

Merit Badge	Area	Difficulty (10 Being Highest)	Periods	Pre - reqs.	Notes
Animal Science	Horse Corral	6		1, 4	
Archery	Archery Range	10		NONE	Recommended for older scouts
Art	Handicraft	1		NONE	Free Time only
Astronomy	Nature	6		NONE	Must attend Astronomy Overnighter
Aviation	Scout Tech Center	7		4	
Basketry	Handicraft	2		NONE	Bring about \$30 for basket kits. Kits may be purchased in the trading post
Bird Study	Nature	6		NONE	Time out of class may be needed to complete a birding notebook
Canoeing	Firebird Lake	7		NONE	Have a back-up planned. Class may be cancelled if water level is too low
Climbing	Climbing Wall	10		NONE	Recommended for older scouts
Communications	Outdoor Skills	8		5	<b>Eagle Required</b>
Composite Materials	Handicraft	6		4	Bring about \$10 for kits. Kits may be purchased in the trading post
Crime Prevention	Life Skills	5		2, 7	
Cycling	Bike Shed	7		NONE	<b>Eagle Required.</b> Cycling is a partial. Scouts cannot complete distance requirements at camp.
Emergency Preparedness	Outdoor Skills	9		1, 8c	<b>Eagle Required.</b> Must have the First Aid merit badge.
Environmental Science	Nature	9		3e, 4a	<b>Eagle Required.</b> Recommended for older scouts
First Aid	Outdoor Skills	8		NONE	<b>Eagle Required.</b>
Fishing	Nature	7		NONE	
Fish & Wildlife Management	Nature	6		5, 7	
Fire Safety	Life Skills	5		11	Visiting a fire station is required. A trip to a fire station may be arranged.
Finger Printing	Life Skills	3		NONE	
Forestry	Nature	6		NONE	Bring paper to prepare a field notebook
Geocaching	Outdoor Skills	7			Recommended for Scouts with Map, Compass and Orienteering skills
Geology	Nature	5		NONE	
Horsemanship	Horse Corral	9		NONE	Recommended for older scouts
Indian Lore	Handicraft	4		NONE	Bring about \$25 for kits. Kits may be purchased in the trading post
Insect Study	Nature	6		7	Bring paper for a field notebook

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Leatherwork	Handicraft	2		NONE	Bring about \$20 for kits. Kits may be purchased in the trading post
Lifesaving	Pool	10		NONE	<b>Eagle Required.</b> Must have Swimming merit badge
Mammal Study	Nature	3		4	
Metalwork	Handicraft	5		NONE	Bring about \$5 for materials. Kits may be bought in the trading post
Nature	Nature	3		4	
Orienteering	Outdoor Skills	7		NONE	Recommended for older scouts. Scouts should bring a compass
Photography	Handicraft	4		NONE	Scouts must bring a digital camera
Pioneering	Outdoor Skills	7		NONE	Scouts should be proficient in basic rope skills
Pottery	Handicraft	4		NONE	Scouts should wear work clothes while working with clay
Public Health	Life Skills	4		6	
Pulp and Paper	Handicraft	4		7	Scouts must show proof of visit in requirement 7
Reptile and Amphibian Study	Nature	5		8	Scouts must show proof of caring for a reptile
Rifle Shooting	Rifle Range	10		NONE	Recommended for older scouts
Rowing	Firebird Lake	7		NONE	Have a back-up planned. Class may be cancelled if water level is too low
Safety	Life Skills	4		1	
Sculpture	Handicraft	4		NONE	
Shotgun Shooting	Shotgun Range	10		NONE	Recommended for older scouts
Soil and Water Conservation	Nature	6		7	
Space Exploration (Weeks 6,7,8 only)	Scout Tech Center	7		NONE	
Swimming	Pool	9		NONE	<b>Eagle Required.</b> Must bring a pair of long pants to complete requirement 4
Veterinary Medicine	Horse Corral	7		6a or 6b	
Weather	Nature	4		NONE	
Wilderness Survival	Outdoor Skills	7		NONE	Scouts must attend the Wilderness Survival overnigher
Woodcarving	Handicraft	5		NONE	Tote n Chip Required. Bring about \$10 for kits. Kits may be purchased in the trading post.