

Class	You need to do the following requirements before attending camp to earn Merit Badge
Archeology	10
Archery	none
Art	none
Astronomy	none
Backpacking	6b, Bring knapsack for two mile hike, 10, 11
Basketry	none
Bird Study	5, 6, 8
Camping	4, 8, 9
Canoeing	none
Climbing	none
Computers	none
Cooking	none
Crime Prevention	2, 4
Emergency Preparation	6c, 8c,
Environmental Science	none
First Aid	none
Fishing	you may bring your own rod and gear and license (if 16 or over)
Forestry	none
Geocaching	Feel Free to Bring your own GPS Unit - Permission to leave camp
Geology	none
Indian Lore	none
Insect Study	4, 5, 7
Journalism	none
Leatherwork	none
Lifesaving	none
Mammal Study	3
Motor Boating	none
Nature	none
Orienteering	none
Painting	none
Photography	You may bring your own camera with your parents permission (at your own risk).
Pioneering	none
Plumbing	none
Rifle Shooting	none
Rowing	none
S.C.U.B.A.	\$250.00 additional fee provides Mash, Fins and Snorkle
Sculpture	none
Shotgun Shooting	none
Small Boat Sailing	none
Soil And Water Conservation	none
Swimming	none
Water Sports	none
Wilderness Survival	none
Weather	none
Woodcarving	none