




MERIT BADGE PREREQUISITES

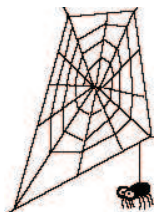
Please check current Merit Badge Requirements prior to camp.

Merit Badge	PreRequisites
ARCHAEOLOGY @ the Outdoor Skills Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BRING an article about one archaeological site for requirement #4a or b. ✦ This Merit Badge will be incorporated with Indian Lore as a block badge. ✦ Come prepared to learn the techniques and history of ancient cultures. 
ARCHERY @ the Shooting Sports Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. ✦ This is not an easy Merit Badge to earn and is recommended for older Scouts. ✦ Extra time is needed at the range for practice to achieve the needed scores. ✦ No Scout with Archery Merit Badge should be signed up again.
ASTRONOMY @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE requirements #6 & 7b and BRING to camp. <input type="checkbox"/> COMPLETE Moon and Planet observations before coming to camp. ✦ Astronomy MB will meet daily and in the evening. ✦ Observation at the Monday & Tuesday evening classes is MANDATORY for the merit badge.
BACKPACKING @ the Outdoor Skills Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE requirements #6b, #8c, #9, #10, #11 prior to camp and BRING a signed statement attached to the Merit Badge application. ✦ This class is taught in the afternoon and is by appointment only. ✦ Schedule with Outdoor Skills.
BASKETRY @ the Handicraft Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. ✦ Instruction and individual time needed to complete the projects. ✦ Bring round reed and square reed basket kits. ✦ Estimated expense for kits about \$12 at the Trading Post.


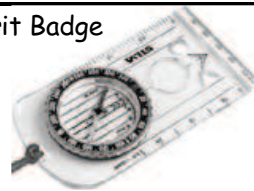

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BIRD STUDY @ the Nature Lodge Area	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BRING binoculars. ✦ Requirements #5, #6 should be completed or near completion prior to camp. ✦ Several reports needed. 
CAMPING @ the Outdoor Skills Area	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE requirements #3, #4, #5a, #5e, #7, #8c, #8d, #9 prior to camp and BRING a signed statement attached to the Merit Badge application. ✦ This class is taught by appointment only with Outdoor Skills.
CANOEING @ the Aquatics Area	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE "Swimmer" classification ✦ Must be at least 13 years old. <i>(This is a difficult Merit Badge for younger Scouts.)</i> ✦ Strength and time needed to practice strokes.
CLIMBING @ the Tower Area	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. ✦ Must be at least 13 years old.
COOKING @ the Outdoor Skills Area	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> PRACTICE. <input type="checkbox"/> COMPLETE requirement #3 and BRING to camp. <input type="checkbox"/> COMPLETE requirement #4 and BRING a signed statement attached to the Merit Badge application. ✦ Food provided.
ENVIRONMENTAL SCIENCE @ the Nature Lodge Area	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. ✦ Two observation times of 30-minutes each are required outside of class at camp. ✦ Start observations on Sunday. 
FIRST AID @ the Health Lodge Area	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BE PREPARED to complete requirement #1 at camp. <input type="checkbox"/> COMPLETE requirement #2d prior to camp. <input type="checkbox"/> COMPLETE requirement #3b prior to camp. ✦ A written test will be given. ✦ Work book will be given at camp and must be completed accurately for the merit badge.

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FISH & WILDLIFE MANAGEMENT @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. ✦ Some requirements should be completed prior to camp.
FORESTRY @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BRING paper and pencil for leaf collection and reports. <input type="checkbox"/> COMPLETE requirement #1 prior to camp.
GEOCACHING @ the Outdoor Skills Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. ✦ Recommended for older Scouts.
GEOLOGY @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> START collection.
HIKING @ the Outdoor Skills Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE requirements #4, #5a, #6, #7, prior to camp (They cannot be done at camp.) and BRING a signed statement attached to the Merit Badge application. ✦ This class is by afternoon appointment only. ✦ Schedule with Outdoor Skills.
HORSEMANSHIP @ the Corral Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> KNOW requirements #2, #3, #6, #7. ✦ Some previous riding experience is helpful, but not required. ✦ Do not sign up for this class if you have the Merit Badge.
INDIAN LORE @ the Native American Village	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> RESEARCH requirement #1, "History of Local Tribes", in order to write or give an oral report. ✦ This Merit Badge will be incorporated with Archaeology as a block badge. ✦ Some costume supplies available at camp trading post. Estimated cost \$25.00. ✦ Extra time needed to work on some aspects of this Merit Badge,
INSECT STUDY @ the Nature Study Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE requirements #4, #5a, #7, #8, #11 prior to camp. <input type="checkbox"/> BRING photos you have taken of insects and articles you have observed to camp. <input type="checkbox"/> BRING articles about insects you have observed to camp.



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Merit Badge	PreRequisites
<p>LEATHERWORK @ the Handicraft Lodge Area</p>	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. ✦ Kits are approximately \$10.00. ✦ Instruction and individual time is needed to complete the projects. ✦ Bring the merit badge book and braiding materials (purchase at Trading Post). ✦ Project must be completed by Friday morning to receive badge. 
<p>LIFESAVING @ the Aquatics Area</p>	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE second class rank requirements #7a-#7c and first class rank requirements #9a-#9c. <input type="checkbox"/> COMPLETE CPR prior to camp.
<p>MAMMAL STUDY @ the Nature Lodge Area</p>	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. ✦ Recommended for younger Scouts.
<p>METALWORK @ the Handicraft Lodge Area</p>	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> RESEARCH requirement #4 prior to camp. <input type="checkbox"/> BRING (#10) tin cans for work. ✦ Scouts will need merit badge book, paper, and pencil. ✦ The Scouts will create their own artifacts and design their patterns. (Bring #10 size tin cans.) <input type="checkbox"/> Because of equipment involved, this badge is for Scouts 14 years of age or older.
<p>NATURE @ the Nature Lodge Area</p>	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE requirement #4 prior to camp. ✦ A note from teacher, parent, or Scoutmaster will help with prior camp requirements.
<p>ORIENTEERING @ the Outdoor Skills Area</p>	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. ✦ Recommended for older Scouts. ✦ Much additional time needed to set up compass courses. ✦ Fast walking or jogging required to cover 2 miles in 30 minutes. The course is 5 miles long. 
<p>PIONEERING @ the Outdoor Skills Area</p>	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> PRACTICE. <input type="checkbox"/> KNOW your knots. ✦ Requires participation in a project during the afternoon. ✦ For all Scouts. 

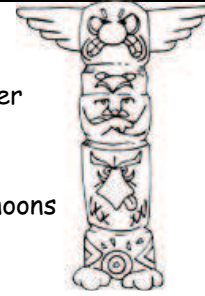
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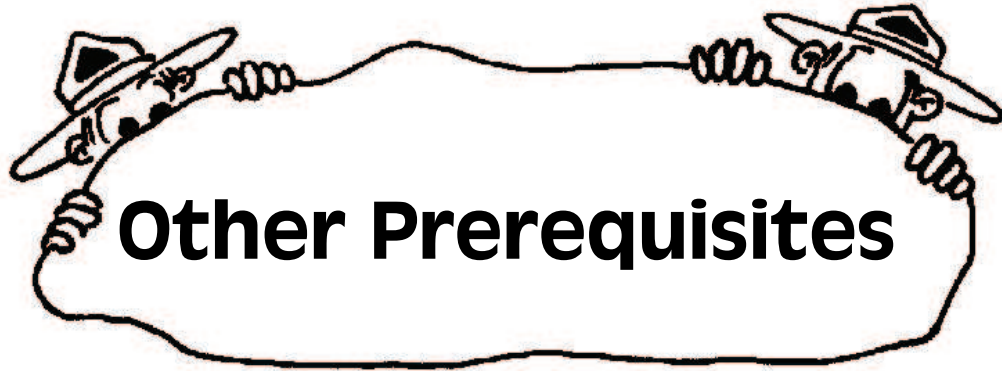
Merit Badge	PreRequisites
POTTERY @ the Handicraft Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE requirements #3, #7 prior to camp. ✦ Bring merit badge book and drawings for requirements 3 & 7. ✦ Merit badge classes meet at 8:00AM, 9:20AM, or 10:40AM M-F. <input type="checkbox"/> Maximum of 10 Scouts each session.
REPTILE & AMPHIBIAN STUDY @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> Complete requirement #8 prior to camp. ✦ This Merit Badge cannot be completed without requirement #8 being done prior to camp.
RIFLE SHOOTING MUZZLELOADING @ the Shooting Sports Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. ✦ This will require extra practice on the range to achieve the needed scores. ✦ Both option "A" (modern cartridge type) and option "C" (muzzleloading rifle shooting) are offered. ✦ If a Scout has completed the A or C selection, they cannot do the badge again.
ROWING @ the Aquatics Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE "Swimmer" classification ✦ Good for younger Scouts and older Scouts. ✦ Must have an additional pair of shoes. ✦ Some time to practice needed, also, strength to row.
SOIL & WATER CONSERVATION @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BRING paper and pencil for drawings.
SPACE EXPLORATION @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BRING a 2-liter bottle.
SALESMANSHIP @ the Trading Post	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BRING paper and pencil



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<p>SWIMMING @ the Aquatics Area</p>	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> COMPLETE "Swimmer" classification <input type="checkbox"/> COMPLETE prerequisites: second class rank requirements #7a-#7c and first class rank requirements #9a-#9c. <input type="checkbox"/> MUST BE ABLE to identify conditions for CPR and demonstrate. <input type="checkbox"/> BE PREPARED for requirement #4 by bringing CLEAN street clothes: shoes, socks, long-pants, belt, and a long-sleeve shirt. (Swim trunks must be worn under long-pants. Dirty shoes and garments will not be allowed in the pool.) ♣ This class is for all scouts. ♣ Includes executing basic strokes. 	
<p>WEATHER @ the Nature Lodge Area</p>	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BRING paper and pencil for drawings. 	
<p>WILDERNESS SURVIVAL @ the Outdoor Skills Area</p>	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> PRACTICE <input type="checkbox"/> PREPARE a small survival kit (requirement #5) and BRING it to camp. ♣ Time needed Monday, Tuesday, or Wednesday to prepare a shelter and sleep in it overnight. 	
<p>WOOD CARVING @ the Handicraft Lodge Area</p>	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BRING a (sharp) pocketknife, leather gloves, and a thumb guard. <input type="checkbox"/> BRING Totin' Chip card. (Totin' Chip classes available afternoons at the Outdoor Skills Area). ♣ Kits are approximately \$10.00. ♣ Bring the merit badge book, paper, pencil, and a small sharp (1½ -2 in.) bladed pocket knife. ♣ Totin' Chip card is required & may be earned at Outdoor Skills. ♣ Woodcarving projects are available at the Trading Post. ♣ Bring these projects to the first class on Monday. 	





This Section Contains:

<p>BSA LIFEGUARD @ the Aquatics Area NON-MERIT BADGE CLASS CERTIFICATE</p>	<ul style="list-style-type: none"> ✦ Should have knowledge of Swimming, Rowing, and Lifesaving skills. ✦ Qualifies Scout to act as a troop lifeguard on troop swims. ✦ Additional time needed. ✦ Available to adult leaders. ✦ BSA Lifeguards are required to be present for all swimming activities. <input type="checkbox"/> COMPLETE CPR certification prior to camp. <input type="checkbox"/> Must be 15 years of age.
<p>TRAIL BEGINS</p>	<ul style="list-style-type: none"> ✦ A morning program to help your new Scouts and Tenderfoot Scouts to advance. ✦ Sign up is required and the class is taken as an alternative to a merit badge. ✦ A list of requirements completed will be given for each Scout at the end of the week. <input type="checkbox"/> PREPARE and BRING a personal first aid kit.
<p>SPADE RANCH</p>	<ul style="list-style-type: none"> ✦ Although there are no structured classes in the Spade Ranch program, Scouts may work on selected badges through coordination with the Spade Ranch Director. ✦ A Scout must be 14 years old to participate.