

Northwoods Merit Badge Program Prerequisites

Instruction Style Class Size Difficulty Rating Pre-Camp Req't's Other Notes

Aquatics

Must pass Swimmer's Test for ALL Aquatics Merit Badges

Canoeing	Class	20	Average	2	Not recommended for 1st year Scouts. Must pass 400 yard swim on first day of class. Must bring long-sleeve button down shirt and long pants with zipper;
Lifesaving	Class	20	Difficult	1a, 13	not recommended for 1st year Scouts. First Class Rank and above. Swimming Merit Badge not required, but highly recommended.
Rowing	Class	20	Average	2	Should be physically strong enough to handle swamping the boat; not recommended for 1st year Scouts.
Small Boat Sailing	Class	18	Average	1	Not recommended for 1st year Scouts.
Swimming	Class	25	Average/Difficult	2, 3	Must bring long-sleeve button down shirt and long pants with zipper.

Handicraft

Purchases required for some Handicraft Merit Badges. Totin' Chip Required for Some Classes

Art	Class	20	Easy	4, 5	One day class. For Requirement #4, please bring a note from the Scoutmaster that this has been done. For requirement #5, bring your research with you to camp.
Basketry	Class	20	Average		2-Day class. Purchase kits at camp Trading Post. (\$7-\$10).
Leatherwork	Class	20	Average		2-Day class. Purchase kits at camp Trading Post. (\$7-\$15).
Metalwork	Class	20	Average		
Wood Carving	Class	20	Average		2-Day class. Totin' Chip required. Purchase kits at camp Trading Post (\$6). Bring pocketknife.

Scoutcraft

Camping	Directed Study	20	Average	1, 8	Not recommended for 1st year campers, bring backpack for #5e, recommend doing #2, 3, 4, 5a, 7a & 7b before camp. Summer camp counts as 6 nights toward #9
Emergency Preparedness	Class	20	Average	1, 2c, 8	First Aid Merit Badge Required
First Aid	Class	20	Average	2d	Bring first aid kit from #2d
Orienteering	Class	15	Average		Bring orienteering-style compass
Pioneering	Class	15	Average		
Indian Lore	Class	20	Average		Bring outfit and/or projects to camp if you already have them.
Wilderness Survival	Class	20	Average	5	Bring survival kit, long-sleeved shirt, and long pants for overnight. Not recommended for 1st year Scouts.
American Cultures	Class	20	Average	1	
Fire Safety	Class	20	Average	6, 11, 12	For requirement #12, bring your research with you to camp.
Tracking	Directed Study	20	Moderate		Available Jan 1-Dec 31, 2010 ONLY
Pathfinding	Directed Study	20	Average		Available Jan 1-Dec 31, 2010 ONLY. Bring your materials with you to camp as National has defined "local Scout headquarters" as where the Scout's troop meets. Northwoods can also be used as HQ

Shooting Sports

Archery	Class	20	Difficult		\$1 for arrow making kit. Not recommended for 1st year Scouts.
Rifle Shooting	Class	20	Average		Must be 12 or older. \$5 for supplies.
Shotgun Shooting	Class	10	Difficult		Must be 14 or older. \$15 for supplies.

Other

Carpentry	Directed Study	15	Moderate	Available Jan 1-Dec 31, 2010 ONLY
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Communications	Class	20	Average	4, 5
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