

Pre-Requisite Rules

Pre-reqs must be turned in on the first day of class. If a scout does not have the pre-reqs, scoutmasters may turn in a written note taking responsibility for their completion **ON THE FIRST DAY OF CLASS.**

Scouts may **NOT** take classes without turning either the pre-reqs **OR** a scoutmaster note taking responsibility.

NO EXCEPTIONS!! NO PARTIALS WILL BE ISSUED WITHOUT A SCOUTMASTER NOTE.

SCOUTMASTERS List 2022 Merit Badge Pre-requisites

Merit Badge	Age	Rank/Program restriction	Pre-Req
American Business	none	none	none
American Labor	none	Star	2. With your counselor's and parent's approval and permission, visit the office or attend a meeting of a local union, a central labor council, or an employee organization, or contact one of these organizations via the internet. Then do EACH of the following: (a) Find out what the organization does. (b) Share the list of issues and concerns you made for requirement 1. Ask the people you communicate with which issues are of greatest interest or concern to them and why. (c) Draw a diagram showing how the organization is structured, from the local to the national level, if applicable.
Animal Science	none	none	none
Archery	none	none	must do workbook 1, 2 a-c, 3a-b & 4, (http://usscouts.org/mb/worksheets/list.asp) bring to camp
Architecture	none	none	none
Art	none	none	none
Astronomy	none	MANDATORY OUTPOST	6b Sketch the phase and position of the Moon, at the same hour and place, for four nights within a one-week period. Include landmarks on the horizons such as hills, trees, and buildings. Explain the changes you observe.
Backpacking	none	MANDATORY OUTPOST Bring backpack to camp	10 & 11 (as pre-req or to finish)
Basketry (TUESDAY ONLY)	none	Buy Basket Kit (Fee \$10)	none
Beginning Swimming Instruction	none	none	none
BSA Lifeguard Cert	15 or older	MUST BE SWIMMER	6 (evidence of Red Cross 1st Aid /CPR) BY APPOINTMENT ONLY
Camping (eagle)	none	MANDATORY OUTPOST	4b, 8c-d & 9a-b
Canoeing	14 or older	MANDATORY OUTPOST	2 MUST PASS SWIMMER'S TEST TO TAKE BADGE
Chess	none	none	none
Citizen in Society (eagle)	15 or older	none	1 & 8
Citizen in the Community (eagle)	none	must be 1st Class Rank or higher	3a, 4a-b, & 7a-c
Citizen in the Nation (eagle)	none	must be 1st Class Rank or higher	2 & 8
Citizen in the World (eagle)	none	must be Star Rank or higher	none
Communications (eagle)	none	must be 1st Class Rank or higher	5 & 8
Digital Technology	none	none	1 Show your counselor your current Cyber Chip
Electricity	none	none	9a Read an electric meter and, using your family's electric bill, determine the energy cost from the meter readings (bring evidence of energy cost to camp)
Electronics	none	Buy Electronic Kit (\$15 Fee)	none
Emergency Preparedness (eagle)	none	none	MUST HAVE # 1 (1st Aid MB) BEFORE CAMP , 2b-c, 7B (unit-level emergency service report), 8B (family emergency kit, bring picture to camp) (http://usscouts.org/mb/worksheets/list.asp)
Energy	none	none	4 Conduct an energy audit of your home. Keep a 14-day log that records what you and your family did to reduce energy use. Include the following in your report and, after the 14-day period (bring journal to camp, do all parts)
Environmental Science (eagle)	none	none	none 4b HOMEWORK during camp (visit two sites 3 times each, 20 min sessions)
Fingerprinting (THURSDAY ONLY)	none	none	none
Fire Safety	none	none	11
First Aid (eagle)	none	must be 1st Class Rank or higher	5a & 5b (a) Prepare a first-aid kit for your home. Display and discuss its contents with your counselor. (bring a picture of kit & explain contents) (b) With an adult leader, inspect your troop's first-aid kit. Evaluate it for completeness. Report your findings to your counselor and Scout leader.

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First Year Program (Polaris)	none	none	none
Fish & Wildlife Management	none		5 (do one project- bring written records and photo evidence to camp)
Fishing	none	16 or older must have show NYS Fishing License	7 Obtain and review the regulations affecting game fishing where you live. Be ready to explain why they were adopted and what is accomplished by following them
Forestry	none	none	1 Prepare a field notebook, make a collection, and identify 15 species of trees, wild shrubs, or vines in a local forested area, include descriptions for all parts of the requirement (bring to camp)
Game Design	none	none	8b
Geology	none	none	none
Indian Lore	none	none	none
Inventing	none	none	none
Kayaking	14	MUST BE SWIMMER	2 MUST PASS SWIMMER'S TEST TO TAKE BADGE
Leatherwork	none	none	none
Lifesaving (eagle)	none	MUST BE SWIMMER	2 MUST PASS SWIMMER'S TEST TO TAKE BADGE
Mammal Study	none	none	none
MERZ MARKSMANSHIP	12 or older	none	MUST HAVE Rifle Shooting MB
M.O.O.S.E. Older Scout Program	15 or older	none	must be physically fit
Motorboating	15 or older	MUST BE SWIMMER, \$25 Fee	2a MUST PASS SWIMMER'S TEST TO TAKE BADGE
Orienteering	none	none	7a Take part in three orienteering events. One of these must be a cross-country course. 7b. After each event, write a report with (1) a copy of the master map and control description sheet, (2) a copy of the route you took on the course, (3) a discussion of how you could improve your time between control points, and (4) a list of your major weaknesses on this course. Describe what you could do to improve.
Paul Bunyan Award	none	none	1 (in Black Pug) OR 3 (on Scouting.org website) (must have Totin' Chip before camp)
Personal Management		must be Star Rank or higher	2,8
Photography	none	none	1a Show your counselor your current Cyber Chip
Pioneering	none	none	2b (be ready to demonstrate knots at camp)
Rifle Shooting	12 or older	none	Must do workbook 1, 2a-i (http://usscouts.org/mb/worksheets/list.asp) bring to camp
Rowing	none	MUST BE SWIMMER	2 MUST PASS SWIMMER'S TEST TO TAKE BADGE
Shotgun Shooting	14 or older	\$15 Fee	Must do workbook 1, 2a-h (http://usscouts.org/mb/worksheets/list.asp) bring to camp
Signs, Signals & Codes	none	none	none
Small Boat Sailing	none	MUST BE SWIMMER	2 MUST PASS SWIMMER'S TEST TO TAKE BADGE
Snorkeling BSA Award	none	MUST BE SWIMMER	1 MUST PASS SWIMMER'S TEST TO TAKE BADGE
Soil & Water Conservation			none
Space Exploration	none	Buy Rocket Kit (\$15 Fee)	none
SUP Award	15 or older	MUST BE SWIMMER	2 MUST PASS SWIMMER'S TEST TO TAKE BADGE
Swimming (eagle)	none	MUST BE SWIMMER	2 MUST PASS SWIMMER'S TEST TO TAKE BADGE
Theater	none	none	1 See or read three full-length plays.* Write a review of each, be prepared to comment on plot, acting/singing (if watched) (bring 3 written reviews to camp)

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Traffic Safety	none	none	none
Water Sports	13 or older	MUST BE SWIMMER, \$25 Fee	3 MUST PASS SWIMMER'S TEST TO TAKE BADGE
Wilderness Survival	none	2nd Class or Higher, MANDATORY OUTPOST	5 - bring survival kit to camp
Wood Carving	none	should bring knife (suggested standard BSA pocket knife)	2a (MUST EARN TOTIN' CHIP BEFORE CAMP)

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