

Course	Pre-Requisites	Pre-Requisites Comments
ARCHITECTURE	1 3 4	Bring all drawings, cards and dates of visits.
ART	4 5 6	Bring design from 4 & 5, and proof of visit.
ASTRONOMY	4 5 6b 8 (one of a - e)	Bring drawings of projects and proof of event from 8.
ATHLETICS	2a 3 5 6	Bring letter supporting requirements 3 & 6. Bring documents for 5..
AUTOMOTIVE MAINTENANCE	8a 9a 11(two of a - d)	Bring diagrams and a letter from your parent/guardian verifying these requirements.
BASKETRY	None	Must purchase Basketry kits before class. Kits sold at MBC Trading Post for \$5.00 per basket. Course requires 2 different types of baskets.
CHESS	6 (one of a-c)	Know how to play chess, Chess Tournament Sat. night for Req. 6.
CIT IN THE COMMUNITY	2(a & b) 3a 4 5 7 8	Bring all supporting documents including materials used, (including agenda and your notes taken).
CIT IN THE NATION	2(two of a-d) 3 6 8	Bring all supporting documents and photos.
CIT IN THE WORLD	3 7(two of a-e)	Bring proof of 7.
COIN COLLECTING	6 7 9(one of a - d) 10(one of a - d)	Bring all drawings. You may bring photo of you with your coins with parent/guardians signature.
COLLECTIONS	1 5(b & e)	Bring examples of 5b. You need only bring a sample of your items not a truckload.
COMMUNICATIONS	1 2 3 5 6 7 8	Bring in all your written work. Resume to be typed as shown in MB book. Requirement 8 have letter from Scoutmaster.
CPR	None.	\$5.00 fee covers certification and supplies.
CRIME PREVENTION	2 4(a & b) 5 7(a or b)	Bring cards and dates of interviews and other documents signed by Parent/Guardian/Scoutmaster.
DIGITAL TECHNOLOGY	1 5b 6(three of a-h) 9(a or b)	Previous experience and working knowledge/ vocabulary. Bring Cyber Chip.
DOG CARE	4 8	Bring letter from Parent/Guardian attesting to those requirements. Also bring photo of dog.
ELECTRICITY	2 3 8 9	Bring all drawings for requirements 2, 8, and 9.
ELECTRONICS	Electricity Merit Badge	Have a working knowledge of electronics
EMERGENCY PREP	1 2b 2c 6c 7 8 9(one of a-c)	Bring proof that you have earned First Aid MB. Bring the emergency service pack and family kit for 8c.
ENGINEERING	1 2 4 6(two of a - g)	Bring proof of meeting, including dates, cards and notes.
FINGERPRINTING	None	Study requirement 4 and 5 in MB Fingerprinting book.
FIRE SAFETY	6a 11	Conduct home safety survey and visit a fire station. Bring letter from Parent/Guardian verifying visit.
FIRST AID	5 7	Bring a home first aid kit you prepared for 5. Must have CPR card.
GAME DESIGN	5 8a or b	Bring your game design notebook
GENEALOGY	2(a or b) 3 4b 5(one of a-e) 6 7	Bring genealogical documents.
GEOCACHING	7 8(one of a-d) 9	Bring proof of geocaching activities.
GOLF	8	Bring your clubs! Bring proof of golf rounds.
GRAPHIC ARTS	3 4(one of a-d) 6(one of a-d) 7	Bring examples of your work and proof of 6.
INSECT STUDY	5 9 10(a or b)	Bring your scrapbook and proof of 9 and 10.
INVENTING	2(a or b) 5 6 7 8(a or b)	Bring your invention.
LANDSCAPE ARCHITECTURE	1 4	Bring drawings and plan.
LAW	4 6(a or b) 7	Bring your reports for requirements 4, 6, and 7
LEATHERWORK	5(one of a - d)	Bring leather article for Requirement 5. Must purchase leather kit before class. Kits sold at MBC trading post (\$5.00).
MEDICINE	7a 10	For requirement 7a bring proof of a visit that was intended as a learning experience...not just a camp physical. Also bring proof of completion of requirement 10.
METALWORK	4	Must purchase metalwork supplies before class. Kits sold at MBC trading post (\$5.00)
MODEL DESIGN AND BUILDING	3 4(one of a - e) 5	Bring your plans for the model you built for requirement 4 and a picture of the scout with the model.
MOVIEMAKING	None.	Bring a video camera.
MUSIC	3(two of a - d) 4(one of a - c)	Bring instrument if you are playing for requirement 1 or 4. Provide documentation for requirement 3.
OCEANOGRAPHY	4 7(one of a - f) 8(a or b or c)	Prepare requirements 4, 7, and 8 prior to MBC.
ORIENTEERING	7 8(a or b) 9	Bring compass in good working order and proof of events.
PERSONAL MANAGEMENT	1 2 8 10	The merit badge requires 91 days preparation prior to MBC. Completion of written assignments prior to MBC is essential. All work must be original work prepared by the scout and signed by the parents or guardian.
PHOTOGRAPHY	4(2 of a-d) 5(3 of a-f) 6 7	Bring your Cyber Chip. Bring all photographs to MBC. Bring your camera.
PIONEERING	6 10	Bring machine to make rope and proof of project for 10.
PLUMBING	2 (a & b)	Bring drawings.
PROGRAMMING	1 5	Bring your Cyber Chip certificate
PUBLIC SPEAKING	1 2 4	Prepare all written material prior to MBC; bring visual aid for requirement 2.
RAILROADING	2a 8(a or b)	Complete drawings prior to MBC. Obtain current timetable from any AMTRACK station.
REPTILE & AMPHIBIAN STUDY	1 8(a or b) 9(two of a-c)	Prepare all drawings/photos/written work prior to MBC. Have Parent/Guardian validate participation.
ROBOTICS	4 5 6(a or b)	Bring your robot.
SALSMANSHIP	3 5(one of a-c) 6(a or b) 7a	Bring Scoutmaster/Parent/Guardian validation of selling activities. Requirement 5 must be typed. Bring dates, notes and cards of visits for requirement 6.
SCHOLARSHIP	1(a or b) 2(one of a - c) 3 4 5	Bring report card to verify requirement 1. Bring principal's note and note from school official regarding your extracurricular activities. Bring essay...must be done prior to MBC.
SCOUTING HERITAGE	4(one of a-c) 5 6 8	Bring your patch collection.
SEARCH AND RESCUE	5 6a 9a	Bring interview notes and proof of hasty search.
SKATING (IN-LINE)	None.	Bring your skates, helmet, knee and elbow pads.
SPACE EXPLORATION	2 5(two of a - c) 7	Bring your model rocket. Study pamphlet for requirement 4, 5, 6 and 8. Bring all materials for 3 and design for model rocket. Rocket kits and motors may be purchased for \$5.00 and \$1.50 respectively.
SPANISH INTERPRETER STRIP	None.	Must be able to read, write and converse in Spanish.
SPORTS	4 5a	Bring validation for requirement 4, and records for 5.
STAMP COLLECTING	3 6a 7(two of a - f) 8(one of a - e)	Bring all materials.
SURVEYING	,6	Need good visual and analytical skills.
TRAFFIC SAFETY	5(one of a-d)	Bring proof of 5.
WEATHER	3 6 9(a or b) 10	Bring all material for 3, 6, 8 and 9.
WOOD CARVING	2a 6 7	Bring your Totin' Chip and your projects.

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The following skills will be covered in the 5 Arrows Program (2019 Requirements)		
Fire Building/SC #2a, 2b, 2c & 2d		
First Aid/FC #7a, 7b & 7c		
First Aid/SC #6a, 6b, 6c, 6d & 6e		
First Aid/T #6a & 6b		
Orienteering/FC #4a & 4b		
Orienteering/SC #3a & 3d		
Ropes & Knots/T #3a, 3b & 3c SC 2f & 2g		
Ropes, Knots & Lashings/FC #3a, 3b, 3c & 3d		
Totin' Chip/T #3d & Totin' Chip		