


MERIT BADGE PRE-REQUISITES


Aquatics Area

(Proper footwear is mandatory for all lakefront activities.)









	Canoeing	<ul style="list-style-type: none"> *Swimmer classification *Bring clothes and shoes that cover toes and heel to get wet *Recommended minimum age of 13
	Lifesaving	<ul style="list-style-type: none"> *1a – Bring proof of completion *Recommended minimum age of 13
	Kayaking	<ul style="list-style-type: none"> *Swimmer classification *Recommended minimum age of 13 *Bring clothes and shoes that cover toes and heel to get wet *Limited to 24 Scouts per session
	Rowing	<ul style="list-style-type: none"> *Swimmer classification *Must be able to lift rowboat *Bring clothes and shoes that cover toes and heel to get wet *Recommended minimum age of 13
	Small Boat Sailing	<ul style="list-style-type: none"> *Swimmer classification *Bring clothes and shoes that cover toes and heel to get wet *Recommended minimum age of 13 * Limited to 12 Scouts per session
	Swimming	<ul style="list-style-type: none"> *Swimmer classification *CPR Instruction – not certification
	BSA Lifeguard	<ul style="list-style-type: none"> *CPR & First Aid Certification (Bring current card/proof of certification) *Swimming Merit Badge, Lifesaving Merit Badge, and Rowing Merit Badges suggested *Minimum age of 15 *DO NOT SCHEDULE ANY OTHER PROGRAMS DURING THE DAY
	Snorkeling BSA	<ul style="list-style-type: none"> *NOT A MERIT BADGE* *Must bring own equipment – mask, fins, snorkel *Swimmer classification
	Mile Swim BSA	<ul style="list-style-type: none"> *NOT A MERIT BADGE* *Swimmer classification *Must attend practice every day
	Kayaking BSA	<ul style="list-style-type: none"> *NOT A MERIT BADGE* *Swimmer classification Earned in tandem with Kayaking Merit Badge *Limited to 24 Scouts per session







	Stand Up Paddle Boarding	<p>*NOT A MERIT BADGE*</p> <p>*Swimmer classification</p>
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Climbing Tower





	Climbing	<p>*Limited to 15 participants</p> <p>*Minimum age requirement of 13</p>
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Ecology and Conservation Area

	Bird Study	<p>Must attend 6:00 AM observations according to merit badge schedule and counselor</p> <p>*8 – Bring proof of completion</p>
	Environmental Science	<p>*1, 2, or 3 – Research prior to camp: Bring materials to camp</p> <p>*4 – Bring report journals to first day of class</p>
	Fish and Wildlife Management	<p>*5 – Bring written records or proof of projects to camp</p>
	Forestry	<p>*5 – Bring proof of completion</p>
	Geology	
	Insect Study	<p>*5a&b – Bring proof of completion</p> <p>*9 – Bring proof of completion</p> <p>*10 – Bring report and photographic proof</p>
	Mammal Study	<p>*Pen/Pencil and Notepad</p>
	Nature	<p>*4e – Catch and identify 2 species of fish (show completion with note from SM)</p>







	Oceanography	*8 – Bring proof of completion for any of the three options *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	*9 – Bring weather instrument and weeklong record to camp
	Plant Science	*5 – Bring proof of plant growth *8 – Bring proof of completion
	Sustainability	Pre: *1-Bring proof of completion *2A Water, 2A Food, 2B or 2C Energy, 2A Stuff- Bring record logs for proof of completion. Post: *5- Must be completed after camp. Scouts will receive form to return to camp as proof of completion during their stay.

Handicraft









	Art	*6 – Be prepared to discuss what you learned in your visit to an art museum/gallery to be covered in class time
	Basketry	*\$21.00 for merit badge kit
	Fingerprinting	<i>Can be Taken by Appointment with the Handicraft Director during Open Program</i>
	Leatherwork	*4 – Bring proof of completion *\$10.00 for merit badge kit

	Pottery	<ul style="list-style-type: none"> *\$6.00 for merit badge supplies *7 – Bring proof of completion *Limited to 12 Scouts
	Pulp and Paper	
	Woodcarving	<ul style="list-style-type: none"> *Must bring Totin' Chip card *\$5.00 for merit badge supplies *Recommended Scout be at least 13 years old
	Textile	<ul style="list-style-type: none"> *Bring a white shirt or white socks











Order of the Arrow Village


	Archaeology	<ul style="list-style-type: none"> *8 – Bring proof of completion *4 – Complete research prior to camp: Bring research materials to camp
	American Heritage	<ul style="list-style-type: none"> *3c – Bring family history *4 – Bring proof of completion
	Fishing	<ul style="list-style-type: none"> *Bring fishing equipment *10 – Bring proof of completion
	Fire Safety	<ul style="list-style-type: none"> *6a & 6b – Bring completed plan *9a & 9b – Bring proof of completion *11 – Bring proof of completion
	Indian Lore	<ul style="list-style-type: none"> *\$15.00 for merit badge supplies
	Fly Fishing	<ul style="list-style-type: none"> *8 – Bring proof of completion *10 – Bring proof of completion *Each Scout must bring their own Fly Fishing Equipment

Outdoor Skills

	Camping	<p style="text-align: center;">*5e, 8c, 8d, 9a, 9b, 9c - Bring proof of completion to camp *Pen/Pencil and Notepad</p>
	Emergency Preparedness	<p style="text-align: center;">*First Aid Merit Badge (Req. 1) *2c – Bring proof of completion *6c – Bring proof of completion *8b – Bring proof of completion of an emergency family kit (note from SM)</p>
	First Aid	<p style="text-align: center;">*1 Must bring proof of completed Tenderfoot, Second Class, First Class first aid requirements *2d Bring homemade personal first aid kit to camp</p>
	Geocaching	<p style="text-align: center;">*7 – Bring proof of completion *8 – Bring proof of completion *9 – Bring proof of completion</p>
	Orienteering	<p style="text-align: center;">*8 – Bring proof of completion *Bring compass, pen/pencil, and notepad *Camp orienteering map - \$3.50</p>
	Pioneering	<p style="text-align: center;">*2 – Bring proof of completed Tenderfoot and First Class Rope requirements</p>
	Search and Rescue	<p style="text-align: center;">*4 – Bring proof of completion *6a – Bring notes</p>
	Wilderness Survival	<p style="text-align: center;">*Bring materials for personal survival pack *Requires Tuesday evening overnight outing</p>




STEM

	Astronomy	<p>*Must attend nightly observations according to merit badge schedule and counselor</p> <p>*6 – Bring sketch</p> <p>*8 – Bring proof of completion</p> <p>*Limited to 18 Scouts per session</p>
	Chemistry	
	Communication	<p>*5 – Bring report from meeting</p> <p>*8 – Bring proof of completion</p>
	Digital Technology	*1, 5, 8 – Bring proof of completion
	Electricity	<p>*\$4.00 for merit badge kit</p> <p>*2 – Bring inspection report to camp</p> <p>*8 – Bring proof of completion</p> <p>*9a – Bring proof of completion</p>
	Energy	<p>*1a – Bring article to camp with you</p> <p>*4 – Bring report to camp</p>
	Nuclear Science	<p>* Complete 1 of the following: 4a,4c, or 4d.</p> <p>*Bring proof of completion</p>
	Photography	*6 & 7 – Bring proof of completion
	Public Health	*7 – Bring proof of completion
	Robotics	*Limited to 15 Scouts per sessions
	Space Exploration	<p>*\$13.00 for merit badge supplies</p> <p>* 5 – Bring proof of completion</p>

	<p>Welding</p>	<p>*\$6.00 for merit badge supplies *Long sleeved shirt, long pants, and closed-toed shoes required *Limited to 12 Scouts</p>
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Shooting Sports

(Recommend waiting until after your Monday program to purchase ammunition tickets)
(Must have proper footwear in shooting sports program area)

	<p>Archery</p>	<p>*Limited to 24 Scouts per session *Strength to pull 35lb bow</p>
	<p>Rifle Shooting</p>	<p>*Approximately \$12.00 for ammunition/targets *Limited to 16 Scouts per session</p>
	<p>Shotgun Shooting</p>	<p>*Strength to shoot 12 gauge shotgun *Approximately \$18.00 for ammunition/targets *Limited to 15 Scouts</p>

***ALL PREREQUISITES MUST BE COMPLETED PRIOR TO CAMP FOR MERIT BADGE COMPLETION AT CAMP.
 PLEASE NOTE THAT MERIT BADGE REQUIREMENTS HAVE BEEN REFLECTED TO UPDATE 2017
 REQUIREMENTS.***