

2025 Merit Badge Prerequisite List, Justice National Scout Camp at the Summit

This is a complete list of merit badge requirements that cannot be completed at camp.

Merit Badge/Program	Prerequisite(s)
American Heritage	3c, 4b-e (choose one)
Archaeology	7a-c (choose one), 8
Archery	1d
Art	6 (covered virtually at camp)
Camping	4b, 5e, 7b, 8d, 9a-c
Canoeing	must be classified as a <i>swimmer</i>
Citizenship in the Nation	5, 7a-d (choose two OR go on Friday field trip)
Climbing	must weigh between fifty and two hundred fifty pounds
Communication	3 (must be completed outside of session), 4, 5, 6, 7, 8
Cooking	2c, 4a-f, 6a-f (some parts of requirement 6 may be completed)
C.O.P.E.	must weigh between fifty and two hundred fifty pounds
Crime Prevention	4b-c
Digital Technology	1
Electricity	2
Emergency Preparedness	1 (earn First Aid merit badge), 3a-c, 8b, 9c
Energy	4a-b
Engineering	completion of requirements 4a-e before camp recommended
Fire Safety	5e, g
First Aid	2b (1), 14 (completed outside of session)
Fishing	completion of requirements 9 and 10 not guaranteed
Fly Fishing	completion of requirements 10 and 11 not guaranteed
Geocaching	7, 9 (may require work outside of session)
Journalism	2b (2) or participate in Friday field trip
Kayaking	must be classified as a <i>swimmer</i>
Lifesaving	2a (Swimming merit badge, including <i>swimmer</i> classification)
Paul Bunyan Award	must have Totin' Chip (or verification from leader)
Personal Management	1a-b, 2a-d, 8c-d
Photography	1b
Programming	1a
Pulp and Paper	6
Reptile and Amphibian Study	8a or 8b (choose one)
Rifle Shooting	1g
Rowing	must be classified as a <i>swimmer</i>
Safety	2a-c, 3b, 4
Search and Rescue	6a (completed outside of the session)
Scouting Heritage	5, 6, 8
Shotgun Shooting	1g
Signs, Signals, and Codes	7
Skating	2c (2) (Skateboarding option)
Snorkeling Award	must be classified as a <i>swimmer</i>
Stand Up Paddleboarding Award	must be classified as a <i>swimmer</i>
Sustainability	8a
Swimming	must be classified as a <i>swimmer</i>
Weather	9a-b (choose one)
Whitewater	3 (earn Kayaking merit badge); must be classified as a <i>swimmer</i>
Wilderness Survival	5; requirement 8 completed outside of session (overnight in shelter)
Wood Carving	must have Totin' Chip (or verification from leader)