

Meritbadge	Prerequisite	Other Notes	Additional Fee
Swimming	Must be swimmer	Scouts must bring cloths to get wet, long pants, botton up shirt, socks, belt and shoes	
Lifesaving	Must be swimmer, req. #1		
BSA Lifeguard	All day, every day course, must be 15, ands	Show evidence of current training in American Red Cross First Aid (valid for three years) and American Red Cross CPR/AED for the Professional Rescuer (valid for one year) or equivalent (includes any training for a camp health officer recognized by BSA national camp standards).	
Boating			
Canoeing	Must be swimmer	Will be swamping boats, have shoes and clothes that can get wet	
Rowing	Must be swimmer	Will be swamping boats, have shoes and clothes that can get wet	
Eco			
Soil & Water Conservation	Req. #7		
Weather	Req. #8		
Archeology		Will have a field trip, will need drivers	
Environmental Science	Req. #3e and 3f	Time includes time to do observations, bring a notebook to record your observations	
Fishing		We have fishing equipment available, but you scouts can bring their own	
Geology			
Bird Study	Req. #7	May include several morning session (before breakfast) Bring a notebook for observations	
Insect Study	Req. #7	Should bring a notebook for observations	
Astronomy	Req. #6b	Meets each day with Monday - Wednesday night observations	
Forestry	Req. #5, 7	Scouts should bring notebook to mount leaf collection in	
Reptile & Amphibian Study	Req. #8		
Power Supply	Elec. Req. #2,8,9 Eng Req.#4,5,6	Includes Electricty and Energy Merit badges	
Fish & Wildlife Management	Req. #5		
Nature		Some hiking involved	
Dog Care	Req. #4 and 9	Will have a field trip, will need drivers	
Oceanography	Req. #8		
Space Exploration		Cost includes model rocket that will be launched and recovered	\$10.00
Mammal Study		Some written work, a report and conservation project	
Geocaching	Req. 7	Scouts will help work a geocaching game event Thursday evening or Friday afternoon	
Handicraft			
Basketry		Include making both basket and stool (Stool kit optional \$15.00)	\$6.00
Sculpture			\$8.00 for clay
Pulp and Paper		Field trip, will need drivers	
Woodcarving	Tot 'n' Chip		\$5.00-\$8.00
Indian Lore		Cost of kits vary on size	\$18.00 max
Journalism		Requires writing - Field trip, will need drivers	
Art		Art Supplies	\$6.00
Photography			\$10.00
Leatherwork			\$7.00-\$10.00
Health and Fitness			
Sports	Req. #4, 5		
Personal Fitness	Req. #1,6,7,8	Have copy of 2011 physical for class, note from dentist from within the previous 12 months, Scouts will work on req 6 and 7 in camp and can start 8	
Athletics	Req. #3		
Emergency Preparedness	Req. #2c, 8 and First Aid MB	Scouts may not work on First Aid and Emergnecy Preparedness simultaneously	
First Aid	Req. #2d	Build your own first aid kit	
Climbing		Must have hold harmless. Suggested to be 13 years old.	
Scoutcraft			
Pioneering			
Camping	Req. 4b, 5e, 8d, 9	Requires overnight trek, if the Scout hasn't camped out with the troop before. Scouts should bring ncessary equipment	
Cooking	Req. #7		
Wilderness Survival	Req. #5	Requires overnight trek, Scouts should bring backpack, sleeping bag, ground cloth	
Safety/Fire Safety	Safety Req. #1,6 Fire Saf. Req. #6, 11		
Backpacking	Reqs.8c, 8d, 10,11	Requires a 2 mile hike, Scouts will need to bring a frame pack and gear required for a trek.	
Shooting Sports			
Archery		Arrow Kit	\$5.00
Rifle			To be determined
Shotgun			To be determined
NWTF		Will need to complete Archery, Rifle, Shotgun, and Fish and Wildlife management. Scouts will also complete 2 or 3 evening hunter safty classes	
Trail to Eagle			
Citizenship in the world	Req. #7	Must have merit badge book (Will have at Ship store for purchase at camp)	
Citizenship in the Nation	Req. #2, #8	Must have merit badge book	
Citizenship in the Community	Req. #3, 4a, 4b, 7	Must have merit badge book and Bring map of your community, informaiton for requirement 8	
Communications	Req. #5, 7, 9	Must have journal and merit badge book (will have a Ship Store for purchase)	

Nighthawk Notes When Night Scouts attend for the 1st day they should have their Handicraft fee, and 3 blue cards filled for Swimming, 1st Aid and a blank for their handicraft badge. Also please use the included night hawk form to designate 1st and 2nd choice for their Handicraft badge, we will do all we can to get them their 1st or 2nd choice.