

Scout's Name:

Unit #:

Merit Badge	Requirement Number	Complete	Leader Signature/ Date
Example MB	1a (CPR)	X	<i>Scouty McScoutmaster 1/25/18</i>
Animal Science	6 (bring work to class; sign for proof of visits)*		
Astronomy	6b (moon positions for 4 nights)*		
	8 (do one of the following)*		
CAMPING	4b (help plan campout)		
	5e (scoutmaster pack inspection)		
	7b (pack gear)		
	8c&d (prepare and cook a menu)		
	9a (20 days & nights camping)		
	9b (experiences)		
Canoeing	2 (CPR)*		
Chemistry	7 (choose one of four options)*		
COMMUNICATION	1 (bring communication log to class)*		
	5 (attend public meeting)		
	7 (Bring project to camp)*		
	8 (serve as master of ceremonies)		
COOKING	4 (cooking at home)		
	5 (camp cooking)*		
	6 (trail and backpacking meals)		
Digital Technology	1 (earn the Cyber Chip)		
EMERGENCY PREP.	1 (First Aid MB)		
	2b&c (emergency chart & discuss with family)		
	6c (community emergency management)		
	8b (emergency pack / family kit prep)		
ENV. SCIENCE	3e (endangered species report)		
	4 (Observations, bring report to class)*		
FIRST AID	1 (tenderfoot, 2nd Class, & 1st Class First Aid)		
	5 (bring kit)		
	7a (CPR)*		
Fish & Wildlife Mgmt	5 (Do one of the following)*		
Forestry	7 (visit forester or write about career)*		
Geocaching	7 (public geocache)		
	8 (choose one of four options)		
Insect Study	5 (insect observations)*		
	9 (raise an insect)		
	10 (Observe Ants or Bees)*		
LIFESAVING	1a (2nd Class & 1st Class swimming)		
	15 (CPR)*		
Orienteering	7 (orienteering courses)*		
PERSONAL FITNESS	1 (physical & dental exam)		
	6 (fitness test)		
	7&8 (develop & do 12 week program)		
Personal Management	1 (large purchase)		
	2 (personal budget)		
	8 (time management)		
	9 (written project)*		
Photography	1b (Cyber Chip)		
Pioneering	2a (Tenderfoot 4a, 4b & 1st Class 7a,7b,7c)		
Pulp and Paper	7 (do one of the following)*		
Reptile & Amphibian	8 (do one of the following)		
Robotics	6a (robotics competition)*		
Search and Rescue	6a (interview team)*		
Small-Boat Sailing	1b (CPR)*		
Sports	4 (sport participation)		
	5a (personal training program)		
Weather	2 (discuss safety rules with family)		
	9 (do one of the following)		
Wilderness Survival	5 (bring kit)		
Woodcarving	2a (earn the Totin' Chip)*		

Special Notes: All WF badges require the BSA swimmers test; A CPR refresher is offered daily at PW.

* denotes requirements can be met at camp, but can also be done prior

Photocopy this sheet for each merit badge and turn in to your counselor.

Please include any other special notes on the back of this sheet.