

**Merit
Badge****Pre-requisites ****

If merit badge is not listed, there are no pre-requisites

Archaeology	#4 a and b
Archery	Do not bring personal equipment to camp
ATV	Complete E-course prior to camp. Must have signed permission slip. Must wear long pants, long-sleeved shirt and closed-toe shoes.
Camping	#4 a and b; 5e; 8d(1 meal can be prepared at camp); 9 a and b
Cit in Comm	#3 a and b; 4 a, b and c; 7 a, b and c; 8(bring to camp to discuss and present)
Cit in Nation	Do 2 from #2 a, b, c or d; 3; 6; 8(bring to camp to discuss and present)
Cit in World	#3 a and b; Do 2 from 7 a, b, c, d or e(bring to camp to discuss and present)
Cooking	#2a; 4 a, b, c, d and e; Scouts will have the opportunity to prepare 1 meal from 5 or 6. Other meals will need to be completed after camp.
Cycling - Mtn	One 2-mile ride will be completed during merit badge session. Scouts will need to complete rides outside of camp (option B, c and option B, d). Scouts may bring their own mountain bikes and helmets.
First Aid	#5 a and b; 12
First Class Trail	The following will be covered at camp: Outdoor Ethics; Tools; Navigation; Nature; Aquatics; First Aid and Emergency Preparedness. Tenderfoot: 1c, 3, 4, 5, 7 Second Class: 1b, 2, 3, 4, 5, 6 First Class: 1b, 3, 4, 5, 6, 7
Fishing	Camp provides all equipment
Forestry	#5 a, b or c
Leatherwork	#5 a, b, c or d
Lifesaving	None
Mammal Study	#3 a, b or c
Moviemaking	#2 a
NOVA STEM Up & Away	#1 a, b or c
Nuclear Science	#3 a or b
Orienteering	May need to complete an orienteering event outside of camp
Jet Skis	Must have signed permission slip and waiver
Pioneering	#4
Public Health	#2 a, b and c; 7 a or b
Pulp and Paper	#7 a, b, c, d or e
Rifle	Do not bring guns or ammo to camp
Search & Rescue	#3 c; 4; 5
Shotgun	Do not bring personal guns or ammo to camp
Soil & Water	None
Space Exploration	#2; Rockets will be launched on Wednesday
Swimming	Bring long sleeve shirt, pants and swim shoes
Wilderness Survival	#2; 5(bring to camp or bring a picture)
Woodcarving	#2 a and b