

# Merit Badge Prerequisites

Below is a list of all the merit badges and programs available at Camp Friedlander for the summer of 2024. For many 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.* Please review these with your Scouts to make the best decisions for everyone. Additionally, the “Completion” column indicates whether a Scout will leave camp with a completed merit badge, assuming they complete all prerequisites, attend all days of the class, and that weather or other external factors do not disrupt the normal class session. **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, it is strongly encouraged that Scouts 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 the purchase of additional materials to complete the badge – all of these materials are noted below and will be available for purchase in the camp Trading Post. For more information about each merit badge requirement, please consult the respective merit badge book.

Merit Badge	Area	Difficulty 1: Easy 2: Medium 3: Hard	Prerequisites/Required Items	Completion
Archery	Shooting Sports	2	<b>Kit Required;</b> can be purchased at the Trading Post for \$4.	Y
Art / Animation	Handicraft	Art: 1	Recommended for younger scouts.	Art: Y
		Animation: 1		Animation: Y
Astronomy	NEST	2	Requirement 5b	Y
Automotive Maintenance / Traffic Safety	Trade Skills	3	Automotive Maintenance 1h. We highly recommend that Scouts who take this class are Scouts who are learning or already know how to drive (15+).	Automotive Maintenance: Y Traffic Safety: Y
Basketry	Handicraft	1	<b>Kit Required;</b> can be purchased at the Trading Post for \$18.	Y

Bird Study	NEST	2	N/A	N
Camping	Outdoor Skills	2	Post-Requisites: 4b, 5e, 7, 8d, 9a-b	N
Canoeing	Aquatics	2	Requirement 1c, 2 <b>Must be classified as a BSA swimmer.</b> We <b>highly</b> recommend that scouts take canoeing <b>after</b> they've received their kayaking merit badge.	Y
Chemistry	NEST	2	N/A	Y
Chess	Handicraft	2	N/A	Y
Citizenship in the Nation / American Heritage	Culture and Citizenship	Cit Nation: 2 Am. Her: 2	Citizenship in the Nation Requirement 2, 3 American Heritage Requirement 1, 2	Y
Citizenship in the World	Culture and	2	Requirement 7	Y
	Citizenship			
Climbing	COPE / Climbing	2	<i>Not recommended for younger Scouts.</i> <b>Must submit a Consent/Hold Harmless form upon arrival at camp.</b>	Y
Cooking	Handicraft	2	Requirement 2c, 7	N
COPE	COPE / Climbing	N/A	<i>Scouts must be 13 years or older.</i> <b>Must submit a Consent/Hold Harmless Form upon arrival at camp.</b> Long pants required for high course.	N/A

Cycling	Sports Field	3	Post-Requisite 6b, 6c. <b>Ability to ride a bicycle is required.</b> Bring clothes you are comfortable biking in; if you have a helmet, bring it.	N
Electricity / Electronics	Trade Skills	2	Electricity: 2 and 9a.	Y
Emergency Preparedness	Outdoor Skills	2	<i>Recommended for Scouts who have completed the 8<sup>th</sup> grade.</i> Requirements 1, 2c, 7b, 8b, 9	Y
First Aid	Outdoor Skills	3	Requirements 1, 5	Y
First Class / Second Class	Trailblazer	1	<b>Please complete the online survey prior to your arrival at camp.</b> 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.	N/A
Fishing	Outdoor Skills	2	Extra Time may be needed to complete Requirement 9.	Y
Forestry	NEST	2	N/A	Y
Game Design	Handicraft	2	N/A	Y
Geocaching	Sports Field	1	<i>Registering for this badge implies that permission from a parent/guardian is given to access <a href="http://www.geocaching.com">www.geocaching.com</a></i>	Y
Geology / Oceanography	NEST	2	N/A	Y
Golf	Sports Field		N/A – We will be offering Option 2 (Disc Golf) at camp.	Y
Hiking/Backpacking	ODS	2	<i>Campers must bring a backpacking pack to camp</i>	Hiking: N Backpacking: N
Home Repairs	Trade Skills	2	Requirements #1a & 1b.	Y

Indian Lore / American Cultures	Culture and Citizenship	Ind. Lore: 1 Am. Cult: 2	American Cultures Requirements 1	Indian Lore: Y American Cultures: Y
Instructional Swim	Aquatics	N/A	This course is to teach the basics of the major swim strokes needed to pass the swim test, help Scouts become more comfortable in the water, and build confidence in swimming. Lifeguards at Friedlander might recommend Instructional Swim for a Scout who is in Swimming merit badge but is struggling to meet the requirements of the badge.	N/A
Kayaking	Aquatics	2	Pre-Requisite: 1c, 2 <b>Must be classified as a BSA swimmer.</b> This is a great starter class for first-time or inexperienced boaters.	Y
Landscape Architecture	NEST	1	N/A	Y
Lifesaving	Aquatics	2	<i>Not recommended for younger Scouts.</i> Requirement 2a – Earn the Swimming merit badge. <b>Must be classified as a BSA Swimmer.</b> Must be able to swim 400 yards without stopping. Swimming merit badge and Lifesaving should not be taken concurrently.	Y
Metalwork	Trade Skills	2	<i>Recommended for older Scouts.</i> <b>Must bring jeans as part of safety gear.</b>	Y
Model Design and Building	Handicraft	3	<i>Recommended for older Scouts.</i>	Y

Moviemaking	Handicraft	1	N/A	Y
Nature	NEST	1	<i>Recommended for younger Scouts.</i> Will require a significant bit of walking. No pre-requisites.	Y
<i>Natural World Studies:</i> Mammal Study Reptile and Amphibian Study Fish and Wildlife Management	NEST	Mammal: 2 Rep & Amp: 2 Fish & Wild: 2	Mammal Study: N/A Reptile & Amphibian: Req. 8a or 8b Fish & Wildlife: N/A	Y
Older Scout Program	A.C.E.	N/A	<b>Scouts must be 14 years old.</b> Swimwear for aquatic activities (extra pair of shoes would be useful in case one gets wet). May want to bring some extra spending money.	N/A
Orienteering	Sports Field	2	N/A	N
Painting	Trade Skills	2	Bring change of clothes to paint in.	Y
Personal Fitness	Sports Field	3	Requirements 1a and 1b, bring the statement from the dentist (in addition to the BSA Medical Form).  Requirements 7-8 will not be completed at camp. Do not begin them before arriving.	N

Photography	Handicraft	1	Requirement #1b, view the Personal Safety Awareness "Digital Safety" video at: <a href="https://www.scouting.org/training/youth/scouts-bsa/">https://www.scouting.org/training/youth/scouts-bsa/</a> Bringing a digital camera or smartphone is recommended. However, camp will have some cameras for use.	Y
Pioneering	Outdoor Skills	2	<i>Younger scouts with little knowledge of knots should not take this class, they must know all the knots and lashing required for First Class.</i>	Y
Plumbing	Trade Skills	2	<i>Recommended for older Scouts.</i>	Y
Pottery / Sculpture	Handicraft	Pottery: 2 Sculpture: 1	<i>Recommended for younger Scouts.</i>	Y
Public Speaking	Culture and Citizenship	1	This class is great introduction to Communications merit badge.	Y
Pulp and Paper	Handicraft	2	N/A	Y
Radio	Culture and Citizenship	2	N/A	Y
Rowing	Lake	2	<b>Must be classified as a BSA swimmer.</b> Requires a decent level of coordination/strength.	Y
Rifle Shooting	Shooting Sports	2	<i>Not recommended for younger Scouts.</i> Includes all rounds needed to complete the merit badge. Recreation rounds can be purchased.	Y
Scout / Tenderfoot	Trailblazer	1	<b>Please complete the online survey prior to your arrival at camp.</b> 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.	N/A

Scouting Heritage	Culture and Citizenship	1	Requirement 5, 6	Y
Scuba Diving	Aquatics	N/A	<b>This is an introductory course, not a merit badge.</b> <i>Not recommended for younger Scouts.</i> However, there is no minimum age for Scuba. <b>Must be classified as a BSA Swimmer.</b> Must bring completed Scuba Release Form to first class. Bring Scuba Medical Statement if needed.	N/A
Search and Rescue	Outdoor Skills	2	N/A	Y
Shotgun Shooting	Shooting Sports	3	<i>Not recommended for younger Scouts.</i> Includes all rounds needed to complete the merit badge. Recreation rounds can be purchased.	Y
Signs, Signals, and Codes	Culture and Citizenship	2	Requirement 7	Y
Small Boat Sailing	Aquatics	2	Requirements 1c, 2 <b>Must be classified as a BSA swimmer.</b> We <b>highly</b> recommend scouts take Small Boat Sailing <b>after</b> completing both the Kayaking and Canoeing merit badges.	Y
Snorkeling	Aquatics	N/A	<b>This is an introductory course, not a merit badge.</b> <b>Must be classified as a BSA Swimmer.</b> Must bring completed Snorkeling Release Form to class.	N/A
Soil and Water Conservation / Weather	NEST	Soil & Water: 2 Weather: 2	N/A	Y
Space Exploration	NEST	2	<i>Recommended for younger Scouts.</i> <b>Kit Required;</b> can be purchased at the Trading Post for \$8.	Y

Sustainability	NEST	2	<i>Recommended for older Scouts</i>	Y
Swimming	Aquatics	2	<b>Must be classified as a BSA swimmer.</b>	Y
Textile/Pulp and Paper	Handicraft	2	N/A	Y
Wilderness Survival	Outdoor Skills	2	Requirement 5 Bring a water bottle, rain gear, a flashlight and a pocketknife for the overnight outpost during the week.	Y
Woodcarving	Handicraft	2	<b>Kit Required;</b> can be purchased at the Trading Post for \$5.	Y

*Schedule and Requirements are Subject to Change.  
Prices on Merit Badge Kits are Subject to Change through 5/1/2024.*

**Note:** A copy of the Merit Badge schedule, as well as an alphabetical list, can be found at [www.danbeard.org/campforms](http://www.danbeard.org/campforms).