

Revised 3/29/2022 by CK							
Name	Department	Location	Age Recommendation	Prerequisites	Notes	Cost	Lottery
Climbing	Adventure Sports	COPE Shed	13 or older	None	Bring old shoes to walk across creek and a water bottle. Bring day pack to hold water and shoes. Climbing shoes are available.	None	Yes
Lifesaving	Aquatics	Pool	13 or older with a strong swimming ability	Must be able to swim 400 yds. Pass the BSA Swim Test. Must have Swimming Merit badge completed before starting this badge.	Bring a swimsuit, towel, sunscreen (applied 30-45 minutes before going to the pool), long sleeve shirt , a pair of long pants, and a belt for Requirement 7e (loose clothes work best for this requirement). MUST PASS THE BSA SWIM TEST AND MUST BE ABLE TO SWIM 400 YARDS. Must have completed swimming merit badge prior to starting this badge.	None	No
Swimming	Aquatics	Pool	Strong swimming ability	Pass BSA swim test	Bring a swimsuit, towel, sunscreen (applied 30-45 minutes before going to the pool). MUST PASS THE BSA SWIM TEST.	None	No
Canoeing	Aquatics	Lake	Must be physically capable to lift a 40 lb canoe out of the water	Pass the BSA swim test	Bring shoes that can get wet/dirty, sunscreen, water, and knee pads. MUST PASS THE BSA SWIM TEST.	None	Yes
Rowing	Aquatics	Lake	13 or older	Pass BSA swim test	Bring shoes and clothes that can get wet and dirty. MUST PASS THE BSA SWIM TEST.	None	Yes
Kayaking	Aquatics	Lake	Must be physically capable to lift a 40 lb kayak out of the water	Pass BSA swim test, and bring closed toed water shoes.	Bring shoes that can get wet/dirty, sunscreen, and water. MUST PASS THE BSA SWIM TEST.	None	Yes
Pulp & Paper	Arts	Palmer	12 or older	None	Scouts must attend both sessions	None	No
Art	Arts	Palmer	None	None	Approximate completion time: 3-4 hours.	None	No
Basketry	Arts	Palmer	None	None	This badge requires a scout who is not short on patience	None	No
Fingerprinting	Arts	Palmer	None	None	Scouts only need to attend on session	None	No
Indian Lore	Arts	Palmer	None	None	Approximate completion time: 4-6 hours. Scouts must attend the same session each day.	None	No
Music	Arts	Palmer	None	None	Bring paper and pen. Scouts may bring their own instruments at their own risk. OSR is not liable for any loss, theft or damage	None	No
Textiles	Arts	Palmer	None	None	Approximate completion time: 4 hours.	None	No
Theater	Arts	Palmer	13 or older	1 and 2	Bring prerequisites and any completed requirements. Bring Theater Merit Badge Book.	None	No
Woodcarving	Arts	Palmer	14 or older	Totin' Chip	Bring Totin' Chip and Woodcarving Merit Badge Book. Approximate completion time: 5 to 8 hours.	None	No
Leatherwork	Arts	Palmer	None	None	Have a shirt to wear that you don't care about messing up for staining day.	None	No
Pottery	Arts	Palmer	None	None	Approximate completion time: 5 hours.	None	No
Sculpture	Arts	Palmer	None	None		None	None
Public Speaking	Arts	Palmer	None	None		None	None
Citizenship in the Nation	Civics	Civics	14 or older	2 (Do 2 of 4 options), 3, 8	Bring proof for req. 2a, 2b, and/or 2c, notes from the national (not local, state, or international) news for req. 3, and the letter from req. 8	None	No
Citizenship in the World	Civics	Civics	14 or older	7 (Do 2 of 5 options)	Bring information learned from req. 7a, or b cite the source of the info (if chosen) and proof of attendance for req. 7c,d, or e (if chosen), paper and pen.	None	No
Communications	Civics	Civics	13 or older	4, 5, (7a, 7b or 7c), 8	Be ready to present req. 4, bring notes/report and proof for req. 5, a copy of what you did in req. 7 (if it's the letter have proof it was sent), and proof of req. 8	None	No
Personal Management	Civics	Civics	15 or older	1a, 1b, 1c, 2a, 2b, 2c, 2d 8a, 8b, 8c, 8d, 9a, 9b, 9c, 9d,9e	Bring all parts of req. 1 (savings plan, shopping strategy), req. 2 (Budget AND 13 week record of income, expense & savings), req. 8 ("To Do" List)	None	No
Emergency Preparedness	Civics	Civics	14 or older	1, 2b, 2c, 6c, 8a, 8b	Bring proof of completion of First Aid MB, Chart (req. 2b), and Family plan (req. 2c), notes taken about the Emergency Management Director (req. 2d)	None	No
First Aid	Civics	Civics	13 or older	Req. 1 & 5	Bring first aid kit (req. 5a), paper and pen.	None	No
Railroading	Civics	Civics	12 or older	None		None	No
Disabilities Awareness	Civics	Civics	12 or older	Req 2, 4	Bring proof of req 2	None	No
Scholarship	Civics	Civics	12 or older	None		None	No
Entrepreneurship	Civics	Civics	12 or older	None		None	No
Archaeology	Ecology	Ecology Lodge	12 or older	None	Bring paper and pen.	None	No
Bird Study	Ecology	Ecology Lodge	12 or older	None	Bring binoculars/bird guides, if possible. Must attend the bird walk Tuesday at 6 a.m..	None	No
Exploration	Ecology	Ecology Lodge	13 or older	None	Bring a notebook and pen.	None	No
Fish and Wildlife Management	Ecology	Ecology Lodge	13 or older	None	Bring a notebook and pen.	None	No
Forestry	Ecology	Ecology Lodge	13 or older	None	Bring a notebook and pen.	None	No
Geology	Ecology	Ecology Lodge	None	None	Bring a notebook and pen.	None	No
Insect Study	Ecology	Ecology Lodge	13 or older	Req. 9	Bring proof of completion of requirement 9, notebook and pen. It's recommended to bring insect field guide.	None	No
Mammal Study	Ecology	Ecology Lodge	None	None	Bring a notebook and pen.	None	No
Nature	Ecology	Ecology Lodge	12 or older	None	Bring a notebook and pen. It is recommended to bring a fishing rod and tackle.	None	No
Oceanography	Ecology	Ecology Lodge	12 or older	None	Bring a notebook and pen. It is recommended to bring a fishing rod and tackle.	None	No
Plant Science	Ecology	Ecology Lodge	13 or older	None	Bring a notebook and pen.	None	No
Reptile & Amphibian Study	Ecology	Ecology Lodge	13 or older	8a or 8b	Bring records from 8a OR reports from 8b.	None	No
Weather	Ecology	Ecology Lodge	12 or older	2	Bring summary of discussion held with family with a parent signature as proof of discussion.	None	No
Environmental Science	Ecology	Ecology Lodge	13 or older	3e(1), 3e(2), or 3e(3)	Bring a notebook, pen, and reports for 3e(1), 3e(2) or proof of 3e(3).	None	No
Personal Fitness	Field Sports	GaGa Pit	13 or older	1a, 1b, 6,7 ,8	Bring Personal Fitness MB Pamphlet, Dental Statement from requirement 1b, a list of the questions your Doctor asked you during your health exam from Requirement 1a. Your Physical Fitness Program Outline from Requirement 7, and Fitness Test Log (6,7,8).	None	No
Fire Safety	Scoutcraft	Scoutcraft	12 or older	Req. 6a, 11, 12	Bring proof of Req. 11 completion (either pictures or scoutmasters' signature).	None	No
Pioneering	Scoutcraft	Scoutcraft	First Class Scout or higher	None	Highly recommended to be First Class Scout or higher.	None	No
Camping	Scoutcraft	Scoutcraft	13 or older	4b, 5e, 7b, 8c, 8d, 9a, 9b	None.	None	No
Fishing	Scoutcraft	Scoutcraft	12 or older	Req. 7, 9	Proof of completion of req 9, notebook and pen, recommended to bring rod and tackle. Or of needed fishing rods are provided. Sign out at Scoutcraft.	None	No
Fly Fishing	Scoutcraft	Scoutcraft	12 or older	Req. 10	Proof of completion of req 10, notebook and pen, recommended to bring rod and tackle. Or of needed fishing rods are provided. Sign out at Scoutcraft.	None	No
Geocaching	Scoutcraft	Scoutcraft	None	Req. 7 and 9	Bring information and evidence of completion of requirements 7 and 9.	None	No
Wilderness Survival	Scoutcraft	Scoutcraft	13 or older	Req. 5	Bring survival kit to class every day. Overnighter will take place in your troop site. Directions will be given in class.	None	No
Cooking	Scoutcraft	Scoutcraft	First Class Scout or higher	4 a-e	Scouts will be required to cook 2 breakfasts, 2 lunches, and 3 dinners during meal times.	None	Yes
Signs, Signals and Codes	Scoutcraft	Scoutcraft	12 or older	None		None	No

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Shotgun Shooting	Shooting Sports	Rifle Range	13 or older, and able to handle the recoil of a 12 gauge shotgun	1d, 1f	Must be physically capable to handle the recoil of a 12 gauge shotgun. Shells are provided for free to those taking the badge. 1f: Participants should bring their state hunting laws with them and be familiar with the main points to discuss them in class. Participants will also need to be familiar with any special gun and ammunition laws revolving around this topic. 1f(2): prepare a list of wildlife that can be legally hunted in your state. Recommended to bring Shotgun Shooting MB book.	None	No
Archery	Shooting Sports	Archery Range	Must be physically capable to pull a 25lb bow	None	Recommended to bring Archery Merit Badge book.	None	No
Rifle Shooting	Shooting Sports	Rifle Range	12 or older	1d, 1f	1f: Participants should bring their state hunting laws with them and be familiar with the main points for class discussion. Participants will also need to be familiar with any special gun and ammunition laws revolving around this topic. 1f(2): Prepare a list of wildlife that can be legally hunted in your state. Cost of ammunition is free for those taking the badge. Bring Rifle Shooting MB Book.	None	No
Animation	STEM	Science Center	12 or older	None	Bring a notebook and pen.	None	Yes
Cyber Chip	STEM	Science Center	None	2 (Parent contract)	Bring signed contract for requirement 2. Meets Tuesday at 7:30-8:30 p.m.	None	No
Graphic Arts	STEM	Science Center	12 or older	Req. 6	Bring a notebook and pen.	None	Yes
Inventing	STEM	Science Center	12 or older	none	Bring notebook and pen	None	No
Moviemaking	STEM	Science Center	12 or older	None	Bring ideas for vignette and storyboard. Scouts must pay a \$50 deposit for a camera, which will be given back when the working camera is returned. Scouts may bring their own cameras at their own risk. If bringing own camera must also bring memory card, users manual and cord to connect to computer.	\$50 deposit for camera	Yes
Astronomy	STEM	Science Center	12 or older	6	If 6 is not completed prior to arrival at camp, the scout will need to spend four night sessions at the STEM Center to complete the badge.	None	No
Aviation	STEM	Science Center	12 or older	Req. 4		None	No
Chemistry	STEM	Science Center	14 or older	None	Bring paper and pen.	None	No
Engineering	STEM	Science Center	12 or older	None	Bring notebook and pen	None	No
Electricity	STEM	Science Center	12 or older	None	Bring paper and pen. Good first science badge for scouts.	None	No
Energy	STEM	Science Center	12 or older	4a, 4b	Bring requirement 4, notebook, and pen.	None	No
Nuclear Science	STEM	Science Center	12 or older	None	Bring a notebook and pen.	None	No
Programming	STEM	Science Center	13 or older	None		None	Yes
Radio	STEM	Science Center	12 or older	None		None	No
Robotics	STEM	Science Center	12 or older	None	Bring a notebook and pen.	None	Yes
Space Exploration	STEM	Science Center	None	None	Do not bring personal rocket engines from home.	None	Yes
Photography	STEM	Science Center	none	None	Recommended to bring own camera	None	No
NOVA - Designed to Crunch!	STEM	Science Center	12 or older	None	By appointment only. Contact the STEM Director after arriving at camp. Bring a notebook and pen.	None	No
NOVA - Shoot!	STEM	Science Center	12 or older	None	By appointment only. Contact the STEM Director after arriving at camp. Bring a notebook and pen.	None	No
NOVA - Start Your Engines!	STEM	Science Center	12 or older	None	By appointment only. Contact the STEM Director after arriving at camp. Bring a notebook and pen.	None	No
NOVA - Whoosh!	STEM	Science Center	12 or older	None	By appointment only. Contact the STEM Director after arriving at camp. Bring a notebook and pen.	None	No
Automotive Maintenance	Trades	Maintenance Yard	Must be 14 or older	None	Bring long sturdy pants.	None	Yes
Welding	Trades	Maintenance Yard	Must be 14 or older	None	Bring long sturdy pants.	None	Yes