

Merit Badge Class	Number of Classes		Prerequisites
	AM	PM	PM
Architecture		1	Requirements #4 and 5.
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Camping	1	1	Will be partial unless 20 nights of camping have been completed. Bring proof of camping nights.
Citizen in the Community *	1	1	Requirements #3, 4, 7 and 8 must be done in advance or partial will be given.
Citizen in the Nation*	1	1	Requirements #2 and 3 must be done in advance or partial will be given. Scouts must bring #6 (speech) and #8 (letter he wrote to Congressman, plus any reply).
Citizen in the World*	1	1	Bring requirements # 4b, 4c, and 5c. Bring Scoutmaster's signature for requirement #7 or a partial will be given. Recommended for older Scouts.
Citizen in the World*	1		Bring requirements # 4b, 4c, and 5c. Bring Scoutmaster's signature for requirement #7 or a partial will be given. Recommended for older Scouts.
Collections		1	Requirement #1 (encouraged, but not required - handwritten report with Photos of collection) Bring Photos of collection if any. There will be a scheduled follow-up meeting for Req #1.
Communications*	1	1	Bring completed requirements #4, 5, 7 and 8 signed off or partial will be given.
Digital Technology	1	1	Bring Proof of current CyberChip, flash drive, laptop, or ipad, proof of completion of 3 of 6a-h. Scouts should be prepared to explain to class what they completed for #6
Entrepreneurship		1	Can be completed.
Family Life*	1	1	Bring proof of completion for requirements 3,4,5 or a partial will be given.
First Aid*		1	Must have completed first aid advancements for Tenderfoot, Second, and First Class Ranks with a note from your Scoutmaster or signed Scout Handbook. Bring first aid kit (requirement #2b per suggested list), review #5, bring note from Scoutmaster for #7 is completed. All day course.
Fishing	1		Complete #9
Personal Management*	1		Bring proof of completion for requirements #1, 2a, 9a, and 9b. Recommended for older Scouts.
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Photography		1	Can be completed. Need to bring digital camera or partial will be given.
Public Speaking	1	1	Can be completed.
Scouting Heritage	1		Bring proof of completion for requirements #4, 5, 6, 8
Space Exploration		1	Requirements #2 and 7.