

2026 Merit Badges  
Camp Karoondinha

	Rating	Prerequisite MB requirements - complete before camp	"Be Prepared" MB requirements	Special instructions
		MB requirement prerequisites - must complete before attend camp and bring proof of completion	MB requirements must do or prepare before camp to "show your stuff" at camp without any additional instruction or training	
<b>AQUATICS</b>				
Canoeing	First Class	Rqmt: 2 [complete BSA swimmer test]		Rqmt 2: the test will be administered at camp. Bring closed-toes shoes that can get wet.
Kayaking	Second Class	Rqmt: 2 [complete BSA swimmer test]		Rqmt 2: the test will be administered at camp. Bring closed-toes shoes that can get wet.
Lifesaving	Life	Rqmt: 2a (Swimming MB)		
Rowing	Second Class	Rqmt: 2 [complete BSA swimmer test]		Rqmt 2: the test will be administered at camp. Bring closed-toes shoes that can get wet.
Small Boat Sailing	First Class	Rqmt: 2 [complete BSA swimmer test]		Rqmt 2: the test will be administered at camp. Bring closed-toes shoes that can get wet.
Swimming	Tenderfoot	Rqmt: 2 [complete BSA swimmer test]		Rqmt 2: the test will be administered at camp. Bring closed-toes shoes that can get wet.
<b>ECOLOGY</b>				
Bird Study	Tenderfoot		Rqmt: 1, 5, 8b, 11, 13	Rqmt 9: will do a
Environmental Science	Star		Rqmt: 1, 2, 6	Rqmt 3: will do d
Fish and Wildlife Management	Second Class		Rqmt: 4, 8	

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Geology			Rqmt: 6	Rqmt 4: will do 6
Nature	Second Class		Rqmt: 7	Rqmt 4: will do b, c, e, g, and h
Plant Science	Second Class		Rqmt: 5, 6, 7	Rqmt 8: will do c, c6
Reptile & Amphibian Stud	First Class		Rqmt: 8	Rqmt 8a: bring a log of activity in maintaining the animal and pictures. Rqmt 8b: bring a log of visits, record the required information, and pictures. Bring water shoes.
<b>HANDICRAFT</b>				
Art	Second Class		Rqmt: 6, 7	Rqmt 6: bring a list of the pieces of art viewed at the the location and some pictures of the visit.
Basketry	Second Class			
Game Design	Second Class		Rqmt: 1, 2, 8	
Leatherwork	Tenderfoot	<i>[if selected: 5b]</i>	Rqmt: <i>[if selected: 5a, 5c or 5d]</i>	
Photography	First Class	Rqmt: 1b	Rqmt: 8	Rqmt 1b: watch the video. Rqmt 4: will do a, b, or d (c only if have DSLR). Bring a DSLR, if possible - preferably Nikon or Canon.
Pottery	Tenderfoot		Rqmt: 7c and 8	
Sculpture	Tenderfoot		Rqmt: 3	

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Textile	Second Class		Rqmt: 6	Rqmt 3: will do c, d, or e
Woodcarving	Tenderfoot	Rqmt: 2a [Totin' Chip - bring card]		
<b>HEALTH &amp; SAFETY</b>				
Emergency Prep	Star		Rqmt: 2, 3, 8b, 9, 10	Rqmt 8b: bring the written plan. Rqmt 3: if select 3a, bring copy of the home safety checklist used for the inspection (a suggested checklist is available at <a href="http://susquehannabsa.org/resident-camp">susquehannabsa.org/resident-camp</a> ). Completion of First Aid MB is a requirement to complete this MB.
Fire Safety	Second Class		Rqmt: 6a, 5d, 5e, 5g, 10	5d: bring checklist, 5g: bring plan and schedule
First Aid	First Class		Rqmt: 2, 15	Rqmt 2: bring pictures of the contents of the kit laid out on display.
<b>SCOUTCRAFT</b>				

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Camping	First Class	Rqmt: 7, 8c, 8d	Rqmt: 2, 4, 5e, 9	Rqmt 7, 8c, 8d: bring a blue card with a counselor's initials that the requirements were completed or complete these requirements after camp. Rqmt 5e, SM must provide certification in writing of completion. Rqmt 9a: bring a list signed by the SM of camping nights showing the dates, locations, and if slept in a tent or under the sky. Rqmt 9b: annotate on the list for 9a during which camping experience an additional activity was completed and what activity. Rqmt 9c: bring certification in writing from the landowner or land managing agency that a conservation project was performed and what project. Bring a back pack.
Fishing	Second Class	Rqmt: 10	Rqmt: 6a, 7, 8	Rqmt 10: SM must provide certification in writing of completion.
Geocaching	First Class	Rqmt: 1, 7		For rqmt 1a determine likely hazards and come to camp prepared to explain what stated in the rqmt. For rqmt 1b review the first aid and prevention for the types of injuries or illnesses that could occur and come to camp prepared to discuss. Rqmt 8: will do c.
Orienteering	First Class	Rqmt: 7, 8, 9	Rqmt: 1	Rqmt 7, 8, 9: bring a blue card with a counselor's initials that the requirements were completed or complete these requirements after camp.
Pioneering	Star		Rqmt: 2 - learn and practice doing the whipping, tying the knots, and tying the lashings specified in this rqmt.	Be proficient in tying the knots required for Tenderfoot, Second Class, and First Class and the lashings required for First Class.
Scouting Heritage	Second Class		Rqmt 5, 6, 9	Rqmt 4: will do c. Rqmt 5: complete all but the presentation before attending camp, come prepared to give the presentation at camp. Rqmt 6: Bring the collection or pictures of the collection to camp.

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Signs, Signals & Codes	First Class		Rqmt: 7	Rqmt 7: SM must provide certification in writing of completion.
Wilderness Survival	First Class		Rqmt: 4, 10	Rqmt 5: bring the actual personal kit to camp.
<b>SCIENCE &amp; TECHNOLOGY</b>				
Animation	Second Class		Rqmt: 1a, 1b, 4a, 5	
Architecture			Rqmt: 1 & 5	Rqmt 3: will do c
Chemistry	First Class		Rqmt: 6 & 7	Rqmt 8: come prepared to explain and discuss what you learned; if did a visit, bring pictures of visit.
Composite Materials	Second Class		Rqmt: 4b and 6	For rqmt 4b & 6, prepare a written answer for each and bring the written answer to camp.
Drafting	Second Class		Rqmt: 7 and 8	
Electronics	First Class		Rqmt 6	
Energy	Second Class		Rqmt: 1a, 4, 5, & 8	Rqmt 4: use worksheet available on website
Engineering	First Class		Rqmt 1, 8, & 9	Rqmt 6: will do a, d, e, and possibly c
Graphic Arts	First Class		Rqmt: 7	Rqmt 4: will do c. Rqmt 6: will do c or d.
Model Design & Building <i>Maybe</i>	Second Class		Rqmt: 6	

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Programming	First Class	Rqmt: 1a	Rqmt: 1b, 2 & 6	Rqmt 1a: watch the video.
Robotics	Star		Rqmt: 1, 2, 3, 6, 7	
Space Exploration	Second Class		Rqmt: 5, 8	
Woodwork	First Class		Rqmt 1	
<b>SHOOTING SPORTS</b>				
Archery	First Class		Rqmt: 1	
Rifle Shooting	First Class		Rqmt: 1	Rqmt 1f: if have completed a state hunter education course, bring a copy of certificate.
Shotgun Shooting	Star		Rqmt: 1	Rqmt 1f: if have completed a state hunter education course, bring a copy of certificate.
<b>TRADES</b>				
Electricity	First Class		Rqmt: 2, 7, 8, 9a	Rqmt 2, bring copy of the electrical home safety checklist used for the inspection (a suggested checklist is available at <a href="http://susquehannabsa.org/resident-camp">susquehannabsa.org/resident-camp</a> ). Rqmt 7: write down what you have done. Rqmt 8, make the floor plan and take pictures of the fuse or circuit box. Rqmt 9a: write down the reading, bring a copy of a bill, and bring your calculations of cost

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Farm Mechanics	First Class		Rqmt: 5, 7	Will do Rqmt 4b. Rqmt 5: Visit a dealer, conduct the interview, and come prepared to report on what you learned.
Home Repair	First Class		Rqmt 1,7	
Plumbing	First Class		Rqmt: 1b, 2a, 2b	For rqmt 1b, prepare a written answer for each and bring the written answer camp. For rqmt 2a & 2b, the drawing should be on 8 1/2 x 11 sheet of paper, with the answers on a separate sheet. Bring the drawings and answers to the session in a binder or folder to camp.
Welding	First Class		Rqmt: 7	For rqmt 7, prepare a written answer for each and bring the written answer to camp. Must bring and wear long pants, closed toed shoes (leather boots preferable) and long sleeve shirt.