

2020 Merit Badge Prerequisite Summary

This is a summary that can be referenced to determine which merit badges have a prerequisite. Please refer to the full descriptions in the program area sections of the 2020 Program Guide for details on what must be done before camp and what must be brought to camp for each prerequisite.

Merit Badge	Prerequisites
Animation	4a
Art	6
Astronomy	5b
Bird Study	5
Bugling	6
Camping	4b, 9a, 9b, 9c
Canoeing	BSA Swimmer Test
Communications	5 and 8, and bring an envelope and stamp
Cooking	5, 6, 7
Emergency Preparedness	1, 2a, 2b, 2c, and 8b
Energy	4
Engineering	4
First Aid	5a
Game Design	5
Geocaching	7,8,9
Insect Study	5, 10
Kayaking	BSA Swimmer Test
Lifesaving	Second Class 5a through 5d and First Class 6a 6b 6e and BSA Swimmer Test
Mammal Study	4
Music	3
Oceanography	8
Paddle Craft Safety	Be at least 15 years old, BSA Swimmer Test, Safety Afloat
Painting	Bring work clothes that can get paint on them
Personal Fitness	1, 3, 7, 8, bring comfortable clothing and shoes for athletic activities
Photography	Bring a digital camera
Pioneering	Tenderfoot 4a, 4b and First Class 7a, 7b, 7c
Reptile and Amphibian Study	8
Rowing	BSA Swimmer Test
Search and Rescue	5 and 6a
Small-Boat Sailing	BSA Swimmer Test
Swimming	BSA Swimmer Test
Swimming and Water Rescue	Be at least 15 years old, BSA Swimmer Test, Safe Swim Defense
Welding	Bring leather boots, long sleeve shirt, and jeans
Wilderness Survival	5
Wood Carving	Totin' Chip

In accordance with the BSA's Guide to Advancement all coursework must be completed under the guidance of a registered merit badge counselor.

2020 Merit Badge Class Capacities

This is a summary that can be referenced to determine the capacities of merit badge classes. Some capacities are flexible, but many are firm due to safety and equipment reasons. It is essential that your unit registers Scouts for their merit badges as soon as possible on the CFL website, www.freelandleslie.com. Scouts who do not register can show up to any class on the first day, but they may be turned away if the class is already full.

Merit Badge	Capacity	Merit Badge	Capacity
Animation	20	Mile Swim BSA	10
Archaeology	20	Metalwork	18
Archery	16	Moviemaking	20
Architecture	20	Music	15
Astronomy	20	Oceanography	20
Bird Study	20	Paddle Craft Safety	10
BSA Paddle Boarding	7	Painting	20
Bugling	20	Personal Fitness	20
Camping	20	Photography	20
Canoeing	20	Pioneering	20
Chess	20	Public Speaking	20
Communications	20	Reptile and Amphibian Study	20
Cooking	20	Rifle Shooting	32
Emergency Preparedness	20	Rowing	16
Energy	20	Sculpture	20
Engineering	20	Search and Rescue	20
Environmental Science	20	Shotgun Shooting	10
First Aid	20	Small-Boat Sailing	12
First Year Camper Program	25	Snorkeling BSA	20
Fish and Wildlife Management	20	Soil and Water Conservation	20
Fishing	20	Space Exploration	20
Game Design	20	Swimming	20
Geocaching	20	Swimming and Water Rescue	10
Geology	20	Weather	20
Kayaking	13	Welding	20
Leatherwork	20	Wilderness Survival	20
Lifesaving	20	Wood Carving	20
Mammal Study	20		

2020 Program Fees Summary

This is a summary that can be referenced to determine which programs have associated fees. Please refer to the full descriptions in the program area sections of the 2020 Program Guide for details on each fee.

PROGRAMS WITH A PARTICIPATION FEE

The following programs have participation fees. All participation fees are collected during online registration.

First Year Camper	\$12.00
Rifle Shooting Merit Badge	\$5.00
Rifle Open Shoot	\$0.50 for 10 rounds
Shotgun Shooting Merit Badge	\$10.00
Shotgun Open Shoot	\$0.50 per shot
Metalwork Merit Badge	\$10.00
Metalwork Open Forge	\$10.00
Welding Merit Badge	\$10.00
Devil's Lake Trip	\$40.00
Wisconsin River Canoe/Kayak Trip	\$20.00

PROGRAMS THAT REQUIRE A KIT

The following merit badges require kits. The cost for these kits are collected during online registration. At camp, unit leaders will receive applicable tickets for their youth to select kits from the Trading Post.

Archery (\$8)
Leatherwork (\$18)
Pioneering (\$6)
Space Exploration (\$12)
Wood Carving (\$12)