

Camp Olmsted Merit Badge Prerequisites 2018		
Merit Badge	Complete before Camp	Comments
American Cultures		
Animation		
Archery		2 hour class
Archaeology		
Architecture	1a,b	
Art		Great for any scout
Astronomy	5b	Must attend Astronomy Hike
Aviation	4 a OR b OR c	
Backpacking	6b,8c,8d,9,10,11	Scout should review req. before committing to this badge.
Basketry		
Bird Study	5	Requires time outside of class
Camping	4b, 5e, 7, 8c, 8d, 9a, 9b	Requires a large amount of requirements to be completed outside of class, or before camp
Canoeing		Must pass swimming test
Chemistry		Great for older scouts
Citizenship in the Nation	2,3	Recommended for scouts 13 and up
Citizenship in the World		Recommended for scouts 13 and up
Climbing		Limited class size, must bring tennis shoes
Communication	8	Requires time outside of class
Chess		
Crime Prevention	4, 7	
Digital Technology		Requires Up-to-date Cyber Chip.
Dentistry	3	
Drafting		
Electricity	2,8	
Electronics		
Emergency Preparedness	1,2c,8b	First Aid MB required, may be taken concurrently. Need to bring a personal emergency kit (8b) to camp
Engineering	4	Completion of Requirement #4 is based on the availability of an Engineer to meet with the class during the week.
Environmental Science		Recommended for scouts 13 and up, requires homework outside of class
Fingerprinting		
First Aid	1	Recommended for scouts 13 and up

Fish and Wildlife Management	7	Requires time outside of class, 7c can be completed at camp if scout catches 3 fish
Fishing	9,10	Scouts will most likely need to spend time outside of class to catch fish
Forestry		
Game Design		
Geology		
Graphic Arts		
Hiking	4,5,6	Scout should review req. before committing to this badge.
Indian Lore		
Insect Study	9	
Journalism	2,4	
Kayaking		Must pass swimming test
Leatherwork		Required materials are available for purchase at the Olmsted Trading Post.
Lifesaving	1a	Strong swimming skills are required. Long sleeve button-down shirt, pants, belt, and socks are all required
Music	3	
Nature	4 (if can not complete at camp)	Requires a large amount of requirements to be completed outside of class
Nuclear Science		
Mammal Study		Great for new scouts
Mining in Society		
Moviemaking		
Oceanography		Requires completion of a 500 word essay
Orienteering		Compass recommended
Painting		
Personal Fitness	6,7,8	Highly encouraged to finish prerequisites before class
Photography		
Pioneering		2 hour class
Plant Science		Requires time outside of class
Public Health		
Pulp and Paper		
Programming		
Railroading		
Reptile and Amphibian Study	8	
Rifle Shooting		2 hour class
Robotics		Costs \$20 per participant.
Rowing		Must pass swimming test.

Sculpture		
Shotgun Shooting		Recommended for scouts 13 and up, costs \$40, 2 hour class
Small Boat Sailing		Limited class size, must pass swimming test
Space Exploration		Required materials are available for purchase at the Olmsted Trading Post.
Sports	4, 5	
Soil and Water Conservation		
Sustainability	1, 2(Water A, Food A, Community A, Energy B, Stuff A), 4, 5a	Many prerequisites
Swimming		Must pass swimming test
Textile		
Theater		
Weather	9	
Wilderness Survival	5	Must go on Overnighter
Wood Carving	2a	Must have Totin' Chip, required materials are available for purchase at the Olmsted Trading Post.