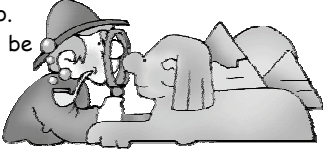




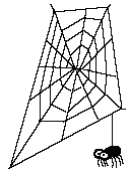
# MERIT BADGE PREREQUISITES

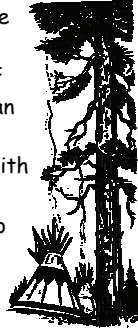
*Please check current Merit Badge Requirements prior to camp.*




Merit Badge	PreRequisites
<b>ARCHAEOLOGY</b> @ 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. 
<b>ARCHERY</b> @ 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.
<b>ASTRONOMY</b> @ 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.
<b>BACKPACKING</b> @ 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.
<b>BASKETRY</b> @ 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.

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


*Please check current Merit Badge Requirements prior to camp.*

Merit Badge	PreRequisites
<b>FISH &amp; WILDLIFE MANAGEMENT</b> @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. ✦ Some requirements should be completed prior to camp.
<b>FORESTRY</b> @ 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.
<b>GEOCACHING</b> @ the Outdoor Skills Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. ✦ Recommended for older Scouts.
<b>GEOLOGY</b> @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> START collection.
<b>HIKING</b> @ 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.
<b>HORSEMANSHIP</b> @ 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.
<b>INDIAN LORE</b> @ 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,
<b>INSECT STUDY</b> @ 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.




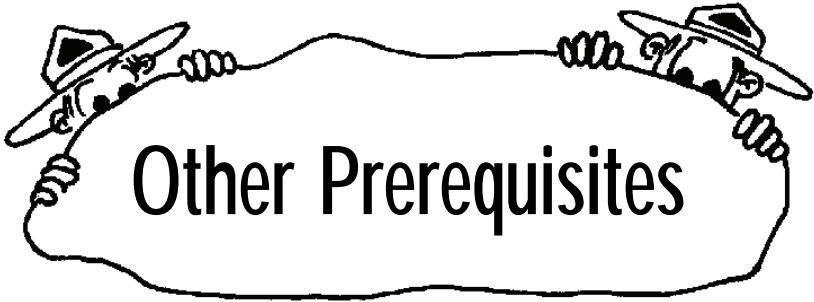
<i>Please check current Merit Badge Requirements prior to camp.</i>	
<b>Merit Badge</b>	<b>PreRequisites</b>
<b>LEATHERWORK</b> @ the Handicraft Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet.  <ul style="list-style-type: none"> <li>✦ Kits are approximately \$10.00.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

*Please check current Merit Badge Requirements prior to camp.*

<b>Merit Badge</b>	<b>PreRequisites</b>	
<b>POTTERY</b> @ 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.	
<b>REPTILE &amp; AMPHIBIAN STUDY</b> @ 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.	
<b>RIFLE SHOOTING MUZZLELOADING</b> @ 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.	
<b>ROWING</b> @ 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.	
<b>SOIL &amp; WATER CONSERVATION</b> @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BRING paper and pencil for drawings.	
<b>SPACE EXPLORATION</b> @ the Nature Lodge Area	<input type="checkbox"/> READ & BRING the current Merit Badge pamphlet. <input type="checkbox"/> BRING a 2-liter bottle.	

Please check current Merit Badge Requirements prior to camp.

Merit Badge	PreRequisites	
<p><b>SWIMMING</b> @ the Aquatics Area</p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> READ &amp; BRING the current Merit Badge pamphlet.</li> <li><input type="checkbox"/> COMPLETE "Swimmer" classification</li> <li><input type="checkbox"/> COMPLETE prerequisites: second class rank requirements #7a-#7c and first class rank requirements #9a-#9c.</li> <li><input type="checkbox"/> MUST BE ABLE to identify conditions for CPR and demonstrate.</li> <li><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.)</li> <li>✦ This class is for all scouts.</li> <li>✦ Includes executing basic strokes.</li> </ul>	
<p><b>WEATHER</b> @ the Nature Lodge Area</p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> READ &amp; BRING the current Merit Badge pamphlet.</li> <li><input type="checkbox"/> BRING paper and pencil for drawings.</li> </ul>	
<p><b>WILDERNESS SURVIVAL</b> @ the Outdoor Skills Area</p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> READ &amp; BRING the current Merit Badge pamphlet.</li> <li><input type="checkbox"/> PRACTICE</li> <li><input type="checkbox"/> PREPARE a small survival kit (requirement #5) and BRING it to camp.</li> <li>✦ Time needed Monday, Tuesday, or Wednesday to prepare a shelter and sleep in it overnight.</li> </ul>	
<p><b>WOOD CARVING</b> @ the Handicraft Lodge Area</p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> READ &amp; BRING the current Merit Badge pamphlet.</li> <li><input type="checkbox"/> BRING a (sharp) pocketknife, leather gloves, and a thumb guard.</li> <li><input type="checkbox"/> BRING Totin' Chip card. (Totin' Chip classes available afternoons at the Outdoor Skills Area).</li> <li>✦ Kits are approximately \$10.00.</li> <li>✦ Bring the merit badge book, paper, pencil, and a small sharp (1½ -2 in.) bladed pocket knife.</li> <li>✦ Totin' Chip card is required &amp; may be earned at Outdoor Skills.</li> <li>✦ Woodcarving projects are available at the Trading Post.</li> <li>✦ Bring these projects to the first class on Monday.</li> </ul>	



**This Section Contains:**

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