

MERIT BADGE PREREQUISITES (2023)

Merit Badge	Min. Age	Requirements	Notes
Art		6	
Astronomy	13		
Athletics		3, 5	
Automotive Maintenance	14		
Backpacking		6b, 8c, 8d, 9b, 9c, 9e, 10, 11	
Camping		4b, 5e, 7b, 8d, 9a-b	
Canoeing			Must be a BLUE swimmer.
Chemistry	14	7a OR 7b OR 7c OR 7d	
Chess	13		
Climbing	13		
Cycling	13	7	
Digital Technology		1, 5b	Cyber Chip required (can be done at camp).
Emergency Preparedness	14	1, 2c, 9a-b	
Engineering	13	4	
Environmental Science	13		
Exploration	14		
Fire Safety		6a, 11	Recommended for first year Scouts.
First Aid	14	5	Must be First Class or higher.
Fishing		7, 9, 10	Fish are not guaranteed to be caught. Fishing poles are available for use at camp.
Geocaching	14	7, 8, 9	
Kayaking			Must be a BLUE swimmer.
Lifesaving		2a	Must bring long pants, long-sleeved button-down shirt, shoes and socks that can get wet for clothes inflation. Must be a BLUE swimmer. Must have earned Swimming merit badge.
Metalwork	13		
Motorboating	14		CT Safe Boating Certificate (or out-of-state equivalent) required. Must be a BLUE swimmer.
Moviemaking	13		
Music		3a OR 3b OR 3c	Scouts may bring a musical instrument to camp.
Nuclear Science	14		
Orienteering		7	
Painting	13		
Personal Fitness	13	1b, 6, 7, 8	
Photography		1a	Cyber Chip required (can be done at camp). Scouts should bring their own camera, if available.
Plumbing	14		
Programming	13	1a	Cyber Chip required (can be done at camp).
Reptile & Amphibian Study		8	
Rowing			Must be a BLUE swimmer.
Scouting Heritage		5, 6	
SCUBA Diving	14	2	Must submit a SCUBA specific medical form in addition to regular camp medical form. <u>Must register by May 31st</u> . Must be a BLUE swimmer.
Shotgun Shooting	14		Scouts may need to purchase additional ammunition at the range (\$7 per box of 25 shells)
Signs, Signals & Codes	13	7	
Small Boat Sailing	13		Must be a BLUE swimmer.
Space Exploration	13		
Sports		5	
Swimming			Must be a BLUE swimmer.
Welding	14		
Wilderness Survival	13	5	Should be prepared to build and sleep in a shelter for one night at camp.
Wood Carving		2a	Totin' Chip required (can be earned at camp).
Woodwork	14	1c	Totin' Chip required (can be earned at camp).

REMEMBER!

Prerequisites must be completed before arriving to camp, and Scouts must bring proof of completion to merit badge staff. Failure to complete or show proof of prerequisites may result in Scouts receiving a partial at the end of the week.