

Pre Reqs and Age Requirements

Badge	Capacity	Age Requirement	Rank Requirement	Pre Reqs	Notes
Animation (STEM)	15	10	Scout		
Archery (FS)	24	12			
Art (HC)	20	10		6	With your parent's permission and your counselor's approval, visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop. Find out about the art displayed or created there. Discuss what you learn with your counselor. Scout Needs To: Bring a photo of himself in front of the museum/art exhibit and bring a one (1) page report about the experience.
Astronomy (ECO)	35	10			
Basketry* (HC)	30	10			
Bird Study (ECO)	35	10			
Bugling^ (SS)	N/A	10		6	Serve as bugler in your troop for three months.
Camping (OS)	30	10		4B	Help a Scout patrol or a Webelos Scout unit in your area prepare for an acutal campout, including creating the duty roster, menu planning, equipment needs, general planning, and seating up camp. The Scout Needs To: Bring a signed letter from a unit leader verifying his service.
				8C	Prepare a camp menu. Explain how the menu would differ from a menu for a backpacking or float trip. Give recipes and make a food list for your patrol. Plan two breakfasts, three lunches, and two suppers. Discuss how to protect your food against bad weather, animals, and contamination. The Scout Needs To: Bring menu and food list to camp. Write a short report about how the menu would differ from a menu for a backpacking or float trip.
				8D	Cook at least one breakfast, one lunch, and one dinner for your patrol from the meals you have planned for requirement 8c. At least one of those meals must be a trail meal requiring the use of a lightweight stove. The Scout Needs To: Bring a signed letter from a unit leader verifying completion of the requirement.
				9A	Camp a total of at least 20 days and 20 nights. Sleep each night under the sky or in a tent your have pitched. The 20 days and 20 nights must be at a designated Scouting activity or event. You may use a week of long-term camp toward this requirement. If the camp provides a tent that has already been pitched, you need not pitch your own tent. The Scout Needs To: Bring a signed letter from a unit leader verifying completion of the requirement.
				9B	On any of these camping experiences, you must do TWO of the following, only with proper preparation and under qualified supervision: 1. Hike up a mountain, gaining at least 1,000 vertical feet. 2. Backpack, snowshoe, or cross-country ski for at least 4 miles. 3. Take a bike trip of at least 15 miles or at least four hours. 4. Take a nonmotorized trip on the water of at least four hours or 5 miles. 5. Plan and carry out an overnight snow camping experience. 6. Rappel down a rappel route of 30 feet or more. The Scout Needs To: Bring a signed letter from a unit leader verifying completion of the requirement.
Canoeing (WF)	20	10			
Chemistry (STEM)	15	10	Scout		
Electronics (STEM)	15	14	First Class		
Emergency Preparedness (OS)	30	12		1	Earn the First Aid merit badge. The Scout Needs To: Bring a signed letter from a unit leader verifying completion of the First Aid merit badge.
				2B	Make a chart that demonstrates your understanding of each of the aspects of emergendy preparedness in requirement 2a (prepare, respond, recover, mitigate) with regard to 10 of the situations listed below. You must use situations 1,2,3,4, and 5 below in boldface , but you may choose any other five listed here for a total of 10 situations. Discuss this chart with your counselor - 1. Home kitchen fire. 2. Home basement/storage room, garage fire. 3. Explosion in the home. 4. Automobile crash. 5. Food-borne disease (food poisoning). 6. Fire or explosion in a public place. 7. Vehicle stalled in the desert. 8. Vehicle trapped in a blizzard. 9. Flash flooding in town or the country. 10. Mountain/backcountry accident. 11. Boating or water accident. 12. Gas leak in a home or building. 13. Tornado or hurricane. 14. Major flood. 15. Nuclear power plant emergency. 16. Avalanche (snow slide or rockslide). 17. Violence in a public place. The Scout Needs To: Bring completed chart to camp.
				2C	Meet with and teach your family how to get or build a kit, make a plan, and be informed for the situations on the chart you created for requirement 2b. Complete a family plan. Then meet with your counselor and report on your family meeting, discuss their responses, and share you family plan. The Scout Needs To: Bring a signed letter from parent/guardian verifying completion of the requirement.
				7A	Take part in an emergency service project, either a real one or a practice drill, with a Scouting unit or a community agency. The Scout Needs To: Bring a signed letter from unit leader verifying completion of a service project. NOTE: The weekly Monday emergency drill at camp DOES NOT count for completion of this requirement.
				8B	Prepare a personal emergency service pack for a mobilization call. Prepare a family kit (suitcase or waterproof box) for use by your family in case an emergency evacuation is needed. Explain the needs and uses of the contents. The Scout Needs To: Bring photographic documentation of kit.
Engineering (STEM)	30	12	Scout		We are acception donations or raw materials or broken household objects that can either be disassembled for for requirement 2 or used to construct the final project.
Environmental Science (ECO)	35	12		3F1	Look around your home and determine 10 ways your family can help reduce pollution. Practice at least two of these methods for seven days and discuss with your counselor what you have learned. The Scout Needs To: Bring a list of 10 ways to reduce pollution. Bring a signed letter from parent/guardian documenting completion of seven-day practice.
Fire Safety (OS)	35	10		6A&B	Conduct a home safety survey with the help of an adult. Then do the following: a. Draw a home fire-escape plan, create a home fire-drill schedule, and conduct a home fire drill. b. Test a smoke alarm and demonstrate regular maintenance of a smoke alarm. The Scout Needs To: Bring fire escape plan and not from parent/guardian documenting home fire drill and smoke alarm test/maintenance.
				11	Visit a fire station. Identify the types of fire trucks. Find out about the fire prevention activities in your community. The Scout Needs To: Bring photographic documentation verifying visit along with a short report about the fire prevention activities in your community

First Aid (OS)	30	12		1	Satisfy your counselor that you have current knowledge of all first aid requirements for Tenderfoot rank, Second Class rank and First Class rank. The Scout Needs To: Bring a signed letter from a unit leader documenting completion of the requirements.
				2D	Prepare a first aid kit for your home. Display and discuss its contents with your counselor. The Scout Needs To: Bring kit to camp.
Fish and Wildlife Management (FS)	30	10		8	Using resources found at the library and in periodicals, books, and the Internet (with your parent's permission), learn about three different positions held by fisheries and/or wildlife professionals. Find out the education and training requirements for each position. The Scout Needs To: Bring a short report on the jobs researched.
Fishing (FS)	30	10			
Forestry (ECO)	30	10			
Geocaching (OS)	20	10		7	With your parent's permission, go to www.geocaching.com . Type in your zip code to locate public geocaches in your area. Share the posted information about three of those geocaches with your counselor. Then, pick one of the three and find the cache. The Scout Needs To: Bring information about three geocaches in your area, and photographic documentation of the one found. A free account will need to be set up on www.geocaching.com .
Geology (ECO)	30	10			
Indian Lore (HC)	30	10			
Kayaking (WF)	10	13			
Leatherwork (HC)	35	10			
Lifesaving (WF)	20	13		1	Complete Second Class requirements 7a through 7c and First Class requirements 9a through 9c. The Scout Needs To: Bring a signed letter from a unit leader documenting completion of the requirements.
Mammal Study (ECO)	40	10			
Nature (ECO)	35	10		4A2	Make and set out a birdhouse OR a feeding station OR a birdbath. List what birds used it during a period of one month. The Scout Needs To: Bring a photograph of the birdhouse/feeding station/birdbath along with a list of birds seen over a month.
Orienteering (OS)	35	10			
Pioneering (OS)	25	12			
Programming (STEM)	15	14	First Class		Must have earned the Cyber Chip or earn during open program time at camp.
Radio (STEM)	15	12	Second Class		
Reptile and Amphibian Study (ECO)	30	10		8	Do ONE of the following: a. Maintain one or more reptiles or amphibians for at least a month. Record food accepted, eating methods, changes in coloration, shedding of skins, and general habits; or keep the eggs of a reptile from the time of laying until hatching; or keep the eggs of an amphibian from the time of laying until their transformation into tadpoles (frogs) or larvae (salamanders). b. Choose a reptile or amphibian that you can observe at a local zoo, aquarium, nature center, or another such exhibit (such as your classroom or school). Study the specimen weekly for a period of three months. At each visit, sketch the specimen in its captive habitat and note any changes in its coloration, shedding of skins, and general habits and behavior. Find out, either from the information you locate on your own or by talking to the caretaker, what this species eats and what are its native habitat and home range, preferred climate, average life expectancy, and natural predators. Also, identify any human caused threats to its population and any laws that protect the species and its habitat. After the observation period, share what you have learned with your counselor. The Scout Needs To: Bring a photograph of the reptile or amphibian along with appropriate record keeping depending on if a or b is chosen.
Rifle Shooting (FS)	24	12			
Robotics (STEM)	15	14	First Class		
Rowing (WF)	16	12			
Scouting Heritage* (FROG)	40				
Sculpture	10	10			
Search and Rescue (OS)	30	10			
Shotgun Shooting (FS)	20	12			
Signs, Signals, and Codes (OS)	20	12			
Small Boat Sailing (WF)	8	13			
Soil and Water Conservation (ECO)	30	10			
Space Exploration (STEM)	20	13	Second Class	2	Design a collector's card, with a picture on the front and information on the back, about your favorite space pioneer. Share your card and discuss four other space pioneers with your counselor. The Scout Needs To: Bring the card to camp.
Swimming (WF)	25	10			
Theatre (HC)	35	10			
Wilderness Survival (OS)	25	12		5	Put together a personal survival kit and explain how each item in it could be useful. The Scout Needs To: Bring kit to camp.
Woodcarving (HC)	35	10		2A	Earn the Totin' Chip recognition. The Scout Needs To: Bring the card to class. Note: although the Totin' Chip is offered at camp it is strongly encouraged that the Scout has already earn the Totin' Chip prior to the first class.
Woodworking (SS)	15	12			
* = 2 classes/week (Mon-Tues), (Wed-Thurs)					
^ = by appointment					
Learner/Beginner Swimmers (WF)	N/A	N/A			
FROG (First Year Camper Program)	40	N/A			
Outdoor Leader Training (Green Bar)	N/A	Adult Lead			
STEM Special Program (Liftoff)	15	13	Second Class	2	Watch two videos prior to camp