



# Program Merit Badges

Merit Badge	Requirement to do before camp	Requirements that require extensive practice or time	Relative** skill difficulty
Archeology	None	8, 9	Difficult
Archery	None	5, Material Costs ~\$3.75*	Difficult
Astronomy	None	4, 6, 8	Moderate
Basketry (offered with Leatherwork)	None	Material Costs ~\$19.50*(2 baskets/stool)	Easier
Camping	9a	None	Moderate
Canoeing	None	None	Difficult
Climbing (going into 8th grade)	None	None	Moderate
Cooking (Not available in Buckskin)	7	\$5.00 Supplemental Food Fee	Moderate
Emergency Preparedness	1, 2c, 6c, 8c	7, 8b	Difficult
Engineering	None	None	Moderate
Environmental Science	None	4	Difficult
Fingerprinting	None	None	Easier
First Aid	1, 2d	None	Moderate
Fish & Wildlife Management	None	6a	Moderate
Fishing	None	Bring fishing pole	Easier
Forestry	None	1	Moderate
Geocaching	None	9	Moderate
Geology	None	None	Moderate
Hiking	None	5, 6	Difficult
Indian Lore	None	Possible Materials Cost	Easier
Insect Study	7	4	Difficult
Leatherwork (offered with Basketry)	None	Material Costs ~\$4.50*(leather kits)	Easier
Lifesaving	1a	7, 9, 10, 11, 12	Difficult
Mammal Study (With Fish & Wildlife)	None	None	Easier
Nature	None	None	Moderate
Orienteering	None	7, 8, 9, 10	Moderate
Photography	None	4	Moderate
Pioneering (With Surveying)	None	10	Difficult
Pottery	None	5	Moderate
Radio	None	9b	Difficult
Reptile & Amphibian Study	8	9	Moderate
Rifle Shooting (going into 7th grade)	None	2Ak, 1	Difficult
Rowing	None	5a2	Difficult
Shotgun Shooting (going into 8th grade)	None	2k, Ammunition ~\$10.00 - \$25.00*	Difficult
Small Boat Sailing	None	None	Difficult
Surveying (With Pioneering)	None	None	Difficult
Swimming	3	Bring Clothign for Requirement 4	Difficult
Weather	None	None	Moderate
Wilderness Survival	5	8	Moderate
Wood Carving	None	Material Costs ~\$3.50*	Moderate
BSA Lifeguard	24	Most everything	Difficult

First Class Adventure will work on Tenderfoot 1,4a,b,5,6,9,12a,b. Second Class 1a,b,3d,3e,3f,7a,b,c  
First Class 1,2,8a,b,c,d.

First Class Aquatics will work on Second Class 8a,b,c. First Class 7a,b,9a,b,c. Camp staff will instruct skills. Troop leaders must sign off their requirements. Troops are requested to send adult leaders to help with the First Class Adventure program which makes it easy to sign off their Scouts' requirements.

\*Material costs are approximate and depend on specific projects selected. \*\*Difficulty levels are subjective and are provided only as a guide.