

Merit Badge	Lottery	Recommended Age	Prerequisites	Notes
Climbing	Yes	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.
Lifesaving	No	13 or older with a strong swimming ability	Must be able to swim 400 yds. Pass the BSA Swim Test. Must have Swimming Meirt 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 meirt badge prior to starting this badge.
Swimming	No	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.
Canoeing	Yes	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.
Rowing	Yes	13 or older	Pass BSA swim test	Bring shoes and clothes that can get wet and dirty. MUST PASS THE BSA SWIM TEST.
Kayaking	Yes	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.
Pulp & Paper	No	12 or older	None	Scouts must attend both sessions
Art	No	None	None	Approximate completion time: 3-4 hours.
Basketry	No	None	None	This badge requires a scout who is not short on patience
Fingerprinting	No	None	None	Scouts only need to attend on session
Indian Lore	No	None	None	Approximate completion time: 4-6 hours. Scouts must attend the same session each day.
Music	No	None	None	Bring paper and pen. Scouts may bring thier own instruments at thier own risk. OSR is not liable for any loss, theft or damage
Textiles	No	None	None	Approximate completion time: 4 hours.
Theater	No	13 or older	1 and 2	Bring prerequisites and any completed requirements. Bring Theater Merit Badge Book.
Woodcarving	No	14 or older	Totin' Chip	Bring Totin' Chip and Woodcarving Merit Badge Book. Approximate completion time: 5 to 8 hours.
Leatherwork	No	None	None	Have a shirt to wear that you don't care about messing up for staining day.
Pottery	No	None	None	Approximate completion time: 5 hours.
Sculpture	None	None	None	
Public Speaking	None	None	None	
Citizenship in the Nation	No	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

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Citizenship in the World	No	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.
Communications	No	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
Personal Management	No	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, 7 day Schedule, and Diary) , and req. 9 (written project plan)
Emergency Preparedness	No	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. 6c), written inventory and proof of family kit (req. 8) 1 kit per scout, paper & pen.
First Aid	No	13 or older	Req. 1 & 5	Bring first aid kit (req. 5a), paper and pen.
Railroading	no	12 or older	None	
Disabilities Awareness	no	12 or older	Req 2	Bring proof of req 2
Scholarship	No	12 or older	None	
Entrepreneurship	No	12 or older	None	
Archaeology	No	12 or older	None	Bring paper and pen.
Bird Study	No	12 or older	None	Bring binoculars/bird guides, if possible. Must attend the bird walk Tuesday at 6 a.m..
Exploration	No	13 or older	None	Bring a notebook and pen.
Fish and Wildlife Management	No	13 or older	None	Bring a notebook and pen.
Forestry	No	13 or older	None	Bring a notebook and pen.
Geology	No	None	None	Bring a notebook and pen.
Insect Study	No	13 or older	Req. 9	Bring proof of completion of requirement 9, notebook and pen. It's recommended to bring insect field guide.
Mammal Study	No	None	None	Bring a notebook and pen.
Nature	No	12 or older	None	Bring a notebook and pen. It is recommended to bring a fishing rod and tackle.
Oceanography	No	12 or older	None	Bring a notebook and pen. It is recommended to bring a fishing rod and tackle.
Plant Science	No	13 or older	None	Bring a notebook and pen.
Reptile & Amphibian Study	No	13 or older	8a or 8b	Bring records from 8a OR reports from 8b.

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Weather	No	12 or older	2	Bring summary of discussion held with family with a parent signature as proof of discussion.
Environmental Science	No	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).
Personal Fitness	No	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).
Fire Safety	No	12 or older	Req. 6a, 11 , 12	Bring proof of Req. 11 completion (either pictures or scoutmasters' signature).
Pioneering	No	First Class Scout or higher	None	Highly recommended to be First Class Scout or higher.
Camping	No	13 or older	4b, 5e, 7b, 8c, 8d, 9a, 9b	None.
Fishing	No	12 or older	Req. 7, 9	Proof of completion of req 9, notebook and pen, recommended to bring rod and tackle. Or if needed fishing rods are provided. Sign out at Scoutcraft.
Fly Fishing	No	12 or older	Req. 10	Proof of completion of req 10, notebook and pen, recommended to bring rod and tackle. Or if needed fishing rods are provided. Sign out at Scoutcraft.
Geocaching	No	None	Req. 7 and 9	Bring information and evidence of completion of requirements 7 and 9.
Wilderness Survival	No	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.
Cooking	Yes	First Class Scout or higher	4 a-e	Scouts will be required to cook 2 breakfasts, 2 lunches, and 3 dinners during meal times.
Signs, Signals and Codes	No	12 or older	None	
Shotgun Shooting	No	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.
Archery	No	Must be physically capable to pull a 25lb bow	None	Recommended to bring Archery Merit Badge book.

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Rifle Shooting	No	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.
Animation	Yes	12 or older	None	Bring a notebook and pen.
Cyber Chip	No	None	2 (Parent contract)	Bring signed contract for requirement 2. Meets Tuesday at 7:30-8:30 p.m.
Graphic Arts	Yes	12 or older	Req. 6	Bring a notebook and pen.
Inventing	No	12 or older	none	Bring notebook and pen
Moviemaking	Yes	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.
Astronomy	No	12 or older		If 6 is not completed prior to arrival at camp, the scout will need to spend 6 four night sessions at the STEM Center to complete the badge.
Aviation	No	12 or older	Req. 4	
Chemistry	No	14 or older	None	Bring paper and pen.
Engineering	No	12 or older	None	Bring notebook and pen
Electricity	No	12 or older	None	Bring paper and pen. Good first science badge for scouts.
Energy	No	12 or older	4a, 4b	Bring requirement 4, notebook, and pen.
Nuclear Science	No	12 or older	None	Bring a notebook and pen.
Programming	Yes	13 or older	None	
Radio	No	12 or older	None	
Robotics	Yes	12 or older	None	Bring a notebook and pen.
Space Exploration	Yes	None	None	Do not bring personal rocket engines from home.
Photography	No	none	None	Recomended to bring own camera
Automotive Maintenance	Yes	Must be 14 or older	None	Bring long sturdy pants.
Welding	Yes	Must be 14 or older	None	Bring long sturdy pants.