

Merit Badge Prerequisites 2026

Merit Badge	Prerequisites & Notes
Adult Leader Retreat	None
American Heritage	Prerequisites: 3c.
Archery	None
Art	Prerequisites: 6.
Automotive Maintenance	None
Basketry	None
Canoeing	Prerequisites: Must Pass Swimmer's Test. If Scout does not pass the Swimmer's Test, they will need to choose another badge.
Citizenship in the Nation	Prerequisites: 5.
Climbing	This is a blocked merit badge lasting sessions 1 and 3.
Cooking	Prerequisites: 2c, 4a-f, 6a-f. Scouts must attend the Cooking Outbound to complete the badge.
Cooking Outbound	It is recommended that scouts are enrolled in Cooking Merit Badge as well.
C.O.P.E.	This is a blocked session lasting sessions 2 and 4.
Digital Technology	Prerequisites: 6.
Emergency Preparedness	Prerequisites: 1. Scouts must already have completed First Aid Merit Badge
En-Sa-Wac-Sa Outbound	Prerequisites: Must pass Swimmers Test. Must pass Paddle Skills Test. Recommended for Older Scouts. If a Scout does not pass the Swimmers Test or the Paddle Skills Test, they will need to choose a different Outbound.
Environmental Science	None



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Exploration	None.
First Aid	Prerequisites: 2b1.
Fishing	Camp Lakota has fishing rods available. Requirement 9 may or may not be completed at camp based on if the fish want to be caught.
Frontiersmen Outbound	Recommended for Scouts enrolled in Wilderness Survival Merit Badge to complete the badge.
Game Design Outbound	Prerequisites: 8a or 8b. Bring Scout appropriate games to share!
Geology	None.
Hiking Around Outbound	Scouts must be prepared for a day full of hiking. Proper hiking shoes required.
Kayaking	Prerequisites: Must Pass Swimmer's Test. If Scout does not pass the Swimmer's Test, they will need to choose another badge.
Leatherwork	None.
Learn to Swim	Recommended for Scouts who do not know how to swim or would like to improve on their swimming abilities.
Lifesaving	Prerequisites: Must Pass Swimmer's Test and have earned Swimming Merit Badge. If Scout does not pass the Swimmer's Test or have Swimming Merit Badge, they will need to choose another badge.
Nature	None.
Nicoteh	Recommended for First Year Scouts to get to know Camp Lakota and work on their Scout through First Class Rank Advancedment.
Nicoteh Outbound	Required for all Nicoteh Scouts. Older Scouts may participate in a leadership capacity.
Nuclear Science	None.
Orienteering	Prerequisites: 7.



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Pioneering	None
Pottery	None
Pulp and Paper	None
Rifle Shooting	Prerequisites: 1g. Bring State Hunting Laws to first session.
Shotgun Shooting	Prerequisites: 1g. Bring State Hunting Laws to first session.
Small Boat Sailing	Prerequisites: Must Pass Swimmer's Test. If Scout does not pass the Swimmer's Test, they will need to choose another badge.
Stand Up Paddle Board Award	Prerequisites: Must Pass Swimmer's Test. If Scout does not pass the Swimmer's Test, they will need to choose another badge.
Space Exploration	None.
Sustainability	None.
Swimming	Prerequisites: Must Pass Swimmer's Test. If Scout does not pass the Swimmer's Test, they will need to choose another badge.
Theater	Prerequisites: 1. This is a blocked merit badge lasting sessions 2 and 4.
Weather	Prerequisites: 9.
Welding	Prerequisites: Prepare for 1 and 2. Offered based on availability of an instructor, Scouts must have a long flannel shirt, jeans, and sturdy enclosed shoes to take MB. Scouts MUST read the Merit Badge Book before coming to camp, no exceptions. This is a blocked merit badge lasting sessions 1 and 3.
Wilderness Survival	Prerequisites: 5. Scouts need to attend the Frontiersman Outbound or spend the night alone under a natural-made shelter in their campsite one night during the week. Scouts should bring personal survival kit with them to the first session.
Woodcarving	Prerequisites: 2a. Scouts need to bring their Totin' Chip to the first session.