

| Merit Badge | Prerequisites | Level (year) | Max. Class Capacity |
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| American Heritage | 3C and 4 must be completed before camp | 2 | 15 |
| Animal Science | 6 must be completed before camp | 2 | 15 |
| Archery | Advanced preparation for 1C is necessary | 3 | 16 |
| Art | 6 must be completed before camp | 1 | 15 |
| Astronomy | 5B must be completed before camp. Weather might affect completion of this badge. Night meetings required. | 2 | 15 |
| Athletics | 3A, 3B and 5 must be completed before camp | 2 | 15 |
| Basketry | No advanced preparation is necessary | 1 | 15 |
| Bird Study | 8 must be completed before camp. advanced preparation for 5 is necessary. Early morning meetings are required | 2 | 15 |
| Camping | 3, 4B, 5E, 7B, 8D and 9 must be completed before camp. | 2 | 20 |
| Canoeing | Must pass swim test. Experience with canoe is necessary | 2 | 15 |
| Chemistry | 7 must be completed before camp. Advanced preparation for 3 is necessary. | 2 | 20 |
| Chess | No advanced preparation is necessary | 1 | 20 |
| Citizenship in the Nation | 5, 7 and 8 must be completed before camp. Advanced preparation for 6 is necessary | 3 | 25 |
| Citizenship in the World | 7 must be completed before camp. Advanced preparation for 3 is necessary | 3 | 25 |
| Climbing | Advanced preparation for 1 and 7 is necessary | 4 | 12 |
| Cooking | Only some parts of 5 and 6 will be completed at camp. Additional requirements (4,5 and 6) must be completed after camp | 3 | 15 |
| Electricity | 2, 8 and 9 must be completed before camp | 3 | 15 |
| Electronics | No advanced preparation is necessary | 3 | 20 |
| Emergency Preparedness | Must have First Aid Merit Badge. 7 must be completed before camp. Advanced preparation for 6, 8 and 9 is necessary | 3 | 15 |
| Engineering | 4 must be completed before camp. Advanced preparation for 1 and 6 is necessary | 4 | 15 |
| Environmental Science | 3E and 4 must be completed before camp. Advanced preparation for 6 is necessary | 3 | 20 |
| Exploration | 5 must be completed before camp. | 3 | 15 |
| Fingerprinting | No advanced preparation is necessary | 1 | 15 |
| Fire Safety | 6A, 11 and 12 must be completed before camp | 1 | 15 |

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| First Aid | 5A must be completed before camp | 1 | 20 |
| Fish and Wildlife Management | Advanced preparation for 7 is necessary | 2 | 15 |
| Fishing | Advanced preparation for 7 is necessary. 9 may not necessarily be completed at camp. 10 must be completed before camp. | 3 | 15 |
| Fly Fishing | Advanced preparation for 8 is necessary. 10 may not necessarily be completed at camp. 11 must be completed before camp. | 3 | 15 |
| Forestry | 5 and 8 must be completed before camp | 1 | 15 |
| Game Design | No advanced preparation is necessary | 2 | 15 |
| Geocaching | 7 must be completed before camp | 2 | 15 |
| Geology | Advanced preparation for 4B is necessary | 1 | 15 |
| Graphic Arts | 6 must be completed before camp | 2 | 15 |
| Indian Lore | No advanced preparation is necessary | 1 | 15 |
| Insect Study | 9, 10 must be completed before camp. Advanced preparation for 13 is necessary | 2 | 15 |
| Kayaking | Must pass swim test. Experience with kayaks is necessary | 2 | 15 |
| Law | 4 and 7 must be completed before camp | 1 | 15 |
| Leatherwork | No advanced preparation is necessary | 1 | 15 |
| Lifesaving | Must pass swim test. 2A must be completed before camp. Bring long pants and a long sleeved button down shirt for requirement 9 | 3 | 15 |
| Mammal Study | No advanced preparation is necessary | 1 | 20 |
| Metalwork | No advanced preparation is necessary | 3 | 10 |
| Moviemaking | No advanced preparation is necessary | 3 | 15 |
| Music | 3C must be completed before camp | 2 | 15 |
| Nature | No advanced preparation is necessary | 1 | 15 |
| Oceanography | Advanced preparation for 7 is necessary. 8 must be completed before camp | 2 | 15 |
| Orienteering | Requirement 8 is a major undertaking and scouts should be prepared to devote significant time to complete the requirement | 2 | 15 |
| Personal Fitness | 1B must be completed before camp. Advanced preparation for 7 and 8 is necessary. Bring Physical and Dental examination forms. | 3 | 20 |
| Photography | 1A must be completed before camp. Scouts must bring digital camera | 2 | 15 |
| Pioneering | Recommended that scouts taking the badge are at least First Class rank. Experience with basic knots, lashings and splicing is necessary | 3 | 10 |

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| Pottery | No advanced preparation is necessary | 3 | 15 |
| Public Speaking | No advanced preparation is necessary | 2 | 15 |
| Pulp and Paper | No advanced preparation is necessary | 1 | 15 |
| Radio | No advanced preparation is necessary | 3 | 15 |
| Reptile and Amphibian Study | 8 must be completed before camp. General knowledge of reptiles and amphibians is necessary | 2 | 15 |
| Rifle Shooting | 1F needs to be completed before camp. Only option A is available at camp. | 3 | 12 |
| Robotics | Advanced preparation for 7 is necessary | 4 | 15 |
| Rowing | Must pass swim test. Certain alternatives in requirement 4 must be completed before camp. Experience with rowboats is necessary | 3 | 12 |
| Sculpture | 2C must be completed before camp | 2 | 15 |
| Search and Rescue | Advanced preparation for 4 is necessary | 2 | 15 |
| Shotgun Shooting | 1F must be completed before camp. Only Option A is available at camp | 3 | 10 |
| Small-Boat Sailing | Must pass swim test. Experience with sailboats and sailing is necessary. Weather conditions can affect the completion of badge. | 3 | 12 |
| Soil and Water Conservation | No advanced preparation is necessary | 2 | 15 |
| Space Exploration | No advanced preparation is necessary | 2 | 15 |
| Sports | 4 and 5A must be completed before camp. Chart for 5C must be presented to councilor | 2 | 15 |
| Swimming | Must pass swim test | 1 | 40 |
| Weather | 9 Must be completed before camp | 2 | 15 |

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| Weather | 9 Must be completed before camp | 2 | 15 |
| Welding | Scouts must wear jeans for all class sessions | 4 | 10 |
| Wilderness Survival | Advanced preparation for 2 and 5 is necessary. General knowledge of edible plants is necessary. | 2 | 15 |
| Wood Carving | Scouts must have Totin' Chip. Experience in carving is necessary. | 1 | 15 |
| Woodwork | Scouts must have Totin' Chip. General knowledge of hand tools is recommended | 2 | 15 |

