

Merit Badge Pre-requisites

The following Merit Badges require pre-camp work to complete the badge at camp. The requirements for each badge can be found at <http://usscouts.org/meritbadges.asp> . Scroll down to the list and click on the name of the badge to see the requirements. If a scout does not complete these prerequisite requirements before camp, they can be completed after camp with a Troop 1 counselor.

Art - Complete requirement 6.

Athletics - 3 a, b, c, d and 5.

Basketry - Kits can be purchased at the Trading Post for around \$10 each.

Camping - Complete requirements 5e, 8c, 8d, 9a, 9b, and 9c. Scouts should be prepared to present gear for an overnigher for inspection (7b).

?Canoeing - Scouts need to bring clothes and shoes that will get wet.

Disability Awareness - 2, 3a or 3b.

Emergency Preparedness - Complete requirements 1 (First Aid Merit Badge), 2c, 6c (first sentence), 7, 8b. Plan on spending one afternoon outside the merit badge session to complete an emergency drill with troop (7a).

Engineering - Extra cost to purchase of model car kit and cartridge at Trading Post.

Environmental Science - This merit badge requires extra time for experiments and projects. (Requirement 3f could be done at home)

Fish and Wildlife Management - Number 5 and number 8 need to be done ahead of time. Requires some extra time.

Fishing - Scouts should bring their own fishing equipment.

Forestry - Completing requirement 1 is recommended. Complete requirements 5 and 8.

Geocaching - Complete requirements 7, 8, and 9.

Geology - Complete requirement 4.

Lifesaving - Complete Second-Class requirements 8a-8c and First-Class Requirements 8a-8c. Scouts need the following: swim trunks, shoes, socks, pants, belt, and a long-sleeve button-down shirt. It is recommended that any Scout attempting this merit badge complete Swimming Merit Badge first.

?Motorboating - Complete requirement 4b. There is an additional fee of \$8.00 for this badge.

Orienteering - It is recommended Scouts have completed map and compass skills for Second and First Class and that they have their own orienteering compass with base plate. Extra time is required.

Pioneering - Scouts should have already earned knot and lashing requirements for Tenderfoot, Second Class, and First Class.

Radio - 7

Reptile and Amphibian Study - Complete requirement 8.

Rifle Shooting - Scouts will work on requirement 2 under option A (modern cartridge type) at

camp. There is an extra cost for this merit badge from purchasing rifle chits, which are \$1 for 10 rounds. Plan to spend around \$15 total. No personal firearms or ammunition are to be brought to camp.

Search and Rescue - Requirement 6a may be done in advance.

Shotgun Shooting - Scouts will complete requirement 2 under option A (modern shot shell type) at camp. There is an extra cost (at least \$25) for this merit badge from purchasing shotgun chits. No personal firearms or ammunition are to be brought to camp. Shotgun chits are \$2 for 3 rounds.

Signs, Signals, and Codes - Requirement 7 may be done in advance.

Soil and Water Conservation - Requirement 7 may be done in advance.

Space Exploration - Scouts will need rockets and engines. Scouts may bring their own rockets, but engines must be purchased from the camp and not brought from home. Rocket kits and engines can be purchased for approximately \$10.

Sustainability - Req. 2. Section Water: A, Section Food: A, Section Community: B or C, Section Energy: B or C, Section Stuff: A & B, Req. 4, Req. 5a.

Weather - Complete requirement 9.

Wilderness Survival - Complete requirement 5.

Wood Carving - A knife is mandatory, and a sharpening stone is encouraged. Scouts who wish to finish this badge at camp should bring a planed, flat board for a relief carving. Neckerchief slide kits can be purchased at the Trading Post for approximately \$10. The Scout must show a valid Totin' Chip card before attempting this badge.