

MERIT BADGE Prerequisites/Comments

Archery	Requires purchase of an arrow kit.
Astronomy	Req. 6...Depends on weather!
Basketry	Requires purchase of 2 basket kits and 1 stool kit.
Bird Study	Req 8 best pre-camp..
Camping	Rev. 2007 Req. 9 a and b must be completed prior to camp. 9c recommended.
Canoeing	Must pass swim test at camp.
Climbing	Rev. 2007
Cooking	Req 3 and 7 (menus) Should have 2 of 3 dinners and 1 of 2 breakfasts done.
E Prep	First Aid Merit Badge must be completed before signing up. Req. 9 done at home before camp. Study for Req 2 pre-camp.
Envi Sci	Study pamphlet prior to camp. Difficult badge
First Aid	Must be finished First Class First Aid Skills. Bring Req 2b(kit) with you.
Fishing	Bring Favorite equipment for fishing.
Geology	Parts of req 4 and 5 can be completed pre-camp.
Indian Lore	Helps to do research pre-camp.
Insect Study	Requirements 3 , 7, 9 must be completed prior to camp.
Leatherwork	Requires purchase of some leather supplies
Lifesaving	Must have swimming merit badge. Is advantageous to have CPR cert
Pioneering	Extra Project time required.
Rifle Shooting	Requires shooting ability. Difficult for novices to complete in 1 week.
Rowing	Rev. 2007 Must pass swim test at camp.
Shotgun Shooting	rev. 2007 Requires shooting ability.
Small Boat Sailing	Must pass swim test at camp. Difficult for small scouts.
Soil and Water	Some options in #7 require pre-camp work.
Swimming	Must pass swim test at camp. 2 hour class
Weather	Rev 2007 Is helpful to complete requirement 8 pre-camp.
Wilderness Sur	Bring Personal Survival Kit with you to camp.
Wood Carving	Requires purchase of carving items. Must have Totin' Chip Card.

PLEASE NOTE: If comment notes requirements must be completed before camp, a partial may result.