

# Merit Badge Prerequisites

Below is a list of all the merit badges and programs available at Camp Friedlander for the summer of 2020. For many of our programs, requirements must be completed prior to arrival at camp for a Scout to be eligible for completion of the badge. *Scouts will be expected to have completed these requirements before attending the class.* Some of the requirements listed as pre-requirements really make more sense to be completed after camp. Please review these with your Scouts to make the best decisions for each. Remember that leaving camp with a partially completed merit badge is not a bad thing. The important thing is that they gained knowledge and had fun!

**Some of the programs at camp require a Scout to be a certain age.** *While no merit badge has an age requirement, we strongly encourage Scouts to be of the recommended age to take full advantage of the spirit of the program.* Scoutmasters and parents should use good judgment in approving the ability of a Scout to participate in the programs of their choosing.

Some programs may require purchase of additional materials to complete the badge – all of these materials will be available for purchase in the camp Trading Post at reasonable prices.

For more information about each merit badge requirement, please consult the respective merit badge pamphlet for 2020.

Area	Merit Badge	Prerequisites
Aquatics	Canoeing	<b>Must be classified as a BSA swimmer.</b>
Aquatics	Kayaking	<b>Must be classified as a BSA swimmer.</b>
Aquatics	Instructional Swim	N/A
Aquatics	Lifesaving	<b>Must be classified as a BSA swimmer.</b>
Aquatics	Swimming	<i>Not recommended for younger Scouts.</i>  <b>Must be classified as a BSA Swimmer.</b>  Must be able to swim 400 yards without stopping.  Requirement #1a
Aquatics	Motorboating	<b>Must be classified as a BSA swimmer.</b>

Aquatics	Scuba Diving	<p><i>Not recommended for younger Scouts.</i></p> <p>There is no minimum age for Scuba.</p> <p><b>Must be classified as a BSA Swimmer.</b></p> <p>Must bring completed Scuba Release Form to first class.</p> <p>Bring Scuba Medical Statement if needed.</p>
Aquatics	Small Boat Sailing	<b>Must be classified as a BSA swimmer.</b>
Aquatics	Snorkeling	<p><b>Must be classified as a BSA Swimmer.</b></p> <p>Must bring completed Snorkeling Release Form to class.</p>
Aquatics	Swimming	<b>Must be classified as a BSA swimmer.</b>
COPE / Climbing	Climbing	<p><i>Not recommended for younger Scouts.</i></p> <p><b>Must submit a Consent/Hold Harmless form upon arrival at camp.</b></p>
COPE / Climbing	COPE	<p><i>Scouts must be 13 years old.</i></p> <p>Must submit a Consent/Hold Harmless Form upon arrival at camp.</p> <p>Long pants required for high course.</p>
Culture and Citizenship	Archaeology	N/A
Culture and Citizenship	Citizenship in the Nation / American Heritage	Citizenship in the Nation Requirement #2, American Heritage Requirement #4
Culture and Citizenship	Citizenship in the World	N/A
Culture and Citizenship	Communications	Requirements #5 & 8.
Culture and Citizenship	Indian Lore / American Cultures	American Cultures Requirements #1 & 5
Handicraft	Art / Animation	N/A
Handicraft	Chess	N/A

Handicraft	Cooking	Requirements #4acde, 5cde, 6cdef, 7cde  <b>NOTE:</b> These requirements should be completed after camp.
Handicraft	Entrepreneurship / Salesmanship	
Handicraft	Game Design	
Handicraft	Music	<i>Recommended for younger Scouts.</i>  Requirement #3
Handicraft	Photography	Requirement #1b, earn the Cyber Chip.  Link for Cyber Chip: <a href="http://www.scouting.org/training/youthprotection/cyberchip.aspx">http://www.scouting.org/training/youthprotection/cyberchip.aspx</a>  Bringing a digital camera is recommended. However, the camp will have several cameras for use.
Handicraft	Pottery / Sculpture	<i>Recommended for younger Scouts.</i>
NEST	Astronomy	Requirement #5b
NEST	Chemistry	N/A
NEST	Environmental Science	<i>Not recommended for younger Scouts.</i>  Requirements # 3e & 3c3
NEST	Fishing	Extra Time may be needed to complete Requirement #9.
NEST	Geocaching	N/A
NEST	<i>Natural World Studies:</i> Mammal Study Reptile and Amphibian Study Fish and Wildlife Management	Mammal Study: N/A Reptile & Amphibian: Req. #8 Fish & Wildlife: N/A
NEST	Robotics	N/A
NEST	Soil and Water Conservation / Weather	N/A
NEST	Space Exploration	<i>Recommended for younger Scouts.</i>

Older Scout Program (formerly known as ACE)	N/A	<p><b>Scouts must be 14 years old.</b> Backpack and tent for overnight; swimwear for aquatic activities (extra pair of shoes would be useful in case one gets wet). May want to bring some extra spending money.</p> <p>Must submit a Consent/Hold Harmless Form upon arrival at camp.</p>
Outdoor Skills	Bunyan Crew (Paul Bunyan Award + Forestry merit badge)	<b>Must have already earned Totin' Chip.</b>
Outdoor Skills	Camping	Requirements #4, 5e, 7, 8c, 8d, 9a, 9b.
Outdoor Skills	Emergency Preparedness	<p><i>Recommended for Scouts who've completed the 8<sup>th</sup> grade.</i></p> <p>Requirements #1, 2abc, 8b.</p>
Outdoor Skills	First Aid	Requirements #1 & 5.
Outdoor Skills	Orienteering	N/A
Outdoor Skills	Pioneering	<p>Requirement #2a.</p> <p><i>Prior knowledge and skill with knots are useful.</i></p>
Outdoor Skills	Scouting Heritage	Requirement #4
Outdoor Skills	Search and Rescue	N/A
Outdoor Skills	Signs, Signals, and Codes	Requirement #7
Outdoor Skills	Wilderness Survival	<p>Requirement #5.</p> <p>Bring a water bottle, rain gear, a flashlight and a pocketknife for the overnight outpost during the week.</p>
Shooting Sports	Archery	N/A
Shooting Sports	Rifle Shooting	<p><i>Not recommended for younger Scouts.</i></p> <p>Includes all rounds needed to complete the merit badge.</p> <p>Recreation rounds can be purchased at a cost of 10 rounds for 50 cents.</p>

Shooting Sports	Shotgun Shooting	<p><i>Not recommended for younger Scouts.</i></p> <p>Includes all rounds needed to complete the merit badge.</p> <p>Recreation rounds can be purchased at a cost of 5 rounds for \$1.50 cents.</p>
Trade Skills	Automotive Maintenance	Requirement #12.
Trade Skills	Electricity	Requirement #2 and 9a.
Trade Skills	Farm Mechanics	Requirement #7.
Trade Skills	Home Repairs	Requirements #1a & 1b.
Trade Skills	Metalwork	<p>Recommended for older Scouts.</p> <p>Requirement #4.</p> <p><b><i>Must bring jeans as part of safety gear.</i></b></p>
Trade Skills	Plumbing	Recommended for older Scouts.
Trailblazer	Scout / Tenderfoot	<p><b>Please complete the online survey prior to your arrival at camp.</b></p> <p>Requirements Covered:  <b>Scout:</b> 1a-f, 3a, 4a-b, 5.  <b>Tenderfoot:</b> 3a-d, 4a-c, 5a-c, 6a or 6c, 6b, 7a-b, 8.</p>
Trailblazer	First Class / Second Class	<p><b>Please complete the online survey prior to your arrival at camp.</b></p> <p>Requirements Covered:  <b>Second Class:</b> 2a-2d, 2f-g, 3a, 3c-d, 4, 5a-d, 6a-e, 8a-b, 9a-b.  <b>First Class:</b> 1b, 3a-3d, 5a-5d, 6a-e, 7a-f, 9a.</p>