Sculpture	Handicraft	Pottery: 2 Sculpture: 1	<i>Recommended for younger Scouts.</i>
Rifle Shooting	Shooting Sports	2	<i>Not recommended for younger Scouts.</i> Includes all rounds needed to complete the merit badge. Recreation rounds can be purchased at a cost of 10 rounds for 50 cents.
Robotics	NEST	2	N/A
Scout / Tenderfoot	Trailblazer	1	Please complete the online survey prior to your arrival at camp. Requirements Covered: Scout: 1a-f, 3a, 4a-b, 5. Tenderfoot: 3a-d, 4a-c, 5a-c, 6a or 6c, 6b, 7a-b, 8.

Scouting Heritage	Outdoor Skills	1	Requirement #4
Scuba Diving	Aquatics	N/A	<i>Not recommended for younger Scouts.</i> However, there is no minimum age for Scuba. Must be classified as a BSA Swimmer. Must bring completed Scuba Release Form to first class. Bring Scuba Medical Statement if needed.
Search and Rescue	Outdoor Skills	2	N/A
Shotgun Shooting	Shooting Sports	3	<i>Not recommended for younger Scouts.</i> Includes all rounds needed to complete the merit badge. Recreation rounds can be purchased at a cost of 5 rounds for \$1.50 cents.
Signs, Signals, and Codes	Outdoor Skills	2	Requirement #7
Small Boat Sailing	Aquatics	2	Must be classified as a BSA swimmer.
Snorkeling	Aquatics	N/A	Must be classified as a BSA Swimmer. Must bring completed Snorkeling Release Form to class.
Soil and Water Conservation / Weather	NEST	Soil & Water: 2 Weather: 2	N/A
Space Exploration	NEST	2	<i>Recommended for younger Scouts.</i>
Swimming	Aquatics	2	Must be classified as a BSA swimmer.
Wilderness Survival	Outdoor Skills	2	Requirement #5. Bring a water bottle, rain gear, a flashlight and a pocketknife for the overnight outpost during the week.
Woodcarving	Handicraft	3	Requirement #2a, totin' chit. Must purchase the kit, available at the Trading Post.