

Camp Lakota 2018 Pre-Requisites

<u>Merit Badge</u>	<u>Pre-Req's</u>	<u>Notes</u>
Archaeology	7b	Requires one week of data, bring data to class for discussion
Archery	NONE	Fee: \$7.00
Art	6	Afternoon Merit Badge Only, Fee: \$7.00
Astronomy	5	Some requirements will be dependent on cloud cover and weather at camp
Aviation	NONE	Requires a Permission Slip from parents for the airport visit, Fee: \$25.00
Backpacking	10, 11	Requirements #10 & #11 require several treks, bring Scoutmaster approval note to class. Must take Backpacking Outbound.
Basketry	NONE	Fee: \$10.00
Camping	4b, 5e, 7b, 8c-d, 9	Requirements #4b, #5e, and #7b can be done during the Troop's preparations prior to camp.
Canoeing	NONE	
Chemistry	NONE	May need time outside of Merit Badge class, Fee: \$10.00
Citizenship in the Community	3, 4, 7	Movie clips will be viewed during class (Req. #5), Please bring all pre-req's to class for discussion.
Citizenship in the Nation	3, 8	Please bring a copy of Requirement #8 letter to class
Climbing	NONE	Fee: \$15.00
Communications	5, 7, 8	Afternoon Merit Badge Only. Please bring Req. #5 report and proof of Req. #7 and #8 to class.
Cooking	2c, 4, 6	Some cooking will be done at camp to best accommodate the Merit Badge requirements. Must take Cooking Outbound, Fee: \$7.00
C.O.P.E.		Must take COPE Outbound, Fee: \$25.00
Cycling	7b (Option A)	MUST bring bike to camp, Outbound encouraged for 7c #1 (Option A) requirement. Requirement 7b (Option A) will not be completed at Camp, but may be started. Outbound Fee: \$5.00
Digital Technology	1	Bring Requirement #1 to first class session, if you have not earned the Cyber Chip, Cyber Chip BSA will be offered at the STEM area throughout the week during specific times.
Disabilities Awareness	4 (Option A)	Give Requirement #4 (Option A) some thought to aide in class discussion.
Electricity	2	Use Safety Sheet from Merit Badge book
Emergency Preparedness	1, 2c, 8b	MUST earn First Aid Merit Badge before taking E. Prep.
Environmental Science	NONE	
First Aid	1	Scouts will be making First Aid Kits at camp, Fee: \$5.00
Fish and Wildlife Mgmt.	NONE	Bring a field notebook to document wildlife observations.
Fishing	NONE	Camp Lakota has fishing rods available. Requirement #9 may or may not be completed at camp, based on if the fish in the lake want to be caught.
Fly Fishing	NONE	Afternoon/ Evening Merit Badge Only. Scouts MUST read Merit Badge Book before arriving at Camp. Fee: \$5.00
Forestry	NONE	Please bring a field notebook
Geocaching	7	Must go online and create account for Requirement #7. Please print off a map and bring in a picture of your cache.
Geology	NONE	Geology Outbound encouraged, but not required
Home Repairs	NONE	Please read the Merit Badge Book prior to camp, limited space available
Indian Lore	NONE	Afternoon Merit Badge Only, Fee: \$10.00
Journalism	NONE	Combined with Photography: Photo-Journalism Outbound Required.

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Kayaking	NONE	
Leatherwork	NONE	Fee: \$10.00
Lifesaving	1	Must earn Swimming Merit Badge -OR- Must be a First-Class Scout
Mammal Study	3c	Bring Requirement #3c to class for discussion
Nature	NONE	Please bring a field notebook
Photography	1b	Combined with Journalism: Photo-Journalism Outbound Required.
Pioneering	NONE	This is taught Monday – Friday, first session
Pottery	NONE	Fee: \$10.00
Rifle	1f	Bring State Hunting Laws to first class session, Fee: \$15.00
Rowing	NONE	
Shotgun	1f	Bring State Hunting Laws to first class session, Fee: \$15.00
Signs, Signals, & Codes	NONE	Please read the Merit Badge Book prior to class
Small Boat Sailing	NONE	<u>Successfully complete the BSA Swimmers Test</u>
Soil & Water Conservation	NONE	Please bring a field notebook, be prepared for walking in water
Space Exploration	NONE	Fee: \$15.00
Swimming	NONE	Must be a Swimmer (Blue, Completed Swimmers Test)
Welding	Prepare for 1 and 2	Scouts MUST have a long flannel shirt, jeans, and sturdy enclosed shoes to take Merit Badge. <u>Scouts MUST read Merit Badge Book before coming to camp, no exceptions.</u> <i>May or may not be offered based on staff availability.</i> Fee: \$20.00
Wilderness Survival (Outbound Only)	5	Must take the Frontiersman Outbound to earn Merit Badge, bring your personal survival kit (Requirement #5) to the Outbound.
Wood Carving	2a	Bring Totin' Chip to first class session, Fee: \$10.00

THE CAMP LAKOTA/ CAMP NEIL ARMSTRONG ADMINISTRATION HIGHLY RECOMMENDS THAT EACH SCOUT READS THE MERIT BADGE BOOK FOR THEIR RESPECTIVE MERIT BADGES PRIOR TO ARRIVAL AT CAMP.

This helps guide discussion that takes place during classes as well as may assist the Scout in working on Pre-Requisites. Our Directors, Staff and Administration reserve the right to retest and/ or question completed Pre-Requisites. *If we feel that the work has not been put in by the individual Scout, or if the Scout fails to bring requested documents/ proof listed above (or if the Scoutmaster does not verify the requirement with the Director/ Staff), then the Individual Scout WILL NOT receive the respective COMPLETED Merit Badge from Camp Lakota, Black Swamp Area Council.*