***MERIT BADGE PRE-REQUISITES***

**Aquatics Area**

**(Proper footwear is mandatory for all lakefront activities.)**

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| **Canoeing** | \*Swimmer classification  \*Bring clothes and shoes that cover toes and heel to get wet  \*Recommended minimum age of 13 |
| **Lifesaving** | \*1 – Bring proof of completion  \*Recommended minimum age of 13 |
| **Kayaking** | \*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** | \*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** | \*Swimmer classification  \*Bring clothes and shoes that cover toes and heel to get wet  \*Recommended minimum age of 13 |
| **Swimming** | \*Swimmer classification  \*CPR Instruction – not certification |
| **BSA Lifeguard** | \*CPR & First Aid Certification  (Bring current card/proof of certification)  \*Swimming Merit Badge, Lifesaving Merit Badge, and Rowing Merit Badgessuggested  \*Minimum age of 15  \*DO NOT SCHEDULE ANY OTHER PROGRAMS DURING THE DAY |
| **Snorkeling**  **BSA** | \*NOT A MERIT BADGE\*  \*Must bring own equipment – mask, fins, snorkel  \*Swimmer classification |
| **Mile Swim**  **BSA** | \*NOT A MERIT BADGE\*  \*Swimmer classification  \*Must attend practice every day |
| **Kayaking**  **BSA** | \*NOT A MERIT BADGE\*  \*Swimmer classification  Earned in tandem with Kayaking Merit Badge  \*Limited to 24 Scouts per session |

**Stand Up Paddle Boarding**  \*NOT A MERIT BADGE\*

\*Swimmer classification

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**Climbing Tower**

**Climbing** \*Limited to 15 participants

\*Minimum age requiement of 13

**Ecology and Conservation Area**

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| **Bird Study** | Must attend 6:00 AM observations according to merit badge schedule and counselor  \*8 – Bring proof of completion |
| **Environmental**  **Science** | \*1, 2, or 3 – Research prior to camp: Bring materials tocamp  \*4 – Bring report journals to first day of class |
| **Fish and Wildlife Management** | \*5 – Bring written records or proof of projects to camp |
| **Forestry** | \*5 – Bring proof of completion |
| **Geology NONE** | |
| **Insect Study** | \*5a&b – Bring proof of completion  \*9 – Bring proof of completion  \*10 – Bring report and photographic proof |
| **Mammal**  **Study** | \*Pen/Pencil and Notepad |
| **Nature** | \*4e – Catch and identify 2 species of fish (show completion with note from |

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| **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**

**Even if you are not planning to take wood carving merit badge you should plan on doing a knecercif slide while in camp it is one of the fine tradition of summer camp**

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| **Art** | | \*6 – Be prepared to discuss what you learned in your visit to an artmuseum/gallery to be covered in class time | |
| **Basketry** | | \*$21.00 for merit badge kit | |
| **Fingerprinting** | | *Can be Taken by Appointment with the Handicraft Director during Open*  *Program* | |
| **Leatherwork** | | \*4 – Bring proof of completion  \*$10.00 for merit badge kit | |
| **Pottery** | | \*$6.00 for merit badge supplies  \*7 – Bring proof of completion  \*Limited to 12 Scouts | |
| **Pulp and NONE**  **Paper** | | |
| **Woodcarving** | \*Must bring Totin’ Chip card  \*$5.00 for merit badge supplies  \*Recommended Scout be at least 13 years old | |
| **Textile** | \*Bring a white shirt or white socks | |

**Order of the Arrow Village**

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| **Archaeology** | \*8 – Bring proof of completion  \*4 – Complete research prior to camp: Bring research materials to camp |
| **American**  **Heritage** | \*3c – Bring family history  \*4 – Bring proof of completion |
| **Fishing** | \*Bring fishing equipment  \*9 – Bring proof of completion |
| **Fire Safety** | \*6a & 6b – Bring completed plan  \*9a & 9b – Bring proof of completion  \*11 – Bring proof of completion |
| **Indian Lore** | \*$15.00 for merit badge supplies |
| **Fly Fishing** | \*8 – Bring proof of completion  \*10 – Bring proof of completion  \*Each Scout **must** bring their own Fly Fishing Equipment  **OutdoorSkills** |

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| **Camping** | \*5e, 8c, 8d, 9a, 9b, 9c - Bring proof of completion to camp  \*Pen/Pencil and Notepad |
| **Emergency**  **Preparedness** | \*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) |
| **First Aid** | \*1 Must bring proof of completed Tenderfoot, Second Class,First Class first aid requirements  \*2d Bring homemade personal first aid kit to camp |
| **Geocaching** | \*7 – Bring proof of completion  \*8 – Bring proof of completion  \*9 – Bring proof of completion |
| **Orienteering** | \*8 – Bring proof of completion  \*Bring compass, pen/pencil, and notepad  \*Camp orienteering map - $3.50 |
| **Pioneering** | \*2 – Bring proof of completed Tenderfoot and First Class Rope requirements |
| **Search and**  **Rescue** | \*4 – Bring proof of completion  \*6a – Bring notes |
| **Wilderness**  **Survival**  **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | \*Bring materials for personal survival pack  \*Requires Tuesday evening overnight outing  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

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| **STEM**  **Astronomy** | \*Must attend nightly observations according to merit badge schedule and  counselor  \*6 – Bring sketch  \*8 – Bring proof of completion  \*Limited to 18 Scouts per session |
| **Chemistry NONE** | |
| **Communication** | \*5 – Bring report from meeting  \*8 – Bring proof of completion |
| **Digital**  **Technology** | \*1, 5, 8 – Bring proof of completion |
| **Electricity** | \*$4.00 for merit badge kit  \*2 – Bring inspection report to camp  \*8 – Bring proof of completion  \*9a – Bring proof of completion |
| **Energy**  **Nuclear Science** | \*1a – Bring article to camp with you  \*4 – Bring report to camp  \* Pre-Requirements to be determined |
| **Photography** | \*6 & 7 – Bring proof of completion |
| **Public Health**  **Robotics** | \*7 – Bring proof of completion  \*Limited to 15 Scouts per sessions |
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| **Space Exploration**  \*$13.00 for merit badge supplies \*  5 – Bring proof of completion  **Welding** \*$6.00 for merit badge supplies \*Long sleeved  shirt, long pants, and closed-toed shoes required \*Limited to 12 Scouts | |
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**Shooting Sports**

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| **(Recommend waiting until after your Monday program to purchase ammunition tickets) Archery** | \*Limited to 24 Scouts per session  \*Strength to pull 35lb bow |
| **Rifle**  **Shooting** | \*Approximately $12.00 for  ammunition/targets  \*Limited to 16 Scouts per session |
| **Shotgun**  **Shooting** | \*Strength to shoot 12 gauge shotgun  \*Approximately $18.00 for ammunition/targets  \*Limited to 15 Scouts |

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| **Hawk Mountain Expeditions and Guide Service**  **Kayaking** | \*Swimmer classification  \*Recommended minimum age of 13  \*Bring clothes and shoes that cover toes and heel to get wet |
| **Kayaking**  **BSA** | \*NOT A MERIT BADGE\*  \*Swimmer classification |

***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.***

MERIT BADGE PROGRAM SCHEDULE 2017

**9:00-10:00 10:00-11:00 11:00-12:00 2:00-3:00 3:00-4:00**  **4:00-5:00**

Emergency Camping Basketry Communications Camping Emergency

Prep Prep

Environmental communications Digital Tech American Communications art

Science Heritage

Bird Study Environmental Fish & Wild life Astronomy Environmental Electricity

Science Mgmt Science

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Energy First Aid Fly fishing Basketry First aid Geocaching

Fishing Art Indian lore Fishing Archaeology Geology

Geocaching Astronomy Nuclear Science Insect study Chemistry Indian lore

Leatherwork Basketry Oceanography Pioneering Digital Tech Kayaking BSA

Photography Fire safety Orienteering Pulp and Paper Fire safety Kayaking MB

Reptile and Mammal Pulp & Paper Soil & Water Forestry Mammal study

Amphibian study Conservation

Wood carving Plant Search & Space Kayaking Public

**NOT Finger carving** Science Rescue Exploration BSA Health

BSA stand up BSA stand Space Weather Kayaking Textele

Paddle board up Paddle board Exploration BSA

Open open XXXXXX Wilderness Leatherwork Wood carving

Survival **NOT Finger carving**

**XXXXXX XXXXXXX XXXXXX XXXXXX Nature Open**

**XXXXXX XXXXXXX XXXXXX XXXXXX Pottery XXXXXXX**

**9:00-10:30**  **10:30-12:00**  **2:00-3:30**  **3:30-5:00**

**Life saving swimming XXXXXXX Rife shooting**

**Swimming Archery XXXXXXX Robotics**

**Archery Climbing Canoeing (300-500)**

**Climbing Shotgun Rowing (300-500)**

**Shooting**

Rifle Welding Small boat sailing (300-500)

Shooting

Robotics XXXXXX XXXXXXXX XXXXXXXXX

Canoeing (900-1100) XXXXXXXX XXXXXXXXX

Rowing (900-1100) COPE (200-500)

Small boat sailing (900-1100) Paddle craft safety (200-500)

Swimming and water rescue (900-200) XXXXXXXX XXXXXXXXX

**KEEP IN MIND YOU ARE GOING ONLY TO ONE CLASS SO IF THE BADGE IS LISTED MORE THEN ONCE IT DOES NOT MEAN THERE ARE MULTIBLE CLASSES TO ATTEND. IT MEANS FING THE ONE THAT FITS YOUR SCHDULE THE BEST. MAP OUT THE DAY THE BEST YOU CAN FINDING THE BADGES YOU NEED TO ADVANCE AND TO ALLOW FREE TIME AS WELL**