

## 2026 Program Prerequisites

Program	Prerequisites	Completed Y/N	Additional Notes
Advanced Camper Experience (ACE)	N/A	N/A	Scouts must be 14 years old. Swimwear for aquatic activities (extra pair of shoes would be useful in case one gets wet).
American Indian Cultures/ American Cultures	American Cultures Requirement 1	Y	American Indian Cultures is the new name of Indian Lore, NOT a new badge.
Archaeology	7c (See notes)	Y	Scouts must make a list of the trash your family throws out during one week & bring to camp
Archery	N/A	Y	May require extra time to complete requirement 5A(f).
Art/Animation	N/A	Y	Recommended for younger Scouts.
Astronomy	Requirement 5b	Y	
Automotive Maintenance/Traffic Safety	Automotive Maintenance requirement 1h.	Y	
Basketry	N/A	Y	Kit Required; can be purchased at the Trading Post for \$17.
Camping	Requirements 4, 5e, 7, 8c-d, 9a-b	N	
Canoeing	Must pass the swim test	Y	Must be classified as a BSA swimmer. Scouts should consider taking Canoeing after they've earned their Kayaking merit badge. Kayaking is not required.
Chemistry	N/A	Y	
Chess	(See notes)	Y	Recommend Scouts bring a chess board to camp to facilitate requirement 3

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Citizenship in the Nation/American Heritage	Citizenship in the Nation Requirement 2 (Bring list to camp for discussion), 7 (Visit at least one of the locations listed in a, b, or c. Option d will be done at camp). American Heritage Requirement 1, 3	Y	Bring a stamped envelope for requirement 8. Recommended for Scouts who have completed the 7 <sup>th</sup> Grade.
Citizenship in the World	Requirement 7	Y	Recommended for Scouts who have completed the 7 <sup>th</sup> Grade.
Climbing	N/A	Y	Not recommended for younger Scouts.
Communication/Public Speaking	Communications 5, 8	N	
COPE	N/A	N/A	Scouts must be 13 years or older. Long pants are required for high course.
Cycling	N/A	N	Prior ability to ride a bicycle is required. Bring clothes you are comfortable biking in; if you have a helmet, bring it.
Dance <i>Test Badge</i>	N/A	Y	Not an official Merit Badge. <a href="#">See Scouts BSA Test Labs for more information.</a>
Electricity	Requirements 2, 8a, 8b	Y	
Emergency Preparedness	Requirements 1b (create the chart), 2a&c (bring note from Scoutmaster or Family confirming that the meeting took place and the family disaster kit was made/inspected) 8 (bring go bag <b>or</b> bring a picture of contents <b>or</b> bring a list of contents signed by Scoutmaster), 9	Y	Recommended for Scouts who have completed the 8 <sup>th</sup> grade and have earned the first aid merit badge.
First Aid	Requirement 2b1	N	
Fishing	N/A	Y	Extra Time may be needed to complete Requirement 9.
Game Design	Requirement 8	Y	
Geology/Oceanography	N/A	Y	
Geocaching	N/A	Y	Registering for this badge implies that permission from a parent/guardian is given to access <a href="http://www.geocaching.com">www.geocaching.com</a>
Golf	N/A – We will be offering Option 2 (Disc Golf) at camp.	Y	
Home Repairs	N/A	Y	

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Insect Study	3b	N	
Instructional Swim	N/A	N/A	This course is to teach the basics of the major swim strokes needed to pass the swim test, help Scouts become more comfortable in the water, and build confidence in swimming. Scouts can register for Instructional Swim, or staff might recommend Instructional Swim for a Scout who is in Swimming merit badge but is struggling to meet the requirements of the badge.
Inventing	Requirement 8	Y	
Kayaking	Must pass swimming test	Y	Must be classified as a BSA swimmer.
Lifesaving	Requirement 2a – Earn the Swimming merit badge. Must pass swimming test	Y	Not recommended for younger Scouts. Must be classified as a BSA Swimmer. Must be able to swim 400 yards without stopping. <b>Swimming merit badge and Lifesaving may not be taken concurrently.</b>
Metalwork	N/A	Y	Recommended for older Scouts. Must bring jeans as part of safety gear.
Mile Swim Training	Must pass swimming test	N/A	Must be classified as a BSA swimmer. Scouts who do not perform well in training may not be allowed to attempt the mile at the discretion of the staff for safety reasons.
Model Design and Building	N/A	Y	Recommended for older Scouts.
Moviemaking	N/A	Y	
Natural World Studies	Reptile & Amphibian: Req. 8a or 8b	Y	
Nature	N/A	Y	Recommended for younger Scouts. Walking-intensive.
Orienteering	N/A	N	Recommended to bring your own compass

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Painting	N/A	N	Bring clothes to paint in.
Personal Fitness	Be prepared to discuss your last trip to the Dentist and Doctor for Requirement 2. The 12-week program for Requirements 7 will not be completed at camp. Do not begin before arriving as requirements 1-6 should be done first. Any Scout attempting to have requirement 7 signed at camp will be directed to the counselor they began the badge with and asked to switch to a different badge.	N	
Photography	Requirement #1b, view the Personal Safety Awareness "Digital Safety" video at: <a href="https://www.scouting.org/training/youth/scouts-bsa/">https://www.scouting.org/training/youth/scouts-bsa/</a>	Y	Bringing a digital camera or smartphone is recommended. However, camp will have some cameras for use.
Physics Test Badge	N/A		Not an official Merit Badge. <a href="#">See Scouts BSA Test Labs for more information.</a>
Pioneering	N/A	Y	Younger scouts with little knowledge of knots should not take this class, they must know all the knots and lashing required for First Class.
Plumbing	N/A	Y	Recommended for older Scouts.
Pottery/Sculpture	N/A	Y	Recommended for younger Scouts.
Radio	N/A	Y	
Rifle Shooting	N/A	Y	Not recommended for younger Scouts. Includes all rounds needed to complete the merit badge. Recreation rounds can be purchased at the Trading Post.
Robotics	N/A	Y	Scouts should have a basic understanding of Programming. Badge may require additional time on Friday.
Rowing	Must pass swimming test	Y	Must be classified as a BSA swimmer. It will require a decent amount of coordination and strength.

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Scuba Diving (Introduction)	Must pass swimming test	N/A	Not recommended for younger Scouts. 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	N/A	Y	
Sewing & Needlework <i>Test Badge</i>	Requirement 2a	Y	Scouts should bring a patch they want to sew onto their uniform.  Not an official Merit Badge. <a href="#">See Scouts BSA Test Labs for more information.</a>
Shotgun Shooting	N/A	Y	Not recommended for younger Scouts. Includes all rounds needed to complete the merit badge. Recreation rounds can be purchased from the Trading Post.
Small Boat Sailing	Must pass swimming test	Y	Must be classified as a BSA swimmer. We highly recommend scouts take Small Boat Sailing after completing both the Kayaking and Canoeing merit badges.
Snorkeling (Introduction)	Must pass swimming test	N/A	Must be classified as a BSA Swimmer. Must bring completed Snorkeling Release Form to class.
Space Exploration	N/A	Y	Recommended for younger Scouts. Kit Required; can be purchased at the Trading Post for \$8.
Sustainability	N/A	Y	Recommended for older Scouts
Swimming	Must pass swimming test	Y	Must be classified as a BSA swimmer.
Textile/Pulp and Paper	N/A	Y	

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Trailblazer (Scout/Tenderfoot)	N/A	N/A	Requirements Covered: Scout: 1a-f, 3a, 4a-b, 5. Tenderfoot: 3a-d, 4a-c, 5a-c, 6a or 6c, 6b, 7a-b, 8.
Trailblazer (Second Class/First Class)	N/A	N/A	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.
Welding	N/A	Y	Scouts must be at least 12 years of age, recommended older. Badge may require additional time on Friday.
Wilderness Survival	Requirement 4	Y	Bring a water bottle, rain gear, a flashlight and a pocketknife for the overnight outpost during the week.
Wood Carving	N/A	Y	
Woodworking	N/A	Y	Scouts must be at least 12 years of age, recommended older. Badge may require additional time on Friday.