

## Merit Badge Requirements and Fees

American Cultures		
Archery		\$5 Program Fee
Art		
Astronomy	6	
Basketry		Bring ~\$15 for kits from the Trading Post
Canoeing		\$10 Program Fee
Cit in Community	3, 4, 7	
Cit in Nation	2, bring an envelope and stamp, or proof of #8	
Cit in World		
Climbing		
Collections	Must bring collection or photograph of it to camp	
Composite Materials		\$15 Program Fee
Crime Prevention	4, 7	
Emergency Prep	First Aid MB, 2c, 8c	
Energy	4	
Environmental Science		
Fire Safety	11	
First Aid	2d - Bring your first aid kit to camp	
Fishing	May not finish catch requirement, must bring fishing gear	
Fish and Wildlife	5	
Fly Fishing	May not finish catch requirement, must bring fishing gear	
Forestry		
Geology		
Golf	Bring appropriate golf attire	\$25 Program Fee
Home Repairs	May not finish all repairs	
Indian Lore		
Insect Study	7	
Leatherwork		Bring ~\$10 for kits from the Trading Post (Included for PFs)
Lifesaving		
Mammal Study		
Medicine	10	
Nature	4 Birds 2	
Oceanography		
Orienteering	May not finish all orienteering course requirements	
Pioneering		
Public Speaking		
Railroading		\$5 Program Fee
Reptile & Amphibian	8	
Rifle Shooting		\$10 Program Fee
Rowing		
Safety		
Shotgun		\$25 Program Fee
Soil and Water		
Space Exploration		\$10 Program Fee
Swimming		
Theater		
Traffic Safety		
Weather		
Wilderness Survival		
Wood Carving		Bring ~\$5 for kits from the Trading Post