

# 2026 Custaloga Town Merit Badge Matrix

Locations are subject to change

Difficulty/Maturity: A – New Scout/First Year Camper

B – First Class/Completed at Camp

C – Star/Interest Provoking - may not complete at Camp

D – Life/Challenging – Probably not able to complete at camp

E – Difficult – Cannot be completed at camp

The Scoutmaster should establish the Scout is of proper maturity for the merit badge.

Starting Requirements are needed before work on the other requirements can begin

Pre-Camp requirements need to be completed before coming to camp or a partial will result





Post-Camp requirements need to be completed after returning from camp – a partial will be issued.

This matrix includes merit badges offered at Scouts BSA Resident Camp as well as the Skill Trades/Eagle Week.







Please use the key below to determine when the badge is offered:

**# =offered during Scouts BSA Resident Camp; @ = offered during the Skill Trades and Eagle Week**

**TREK=Offered exclusively on the CTSR TREK Program; \$ =additional costs associated with badge/program**



Merit Badge	Location	Difficulty/ Maturity	Starting Requirements	Pre-Camp Requirements	Post Camp Requirements
 #@Archery	Archery	C			
 #Art	Handicraft	A		Req. 6, 7	Req. 6
 #Astronomy	Econ	C		Req. 8, 9	Inclement weather could effect completion
 #SATV (Not Merit Badge)	Cody Meyers Pavilion	B	Must be 14 years or older. Wear long pants, long shirt, over ankle boots	Complete online esafety course.	

Merit Badge	Location	Difficulty/ Maturity	Starting Requirements	Pre-Camp Requirements	Post Camp Requirements
 @Automotive Maintenance	Skill Trades	C		11, 12	
 #Basketry	Handicraft	A			
 #Bird Study	Econ	C		Req. 9, 13  Req. 5 (Recommended)	
 #@Camping	Scoutcraft	DE		Req. 4b, 5e, 7, 8d, & 9	
 #Canoeing	Waterfront	B	Req. 2 Swimmer Test		
 #Chess	Sci Tech	B			
 #@Citizenship in the Community	Eagle Nest	E		Req: 2a, 3 4a/b, 5, 8	Req. 7c

Merit Badge	Location	Difficulty/ Maturity	Starting Requirements	Pre-Camp Requirements	Post Camp Requirements
 #@Citizenship in the Nation	Eagle Nest	DE		Req. 5, 7, 8	
 #@Citizenship in the World	Eagle Nest	DE		Req. 7	
 #@Climbing	Climbing Tower	C			
 #@Communication	Campfire Circle	C		Req. 5, 7, 9	
<b>#C.O.P.E.</b>	Climbing Tower	C	Must be 14 years old. 2 <sup>nd</sup> Class Rank		
 #Crime Prevention	Sci tech	C		Req. 4, 10, 11	
 #Cybersecurity	Sci Tech	B		Req. 4e, 9	



Merit Badge	Location	Difficulty/ Maturity	Starting Requirements	Pre-Camp Requirements	Post Camp Requirements
 <p>#Digital Technology</p>	Sci Tech	C	Req. 1 Personal Safety Awareness	Req. 9	
 <p>@Electricity</p>	Skill Trades	C		Req. 2, 7, 11	
 <p>#@Emergency Preparedness</p>	Scoutcraft	D	Req. 9 First Aid MB	Req. 2, 10	
 <p>#Engineering</p>	Sci Tech	C		Req. 4, 9	Req. 4
 <p>#@Environmental Science</p>	Econ	B		Req. 11	
 <p>#@Family Life</p>	TBD	DE		Req. 2, 3, 4, 5, 6	
 <p>@Farm Mechanics</p>	Skill Trades	C		Req. 5, 7	







Merit Badge	Location	Difficulty/ Maturity	Starting Requirements	Pre-Camp Requirements	Post Camp Requirements
 #Fingerprinting	Sci Tech	A		Req. 6	
 #@First Aid	BBQ Pit/Health Lodge	B		Req. 2B1, 15	
 #Fish & Wildlife Management	Econ	B		Req. 7, 8	
 #Fishing	Waterfront	C			
 #Fly Fishing	Waterfront	C			
 #Forestry	Econ	C		Req. 8	
 #Game Design	Sci Tech	C		Req. 8	Req. 8




Merit Badge	Location	Difficulty/ Maturity	Starting Requirements	Pre-Camp Requirements	Post Camp Requirements
 #Geocaching	Scoutcraft	E		Req. 7	Req. 8, 9
 #Geology	Econ	A		6a or b	
 #Guyasuta Braves	G Braves	A			
 @Home Repairs	Skill Trades	C		Req. 7	
 Trek-Horsemanship	TREK Program	C			
 #Insect Study	Econ	C		Req. 3b.,9  Req. 4 (recommended)	
 #Kayaking	Waterfront	B	Req. 2 Swimmer Test		
 #\$Leatherwork	Handicraft	A			

Merit Badge	Location	Difficulty/ Maturity	Starting Requirements	Pre-Camp Requirements	Post Camp Requirements
 #@Lifesaving	Pool	C	Req. 2 Swimming MB		
 #Mammal Study	Econ	A		Req. 7	
 #Nature	Econ	B		Req. 7	
 #Orienteering	Scoutcraft	C		Req. 7, 8	Req. 7, 8, 9
 @Painting	Handicraft	B		Req. 8	
 #@Personal Management	Eagle nest	DE		Req. 1, 2, 8, 9	
 #@Pioneering	Scoutcraft	BC	Req 2. Tenderfoot 3a-3c First Class 3a-3d		

Merit Badge	Location	Difficulty/ Maturity	Starting Requirements	Pre-Camp Requirements	Post Camp Requirements
 #Plant Science	Econ	C		Req. 5	
 @Plumbing	Skill Trades	C		Req. 7	
 #Pottery	Handicraft	B		Req. 7	
 #Public Health	BBQ Pit/ Health Lodge	B		Req. 5, 7, 8	
 #Public Speaking	Campfire Circle	C			
 #Pulp & Paper	Handicraft	B		Req. 8	
 #Reptile & Amphibian Study	Econ	BC		Req. 8 Req. 9 (recommended)	

Merit Badge	Location	Difficulty/ Maturity	Starting Requirements	Pre-Camp Requirements	Post Camp Requirements
 #@Rifle Shooting	Shooting Range	B			
 #Rowing	Waterfront	B	Req. 2 Swimmer Test		
 #Sculpture	Handicraft	B			
 #Search & Rescue	Scoutcraft	C		Req. 8	
 #Sewing & Needlework	Handicraft	B		Req. 2a., 4	
 #Shotgun Shooting	Shooting Range	C			
 #Space Exploration	Sci Tech	BC		Req. 8	

Merit Badge	Location	Difficulty/ Maturity	Starting Requirements	Pre-Camp Requirements	Post Camp Requirements
 <p>#@Stand Up Paddleboarding (Activity Patch)</p>	Waterfront	AB	Pass Swimmer Test		
 <p>#Sustainability</p>	Econ	C		Req. 9	
 <p>#@Swimming</p>	Pool	AB	Req. 2 Swimmer Test		
 <p>#\$Tie Dye Program</p>	Reynold Pavilion	A			
 <p>#TREK</p>	OFF GRID	CD	Must be 14 years old and Pass Swimmer Test		
 <p>@Truck Transportation</p>	Skill Trades	C		Req. 10	

Merit Badge	Location	Difficulty/ Maturity	Starting Requirements	Pre-Camp Requirements	Post Camp Requirements
 @\$Welding	Skill Trades	C		Req. 7	
 #Wilderness Survival	Scoutcraft	BC		Req. 4	
 #Wood Carving	Handicraft	AB	Req. 2a Totin' Chip		

## Career Requirements

The Council Advancement Committee believe that any merit badge with a career research option should be done as a prerequisite of camp, as noted with the additional prerequisites in the guide. It is possible that a scout can do this research at camp on a phone or computer but would be much more appropriate at home and brought to camp. No time will be given during merit badge class for the scouts to do research on a proposed career fulfilling requirements.

## Merit Badge Supplies

The following merit badges and programs have additional cost. These costs will be automatically added to a scout or leader fees on the Black Pug system when they register for certain programs.

Tie Dye Program \$50

ATV \$25

Woodcarving \$5

Basketry \$10

Leatherwork \$10

Welding \$10

## Merit Badge Books

All Merit Badge Books are available for free at: <https://www.scouting.org/skills/merit-badges/all/> Scouts are suggested to read these before camp or download them to a device and have them accessible at camp. Scouting America has also included really cool videos in the requirements on certain badges online.