

# Camp Lakota 2022 Pre-Requisites

Pre-Requisites help to guide discussion that takes place during Merit Badge classes. They also may assist the Scout in completing the Merit Badge during the week of summer camp. If Pre-Requisites are not completed prior to coming to summer camp, we cannot guarantee a Scout will get a completion by the end of the week. 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 below, then the Individual Scout WILL NOT receive the respective COMPLETED Merit Badge from Camp Lakota, Black Swamp Area Council.*

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

\* Denotes Eagle-Required Merit Badge

<b>Merit Badge Pre-Requisites</b>		
<b>Merit Badge</b>	<b>Pre-Requisite(s)</b>	<b>Extra Information</b>
Archery MB	None	
Art MB	6	Combined session with Fingerprinting MB.
Astronomy MB	5	Some requirements will be dependent on cloud cover and weather.
Aviation MB	4	Due to changes in the airport's insurance coverage, we will no longer be taking a trip to the Defiance airport.
Basketry MB	None	Fee: \$10.00
Camping MB *	4a, 4b, 5e, 7a, 7b, 8c, 8d, 9a, 9b, 9c	7a and 7b can be done during the Troop's preparations for camp.
Canoeing MB	Must pass Swimmers Test.	If a Scout does not pass the Swimmers Test, they will need to choose a different Merit Badge.
Cit in the Community MB *	3, 4, 7, 8	Requires off-camp field trip during camp to complete.
Climbing MB	None	4-day block session.
Communication MB *	3, 5, 7(a, b, OR c), 8	This session is 9:00am-12:45pm Thursday and Friday. Please bring Requirement 3 speech, Requirement 5 report, and proof of Requirement 7 and 8 to class.
Cooking MB *	2a, 2c, 2d, 4, 5a, 5b, 6	Fee: \$20.00
Cycling MB *	7	50-mile ride will be ridden on the Cycling Outbound.
Emergency Preparedness MB *	1, 2b, 2c, 6c, 7a, 7b, 8b, 9(a, b, OR c)	Must have earned First Aid MB.

Environmental Science MB *	None	
Fingerprinting MB	None	Combined session with Art MB.
First Aid MB *	1, 5b, 7b	Fee: \$5.00
Fish and Wildlife Management MB	6(a, b, OR c), 7(a, b, c, OR d)	
Fishing MB	None	Camp Lakota has fishing rods available. Requirement 9 may or may not be completed at camp based on if the fish want to be caught.
Forestry MB	5	
Indian Lore MB	None	Fee: \$10.00
Insect Study MB	5, 9, 10(a OR b)	
Kayaking MB	Must pass Swimmers Test.	If a Scout does not pass the Swimmers Test, they will need to choose a different Merit Badge.
Lakota Adventure Association (LAA)	Must be 14 <b>AND</b> 1st Class	Older Scout Program. Must have and bring Totin' Chip and Firem' Chit. 4-day block session.
Lakota Conservation Corps (LCC)	Must be 14 <b>AND</b> 1st Class	Older Scout Program. Long pants required. Must have and bring Totin' Chip. 4-day block session.
Learn to Swim Class	None	Recommended for Scouts who don't know how to swim or who want to improve their swimming abilities.
Leatherwork MB	None	Fee: \$10.00
Lifesaving MB *	Must pass Swimmers Test. <b>2a (Earn Swimming MB),</b> 16	If a Scout does not pass the Swimmers Test, they will need to choose a different Merit Badge.
Metalwork MB	None	Monday and Tuesday afternoon merit badge. Fee: \$20.00
Moviemaking MB	None	Moviemaking Outbound required to complete the Merit Badge.
Orienteering MB	7	4-day block session.
Paddle Craft Safety Training	Must pass Swimmers Test.	If a Scout does not pass the Swimmers Test, they will need to choose something different.
Pottery MB	None	Fee: \$8.00
Rifle Shooting MB	1f	<b>Bring State Hunting Laws to first class session.</b>
Rowing MB	Must pass Swimmers Test.	If a Scout does not pass the Swimmers Test, they will need to choose a different Merit Badge.
Scouting Heritage MB	4(a, b, OR c), 5, 6	

Shotgun Shooting MB	1f	<b>Bring State Hunting Laws to first class session.</b>
Small Boat Sailing MB	Must pass Swimmers Test	If a Scout does not pass the Swimmers Test, they will need to choose a different Merit Badge.
Space Exploration MB	None	Fee: \$15.00
Swimming MB *	Must pass Swimmers Test.	If a Scout does not pass the Swimmers Test, they will need to choose a different Merit Badge.
Swimming and Water Rescue Training	Must pass Swimmers Test.	If a Scout does not pass the Swimmers Test, they will need to choose something different.
Welding MB  <i>Offered based on availability of an instructor.</i>	Prepare for 1 and 2	Afternoon merit badge. Fee: \$20.00 Offered based on availability of an instructor, Scouts must have a long flannel shirt, jeans, and sturdy enclosed shoes to take MB. <b><u>Scouts MUST read the Merit Badge Book before coming to camp, no exceptions.</u></b>
Wilderness Survival MB	5	Will spend the night alone under a natural-made shelter in their campsite one night during the week. Scout should bring personal survival kit with them to camp.
Wood Carving MB	2a	Fee: \$10.00 Bring Totin' Chip to first class session.

<b>Outbound Pre-Requisites</b>		
<b>Outbound</b>	<b>Pre-Requisite(s)</b>	<b>Notes</b>
Brownsea Island: Nicoteh Outbound	None	Attendance required for all Nicoteh Scouts.
Cycling Outbound	Must bring a multi-speed bike and helmet. Must pass bike inspection.	Suggested for Scouts in Cycling Merit Badge. Recommended for Older Scouts.
Extreme Pioneering Outbound	None	
Great Lakota Mystery Outbound	None	
Kayak-Sa-Wac-Sa Outbound	Must pass Swimmers Test. Must pass Paddle Skills Test.	Recommended for Older Scouts. If a Scout does not pass the Swimmers Test or the Paddle Skills Test, they will need to choose a different Outbound.
Motunui Island Outbound	Must pass Swimmers Test.	If a Scout does not pass the Swimmers Test, they will need to choose a different Outbound.
Moviemaking Outbound	None	Suggested for Scouts in Moviemaking Merit Badge.
Ultimate Gamer Outbound	None	Bring your favorite non-video games to share.