

2018 Camp Gorton Merit Badge Prerequisites

Merit Badge	Description	Max Class	Pre-Reqs	
	Archeology	Best suited for First Class scouts and above or scouts who have an interest in archeology.	15	8, 9
	Archery	Best suited for First Class scouts and above or scouts with exceptional archery skills. No prerequisites. Scouts may need to go to the range during open area to complete this merit badge.	10	None
	Art	Appropriate for any age.	15	6
	Astronomy	Best suited for First Class scouts and above. No prerequisites. Most likely completable though weather can prevent required observations.	12	
	Aviation	Best suited for older Scouts. Many requirements such as Req. 2, 3, 4, 5 may have been partially completed before.	10	
	Bird Study	Recommended for Scouts of all ages. Usually requires one 7 AM bird hike.	15	8
	Camping	EAGLE REQUIRED: Great Scouting badge.	15	4b, 8b, 9a, 9b
	Canoeing	Best suited for First Class scouts and above. Prerequisite: Swimmer. Additional practice time suggested.	10	Swimmer Classificaiton
	Chemistry	Appropriate for 2nd or 3rd year Scouts and older.	10	
	Chess	Best suited for First Class scouts and above. Can be done during open period times.	12	

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EAGLE REQUIRED Best suited for First Class

scouts and above. Will need extra time for preparation of 5 minute speech and teaching a skill. Must MC a campfire.



Communications

10

5, 9



Cooking

EAGLE REQUIRED: Best suited for a First Class scout and above. Advanced preparation and research into careers will help.

15

4c, 4d, 4e, 5,
6d, 6e, 6f



Electronics

Appropriate for 3rd year Scouts or older.

8



Emergency Preparedness

EAGLE REQUIRED: Best suited for a First Class scout and above.

15

First Aid MB,
2c, 8b, 9a



Engineering

Appropriate for 3rd year Scouts or older.

8

4



Environmental Science

EAGLE REQUIRED: Best suited for First Class scouts and above. No prerequisites. Scouts taking Environmental Science will need to complete observations during open area time.

20



Fire Safety

Good for second year or older Scouts.

15

6a, 11



First Aid

EAGLE REQUIRED Best suited for First Class scouts and above. prerequisites: all first-aid requirements for Tenderfoot, Second Class, and First Class ranks.

15

Tenderfoot,
2nd Class, and
1st Class First
Aid Reqs



Fish and Wildlife Management

Appropriate for any age Scout.

15

5, 7











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	Fishing	Appropriate for any age. No prerequisites.	15	
	Fly Fishing	Good 2nd year Scout badge. No prerequisites though must be able to catch a fish and be able to cook it.	5	
	Game Design	Good 2nd year Scout badge. No prerequisites though must have played at least 4 games and be able to analyze them. The Scout must also research three careers in the industry.	15	
	Geocaching	Geocaching Appropriate for 2nd or 3rd year Scout or older. Will learn how to use a GPS and basic planning.	8	7, 8a, 8b, 8c, 9
	Geology	Best suited for First Class Scouts and above as there is a lot of math that would not be age appropriate for younger scouts.	12	4, 5
	Home Repairs	Home Repairs Appropriate for 3rd year Scout or older. The basics of home repairs will be reviewed and practiced. Some requirements may not be done at camp.	10	
	Insect Study	Recommended for Scouts in their 2nd year or older.	10	9, 10
	Inventing	Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge, and discover your inner inventiveness.	10	7, 8
	Kayaking	Best suited for First Class Scouts and above. Prerequisite: Swimmer. Maximum 10 Scouts per class.	10	Swimmer Classificaiton
	Leatherworking	Appropriate for any age. No prerequisites. Scouts wishing to create a more advanced project than the one provided may purchase a kit in the Trading Post.	12	

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	Lifesaving	EAGLE REQUIRED: Prerequisites are 2nd and 1st Class Swimming requirements, Swimmer Classification, and needs to be a very strong swimmer.	8	2nd Class, 1st Class swimming requirements
	Mammal Study	Appropriate for 2nd year or older Scout. Learn more about our furry friends.	20	
	Metalwork	Good badge for middle to older Scouts. Very hands-on. No prerequisites.	10	
	Model Design and Building	Appropriate for Scouts of any age. No prerequisites.	15	
	Motorboating	Appropriate for a 3rd year Scout or older. Must be a swimmer and preferred to have swimming merit badge.	8	Swimmer Classification
	Moviemaking	Appropriate for any age. No prerequisites.	12	
	Music	Appropriate for 2nd year or older Scouts who have a music background. Requirement 3 may be partially completed before camp or may be challenging to complete at camp	10	
	Nature	Appropriate for any age. No prerequisites. Good basic introduction to the Nature area, good learning experience.	20	
	Orienteering	Appropriate for 2nd or 3rd Year Scout or older. Advanced map, compass, and GPS work to a higher level.	15	
	Photography	Appropriate for 2nd or 3rd Year Scout or older. Past experience with a camera would help and research into photography would help.	8	
	Pioneering	Best suited for First Class scouts and above. No prerequisites. Scouts taking Pioneering may need to build their pioneering projects in class or during free time.	15	

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	Reptile and Amphibian Study	Recommended for Scouts of any age.	15	6, 8
	Rifle	Appropriate for 2nd year Scouts. MUST BE 12 YEARS OLD BY NEW YORK STATE LAW. Must qualify which may require additional open area time to meet requirements.	16	12 Years Old
	Robotics	Appropriate for 3rd year Scouts or older. Prerequisites: Requirement 6a.	10	6a
	Rowing	Best suited for First Class scouts and above. Prerequisite: Swimmer and preferred swimming merit badge.	10	Swimmer Classificaiton
	Safety	Safety Appropriate for 3rd year Scout or older.	15	1, 2a, 3b, 4, 6
	Search and Rescue	Search and Rescue Appropriate for 3rd year Scout or older. Scouts should bring a pair of long pants and a long sleeve shirt for search done at the end of the week.	15	6a
	Shotgun	Best suited for First Class scouts and above or Scouts with exceptional shotgun skills. MUST BE 12 YEARS OLD BY NEW YORK STATE requirements. Body size should be taken into consideration.	8	12 Years Old
	Small Boat Sailing	Appropriate for a 3rd year Scout or older. Must be a swimmer and recommended that they have Swimming merit badge. Would recommend that the Scout reads the Small Boat Sailing merit badge book.	14	Swimmer Classificaiton
	Soil and Water	Soil and Water Conservation Appropriate for 2nd or 3rd year Scout or older. These can be done as prerequisites.	15	7
	Space Exploration	Appropriate for Scouts of any age.	15	

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EAGLE REQUIRED: Perfect Summer camp Badge. Must pass the Swimmers test. Those Scouts in instructional swim can switch to this class once they have completed their swim test.



Swimming

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Swimmer
Classificaiton



Theater

Appropriate for 2nd or 3rd year Scouts or older.

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1, 3



Water Sports

Appropriate for 3rd year Scout or older with strong upper body strength and coordination. Must be a Swimmer classification and is encouraged to have Swimming merit badge.

4

Swimmer
Classificaiton



Wilderness
Survival

Appropriate for a 1st Class Scout or older. Good older program, challenging to mind & body, strong outdoor skills a must. A scout should come prepared to stay out overnight in a shelter of his own design.

10



Wood Carving

Appropriate for any age. No prerequisites. Scouts that do not have Totin' Chip must earn it before starting any Woodcarving project. Scouts wishing to create a more advanced project than the one provided may purchase a kit in the trading post.

14



Woodwork

Appropriate for 2nd or 3rd Year Scout or older. Previous use of hand tools would be helpful.

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6, 7



BSA Stand Up
Paddleboarding
Award

This is not a Merit Badge program, it is a BSA award. No prerequisites are required. Appropriate for 2nd or 3rd year Scouts. Maximum of 7 Scouts per class.

7

Swimmer
Classificaiton