

2025 Camp Friedlander Prerequisites

Program	Prerequisites	Completed Y/N	Additional Notes
Advanced Camper Experience (ACE)	N/A	N/A	Scouts must be 14 years old. Swimwear for aquatic activities (extra pair of shoes would be useful in case one gets wet).
American Labor	Requirement 2	Y	
Archaeology	7c (See notes)	Y	Scouts must make a list of the trash your family throws out during one week & bring to camp
Archery	N/A	Y	May require extra time to complete requirement 5A(f).
Art/Animation	N/A	Y	Recommened for younger Scouts.
Astronomy	Requirement 5b	Y	
Automotive Maintenance/Traffic Safety	Automotive Maintenance requirement 2i.	Y	We highly recommend that Scouts who take this class are Scouts who are learning or already know how to drive (15+).
Basketry	N/A	Y	Kit Required; can be purchased at the Trading Post for \$14.
Bird Study	N/A	Y	
Camping	Requirements 4, 5e, 7, 8c-d, 9a-b	N	
Canoeing	Requirement 1c, 2	Y	Must be classified as a BSA swimmer. We highly recommend that scouts take Canoeing after they've received their Kayaking merit badge.
Chemistry	N/A	Y	
Chess	(See notes)	Y	Recommend Scouts bring a chess board to camp to facilitate requirement 3

2025 Camp Friedlander Prerequisites

Citizenship in the Nation/American Heritage	Citizenship in the Nation Requirement 2, 3 American Heritage Requirement 1, 3	Y	
Citizenship in the World	Requirement 7	Y	
Climbing	N/A	Y	Not recommended for younger Scouts.
Communication/Public Speaking	Communications 5, 8	N	
COPE	N/A	N/A	Scouts must be 13 years or older. Long pants required for high course.
Cycling	N/A	N	Prior ability to ride a bicycle is required. Bring clothes you are comfortable biking in; if you have a helmet, bring it.
Electricity	Requirements 2, 8a, 8b	Y	
Emergency Preparedness	Requirements 1, 2b (create the chart), 3, 9b	Y	Recommended for Scouts who have completed the 8th grade.
First Aid	Requirements 1d, 2b1	N	
Fishing	N/A	Y	Extra Time may be needed to complete Requirement 9.
Forestry	N/A	Y	
Game Design	Requirement 8	Y	
Geocaching	N/A	Y	Registering for this badge implies that permission from a parent/guardian is given to access www.geocaching.com
Golf	N/A – We will be offering Option 2 (Disc Golf) at camp.	Y	
Hiking/Backpacking	(See notes)	N	Campers must bring a backpacking pack to camp. The following requirements are unable to be completed at camp Hiking: 4, 5; Backpacking: 8c-d, 10, 11
Home Repairs	Requirements 1a & 1b.	Y	

2025 Camp Friedlander Prerequisites

Indian Lore/American Cultures	American Cultures Requirements 1	Y	
Instructional Swim	N/A	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. Scouts can register for Instructional Swim, or staff might recommend Instructional Swim for a Scout who is in Swimming merit badge but is struggling to meet the requirements of the badge.
Inventing	Requirement 8	Y	
Kayaking	Requirements 1c & 2	Y	Must be classified as a BSA swimmer.
Lifesaving	Requirement 2a – Earn the Swimming merit badge.	Y	Not recommended for younger Scouts. Must be classified as a BSA Swimmer. Must be able to swim 400 yards without stopping. Swimming merit badge and Lifesaving may not be taken concurrently.
Metalwork	N/A	Y	Recommended for older Scouts. Must bring jeans as part of safety gear.
Mile Swim Training	N/A	N/A	Must be classified as a BSA swimmer. Scouts who do not perform well in training may not be allowed to attempt the mile at the discretion of the staff for safety reasons.
Model Design and Building	N/A	Y	Recommended for older Scouts.
Moviemaking	N/A	Y	

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Natural World Studies	Reptile & Amphibian: Req. 8a or 8b	Y	
Nature	N/A	Y	Recommended for younger Scouts. Walking-intensive.
Nature Crafts	N/A	N/A	
NEST Labs (NOVA Splash!)	N/A	N/A	Recommended for older Scouts.
Orienteering	N/A	N	
Painting	N/A	N	Bring clothes to paint in.
Personal Fitness	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	Requirement #1b, view the Personal Safety Awareness "Digital Safety" video at: https://www.scouting.org/training/youth/scouts-bsa/	Y	Bringing a digital camera or smartphone is recommended. However, camp will have some cameras for use.
Pioneering	N/A	Y	Younger scouts with little knowledge of knots should not take this class, they must know all the knots and lashing required for First Class.
Plumbing	N/A	Y	Recommended for older Scouts.
Pottery/Sculpture	N/A	Y	Recommended for younger Scouts.
Primitive Scout Skills	N/A	N/A	Recommended for older Scouts.
Radio	N/A	Y	
Rifle Shooting	N/A	Y	Not recommended for younger Scouts. Includes all rounds needed to complete the merit badge. Recreation rounds can be purchased.

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Rowing	N/A	Y	Must be classified as a BSA swimmer. It will require a decent amount of coordination and strength.
Scuba Diving (Introduction)	N/A	N/A	Not recommended for younger Scouts. Must be classified as a BSA Swimmer. Must bring completed Scuba Release Form to first class. Bring Scuba Medical Statement if needed.
Search and Rescue	N/A	Y	
Shotgun Shooting	N/A	Y	Not recommended for younger Scouts. Includes all rounds needed to complete the merit badge. Recreation rounds can be purchased.
Signs, Signals, and Codes	Requirement 7	Y	
Small Boat Sailing	Requirements 1c, 2	Y	Must be classified as a BSA swimmer. We highly recommend scouts take Small Boat Sailing after completing both the Kayaking and Canoeing merit badges.
Snorkeling (Introduction)	N/A	N/A	Must be classified as a BSA Swimmer. Must bring completed Snorkeling Release Form to class.
Soil and Water Conservation/Weather	N/A	Y	
Space Exploration	N/A	Y	Recommended for younger Scouts. Kit Required; can be purchased at the Trading Post for \$8.
Sustainability	N/A	Y	Recommended for older Scouts
Swimming	N/A	Y	Must be classified as a BSA swimmer.

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Textile/Pulp and Paper	N/A	Y	
Trailblazer (Scout/Tenderfoot)	N/A	N/A	Requirements Covered: Scout: 1a-f, 3a, 4a-b, 5. Tenderfoot: 3a-d, 4a-c, 5a-c, 6a or 6c, 6b, 7a-b, 8.
Trailblazer (Second Class/First Class)	N/A	N/A	Requirements Covered: Second Class: 2a-2d, 2f-g, 3a, 3c-d, 4, 5a-d, 6a-e, 8a-b, 9a-b. First Class: 1b, 3a-3d, 5a- 5d, 6a-e, 7a-f, 9a.
Wilderness Survival	Requirement 5	Y	Bring a water bottle, rain gear, a flashlight and a pocketknife for the overnight outpost during the week.
Wood Carving	N/A	Y	