BADGE	SESSION	CLASS SIZE LIMIT	PRE-REQUISITES
ARCHITECTURE	AM/PM	15	1, 5 (A measured and drwan flood plan of a room in your home)
ARCHERY	ALL DAY	8	2d, 3c
CAMPING *	ALL DAY	15	2, 3, 4, 5, 6a, 7, 8d, 9 (can be done after the class if needed) Scouts must bring signed off handbook for verification day of (make sure camping log is up to date). Scout hand book will be needed. Highly recommend printing the multiple checklists and menus and filling them out.
CITIZENSHIP/COMMUNITY*	AM/PM	15	2, 3, 4b, 5, 7, Be prepared to present 8
CITIZENSHIP/NATION*	AM/PM	15	5, 6, Any two of 7, 8. Be prepared to discuss.
CITIZENSHIP/WORLD*	AM/PM	15	Bring 7, Be prepared to discuss 2, 3, 4a, 5
COLLECTIONS	AM/PM	10	1, Be prepared to discuss and present 5 (pictures are fine)
COOKING*	ALL DAY	10	4c, 4d, 4e, 5b 5c, 5d, 5f, 6a, 6b, 6c, 6d, 6e, 6f (all can be done after class and submitted to your unit leader)
EMERGENCY PREPAREDNESS*	ALL DAY	15	1, 2b, 2c, 8b
ENGINEERING	AM/PM	15	2, 9
ENVIRONMENTAL SCIENCE*	ALL DAY	15	1 be prepared to discuss
FIRST AID*	ALL DAY	15	5a, 5b
GEOCACHING	AM/PM	15	
FINGERPRINTING/CRIME PREVENTION	ALL DAY	15	Crime Prevention: Be preprared to discuss 2,4,5,6,7
NATURE	AM/PM	15	5
PIONEERING	ALL DAY	10	Knowledge of knots and lashings
RADIO	ALL DAY	12	Visit: escallonweb.com/scouts. Read the booklet and bring Pen, Pencil, and Blank paper
ROWING	ALL DAY	10	Rowing 4b (if chosen), 5b (if chosen)
RIFLE SHOOTING	ALL DAY	8	
SAFETY	AM/PM	15	2a, 2b
SPACE EXPLORATION	AM/PM	15	2, 3 bring a rocket along with anyphotos of a launch, but we will attempt a launch at camp if conditions allow.

* EAGLE REQUIRED

We do not guarantee that you will complete any badge. Many MB Workshops will have published a list of pre-requisites in the course catalog. These are requirements that you should complete before MBM day. When you complete them, bring all material to class with you such as notes, pictures, writings, reports, letters.

Your blue card is your ONLY record of achievement at the MBM. Keep it safe. You must have with you a Merit Badge Card for every workshop. Before MBM, you should fill out the card with your name, address, Merit Badge and Troop information. Your Scoutmaster should sign this card indicating that they approve of you taking the class.