

Merit Badge/Class	Program Area	Age Recommendations	Prerequisites and Notes	
Archery	Shooting Sports			
Astronomy	STEM		Includes an evening observation session	
Basketry	Handicraft			
Bird Study	Nature			
Camping	Scoutcraft		Req. #3, 4b, 5e, 7b, 8d, 9a, 9b is not completed at camp	P
Canoeing	Aquatics			
Chemistry	STEM			
Climbing	Climbing	13+		
Emergency Preparedness	Scoutcraft	13+	Prerequisite: First Aid Merit Badge, Req. #2c is not completed at camp; bring #8b (emergency pack)	P
Environmental Science	Nature	14+ (required)		
First Aid	Scoutcraft		Bring Req. #5a (first aid kit), complete #5b prior to camp	
Fishing	Scoutcraft		Req. #9 is not completed at camp	P
Fish and Wildlife Management				
Forestry	Nature			
Game Design	STEM			
Geocaching	Scoutcraft			
Geology	STEM			
Indian Lore	Handicraft			
Kayaking	Aquatics	14+ (required)	Prerequisite: Canoeing and Swimming Merit Badge; be physically fit	
Leatherwork	Handicraft			
Lifeguard, BSA (not a merit badge)	Aquatics	15+ (required)	Prerequisite: American Red Cross First Aid and CPR/AED or equivalent certifications	
Lifesaving	Aquatics	12+	Bring long pants, long-sleeved button-down shirt, shoes	
Mammal Study	Nature			
Orienteering	Scoutcraft			
Pioneering	Scoutcraft	13+	Might be a partial if Scout is unable to splice at camp	P
Reptile and Amphibian Study	Nature		Req. #8 will not be completed at camp	P
Rifle Shooting	Shooting		Might be a partial if Scout is unable to qualify shooting skills	P
Robotics	STEM			
Shotgun Shooting	Shooting	13+		
Signs, Signals, and Codes	STEM			
Soil and Water Conservation	Nature		Req. #7 is not completed at camp	P
Space Exploration	STEM			
Sustainability	STEM		Req. #2a, 2b, is not completed at camp	P
Swimming	Aquatics			
Weather	STEM			
Wilderness Survival	Scoutcraft	12+	Bring Req. #5 (survival kit) to camp	
Wood Carving	Handicraft			

P = Partial = Eagle Scout required = Nova-Related = Supernova-Related