

2018 Goshen Scout Reservation Merit Badge Prerequisites

Merit Badge	Camp	Complete before Camp	Comments
American Cultures	OLM/MAR		
American Heritage	MAR	3c, 4	
Animation	OLM		
Archery	OLM/MAR/BOW		2 hour class
Archaeology	OLM/MAR/BOW		
Architecture	OLM/BOW	1a,b	
Art	OLM/MAR/BOW	6 (for Bowman only)	Great for any scout
Astronomy	OLM/MAR/BOW	5b	Must attend Astronomy Hike
Aviation	OLM	4 a OR b OR c	
Backpacking	OLM/MAR	6b,8c,8d,9,10,11	Scout should review req. before committing to this badge.
Basketry	OLM/MAR/BOW		Costs about \$15 for materials
Bird Study	OLM/MAR/BOW	5	Requires time outside of class
Camping	OLM/MAR/BOW	4b, 5e, 7, 8c, 8d, 9a, 9b	Requires a large amount of requirements to be completed outside of class, or before camp
Canoeing	OLM/MAR/BOW		Must pass swimming test
Chemistry	OLM/MAR/BOW		Great for older scouts
Citizenship in the Community	MAR(TTE)	3a, 4a, 4b, 5, 7	Offered during Trail to Eagle only.
Citizenship in the Nation	OLM/MAR/BOW	2,3	Recommended for scouts 13 and up
Citizenship in the World	OLM/MAR/BOW		Recommended for scouts 13 and up
Climbing	OLM/MAR/BOW		Limited class size, must bring tennis shoes
Communication	OLM/MAR/BOW	8	Requires time outside of class
Cooking	BOW/MAR	4,6	
Chess	OLM/BOW		
Crime Prevention	OLM	4, 7	
Digital Technology	OLM		Requires Up-to-date Cyber Chip.
Dentistry	OLM	3	
Drafting	OLM		
Electricity	OLM	2,8	
Electronics	OLM		
Emergency Preparedness	OLM/MAR/BOW	1,2c,8b	First Aid MB required, may be taken cocurrently. Need to bring a personal emergency kit (8b) to camp
Engineering	OLM	4	Completion of Requirement #4 is based on the availability of an Engineer to meet with the class during the week.

Environmental Science	OLM/MAR/BOW		Recommended for scouts 13 and up, requires homework outside of class
Exploration	MAR		
Family Life	MAR(TTE)	2, 3, 4, 5, 6b	Offered during Trail to Eagle only.
Fingerprinting	OLM/MAR		
Fire Safety	MAR	6a, 11	
First Aid	OLM/MAR/BOW	1	Recommended for scouts 13 and up
Fish and Wildlife Management	OLM/MAR	7	Requires time outside of class, 7c can be completed at camp if scout catches 3 fish
Fishing	OLM/MAR/BOW	9,10	Scouts will most likely need to spend time outside of class to catch fish
Forestry	OLM/MAR/BOW		
Game Design	OLM/BOW		
Geocaching	MAR		
Geology	OLM/MAR/BOW		
Graphic Arts	OLM		
Hiking	OLM/MAR	4,5,6	Scout should review req. before committing to this badge.
Indian Lore	OLM/MAR/BOW		
Insect Study	OLM	9	
Journalism	OLM	2,4	
Kayaking	OLM/MAR/BOW		Must pass swimming test
Law	MAR	4,7	
Leatherwork	OLM/MAR/BOW		Cost of materials \$15
Lifesaving	OLM/MAR/BOW	1a	Strong swimming skills are required. Long sleeve button-down shirt, pants, belt, and socks are all required
Music	OLM/BOW	3	
Nature	OLM/BOW	4 (if can not complete at camp)	Requires a large amount of requirements to be completed outside of class
Nuclear Science	OLM		
Mammal Study	OLM/MAR/BOW		Great for new scouts
Medicine	MAR	7a, 10	
Mining in Society	OLM		
Motorboating	BOW		
Moviemaking	OLM		
Oceanography	OLM/MAR/BOW		Requires completion of a 500 word essay
Orienteering	OLM/MAR/BOW		Compass recommended
Painting	BOW		
Paul Bunyan Woodsman	MAR	Totin' Chip	Not a Merit Badge
Personal Fitness	OLM	6,7,8	Highly encouraged to finish prerequisites before class
Personal Management	MAR	1ab,2,8	

Photography	OLM/BOW		
Pioneering	OLM/MAR/BOW		2 hour class
Plant Science	OLM/BOW		Requires time outside of class
Pottery	BOW/MAR		
Public Health	OLM		
Public Speaking	BOW		
Pulp and Paper	OLM/MAR		
Programming	OLM		
Railroading	OLM		
Reptile and Amphibian Study	OLM	8	
Rifle Shooting	OLM/MAR/BOW		2 hour class
Robotics	OLM		Costs \$20 per participant.
Rowing	OLM/MAR/BOW		Must pass swimming test.
Sculpture	OLM		
Search and Rescue	MAR		
Shotgun Shooting	OLM/MAR/BOW		Recommended for scouts 13 and up, costs \$40, 2 hour class
Signs, Signals, and Codes	MAR	7	
Small Boat Sailing	OLM/MAR/BOW		Limited class size, must pass swimming test
Space Exploration	OLM/MAR/BOW		Costs about \$15 for materials
Sports	OLM	4, 5	
Soil and Water Conservation	OLM/MAR/BOW		
Sustainability	OLM/MAR	1, 2(Water A, Food A, Community A, Energy B, Stuff A), 4, 5a	Many prerequisites
Swimming	OLM/MAR/BOW		Must pass swimming test
Textile	OLM/BOW		
Theater	OLM/BOW	1	Pre-Req required for Bowman. Read or see three full length plays or scripts and write a review on each.
Water Sports	BOW/MAR		
Weather	OLM/MAR/BOW	9	
Welding	BOW/MAR		
Wilderness Survival	OLM/MAR/BOW	5	Must go on Overnighter
Wood Carving	OLM/MAR/BOW	2a	Must have Totin' Chip, cost of materials \$15