

## 2021 CDB MERIT BADGE CLASSES

### PRE-REQUISITES/CLASS PREP/FEEES

Scouts should study the Merit Badge requirements carefully to determine what requirements you may not be able to complete at camp. Scouts should complete any pre-reqs before you come to camp. If a Scout has completed pre-reqs prior to coming to camp, they should give their counselor a signed form from the Scoutmaster stating which requirements have been completed. Otherwise, they receive a partial and will need to complete it on their own. MB Class pre-requisites, extra fees and other requirements are listed below.

MERIT BADGE CLASSES	
Archeology #	Insect Study #
Archery \$	Inventing
Architecture	Kayaking # *
Art/Sculpture #	Law #
Basketry \$	Leatherwork \$
Camping #	Mammal Study
Canoeing # *	Nuclear Science #
Chemistry	Orienteering #
Citizenship in the Nation (12+ yrs) #	Photography #
Citizenship in the World (13+ yrs)	Pioneering (13+ yrs) #
Climbing (13+ yrs)	Public Speaking
Communications (13+ yrs) #	Railroading
Cooking # \$	Rifle \$
Digital Technology	Robotics
Emergency Preparedness (13+ yrs) #	Rowing # *
Environmental Science (14+ yrs) #	Salesmanship (13+ yrs) \$
First Aid #	Search/Rescue (13+ yrs)
Fish/Wildlife Management	Shotgun (13+ yrs) \$
Fishing #	Space Exploration \$
Forestry	Swimming # *
Geology	Wilderness Survival (12+ yrs) #
Geocaching	Woodcarving \$
Indian Lore \$	
<b>KEY:</b>	
# Classes with this symbol have pre-requisites required	
* Swim test required for this class	
\$ Additional fees for this class	

<b>MERIT BADGE PRE-REQUISITES/CLASS PREP/FEES</b>	
Archeology	PRE-REQ: Requirement 7, 8, and 11, these will not be completed at camp. See PDF for details.
Archery	\$10 fee charged to reservation invoice. NO personal bows or personal ammunition can be brought to camp.
Art/Sculpture	PRE-REQ: Requirement 6, this will not be completed at camp.
Basketry	\$20 fee charged to reservation invoice.
Camping	PRE-REQ: Requirements 3, 4b, 5e, 7b, 8d, 9a, 9b, these will not be completed at camp.
Canoeing	PRE-REQ: Bring swimsuit and towel.
Citizenship in the Nation (12+ yrs)	PRE-REQ: Requirement (chose one): 2a, 2b or 2c. Scouts should bring the contact information (email or address) for their US Senators and Congressman to camp.
Communications (13+ yrs)	PRE-REQ: Requirements 5, 7 & 8.
Cooking	\$15 fee charged to reservation invoice. PRE-REQ: Requirement 4, this will not be completed at camp. Scouts must wash hands.
Emergency Preparedness (13+ yrs)	PRE-REQ: First Aid Merit Badge, Requirements 2c, 8b. For 8b, please bring a completed personal emergency service pack, as well as one meant for your family.
Environmental Science (14+ yrs)	PRE-REQ: Bring paper and pencil.
First Aid	PRE-REQ: Requirement 5 should be completed prior to camp and brought for approval.
Fishing	PRE-REQ: Requirement 9, this will not be completed at camp.
Indian Lore	\$20 fee charged to reservation invoice.
Insect Study	PRE-REQ: Requirement 9, this will not be completed at camp.
Kayaking	PRE-REQ: Swimming Merit Badge, Canoeing Merit Badge. Bring swimsuit and towel. Personal wet suits, shorties and river shoes may be used. Must pass the BSA Swimmers test.
Law	PRE-REQ: Requirement 4, this will not be completed at camp.

<b>MERIT BADGE PRE-REQUISITES/CLASS PREP/FEES</b>	
Leatherwork	\$20 fee charged to reservation invoice.
Nuclear Science	PRE-REQ: Requirement 4, this will not be completed at camp.
Orienteering	PRE-REQ: Scouts should bring a compass.
Photography	PRE-REQ: Scouts must bring their own digital camera. Cell phones are allowed, but discouraged, because they lack the settings available on a real camera. Disposable cameras are highly discouraged since you'll need 4-5 of them to take 150-200 photos.
Pioneering (13+ yrs)	PRE-REQ: Scouts should practice and have basic knowledge of required knots, lashings, and splicing.
Rifle	\$20 fee charged to reservation invoice. NO personal rifles or personal ammunition can be brought to camp.
Rowing	PRE-REQ: Bring shoes, socks, long pants, belt, long sleeve shirt that can get wet, swimsuit, and towel.
Salesmanship (13+ yrs)	\$10 fee charged to reservation invoice.
Shotgun (13+ yrs)	\$30 fee charged to reservation invoice. The recommended age is due to recoil of the shotgun with potential bruising and trouble handling the gun for younger Scouts. NO personal shotguns or personal ammunition can be brought to camp.
Space Exploration	\$20 fee charged to reservation invoice.
Swimming	PRE-REQ: Bring swimsuit and towel.
Wilderness Survival (12+ yrs)	PRE-REQ: Requirement 5, Scouts should bring their survival kit with them to camp. There is an overnight requirement. We strongly recommend that Scouts earn the Camping Merit Badge before attempting this badge.
Woodcarving	\$25 fee charged to reservation invoice.