









Merit Badge		Location	Recommended for	Preparation/ Requirements	Materials & Additional	Other
American Business		Trading Post	3rd year campers and older	Req. 3b		
Archery		Field Sports	All Scouts	Practice is recommended before qualifying.		Class is limited to 16. Older Scouts will have priority.
Art		Handicraft	All Scouts		A sketchbook is recommended	
Astronomy		Ecology	All Scouts			Late night stellar observations.
Camping		Scoutcraft	2nd year campers and older	Req. 9, Equip for 5, 7, 8		
Canoeing		Aquatics	2nd year campers and older	Must have passed blue swimmer test		Limited to 10 Scouts**
Chess		Eagle Quest	All Scouts			
Citizenship in the Nation		Eagle Quest	First Class or higher	Req. 2, 8		Class is limited to 15. Older Scouts will have priority.









Unless otherwise stated, each merit badge will be limited to 15 youth participants.

Merit Badge		Location	Recommended for	Preparation/ Requirements	Materials & Additional	Other
Climbing		Tower	3rd year campers and older	Be in good physical condition.		Class is limited to 12.
Communications		Eagle Quest	First Class or higher			Class is limited to 10. Older Scouts will have priority.
Emergency Preparedness		Scoutcraft	2nd year campers and older	Req. 1, 2c, 6c, 7, & 8b	First Aid Kit, Emergency Kit (can be purchased at camp Trading Post)	
Engineering		Scoutcraft	2nd year campers and older	Bring item for requirement 1		
Environmental Science		Ecology	3rd year campers and older			
First Aid		Eagle Quest	First Class or Higher			
Fishing		Ecology	All Scouts			Encouraged to bring your own pole.
Forestry		Ecology	All Scouts		Hand-held notebook	Offered with Nature Merit Badge







Unless otherwise stated, each merit badge will be limited to 15 youth participants.

Merit Badge		Location	Recommended for	Preparation/ Requirements	Materials & Additional Costs	Other
Game Design		ALC	All Scouts			
Golf		ALC	All Scouts		Bring own Clubs. Tee and Ball	
Kayaking		Aquatics	3rd year campers and older	Must have passed blue swimmer test.		Limited to 8 Scouts**
Law		Eagle Quest	3rd year campers and older			
Leatherworking		Handicraft	All Scouts		Project materials (\$5-\$10) Purchase at camp Trading Post	Class is limited to 16.
Lifesaving		Aquatics	3rd year campers and older	Must have passed blue swimmer test.		
Nature		Ecology	All Scouts			Offered with Forestry Merit Badge
Painting		Handicraft	All Scouts			

Unless otherwise stated, each merit badge will be limited to 15 youth participants.

Merit Badge		Location	Recommended for	Preparation/ Requirements	Materials & Additional Costs	Other
Personal Fitness		Eagle Quest	2nd year campers and older	Req. 1b & 8		Be in good physical condition.
Photography		ALC	All Scouts		Scouts must bring digital camera	
Pioneering		Scoutcraft	3rd year campers and older			
Pulp and Paper		Handicraft	All Scouts	Req. 7		
Reptile & Amphibian Study		Ecology	2nd year campers	Req. 8		
Rifle Shooting		Field Sports	STRONG RECOMMENDATION: 2nd year campers and older	Practice is recommended before qualifying.	\$10 activity fee for ammunition and targets to complete badge requirements.	Class is limited to 16. Older Scouts will have priority.
Rowing		Aquatics	All Scouts	Must have passed blue swimmer test.		Limited to 6 Scouts**
Salesmanship		Trading Post	2nd year campers			

Unless otherwise stated, each merit badge will be limited to 15 youth participants.

Merit Badge		Location	Recommended for	Preparation/ Requirements	Materials & Additional Costs	Other
Sculpture		Handicraft	All Scouts		\$8 activity fee for materials required for badge	
Shotgun Shooting		Field Sports	STRONG RECOMMENDATION: 3rd year campers and older	Practice is recommended before qualifying.	\$40 activity fee for ammunition and clays required for badge (~100 rounds)	Class is limited to 8. Older Scouts will have priority.
Signs, Signals, and Codes		Scoutcraft	2nd year campers and older			
Space Exploration		Ecology	3rd year campers and older	Req. 5a	\$10 fee for rocket	
Swimming		Aquatics	All Scouts	Must be a blue swimmer		Limited to 20 Scouts
Wilderness Survival		Scoutcraft	2nd year campers and older	Req. 5 (prepare and bring a survival kit)		Overnight
Wood Carving		Handicraft	2nd year campers and older	Must have earned Totin' Chip.	Scout must have their own pocket knife. Project materials bought in TP (\$5).	Class is limited to 10. Wood carving materials are available at TP

Unless otherwise stated, each merit badge will be limited to 15 youth participants.