



2026 Merit Badge Prerequisites and Fees

Badge	Prerequisite Requirements/Fees
ALL AQUATICS BADGES & ACE Program, Aquatics Supervision Courses*	Pass Scouting America Swimmer Test *See Program Guide for Info
Art	6
Astronomy	May not fully complete 4a, 4b, 5d, and 6a depending on weather (cloud coverage)
Bird Study	May not fully complete 5a-d
Camping	4b, 5e, 7b, 8c, 8d, 9a, 9b
Emergency Preparedness	2a, 2b, 2c (can be verified with pictures from home), 9 (First Aid Merit Badge)
Engineering	4 (may be completed at camp if there is an engineer present that week)
Exploration	5
Fish & Wildlife Management	5
Fishing	7
Lifesaving	2a (Swimming Merit Badge), 16b (CPR demonstration to CPR instructor) Please bring appropriate clothing to camp for requirement 9
Nature	4a2, 4c/4d/4f (pick one of these options)
Photography	1b
Plant Science	5
Pottery	7
Signs, Signals, & Codes	7
Theater	1, 2
Weather	2 (discuss with family), 10a or 10b (pick one)
Wilderness Survival	6 (depending on weather- if in a fire ban)
Wood Carving	2a- Totin' Chip required
Woodwork	1c- Totin' Chip required, 7 (unless a cabinetmaker or finish carpenter is present that week)
A.C.E. Program	\$115 activity fee
Motorboating	\$5 fee
Basketry, Leatherwork, Wood Carving	\$10 fee
Sculpture/Pottery, Watersports	\$15 fee

Note: Badge prerequisites indicate requirements not instructed at camp. Scouts will need to complete these requirements outside of summer camp. Proof of completion can be provided to the Melita Island staff or merit badge completion can be finalized post-camp through the unit's merit badge counselor resources.