



ADVANCEMENT PROGRAM DETAILS

Many badges will require work outside the scheduled time. Keep this in mind when choosing badges and other programs at camp. Registration for programs begins in April. **Bolded** MBs are Eagle Required.

Badge/ Activity	Minimum Age as of 8/31/25	Difficulty Rating	Capacity	Cost	Pre-requisites/Extra Commitments/Notes
Archaeology MB	11	Easy	16	None	Only offered with Indian Lore MB.
Archery MB	12	Difficult	18	\$5	Scouts may need to attend open range times to complete shooting requirements.
Art MB	11	Easy	30	None	
Automotive Maintenance MB	14	Moderate	12	None	
Basketry MB	11	Easy	50	\$25	Only offered with Leatherwork MB. Scouts should plan on spending time working on their baskets outside of class time or go to handi-crafts in the evenings. Units must send one adult to class to help.
Camping MB	12	Moderate	30	None	Must have reqs. 4b, 8c, 8d, & 9a completed to attend MB
Canoeing MB	12	Difficult	24	None	Must be Swimmer Level
Chess MB	11	Moderate	32	None	Scouts should plan on spending time playing games and teaching another Scout outside of class.
Citizenship in the Community MB	13	Difficult	None	None	Only offered as Eagles Nest MB. Must have reqs. 2,3,4,6,7 & 8 completed to earn MB. Cannot be completed at camp.
Climbing MB	12	Difficult	12	None	
Communication MB	13	Moderate	24	None	Must have req. 5 completed to attend MB
Emergency Preparedness MB	13	Difficult	24	None	Be enrolled in First Aid MB or have previously earned it. Must have req. 1,3, 8b & 9c completed to attend MB.
Environmental Science MB	12	Moderate	30	None	Expect out of class work doing observations and writing reports. Make sure to bring a notebook and pencil/pen to this merit badge.
Fingerprinting MB	11	Easy	None	None	Only offered as a Unit Activity.
First Aid MB	12	Moderate	24	None	Must have reqs. 2b & 15 completed to attend MB.
First Class Adventure	11	Easy	75	None	Must have at least one adult attend class to assist.
First Class Aquatics	11	Easy	75	None	Must have at least one adult attend class to assist.
Fish and Wildlife Management MB	11	Moderate	30	None	Only offered with Mammal Study MB.



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Fishing MB	12	Easy	24	\$5	Only offered with Fly Fishing MB. Plan extra time for fishing in the evenings or mornings. Scouts aged 16+ need a MN fishing license.
Fly Fishing MB	12	Moderate	24	\$5	Only offered with Fishing MB. Plan extra time for fishing in the evenings or mornings. Scouts aged 16+ need a MN fishing license.
Forestry MB	12	Moderate	16	None	Only offered with Pulp and Paper Merit Badge.
Golf (Disc Golf) MB	11	Moderate	24	None	
Hiking MB	12	Difficult	None	None	Only offered as Independent Study. Cannot be completed at camp.
Indian Lore MB	11	Easy	16	None	Only offered with Archaeology MB. Must have
Insect Study MB	11	Moderate	None	None	Only offered as Independent Study. Cannot be completed at camp.
Kayaking MB	11	Moderate	24	None	Must be Swimmer Level.
Leatherwork MB	11	Easy	50	\$25	Only offered with Basketry MB. Scouts should plan on spending time working on their baskets outside of class time or go to handicraft in the evenings. Units must send one adult to class to help.
Lifesaving MB	13	Difficult	12	None	Must be Swimmer Level. Must have earned Swimming MB previously to attend MB.
Mammal Study MB	11	Easy	30	None	Only offered with Fish and Wildlife Management MB.
Motorboating MB	14	Moderate	24	\$60	Can only be earned in Watersports Outpost. Must be Swimmer Level
Nature MB	11	Difficult	30	None	
Personal Management MB	12	Difficult	None	None	Only offered as Eagles Nest MB. Must have reqs. 1,2,8 & 9 to completed to earn MB. Cannot be completed at camp.
Photography MB	11	Moderate	30	None	Suggested that you bring a camera or smart phone. Will need time outside of class to take and organize photos. Must have req. 1b completed to attend MB.
Pioneering MB	12	Difficult	12	None	



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Pottery MB	11	Moderate	16	None	Bring clothes you are okay getting clay on to
Pulp and Paper MB	12	Easy	16	None	Only offered with Forestry MB.
Reptile and Amphibian Study MB	11	Moderate	None	None	Only offered as an Independent Study. Must have req. 8 completed to earn MB. Cannot be completed at camp.
Rifle MB	12	Difficult	24	\$5	Scouts should plan on attending open range times to complete the shooting requirements.
Robotics MB	14	Difficult	14	\$30	Can only be earned in Robotics Outpost.
Scouting Heritage MB	11	Moderate	None	None	Only offered as Independent Study. Must have reqs. 5,6 & 8 completed to earn MB. Cannot be completed at camp.
SCUBA MB	14	Difficult	6	\$500	Can only be earned in All Things SCUBA. Must be Swimmer Level. Must have req. 2 completed to earn MB.
Search & Rescue MB	13	Moderate	24	None	Must have req. 4 & 6a completed to attend MB.
Shotgun MB	13	Difficult	12	\$25	Scouts should plan on attending open range times to complete the shooting requirements.
Small Boat Sailing MB	12	Difficult	30	None	Must be Swimmer Level. Must have req. 2 completed to attend MB.
Snorkel BSA	11	Easy	20	None	Must be Swimmer Level.
Sustainability MB	12	Moderate	24	None	
Swimming Lessons	11	Easy	20	None	
Swimming MB	11	Moderate	30	None	Must be Swimmer Level.
Textile MB	11	Easy	24	None	
Weather MB	11	Moderate	24	None	Daily weather log entries required. Units should bring a weather radio or plan to use the weather app on a smart phone.
Whoosh! STEM NOVA Award	14	Difficult	14	\$30	Can only be earned with Robotics Outpost. Must have reqs. 1, 4 & 5 complete to earn award. Cannot be completed at camp.
Wilderness Survival MB	11	Moderate	24	None	Scouts will need to construct and sleep in an improvised shelter for one night at their campsite.
Wood Carving MB	12	Moderate	24	\$5	Scouts should plan on spending time working on their carvings outside of class time or go to handicrafts in the evenings.