

MERIT BADGE PREREQUISITES (2024)

Merit Badge	Min. Grade Entering in Fall 2024	Requirements	Notes
Art		6	
Astronomy	Grade 8		
Athletics		3, 5	
Automotive Maintenance	Grade 9		
Backpacking		6b, 8c, 8d, 9b, 9c, 9e, 10, 11	
Camping		4b, 5e, 7b, 8d, 9a-b	
Canoeing			Must be a BLUE swimmer.
Chemistry	Grade 9	7a OR 7b OR 7c OR 7d	
Chess	Grade 8		
Climbing	Grade 8		
Cycling	Grade 8	6	
Emergency Preparedness	Grade 9	1, 2c, 9a-b	
Engineering	Grade 8	4	
Environmental Science	Grade 8		
Exploration	Grade 9		
Fire Safety		6a, 11	Recommended for first year Scouts.
First Aid	Grade 9	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	Grade 9	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	Grade 8		
Motorboating	Grade 9		CT Safe Boating Certificate (or out-of-state equivalent) required. Must be a BLUE swimmer.
Moviemaking	Grade 8		
Nuclear Science	Grade 9		
Orienteering		7	
Painting	Grade 8		
Paul Bunyan Award		3	
Personal Fitness	Grade 8	1b, 8	
Photography		1a	Cyber Chip required (can be done at camp). Scouts should bring their own camera, if available.
Plumbing	Grade 9		
Programming	Grade 8	1a	Cyber Chip required (can be done at camp).
Public Health	Grade 8	7a OR 7b	
Reptile & Amphibian Study		8	
Rowing			Must be a BLUE swimmer.
Scouting Heritage		5, 6	
SCUBA Diving	MUST be 14 years of age or older	2	Must submit a SCUBA specific medical form in addition to regular camp medical form. <u>Must register by July 15</u> . Must be a BLUE swimmer.
Shotgun Shooting	Grade 9		Scouts may need to purchase additional ammunition at the range (\$7 per box of 25 shells)
Signs, Signals & Codes	Grade 8	7	
Small Boat Sailing	Grade 8		Must be a BLUE swimmer.
Space Exploration	Grade 8		
Sports		5	
Swimming			Must be a BLUE swimmer.
Theater	Grade 8	1, 2	
Welding	Grade 9		
Wilderness Survival	Grade 8	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	Grade 9	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.