

Merit Badge	Area	Prerequisite/notes
1 Archery (B)	Shooting Sports	1c, need extra time for practice
2 Art (C)	Handicraft	Req 6
3 Astronomy (B)	Eco Stem	No prereq's. Evening observations required.
4 Backpacking (A)	Scoutcraft	Req 9, 10, 11
5 Basketry/Fingerprinting (C)	Handicraft	No prereq's
6 Camping (B)	Scoutcraft	Req's 4b, 5e, 7b, 8d, 9a, 9b. Most of the written work can be completed at home.
7 Canoeing (B)	Aquatics	Req 2
8 Chemistry	Eco Stem	No prereq's
9 Chess (B)	Handicraft	No prereq's.
10 Citizenship in the Nation (A)	Scout Scholar	Field trip to Fort Necessity.
11 Citizenship in the World (A)	Scout Scholar	No prereq's
12 Climbing (A)	Eagle Base	13 years old +. Extra time for practice needed
13 Communication (B)	Scout Scholar	Req 5
14 Cooking (B)	Scoutcraft	Req 4cde. Req cooking time during some meals.
15 Crime Prevention (C)	Scout Scholar	Req 2, 4, 7
16 Disabilities Awareness	Scout Scholar	Req 2
17 Electricity (B)	Eco Stem	Req 2, 9a
18 Emergency Prep (B)	Scout Scholar	Must have already earned First Aid MB. For Req 8b, bring your kit to camp.
19 Engineering (A)	Eco Stem	Req 1. Read MB book before camp.
20 Environmental Science (A)	Eco Stem	Req 3e. Req 4 can be completed at home. Bring journal to camp.
21 Exploration (B)	Scoutcraft	No prereq's
22 Fingerprinting/Basketry (C)	Handicraft	No prereq's.
23 Fire Safety (C)	Scout Scholar	Req 6a, 6b, 11, 12.
24 First Aid (B)	Scout Scholar	CPR card fulfills 3c. Bring kit to camp for 2d.
25 Fish & Wildlife Mgmt (B)	Fishing	No prereq's.
26 Fishing (A)	Fishing	No prereq's. Bring your own gear.
27 Forestry (B)	Eco Stem	5, 8
28 Game Design	Handicraft	Need open program to test games.
29 Geocaching (B)	Scoutcraft	Req 8. Field trip to Ohiopyle.
30 Geology (B)	Eco Stem	No prereq's.
31 Graphic Arts	Handicraft	No prereq's.
32 Indian Lore (B)	Handicraft	Field trip to Fort Necessity for req 2d.
33 Kayaking (C)	Aquatics	Req 2
34 Law (B)	Scout Scholar	Req 4. Mock trial during open program.
35 Leatherwork (C)	Handicraft	No prereq's.
36 Lifesaving (A)	Aquatics	Req 1a. CPR card fulfills Req 13. Bring pants, long sleeve shirt, & belt for disrobe. Swimming MB recommended
37 Mammal Study (C)	Eco Stem	No prereq's.
38 Medicine (B)	Eco Stem	Req 10
39 Motorboating (B)	Aquatics	Req 2a.
40 Fly Fishing (C)	Fishing	No prereq's. Bring your own gear.
41 Nature (C)	Eco Stem	No prereq's. Req 4 can be started at home.
42 Nuclear Science (A)	Eco Stem	No prereq's. Recommended Chemistry MB
43 Orienteering (A)	Scoutcraft	No prereq's.

44	Photography (B)	Handicraft	Cyberchip. Bring a digital camera.
45	Pioneering (B)	Scoutcraft	Practice your knots.
46	Public Health	Scout Scholar	No prereq's, but field trip to Heinz Food Service
47	Public Speaking	Scout Scholar	No prereq's
48	Pulp & Paper (C)	Handicraft	No prereq's
49	Reptile & Amphibian Study (C)	Eco Stem	Req 8. Bring journal to camp.
50	Rifle Shooting (A)	Shooting Sports	Req 1d, 1f. Extra time for practice needed
51	Robotics	Ece Stem	Req 6
52	Salesmanship (C)	Scout Scholar	No prereq's
53	Scouting Heritage (B)	Scoutcraft	Req 4 & 6. Must attend Deep Fried Patch Trading
54	Search & Rescue (B)	Scout Scholar	Req 4, 6ab
55	Shotgun Shooting (A)	Shooting Sports	Req 1d, 1f. Extra time for practice needed. \$25 additional fee. Recommended 13+.
56	Signs, Signals, & Codes (C)	Scoutcraft	No prereq's, but practice braille, semaphore, & Morse Code prior to camp.
57	Small Boat Sailing (B)	Aquatics	Req 2. Be a swimmer. CPR card fulfills Req 1b.
58	Space Exploration (C)	Handicraft	No prereq's. Do NOT bring your own rocket or engines.
59	Swimming (C)	Aquatics	Be a swimmer. Req 2. CPR card fulfills Req 2. Bring light pants and lightweight long sleeve shirt for clothes inflation.
60	Veterinary Medicine (B)	Eco Stem	Includes field trip to local veterinary medicine clinic
61	Watersports (B)	Aquatics	Req 3. Must be a swimmer. \$50 additional fee.
62	Weather (B)	Eco Stem	Bring Req 9 to camp.
63	Wilderness Survival (B)	Scoutcraft	For Req 5, bring your kit to camp, involves spending a night in an improvised shelter.
64	Woodcarving (B)	Handicraft	Must have Totin' Chip. No knives with blades over 3.5".
	<b>Activities</b>		
1	3D Archery (B)	Shooting Sports	Recommended 13+. Located at Shogun Range
2	Chalk Ball	Shooting Sports	Not a MB. Located at Archery Area
3	Sporting Arrows (B)	Shooting Sports	Not a MB. Located at Shotgun Range
4	COPE	Eagle Base	Recommended 13+
5	Day Trek	Eagle Base	High adventure during the day, with Troop in evening. \$50 additional fee.
6	Instructional Swim	Aquatics	No prereq's. Not a MB. Open program activity
7	Mile swim (A)	Aquatics	Be a swimmer. Not a MB.
8	Paddlecraft Safety (A)	Aquatics	Be a swimmer & 16. Not a MB.
9	Snorkeling (C)	Aquatics	Be a swimmer. Not a MB.
10	Stand Up Paddleboarding(B)	Aquatics	Be a swimmer. Not a MB.
11	Swimming & Water Rescue (A)	Aquatics	Be a swimmer & 16. Not a MB.