

Camp Minsi Merit Badge Prerequisites

2026

Merit Badge	Prerequisites	Notes	Location
American Heritage	3c (bring to show), 4(do two, bring notes - our 1776 evening program at camp can count for one)		CitCom
Archery	None	\$5 supply cost	Ranges
Art	6	\$10 supply cost	Handicraft
Artificial Intelligence	None		STEM CAMP ONLY
Astronomy	5a, 5b	Evening Sessions required	ECON
Athletics	3, 5, 6b (bring records)		Athletics
Automotive Maintenance	11 (do two - bring note or records)		Industrial Arts
Aviation	3a, 4 (note acceptable)		STEM
Basketry	None	\$25 supply cost	Handicraft
Bird Study	None		ECON
Camping	4b, 5e, 7b, 8c, 8d, 9a, 9b(1-6), 9c (bring signed form)		Scoutcraft
Canoeing	Pass Swimmer Test at Camp Minsi on Sunday		Waterfront
Citizenship in the Nation	5,7,8 (bring actual letter for #8, and it must be to a member of the US Congress)		Cit-Com
Citizenship in the World	7 (do two - bring records and be ready to discuss)		Cit-Com
Communication	5 (Describe in writing), 8		Cit-Com
Cooking	4 (a-f), 6 (a-f) (bring signed form)		Scoutcraft

Crime Prevention	3 (Describe in Writing)		Station 940
Cycling	*6-Option B-4, 6-Option B-5 (or complete 22 mile trek with Afternoon Adventure -Costs \$70)	Bring Bicycle & Helmet	Athletics
Dentistry	3 (bring note), 4c (bring records)		STEM CAMP ONLY
Dog Care	4 (bring records), 5 (bring/send video), 8 (bring report)		STEM CAMP ONLY
Emergency Preparedness	2a, 2b, 9 (bring signed form)		Scoutcraft
Environmental Science	6, 7 (Describe in Writing)		ECON
Exploration	2, 4, 5, 9 (Describe in Writing)	Dress for hiking	Scoutcraft
Fingerprinting	6		Scoutcraft
Fire Safety	5d, 5e, 5g, 10 (Describe in Writing)		Station 940
First Aid	None		Station 940
Fish and Wildlife Management	5 (bring records)		ECON
Fishing	None		ECON
Fly Fishing	None		STEM CAMP ONLY
Forestry	None		ECON
Game Design	None		STEAM
Geocaching	7,8, 9 (Describe in writing)	Thursday afternoon session required	Scoutcraft
Graphic Arts	6 (do one)		STEAM
Home Repairs	None		Industrial Arts
Kayaking	Pass Swimmer Test at Camp Minsi on Sunday		Waterfront
Leatherwork	5 (Describe in writing)	\$15 supply cost	STEAM
Lifesaving	2a, 16b, Pass Swimmer Test at Camp Minsi on Sunday		ECON

Mammal Study	None		ECON
Metalwork	None Must be 14 and wear long pants/sturdy shoes	\$30 supply cost	Minsi Mountaineers
Moviemaking	Must bring a camera or phone with video capabilities		STEM
Music	3 (must do two of the options)		STEAM
Nature	None		ECON
Personal Fitness	Bring records for 4, 5, 6 & 7		Athletics
Pets	1 (bring records), 2, 4 (do one, bring evidence), 8		STEM CAMP ONLY
Photography	Must bring a camera or phone with picture capabilities		STEM
Pioneering	None - but knot/lashing knowledge recommended	Thursday afternoon session required	Scoutcraft
Plumbing	None	\$10 Supply cost	Industrial Arts
Pottery	7 (Describe in Writing)	\$20 Supply Cost	STEAM
Pulp and Paper	None		ECON
Radio	None		STEM
Railroading	None		STEM CAMP ONLY
Reptile and Amphibian Study	8 a or b (bring records)		ECON
Rifle Shooting	None	\$20 Supply cost	Ranges
Robotics	None		STEM
Rowing	Pass Swimmer Test at Camp Minsi on Sunday		Waterfront
Safety	2D, 2E, 3, 9		Scoutcraft
Sculpture	2c	\$20 Supply Cost	STEAM
Search and Rescue	8		Station 940
Shotgun Shooting	None	\$30 Supply cost	Ranges

Signs, Signals and Codes	None	Thursday afternoon session required	Scoutcraft
Small Boat Sailing	Pass Swimmer Test at Camp Minsi on Sunday		Waterfront
Space Exploration	None	\$15 Supply cost	STEM
Sports	4 (use two from list), 5 (bring records)		Athletics
Sustainability	2a, 3c, 4b, 4c, 7 (do two and bring)		ECON
Swimming	Pass Swimmer Test at Camp Minsi on Sunday		Waterfront
Veterinary Medicine	6 (choose one and describe in writing)		STEM CAMP ONLY
Weather	10 (do one - bring records)		ECON
Welding	None	\$25 supply cost Must be 14 and wear long pants and sturdy shoes	Industrial Arts
Wilderness Survival	10	Overnight Outpost required	Scoutcraft
Woodcarving	2a	\$5 Supply Cost	STEAM