

2014 Merit Badge Pre-Reqs and Information

Aquatics	Pre Reqs	Classes Needed	Signed Partial Required	Signed Partial Required if using:	Notes
Canoeing	2b, 3	Any (2) Canoeing class and Boating In/Out	2b		2b can be met with CPR orientation
Kayaking	2	Any (1) Kayaking class and Boating In/Out			BSA Swimmer
Lifesaving	1, 13	All Lifesaving Classes and CPR Orientation			Not recommended for FYC, Eagle Required
Rowing	2	Any (1) Rowing Class			BSA Swimmer
Swimming	2b, 3	Swimming A or B, Clothes Inflation, CPR Orientation			Not recommended for FYC, Eagle Required
Mile Swim	BSA Swimmer	Must complete all warm up laps			
Climbing					
Climbing	none	Climbing and Open Climbing as needed			
SAR	5	Search and Rescue, UTM/GPS Locating, SAR Mock Disaster		9	Not recommended for FYC, Requirement 9 is met by the SAR Mock Disaster.
Eco Con					
Astronomy	5b, 8	All Astronomy classes and Observatory time		8a, 8c, 8d, 8e	Observatory times will be announced at breakfast, and are weather dependent.
Bird Study	5, 6, 7, 8	Any Open Area			
Envi Sci	none	All Envi-Sci A or B and (1) Envi-Sci Lab		3e part c	Time intensive, lots of field work required during camp, Eagle Required. 3A, 3B, 3C, 3D should be completed outside of camp or allow extra time at camp.
Fish and Wildlife	5, 6, 7, 8	Any (1) Fish and Wildlife			World Conservation Award badge
Forestry	5	All Forestry classes and Nature Hike or Nature Outpost		5a	
Geology	none	Geology Class		4a, 5b(5)(b), 5c(5)(c), or 5d(5)(a)	
Mammal Study	none	Any Open Area and Nature Hike or Nature Outpost		4e	Great for FYC
Nature	none	Any Open Area and Nature Hike or Nature Outpost			Lots of field time required
Soil and Water	7	Any Open Area		7f	Requirement 7 can be earned at camp, but requires extra time. Doing 7 before camp ensures completion
Space Exploration	none	Open Area and Rocket Launch			Great for FYC
Weather	none	All Weather Classes	10		9 is suggested to be done outside of camp

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Weelwrights Corner					
Basketry	none	Open Area			Great for FYC
Bugling	6	Bugling			Able to read music
Leatherwork	none	All Leatherwork classes and Open Area as needed			Great for FYC
Music	3	Music		3a, 3b, 3c	
Photography	Bring own camera	Open Area			Taken with our Staff Photographer
Woodcarving	2b	All Woodcarving Classes and Open Area as needed			Great for FYC
Welding	7a	All Welding A or B and 1 Welding Practical			Not recommended for FYC
Scoutcraft					
Camping	4b, 5e, 7b, 8d, 9	All Camping A or B			Eagle Required
First Aid	1. 2d	All First Aid A or B and Mock Disaster			Eagle Required
Geocaching	7, 8, 9	Any Open Area			
Orienteering	7, 8, 9, 10	Any Open Area			10 can be earned at camp.
Pioneering	2a	All Pioneering A or B			
Wilderness Survival	5	Any (1) Wilderness Survival and Survival Overnighter			Not recommended for FYC
Rawhide					
Fishing	9	Open Area ANY afternoon			We will have fish fry for req. 9. Doing 9 before camp guarantees completion
Shooting Sports					
Archery	none	All Archery A or B and MB shoots as needed			Great for FYC
Rifle	1f	All Rifle A or B and Open Shoot as needed			Please bring copy of state hunting laws to camp.
Shotgun	1f	All Shotgun A or B and Open Shoot as needed			
Pistol	13 or finished 8 th grade	All Pistol A, B, or C			Need signed "Pistol Pilot Release Agreement"

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Silver Spur Corral					
Horsemanship	none	All Horsemanship A, B or C, Trail Rides and MB Skills and needed			
Mountain Biking					
Cycling	7 (3) and (4)	All Cycling A or B, Mountain Bike Skills as needed and Trail Rides as needed	7 (3) and (4)		Eagle Required, <u>cannot be completely earned at camp</u>