


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"> *1 – 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

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 *9 – 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	<p>*1, 5, 8 – Bring proof of completion</p>
	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>* Pre-Requirements to be determined</p>
	Photography	<p>*6 & 7 – Bring proof of completion</p>
	Public Health	<p>*7 – Bring proof of completion</p>
	Robotics	<p>*Limited to 15 Scouts per sessions</p>
	Space Exploration	<p>*\$13.00 for merit badge supplies</p> <p>* 5 – Bring proof of completion</p>



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

(Recommend waiting until after your Monday program to purchase ammunition tickets)

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

Hawk Mountain Expeditions and Guide Service

	Kayaking	<p>*Swimmer classification</p> <p>*Recommended minimum age of 13</p> <p>*Bring clothes and shoes that cover toes and heel to get wet</p>
	Kayaking BSA	<p>*NOT A MERIT BADGE*</p> <p>*Swimmer classification</p>

ALL PREREQUISITES MUST BE COMPLETED PRIOR TO CAMP FOR MERIT BADGE COMPLETION AT CAMP. PLEASE NOTE THAT MERIT BADGE REQUIREMENTS MAY CHANGE PENDING NATIONAL UPDATES FOR 2017! REQUIREMENTS WILL BE CHANGED ACCORDINGLY.