

Merit Badge	Program Area	Session	Supply Fee	Notes
Archaeology/Indian Lore	Living History/Handicraft	A,C	\$20	Indian lore kit supplied
Archery	Shooting Sports	A,B,C,D	\$8	Arrow or arrow pen kit included
Art P	STEM/Arts	Open	\$10	6: Visit an art museum prior to camp
Astronomy/Space Exploration	STEM/Arts	A	\$14	Rocket kit included
Aviation	STEM/Arts	D	\$10	
Basketry	Living History/Handicraft	A, Open	\$18	Basketry kit supplied
Bird Study	STEM/Arts	D	\$8	Bird feeder supplies included
Camping P	Outdoor Skills	B,C		Requirements 9a, 9b cannot be completed at camp
Canoeing	Aquatics	A,B,C		Bring completed swim check & water or old tennis shoes
Chess	STEM/Arts	Open		
Eagle Claw	Eagle Claw	AB or CD		1st year new scout program
Emergency Preparedness P	Outdoor Skills	A,D		First aid prerequisite, 2c, 6c, 9a, 9b must be completed after camp
Environmental Science	STEM/Arts	B,C		
Fingerprinting	STEM/Arts	Open		
First Aid	Outdoor Skills	A,D		Bring own first aid kit to camp or purchase in trading post
Fishing	Fishing	A,B,C,D	\$5	Bring personal gear or Fishing kit available at trading post, have personal WY fishing license if 14+
Fly Fishing 14+	Fishing	A,B,C,D	\$8	Must be 14+ or have Fishing MB, bring personal gear or fly fishing kit available at trading post, have personal WY fishing license if 14+
Game Design	STEM/Arts	A		
Geocaching	Outdoor Skills	Open		
Geology/Oceanography/ Forestry P	STEM/Arts	B		Forestry #8 cannot be completed at camp
Kayaking	Aquatics	B,C		Bring completed swim check & water or old tennis shoes
Leatherwork	Living History/Handicraft	C, Open	\$20	Leatherwork kit supplied
Mammal Study/Soil & Water Conservation	STEM/Arts	A		
Metalwork 13+	Living History/Handicraft	B,D	\$15	Supplies included, must be 13+, bring pants & sturdy shoes
Music	STEM/Arts	Open		
Nuclear Science 14+	STEM/Arts	C, Open		Must be 14+ or have SM approval with Camp/Program Director
Orienteering	Outdoor Skills	B,C		
Photography/ Animation	STEM/Arts	C, Open		Bring digital camera, connector cord and/or memory card to camp
Pioneering	Outdoor Skills	A,D	\$14	pioneering kit supplied
Programming	Stem/Arts	Open		
Rifle Shooting	Shooting Sports	A,B,C,D	\$15	Class supplies included, \$3 for open shoot, no personal firearms
Robotics	STEM/Arts	D	\$10	
Rowing	Aquatics	A,D		Bring completed swim check & water or old tennis shoes
Safety/ Signs,Signals & Codes	Living History/Handicraft	B,D		
Sculpture	STEM/Arts	B	\$5	Supplies included
Stand up Paddleboard 14+	Aquatics	D	\$5	Must be 14+
Wilderness Survival	Outdoor Skills	B,C		Bring personal survival kit to camp, supplies available at trading post
Wood Carving	Living History/Handicraft	B,D	\$15	Must have Totin' Chip, carving kit supplied
Woodwork 14+ P	Living History/Handicraft	A,C	\$25	Woodwork supplies included, must be 14+, Requirement #7 cannot be completed at camp
Eagle required in bold .				
Partial indicated by P				

If there are any discrepancies, the determining document will be the course schedule and requirements in the registration system