









MERIT BADGE PRE-REQUISITES

Aquatics Area





	Canoeing	<ul style="list-style-type: none"> *Must complete swimmer classification test *Swimming Merit Badge *Bring clothes and shoes that cover toes and heel to get wet
	Lifesaving	<ul style="list-style-type: none"> *Must bring long sleeve button-down shirt, pants *Must complete swimmer classification and have passed *SWIMMING merit badge *Second Class (7a through 7d) and First Class (9a and 9c)
	Rowing	<ul style="list-style-type: none"> *Swimming Merit Badge *Must complete swimmer classification test *Must be able to lift rowboat *Bring clothes and shoes that cover toes and heel to get wet
	Small Boat Sailing	<ul style="list-style-type: none"> *Must complete swimmer classification test *Swimming Merit Badge *Bring clothes and shoes that cover toes and heel to get wet
	Swimming	<ul style="list-style-type: none"> *Must complete swimmer classification test *CPR Instruction – not certification *Must bring long sleeve button-down shirt, pants *Second Class (7a through 7d) and First Class (9a and 9c)
	BSA Lifeguard	<ul style="list-style-type: none"> *CPR Certification (Bring current card/proof of certification) *Swimming Merit Badge, Lifesaving Merit Badge, and Rowing Merit Badges suggested *Must complete swimmer classification test *DO NOT SCHEDULE ANY OTHER PROGRAMS DURING THE DAY
	Snorkeling BSA	<ul style="list-style-type: none"> *Must bring own equipment – mask, fins, snorkel *Must complete swimmer classification test
	Mile Swim	<ul style="list-style-type: none"> *Must be a swimmer *Should attend practice every day






Ecology and Conservation Area

	Environmental Science	*3e – Research prior to camp: Bring materials to camp *4 – Bring report journals to first day of class
	Fish and Wildlife Management	*5 – Bring written records or proof of projects to camp
	Forestry	
	Geology	*2 – Bring collection to camp
	Mammal Study	*Pen/Pencil and Notepad
	Nature	*4e – Catch and identify 2 species of fish (show completion with note from SM))
	Oceanography	*Writing Ability *Pen/Pencil and Notepad
	Reptile And Amphibian Study	*8 – Bring records to camp
	Soil and Water Conservation	*7 – Bring report of visit or proof of project (photo and records)
	Weather	*8 – Bring weather instrument and week long record to camp








Handicraft Area

	Art	*4 Be prepared to discuss what you learned in your visit to an art museum/gallery to be covered in class time
	Basketry	* \$17 for merit badge kit
	Leatherwork	* \$8.00 - \$12.00 for merit badge kit
	Woodcarving	*Must bring Totin' Chip card * \$4.00 for merit badge supplies *Recommended Scout be at least 13 years old

Indian Village








	Archaeology	*4 - Complete research prior to camp: Bring research materials to camp
	Fishing	*Bring fishing equipment *9 – Bring proof of completion to camp
	Indian Lore	<ul style="list-style-type: none"> • \$8.00 - \$12.00 for merit badge supplies

Outdoor Skills




	<p>Camping</p>	<p>*5e, 8c, 8d, 9a, 9b, 9c - Bring proof of completion to camp</p>
	<p>Cooking</p>	<p style="text-align: center;">*Bring cook kit with utensils</p> <p>*2a, 2b, 2c, 3a, 3b, 3c - Bring pyramid and menus to camp *7 - Bring proof of completion to camp</p>
	<p>Emergency Preparedness</p>	<p style="text-align: center;">*First Aid Merit Badge</p> <p>*8c - Bring proof of completion of an emergency family kit</p>
	<p>First Aid</p>	<p>*Must bring proof of completed First Class first aid requirements *Bring homemade personal first aid kit to camp</p>
	<p>Orienteering</p>	<p>*Bring compass, pen/pencil, and notepad *Camp orienteering map - \$2.00</p>
	<p>Pioneering</p>	<p>*Bring proof of completed First Class Rope requirements</p>
	<p>Wilderness Survival</p>	<p>*Bring materials for personal survival pack *Requires Tuesday evening overnight outing</p>



Science/Technology

	Astronomy	<p>*Must attend nightly observations according to merit badge schedule and counselor</p> <p>* 6 – Bring sketch</p> <p>*7b – Bring sketch</p> <p>*9a or 9e</p>
	Communications	*5 – Bring report from meeting
	Computers	<p>*7a</p> <p>*10 – Be prepared to present the report at camp</p>
	Electricity	*\$ 3.00 for merit badge kit
	Energy	<p>* 1a – Bring article to camp with you</p> <p>*4 – Bring report to camp</p>
	Electronics	
	Space Exploration	* MONEY FOR MERIT BADGE SUPPLIES

Shooting Sports

	Archery	*Limited to 24 participants per session
	Rifle Shooting	<p>*Experience with .22 caliber rifle</p> <p>*Approximately \$12.00 for ammunition/targets</p> <p>*Suggested for older scouts</p>
	Shotgun Shooting	<p>*Strength to shoot 12 gauge shotgun</p> <p>*Approximately \$15.00 for ammunition/targets</p> <p>*Limited to 15 participants</p>

PLEASE NOTE – ALL PREREQUISITES MUST BE COMPLETED PRIOR TO CAMP FOR MERIT BADGE COMPLETION AT CAMP

<u>9:00 - 10:00</u>	<u>10:00 - 11:00</u>	<u>11:00 - 12:00</u>	<u>2:00 - 3:00</u>	<u>3:00 - 4:00</u>	<u>4:00 - 5:00</u>
Archery 9:00 - 10:30	Archery 10:30 - 12:00	Fish & Wildlife Management	Electronics	Archaeology	Art
Basketry	Astronomy	Indian Lore	First Aid	Camping	Basketry
Canoeing			Fishing	Canoeing	
Computers	Basketry	Oceanography		Computers	Electricity
Emergency Preparedness	Energy	Orienteering	Soil & Water Conservation	Environmental Science	Emergency Preparedness
Environmental Science	Environmental Science	Cooking 12:00 - 2:00	Cooking 12:00 - 2:00	First Aid	Geology
Fishing	Mammal Study			Forestry	Indian Lore
Leatherwork		Woodcarving	Wilderness Survival	Indian Lore	Mammal Study
Lifesaving 9:00 - 10:30	Shotgun Shooting 10:30 - 12:00		Woodcarving	Leatherwork	Pioneering
Reptile & Amphibian Study	Communications			Nature	Communications
Rifle Shooting 9:00 - 10:30	Art			Space Exploration	
Swimming 9:00 - 10:30	Camping				
	Swimming 10:30 - 12:00			Rowing	
Rowing				Sailing	
Sailing					