Planned Merit Badge Requirements

*Some requirements are still being finalized and may change before the beginning of Winter Camp

Merit Badges	Program Area	Partial or Complete	Completed at camp	Do outside of camp	Notes for Scouts and Leaders
Animal Science	Nature	Complete	7-Jan		
Animation	Handicraft	Complete	5-Jan		
Archeology	Nature	Complete	11-Jan		
Archery	Shooting Sports	Complete - unless scout does not shoot qualifing score	1-4, 5 Option A a-f(2)		Finishing this merit badge will depend on if the Scout meets qualification shots.
Art	Handicraft	Complete	7-Jan		
Artificial Intelligence	Nature	Complete	8-Jan		
Astronomy	Nature	Complete	1-8c, 9	If weather is bad 4a-b, 8c	Depending on weather
Athlethics	Field Sports	Partial	1-4, 6, 7	5	Requires outside of camp work.
Automotive Maintenance	Trade Skills	Complete	12-Jan		Scouts need to wear long pants and close toed shoes
Backpacking	Outdoor Skills	Partial	1-7, 8a,b,d,	8c,9, 10, 11	Requires outside of camp work.
Hiking	Outdoor Skills	Partial	3-Jan	4&5	Requires outside of camp work.
Camping	Outdoor Skills	Partial	1-3, 5a-d, 6, 10	4a, 4b, 5e, 7b, 8c, 8d, 9a, 9b, 9c	Requires outside of camp work.
Chemistry	STEM	Complete	1-7, 8c		
Chess	Life Skills	Complete	1a-b, 2a-c, 3a-d, 4a-d, 5a-e, 6, 7a		
Citizenship in the Community	Life Skills	Partial	1. 2 , 6	3, 4a, 4b, 4c, 5, 7a, 7b, 7c, 8	Requires outside of camp work.

*Some requirements are still being finalized and may change before the beginning of Winter Camp

Merit Badges	Program Area	Partial or Complete	Completed at camp	Do outside of camp	Notes for Scouts and Leaders
Citizenship in the Nation	Life Skills	Complete	1, 2, 3a-d, 4a-c, 5, 6a-f, 7b, 7c, 8		Requires outside of camp work.
Citizenship in the World	Life Skills	Complete	1-2, 3a-b, 4a,c, 5a-c, 6a-c, 7a, 7b		Requires outside of camp work.
Communication	Life Skills	Partial	1d, 2b, 3, 6, 7a, 9	4-5, 8	Requires outside of camp work.
Cooking	Outdoor Skills	Partial	1-3, 5, 7	4, 6	Requires outside of camp work.
Cybersecurity	STEM	Complete	9-Jan		
Cycling	Field Sports	Partial	1-5, 6 Option B (1(a-c),2(a-c),3,4)	6 option B(4-5)	Requirement 6 is distance we will only be doing one 5-mile bike ride
Digital Technology	STEM	Complete	9-Jan		Scouts need to bring physical copy of the cyber chip card. Scouts will need to bring 3 different copies of a court of honor or campfire program
Disabilities Awareness	Life Skills	Partial	1a-b, 3c, 3d, 4a, 5c, 6, 7	2	Requires outside of camp work.
Electricity	Trade Skills	Complete	11-Jan	2	
Electronics	STEM	Complete	6-Jan		
Emergency Preparedness	Life Skills	Partial	1a-b, 2b, 3a-b, 4a-d, 5a-c, 6, 7a-c, 8a, 8b, 8d, 10b	2a, 2c, 8c, 9	Scout will need to show completion of First Aid Merit badge. Requires outside of camp work.
Energy	STEM	Partial	1, 2a, 3,-8	2b	
Engineering	STEM	Complete	9-Jan		This will be a complete MB IF we have an engineer at camp to come talk to the class.
Environmental Science	Nature	Complete	1, 2, 3b, 4a, 5b, 6b, 7c, 8a, 9-11		
Exploration	Outdoor Skills	Complete	1, 2, 3, 4b, 5b, 6, 7, 8, 9		
Farm Mechanics	Trade Skills	Partial	1-4,6,7	5	5 requires an offsite visit
Fire Safety	Outdoor Skills	Complete	1-10b		

*Some requirements are still being finalized and may change before the beginning of Winter Camp

Merit Badges	Program Area	Partial or Complete	Completed at camp	Do outside of camp	Notes for Scouts and Leaders
First Aid	Life Skills	Partial - pending requirements 1	2a-b, 3a-q, 4a-d, 5a-e, 6a-g, 7a-g, 8a-d, 9a-d, 10a-e, 11a-f, 12a-d, 13a-e, 14, 15c	Req 1, please show proof from Scout Handbook that First Aid reqs are signed off for Tenderfoot, 2nd Class, and 1st Class Req 5a-b bring first aid kit to class for requirement, otherwise can be completed after camp	Scouts need to bring their scout books to show the instructor they have completed requirement 1.
Fish and Wildlife Management	Nature	Complete	8-Jan		
Fishing	Nature	Partial - pending requirements 9 and 10	1a-d, 2, 3, 4, 5, 6ab, 7, 8 (9, 10)	9, 10	Requires Scouts to catch and cook a fish. If they catch a fish, they will complete the merit badge.
Fly Fishing	Nature	Partial - pending requirements 10 and 11	1-9 (10-11)	10, 11	Requires Scouts to catch and cook a fish. If they catch a fish, they will complete the merit badge.
Game Design	STEM	Partial	7-Jan	8	Requires outside of camp work.
Geology	Nature	Complete	1, 2, 3, 4c, 5, 6a		
Golf (Disc Golf Option)	Field Sports	Complete	1, 2b		
Home Repairs	Trade Skills	Complete	6-Jan		
Inventing	STEM	Complete - pending completion of requirement 6b	9-Jan	6b	Requires outside of camp work. .
Landscape Architecture	Nature	Complete	5-Jan		
Law	Life Skills		1-5, 8-11	6, 7	
Leatherwork	Handicraft	Complete	1a-b, 2a-d, 3a-h, 4, 5a		Requires kit to be purchased from trading post.

*Some requirements are still being finalized and may change before the beginning of Winter Camp

Merit Badges	Program Area	Partial or Complete	Completed at camp	Do outside of camp	Notes for Scouts and Leaders
Mammal Study	Nature	Complete - pending completion of requirement 3a	1, 2, 3c,4g, 5, 6, 7a	Scouts can bring in their observations to be done before camp for requirement 3a	Requires outside of camp work.
Metalwork	Outdoor Skills	Complete	1, 2a-d, 3a-c, 4, 5 option d (1-4)		Scouts need to have boots and long pants for this merit badge
Moviemaking	Handicraft	Complete	1, 2a-d, 3b, 4a		Students need to bring a digital camera or cellular device that can take pictures and record video.
Music	Handicraft	Complete	1, 2, 3b, 3d, 4c, 5, 6a	Scouts can bring their own instrument if they have one.	
Nuclear Science	STEM	Complete	1abc, 2ab, 3b, 4ab, 5a, 6a, 7, 8		
Oceanography	Nature	Complete	1-6,7a, 8c		
Orienteering	Outdoor Skills	Partial	1, 2, 3a-b, 4a-f, 5, 6a-c, 10	7a-b, 8a-b, 9	Requires outside of camp work. . Bring compass to class. Will complete 2 courses. They can complete 3rd as a Troop activity if they choose.
Painting	Trade Skills	Complete	8-Jan		
Personal Fitness	Field Sports	Partial	6-Jan	7(a-d)- 12 week fitness and nutrition log	Requirement 6 will get the baseline for requirements 7 Requires after camp work,
Personal Management	Life Skills	Partial	1, 3a-h, 4a-e, 5a-f, 6a-d, 7a-e, 10	2, 8, 2009	Requires outside of camp work.
Photography	Handicraft	Complete	1a-b, 2a-g, 3, 4a-d, 5a/b/e, 6a-c, 7a-c, 8		Students need to bring a digital camera or cellular device that can take pictures and record video.
Pioneering	Outdoor Skills	Complete	9-Jan		

*Some requirements are still being finalized and may change before the beginning of Winter Camp

Merit Badges	Program Area	Partial or Complete	Completed at camp	Do outside of camp	Notes for Scouts and Leaders
Plant Science	Nature	Complete - pending time to finish r8c	1-6, 7b, 8c, 9	8c may be too long to complete	
Plumbing	Trade Skills	Complete	8-Jan		
Pottery	Handicraft	Complete	1, 2a-b, 3, 4, 5a-d, 6, 7b, 8		
Programming	STEM	Complete - pending finishing requirement 5	6-Jan	Completed merit badge will depend on whether the scout finshes the projects in requirement 5.	Scouts need to bring physical copy of the cyber chip card.
Public Health	Life Skills	Complete	1-4, 5b, 6, 7b, 8		
Pulp & Paper	Handicraft	Complete	1-6, 7e, 8		
Railroading	STEM	Partial	6-Jan	7a or b	Requires outside of camp work.
Rifle	Shooting Sports	Complete - unless scout does not shoot qualifing score	1a-i, 2a-m,		Finishing this merit badg will depend on if the Scout meets qualification shots.
Robotics	STEM	Complete	1a-b, 2a-c, 3, 4a-d, 5a-b, 6b, 7		
Salesmanship	Life Skills	Partial	1-4, 6b, 7	5	must be done outside of camp. If completion provided upon arrival we can mark it off
Scouting Heritage	Outdoor Skills	Complete	1-4c 5-9		Bring items required for req.6. Requires outside of camp work.
Sculpture	Handicraft	Complete	1, 2a-c, 3		
Search & Rescue	Outdoor Skills	Complete - unless scenario can not be completed due to time or weather	2 - 8b	1	Please bring proof of First Aid merit badge to complete req. 1. or have the class at WC

*Some requirements are still being finalized and may change before the beginning of Winter Camp

Merit Badges	Program Area	Partial or Complete	Completed at camp	Do outside of camp	Notes for Scouts and Leaders
Shotgun	Shooting Sports	Complete - unless scout does not shoot qualifing score	1-1a-1g1, 1g2, 1h, 1i, 1j, 2a-k, 3		Finishing this merit badg will depend on if the Scout meets qualification shots.
Signs/Signals/Codes	Outdoor Skills	Partial	1-6,8-10	7	
Space Exploration	STEM	Complete - pending weather to launch rocket	1a-d, 2, 3a-i, 4a-d, 5a/c, 6a or b, 7a-d, 8		Scouts will need to purchase kit from trading post
Sports	Field Sports	Partial	1-4, 6	5	must do outside of camp. If they do before they must provide a log
Sustainability	Nature	Complete	9-Jan		
Theater	Handicraft	Partial	4-Feb	1	Bring eveidence of Requirement 1 completion and Scouts can earn a completion
Weather	Nature	Complete	1-10a, 11-12		
Welding	Trade Skills	Complete	1a-b, 2a-c, 3, 4, 5a-b, 6a-f, 7a-b		Scouts need to have boots and long pants for this merit badge
Wilderness Survival	Outdoor Skills	Complete	10-Jan		
Wildland Fire Management	Outdoor Skills	Complete	1-8, 9a, 10, 11		
Woodcarving	Handicraft	Complete	1a-b, 2b, 3a-b, 4a-d, 5, 6, 7	2a	Must Bring Totin' Chip and pocket knife to class.
Woodwork	Trade Skills	Complete	7-Jan		