

Troop 81 Merit Badge Sign-Up for Daniel Boone 2026



Scouts Name: _____

Scout Age: _____ In June 2026

Reviewed by
ASM: _____

due **March 23** for best selection

Merit Badge/Activity

Monday	Tuesday	Wednesday	Thursday	Friday
Some Classes meet only in the morning	Some Classes meet Both Morning & Afternoon	Some Classes meet multiple days, Both Morning & Afternoon		Don't forget to pick a Friday morning class

First Choice				
Monday	Tuesday	Wednesday	Thursday	Friday

2nd Choice				
Monday	Tuesday	Wednesday	Thursday	Friday

3rd Choice				
Monday	Tuesday	Wednesday	Thursday	Friday

Evening class request _____

Instructions:

- 1) Review the attached Merit Badge Schedule for Camp Daniel Boone
- 2) Use your RLC or other Scoutmasters for advice for merit badge selection.
- 2) Select your desired merit badges. If you have yet to earn First Aid merit badge, we recommend that you sign up for it. Tell your parents about your choices.
- 3) Turn in this sheet by March 23, 2026** (submit by email --> chrishendrich@troop81maryvilletn.org)

CAMP DANIEL BOONE 2026 CLASS SCHEDULE

	AM: 9 am - Noon		PM: 2 pm - 5 pm		All Day: 9 am - Noon & 2 pm - 3:30 pm or 5 pm***						Class Size	Class Fee
	Monday		Tuesday		Wednesday		Thursday		Friday			
	AM	PM	AM	PM	AM	PM	AM	PM	AM	PM		
CLIMBING	2 Full Days				2 Full Days				Open Climb		10	
C.O.P.E.	All Day		All Day		All Day		All Day		Open COPE		12	
ECOLOGY												
Environmental Science^			All Day		All Day		All Day				20	
Fishing^	All Day		All Day				All Day				20	
Fish/Wildlife Management		PM						PM	AM		20	
Forestry*			All Day								20	\$10
Geology					AM		AM		AM		20	
Insect Study^	AM				AM						20	
Mammal Study		PM	AM						AM		20	
Mining in Society					AM						20	
Nature^	AM					PM			AM		20	
Oceanography^			All Day				All Day				20	
Reptile/Amphibian Study^		PM				PM	AM				20	
Sustainability	All Day				All Day						20	
GOIN' GREAT												
JUNIOR (Session 1)	All Day				All Day				Hike		40	
SENIOR (Session 2)			All Day				All Day		Hike		40	
HANDICRAFT												
Animation	AM			PM		PM	AM	PM			16	\$10
Art^		PM	AM		AM	PM		PM			16	\$10
Basketry	AM		AM		AM				AM		16	\$20
Leatherwork		PM		PM		PM	AM	PM			16	\$20
Sculpture	AM		AM		AM						16	
Textile	AM						AM		AM		16	
Woodcarving^		PM	AM	PM		PM	AM		AM		16	\$25
LEADERSHIP												
American Indian Cultures^		PM			AM				AM		20	
American Heritage		AM		PM							20	
Chess^	All Day				All Day		All Day				16	
Citizenship in the Nation^		PM		PM	AM		AM		AM		20	
Citizenship in the World	AM		AM	PM		PM		PM	AM		20	
Communication^	AM		AM					PM	AM		20	
Disability Awareness^						PM					12	
Entrepreneurship+		PM					AM		AM		20	
Law+			AM	PM		PM					20	
Music^	AM							PM			20	
Personal Fitness^	AM		AM			PM		PM			20	
Public Health^				PM	AM						20	
Public Speaking					AM		AM				20	
SCOUTCRAFT												
Camping^	All Day		All Day		All Day		All Day				20	
Cooking^	2 Full Days				2 Full Days						25	\$15
Emergency Preparedness^	All Day		All Day		All Day		All Day				20	
First Aid^	2 Full Days				2 Full Days						20	
Fire Safety		PM			AM						20	
Geocaching^				PM				PM	AM		20	
Orienteering^	AM					PM					20	
Pioneering			All Day				All Day				20	
Scouting Heritage^									AM		20	
Search/Rescue*			AM				AM		Search		20	
Wilderness Survival*^	All Day				All Day						20	

RANGE & TARGET ACTIVITIES											
Archery	All Day		All Day		All Day		All Day		Open Range	25	\$10
Rifle	All Day		All Day		All Day		All Day		Open Range	16	\$20
Shotgun	All Day		All Day		All Day		All Day		Open Range	12	\$30
S.T.E.M.											
Archaeology	All Day		All Day							20	
Architecture		PM		PM	AM			PM	AM	20	
Chemistry	AM		AM		AM	PM			AM	20	
Cybersecurity^		PM		PM		PM				12	
Digital Technology^	AM		AM		AM		AM			12	
Electricity^ & Electronics	All Day						All Day			20	
Engineering+	AM					PM	AM			20	
Moviemaking		PM	AM		AM			PM	AM	16	
Nuclear Science		PM		PM		PM		PM	AM	20	
Photography^	AM		AM		AM		AM		AM	20	
Railroading							AM	PM		20	
Robotics			All Day		All Day		All Day			16	
Signs, Signal, and Codes	All Day				All Day					20	
Space Exploration			All Day				All Day			20	\$20
PHYSICS- NOT A MB. Cert Only.				PM		PM				20	
STOCKTON FARMS											
Animal Science	TUES & THURS 7 PM - 9 PM										*\$100
Horsemanship	MON & WED 7 PM - 9 PM										*\$100
WATERFRONT											
Canoeing^	All Day				All Day				Open Boat	20	
Kayaking^			All Day				All Day		Open Boat	20	
Lifesaving^			All Day				All Day			20	
Rowing^	AM	PM			AM	PM			Open Boat	20	
Swimming^*		PM - Part 1		PM - Part 2		PM - Part 1		PM - Part 2	Open Swim	20	

* **Bolded** MBs = Eagle Required

Unless otherwise stated, Scouts only need to attend 1 individual session of a class.

^ This class has at least one Prerequisite or Homework Req.- please see Prerequisite List for more information

(+) This class requires interviewing an adult volunteer who practices the profession.- please see Prerequisite List for more information

* Swimming is a 2 Part Merit Badge - Offered M/T Afternoon and W/Th Afternoon - Scouts must attend both parts.

*** Full Day Classes have the potential to take the full 6 hours. They may release after 4.5- 5 hours depending on enrollment and class content. All requirements will be covered unless otherwise indicated on this form.

* Horsemanship and Animal Science Merit Badges are taught off-site at Stockton Farms. You can take both Merit Badge classes for a package cost of \$175, or \$100 for either individual class. PAID AT THE FARM.

* Wilderness Survival has an overnight requirement on Wednesday night (Thursday is the backup in case of weather postponement) it is recommended to keep the next morning open for sleeping.

* All Forestry Class Participants will attend a field trip to the Cradle of Forestry (2-4 pm). Leaders may be asked to help with transportation - Cost is \$10

*All Search and Rescue classes will complete the Search portion of the MB on Friday morning. Keep their schedule open accordingly.

Questions? Contact Mason Gempe at mason.gempe@scouting.org or 828-254-6189 ext. 121

2026	Merit Badge Class or Program Name	Notes:	Duration:	Eagle Required?	Pre-Reqs?	Program Fee
Adult Leader Trainings	Aquatics Supervision-Boating	NEW!				\$ -
	Aquatics Supervision-Swimming	NEW!				\$ -
	CPR	Third Party Registration	WED PM			\$ 40.00
	Introduction to Outdoor Leader Skills		2 FULL DAYS			\$ -
	Leave No Trace		Half Day			\$ -
	Nap on Safely		THUR PM			\$ -
	Safe Swim Defense	NEW!				\$ -
	Safety Afloat	NEW!				\$ -
	Trail to Eagle					\$ -
	Wilderness First Aid	Third Party Registration	2 FULL DAYS			\$ 210.00
COPE and Climbing	C.O.P.E.		FULL DAY			\$ -
	Climbing		2 FULL DAYS			\$ -
ECOLOGY	Environmental Science^		FULL DAY	✓	✓	\$ -
	Fishing^		FULL DAY		✓	\$ -
	Fish/Wildlife Management		Half Day			\$ -
	Forestry*	Has a Field trip in PM.	FULL DAY			TBD
	Geology		Half Day			\$ -
	Insect Study^		Half Day		✓	\$ -
	Mammal Study		Half Day			\$ -
	Mining in Society		Half Day			\$ -
	Nature^		Half Day		✓	\$ -
	Oceanography^		FULL DAY		✓	\$ -
	Reptile/Amphibian Study^		Half Day		✓	\$ -
	Sustainability		FULL DAY	✓		\$ -
	GOIN	JUNIOR (Session 1)		FULL DAY		
SENIOR (Session 2)			FULL DAY			\$ -
HANDICRAFT	Animation		Half Day			\$ 10.00
	Art^		Half Day		✓	\$ 10.00
	Basketry		Half Day			\$ 20.00
	Fingerprinting	Evening Program Only	N/A		✓	\$ -
	Leatherwork		Half Day			\$ 20.00
	Sculpture	NEW!	Half Day			\$ 25.00
	Textile	NEW!	Half Day			\$ 10.00
	Woodcarving^		Half Day		✓	\$ 25.00
LEAD	American Indian Cultures^		Half Day		✓	\$ -
	American Heritage	NEW!	Half Day			\$ -
	Chess^		FULL DAY		✓	\$ -
	Citizenship in the Nation^		Half Day	✓	✓	\$ -
	Citizenship in the World		Half Day	✓		\$ -
	Communication^		Half Day	✓	✓	\$ -
	Disability Awareness^		Half Day		✓	\$ -

MEMBERSHIP	Entrepreneurship+	Need a Guest Speaker!	Half Day			\$ -	
	Law+	Need a Guest Speaker!	Half Day			\$ -	
	Music^		Half Day		✓	\$ -	
	Personal Fitness^		Half Day	✓	✓	\$ -	
	Public Health^		Half Day		✓	\$ -	
	Public Speaking		Half Day			\$ -	
SCOUTCRAFT	Camping^		FULL DAY	✓	✓	\$ -	
	Cooking^		2 FULL DAYS	✓	✓	\$ 15.00	
	Emergency Preparedness^		FULL DAY	✓	✓	\$ -	
	First Aid^		2 FULL DAYS	✓	✓	\$ -	
	Fire Safety	NEW!	Half Day			\$ -	
	Geocaching^		Half Day		✓	\$ -	
	Orienteering^		Half Day		✓	\$ -	
	Pioneering		FULL DAY			\$ -	
	Scouting Heritage^		Half Day		✓	\$ -	
	Search/Rescue*		Half Day			\$ -	
	Wilderness Survival*^		FULL DAY		✓	\$ -	
	RANGE & TARGET ACTIVITIES	Archery		FULL DAY			\$ 10.00
		Rifle		FULL DAY			\$ 20.00
		Shotgun		FULL DAY			\$ 30.00
S.T.E.M.	Archaeology		FULL DAY			\$ -	
	Architecture		Half Day			\$ -	
	Chemistry		Half Day			\$ -	
	Cybersecurity^	NEW!	Half Day		✓	\$ -	
	Digital Technology^		Half Day		✓	\$ -	
	Electricity^ & Electronics		FULL DAY			\$ -	
	Engineering+	Need a Guest Speaker!	Half Day			\$ -	
	Moviemaking		Half Day			\$ -	
	Nuclear Science		Half Day			\$ -	
	Photography^		Half Day		✓	\$ -	
	Railroading		Half Day			\$ -	
	Robotics		FULL DAY			\$ -	
	Signs, Signal, and Codes		FULL DAY			\$ -	
	Space Exploration		FULL DAY			\$ 20.00	
	PHYSICS- NOT A MB. Cert Only.	NEW! NOT A MB.	Half Day			\$ -	
	S. FARM S.	Animal Science		Evening Classes - Check Program Guide for more			*100\$
		Horsemanship					*100\$
	WATERFRONT	Canoeing^		FULL DAY		✓	\$ -
Kayaking^			FULL DAY		✓	\$ -	
Lifesaving^			FULL DAY	✓	✓	\$ -	
Rowing^			Half Day		✓	\$ -	
Swimming^			2x Half Days (Both PM)	✓	✓	\$ -	

^ denotes Pre-Requisite or Requirement unable to be completed at Camp
 "+" denotes a Guest Speaker Need
 Horsemanship/Animal Science - fee paid directly to Stockton Farms (Cash/Card/Check)
 All Aquatics-based merit badges, program offerings (Day Rafting Trips/High Adventure) and

CAMP DANIEL BOONE 2026 Prerequisite and "Homework" Req's

Program Area/Merit Badge	Requirements not possible to do at camp.	Requirements possible to do at camp, but not in the classroom environment. Scouts should try and complete these, and have a scoutmaster verify to the instructor so they get signed off!	Things to Bring:	Link to Full Requirements:
CLIMBING				
Climbing			Notebook, pen/pencil, Proper Clothing per CHECK	https://www.scouting.org/merit-badges/climbing/
C.O.P.E.				
C.O.P.E.			Notebook, pen/pencil, Proper Clothing per CHECK	N/A
ECOLOGY				
Environmental Science^		2(a) Areas will be pointed out and approved, one day of observation will be done. Scouts need to go back on their own and complete the observations.	Notebook, pen/pencil	https://www.scouting.org/merit-badges/environmental-science/
Fishing^		9 & 10 Can be done if the fish are biting and you are prepared to clean and cook the fish.	Helps to bring Fishing Rod, Bait and Tackle. Some rods are available to borrow if you can't bring one.	https://www.scouting.org/merit-badges/fishing/
Fish/Wildlife Management			Notebook, pen/pencil	https://www.scouting.org/merit-badges/fish-wildlife-management/
Forestry*		Must go on the Forestry field trip (Scheduled as part of the class) to complete.	Notebook, pen/pencil	https://www.scouting.org/merit-badges/forestry/
Geology			Notebook, pen/pencil	https://www.scouting.org/merit-badges/geology/
Insect Study^	3b. Raise an insect through complete metamorphosis from its larval stage to its adult stage.	4 (b.) (c.) (d.) -Will start in class but can't finish. Scouts are encouraged to work on the rest of the observations and scrapbooking throughout the week.	Notebook, pen/pencil	https://www.scouting.org/merit-badges/insect-study/
Mammal Study			Notebook, pen/pencil	https://www.scouting.org/merit-badges/mammal-study/
Mining in Society			Notebook, pen/pencil	https://www.scouting.org/merit-badges/mining-in-society/

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Nature^		Depending on luck of class, observations may take longer than class, and Scouts may have to go on the Frog Hike to complete the MB.	Notebook, pen/pencil	https://www.scouting.org/merit-badges/nature/
Oceanography^		8(c.) must give 5 minute prepared speech on "Why Oceanography is Important"/" Career opportunities in Oceanography" to troop.	Notebook, pen/pencil	https://www.scouting.org/merit-badges/oceanography/
Reptile/Amphibian Study^	8. Take custody of a Reptile/Amphibian for a month or observe at Zoo etc. for 3 months	9a. Identify at night three kinds of toads or frogs by their voices. Imitate the song- can complete on the Frog Hike.	Notebook, pen/pencil	https://www.scouting.org/merit-badges/reptile-and-amphibian-study/
Sustainability			Notebook, pen/pencil	https://www.scouting.org/merit-badges/sustainability/
GOIN' GREAT				
JUNIOR (Session 1)			Willingness to learn and have fun! Notebook, pen/pencil	N/A
SENIOR (Session 2)	This Class is aimed at second and first class rank requirements. While not required, it is helpful for any scout who has not yet gotten at least tenderfoot rank to take Goin' Great Junior first.		Willingness to learn and have fun! Notebook, pen/pencil	N/A
HANDICRAFT				
Animation			Willingness to learn and have fun!	https://www.scouting.org/merit-badges/animation/
Art^		Req. 6 -With your... counselor's approval, visit ... or Artists Workshop - Can be completed by visiting a craftspersons shop at Boonesboro	Willingness to learn and have fun!	https://www.scouting.org/merit-badges/art/
Basketry			Willingness to learn and have fun!	https://www.scouting.org/merit-badges/basketry/
Leatherwork			Willingness to learn and have fun!	https://www.scouting.org/merit-badges/leatherwork/

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Sculpture			Willingness to learn and have fun!	https://www.scouting.org/merit-badges/sculpture/
Textile			Willingness to learn and have fun!	Textile Merit Badge Scouting America
Woodcarving^	MUST have totin' Chip in order to take class. (Req . 2a)		Totin' Chip/Proof of such. Personal Knives are not permitted to be used in this class.	http://scouting.org/merit-badges/wood-carving/
LEADERSHIP				
American Indian Cultures^		4 (c.) Learn a game played by a group or tribe. Teach and lead it with a Scout group. - Will learn in class, up to the Scout to teach and lead with others.	Notebook, pen/pencil	https://www.scouting.org/merit-badges/american-indian-culture/
American Heritage			Notebook, pen/pencil	https://www.scouting.org/merit-badges/american-heritage/
Chess^		3. Demonstrate to your counselor that you know each of the following. Then, use the EDGE method to teach someone who does not know how to play chess...	Notebook, pen/pencil	https://www.scouting.org/merit-badges/chess/
Citizenship in the Nation^	7(a, b or c) We will do d, but cannot do the other part.	5. Watch (or read) the national evening news for five days in a row.	Notebook, pen/pencil	https://www.scouting.org/merit-badges/citizenship-in-the-nation/
Citizenship in the World			Notebook, pen/pencil	https://www.scouting.org/merit-badges/citizenship-in-the-world/
Communication^	5. Attend a public meeting, 8. Plan a troop or crew court of honor, campfire program, or an interfaith worship service...	7. Do ONE of the following: (c)Use desktop publishing to produce a newsletter, brochure, flyer, or other printed material for your troop or crew... Possible to do in free time @ STEM	Notebook, pen/pencil	https://www.scouting.org/merit-badges/communication/

Program Area/Merit Badge	Requirements not possible to do at camp.	Requirements possible to do at camp, but not in the classroom environment. Scouts should try and complete these, and have a scoutmaster verify to the instructor so they get signed off!	Things to Bring:	Link to Full Requirements:
Disability Awareness^	2. Visit an agency that works with people with physical, mental, emotional, or educational disabilities, 4. A or B parts 1, 2 or 4. Will do part 3 at camp, but can't do the others.		Notebook, pen/pencil	https://www.scouting.org/merit-badges/disabilities-awareness/
Entrepreneurship		Need an Entrepenuer who has started a buisness who is willing to be interviewd (Req. 3)*	Notebook, pen/pencil	https://www.scouting.org/merit-badges/entrepreneurship/
Law		Need a Lawer who is willing to be Interviewd (Req. 7)*	Notebook, pen/pencil	https://www.scouting.org/merit-badges/law/
Music^		3(b) Interview an adult member of your family about music. Find out what the most popular music was when he or she was your age...	Notebook, pen/pencil, Musical Instrument helps, but is by no means required.	https://www.scouting.org/merit-badges/music/

Program Area/Merit Badge	Requirements not possible to do at camp.	Requirements possible to do at camp, but not in the classroom environment. Scouts should try and complete these, and have a scoutmaster verify to the instructor so they get signed off!	Things to Bring:	Link to Full Requirements:
Personal Fitness [^]	<p>7. Complete the Program. Do the following:</p> <p>(a) Complete and keep a log, over 12 consecutive weeks, of the physical fitness and nutrition program you have outlined... (b) During week 4 and week 8 of your program, repeat the assessments you did in requirement 5(a) before you began. Repeat the same tests for a final assessment within two weeks after completing the 12-week program. Show improvement over your pre-assessment results.</p> <p>(c) For three days during week 8, and again during week 12, keep a log of what you eat and drink. Show improvement toward the diet and nutrition goals you set in requirement 5(d).</p> <p>(d) Discuss your results, improvements, insights, and experiences with your counselor after completing the program and assessments.</p>	<p>5c, Keep a log of what you eat and drink for a period of three days, 5d Based on your diet log, identify at least two improvement goals related to diet and nutrition. 6f implement previous into your overarching plan</p>	<p>Notebook, pen/pencil It is highly recommended to complete the fitness plan AFTER camp, as they will work on building it during class.</p>	<p>https://www.scouting.org/merit-badges/personal-fitness/</p>
Public Health [^]			<p>Notebook, pen/pencil</p>	<p>https://www.scouting.org/merit-badges/public-health/</p>
Public Speaking			<p>Notebook, pen/pencil</p>	<p>https://www.scouting.org/merit-badges/public-speaking/</p>

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SCOUTCRAFT				
Camping^	4a/4b Make a duty roster for an Actual Campout, Help a Patrol in your unit prepare for a campout.... 8d Cook the meals planned in C. Meals for Cooking MB don't count. 9a Camp 20 nights	5e Present yourself to your Scoutmaster with your pack for inspection. Be correctly clothed and equipped for an overnight campout. 9b options can be done at camp-including Rappeling, and hiking up the mountain.	Notebook, pen/pencil	https://www.scouting.org/merit-badges/camping/
Cooking^	4. Cooking at Home. Do the following; 6. Trail and backpacking meals. Do the following:		Notebook, pen/pencil	https://www.scouting.org/merit-badges/cooking/
Emergency Preparedness^	2a, 2b Requires planning with your family. If you brought them with you, can be done at the campsite!	9. First Aid Merit Badge - Can do at camp, but not as part of the Eprep class.	Bring Emergency Kit 2(c.) If able. Notebook, pen/pencil	https://www.scouting.org/merit-badges/emergency-preparedness/
First Aid^		2(b. 1) Using checklists provided in the First Aid merit badge pamphlet or ones approved by your counselor, do the following: Assemble a personal first-aid kit for hiking and backpacking. Demonstrate the proper use of each item in your first-aid kit to your counselor. Can do if your troop has the stuff to borrow - or by purchasing components from trading post.	Bring personal First Aid Kit 2(b.1) If able. Notebook, pen/pencil	https://www.scouting.org/merit-badges/first-aid/
Fire Safety			Notebook, pen/pencil	https://www.scouting.org/merit-badges/fire-safety/
Geocaching^	Req. 9 Plan a geohunt for a youth group such as your troop or a neighboring pack, at school, or your place of worship. Choose a theme, set up a course ...		Notebook, pen/pencil	https://www.scouting.org/merit-badges/geocaching/

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Orienteering^	Req. 7,8,9,10. All of these involve taking part in or leading large orienteering events, and cannot be done in class.		Notebook, pen/pencil, Optionally - Compass	https://www.scouting.org/merit-badges/orienteering/
Pioneering			Basic Knowledge of Knots, Splicing, and Lashings helps	https://www.scouting.org/merit-badges/pioneering/
Scouting Heritage^	6. Make a collection of some of your personal patches and other Scouting memorabilia, If you have it with you could do at camp but better to do ahead of time at home.	8. Interview at least three people (different from those you interviewed for requirement 5) over the age of 40 who were Scouts. -Your and other troop adult leadership is a great resource for this!	Personal Collection/Photos of Personal Collection of Scouting Memrobilia, Notebook, pen/pencil	https://www.scouting.org/merit-badges/scouting-heritage/
Search/Rescue*			Notebook, pen/pencil	https://www.scouting.org/merit-badges/search-and-rescue/
Wilderness Survival*^	4. First Aid Kits. Put together a personal first aid kit and a personal survival kit... Helps to bring these with you to class.	5(e) Improvise a natural shelter.... Spend a night in your shelter. Need to go on overnighiter to complete - Weather dependent.	First Aid and Survival Kits req(4) if able, Notebook, pen/pencil	https://www.scouting.org/merit-badges/wilderness-survival/
RANGE & TARGET ACTIVITIES				
Archery			Notebook, pen/pencil	https://www.scouting.org/merit-badges/archery/
Rifle			Notebook, pen/pencil	https://www.scouting.org/merit-badges/rifle-shooting/
Shotgun			Notebook, pen/pencil	https://www.scouting.org/merit-badges/shotgun-shooting/

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S.T.E.M.				
Archaeology			Notebook, pen/pencil	https://www.scouting.org/merit-badges/archaeology/
Architecture			Notebook, pen/pencil	https://www.scouting.org/merit-badges/architecture/
Chemistry			Notebook, pen/pencil	https://www.scouting.org/merit-badges/chemistry/
Cybersecurity^		Req. 1a Watch Digital Safety Video. -This Video covers sensitive topics and Parent/Guardian Permission is required, but it can be watched at STEM with that permission.	Signed Note stating that you have watched the Digital Safety Video, Notebook, pen/pencil	https://www.scouting.org/merit-badges/cybersecurity/
Digital Technology^		Req. 1 Watch Digital Safety Video. -This Video covers sensitive topics and Parent/Guardian Permission is required, but it can be watched at STEM with that permission.	Signed Note stating that you have watched the Digital Safety Video, Notebook, pen/pencil	https://www.scouting.org/merit-badges/digital-technology/
Electricity^ & Electronics	Req. 2 Complete an electrical home safety inspection of your home, using the checklist found in the Electricity merit badge pamphlet...		Notebook, pen/pencil	https://www.scouting.org/merit-badges/electricity/ https://www.scouting.org/merit-badges/electronics/
Engineering+		Need an Engineer who is willing to be Interviewd (Req. 4)*	Notebook, pen/pencil	https://www.scouting.org/merit-badges/engineering/
Moviemaking			Notebook, pen/pencil	https://www.scouting.org/merit-badges/moviemaking/
Nuclear Science			Notebook, pen/pencil	https://www.scouting.org/merit-badges/nuclear-science/
Photography^		Req 1b. Watch Digital Safety Video. -This Video covers sensitive topics and Parent/Guardian Permission is required, but it can be watched at STEM with that permission.	Signed Note stating that you have watched the Digital Safety Video, Notebook, pen/pencil	https://www.scouting.org/merit-badges/photography/
Railroading			Notebook, pen/pencil	https://www.scouting.org/merit-badges/railroading/

Program Area/Merit Badge	Requirements not possible to do at camp.	Requirements possible to do at camp, but not in the classroom environment. Scouts should try and complete these, and have a scoutmaster verify to the instructor so they get signed off!	Things to Bring:	Link to Full Requirements:
Robotics			Notebook, pen/pencil	https://www.scouting.org/merit-badges/robotics/
Signs, Signal, and Codes			Notebook, pen/pencil	https://www.scouting.org/merit-badges/signs-signals-and-codes/
Space Exploration			Notebook, pen/pencil	https://www.scouting.org/merit-badges/space-exploration/
cs Test Lab- NOT A MB. Cert Only.			Notebook, pen/pencil	https://www.scouting.org/skills/merit-badges/test-lab/physics/
STOCKTON FARMS				
Animal Science			Long Sleeves, Long Pants, and Closed-Toe Shoes	https://www.scouting.org/merit-badges/animal-science/
Horsemanship			Long Sleeves, Long Pants, and Closed-Toe Shoes	https://www.scouting.org/merit-badges/horsemanship/
WATERFRONT				
Canoeing^		Must pass Swim Test @ CDB	Swimsuit, Towel	https://www.scouting.org/merit-badges/canoeing/
Kayaking^		Must pass Swim Test @ CDB	Swimsuit, Towel	https://www.scouting.org/merit-badges/kayaking/
Lifesaving^		Must pass Swim Test @ CDB	Swimsuit, Towel, + Shoes, Long Pants, Belt, Long sleeve shirt that can get wet	https://www.scouting.org/merit-badges/lifesaving/
Rowing^		Must pass Swim Test @ CDB	Swimsuit, Towel	https://www.scouting.org/merit-badges/rowing/
Swimming^		Must pass Swim Test @ CDB	Swimsuit, Towel	https://www.scouting.org/merit-badges/swimming/
	*These Requirements will be done in class if there is a Adult Volenteer in the proffesion able and willing to be interviewed for the class.			