

Camp Lakota 2021 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.*

New this year is a Pre-Requisites Sign-Off Sheet. This sheet can be found after the Pre-Requisites List in the Scoutmaster Orientation Packet/Folder or in the Office during Camp. Scouts are required to submit this completed sheet, signed by their Scoutmaster, to their Merit Badge Counselor as proof of completed pre-requisites. Notebook sheets of paper, sticky notes, etc. with Pre-Requisites listed will not be accepted. This is to help with consistency and validity. Scouts will need one per Merit Badge, unless they are taking a Merit Badge that does not require Pre-Requisites.

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

Merit Badge Pre-Requisites		
Merit Badge	Pre-Requisite(s)	Extra Information
American Heritage MB	3c	
Animal Science MB	6 (Choose ONE Option)	
Archery MB	None	4-day block session.
Astronomy MB	5	Some requirements will be dependent on cloud cover and weather.
Automotive Maintenance MB	None	Must have work clothes. Scouts will be meeting at the Shop.
Aviation MB	None	Fee: \$25.00 Requires parent signed permission slip for airport trip.
Basketry MB	None	Fee: \$8.00
Camping MB	4a, 4b, 5e, 7a, 7b 8c, 8d, 9a, 9b, 9c, 10	7a and 7b can be done during the Troop's preparations for camp.
Canoeing MB	Must pass Swimmers Test.	
Chess MB	None	

Cit in the Nation MB	3, 8	Please bring a copy of Requirement 8 letter to class.
Cit in the World MB	None	
Climbing MB	None	Fee: \$10.00 4-day block session.
Collections MB	1	Must have a personal collection. Stamp and coin collecting are excluded from eligibility. Bring your collection or pictures of your collection to camp.
Communication MB	5, 7(a, b, OR c), 8	This session is 9:00am-12:45pm Monday and Tuesday. Please bring Requirement 5 report and proof of Requirement 7 and 8 to class.
Cooking MB	2c, 4a, 4b, 4c, 4d, 4e, 6a, 6b, 6c, 6d, 6e, 6f	Some cooking will be done at camp to best accommodate the Merit Badge requirements.
Disabilities Awareness MB	2, 4 (Either Option 1 or 2: a, b, c, and d), 5a, 5b, 5c	Give Requirement 4 (Option A) some thought to aid in class discussion.
Emergency Preparedness MB	1, 2c, 6c, 7a, 7b, 8b	Must have earned First Aid MB. This session is 9:00am-12:45pm Thursday and Friday.
Environmental Science MB	None	
First Aid MB	1, 5b	Fee: \$5.00 Scouts making First Aid Kits at camp.
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 (a, b, OR c)	Please bring a field notebook.
Geocaching MB	7, 8 (a, b, c, OR d), 9	Must go online and create an account for Requirement 7. Please print off a map and bring in a picture of your cache.
Kayaking MB	Must pass Swimmers Test.	
Leatherwork MB	None	Fee: \$8.00
Lifesaving MB	1, 2a Must pass Swimmers Test.	Must have Swimming Merit Badge AND be a First Class Scout. 4-day block session.
Nature MB	None	Please bring a field notebook.
Painting MB	None	Please bring old clothes to wear for painting.
Pioneering MB	None	This session is 9:00am-12:45pm Monday and Tuesday.
Plant Science MB	5, 8 (Choose ONE Option)	
Pottery MB	None	Fee: \$8.00
Pulp and Paper MB	None	Only offered on the Lumber Jack and Jill Outbound.

Rifle Shooting MB	1f	4-day block session. Bring State Hunting Laws to first class session.
Rowing MB	Must pass Swimmers Test.	
Sculpture MB	None	Fee: \$30.00
Search and Rescue MB	6a	
Shotgun Shooting MB	1f	4-day block session. Bring State Hunting Laws to first class session.
Signs, Signals, and Codes MB	None	Please read the Merit Badge Book prior to class.
Small Boat Sailing MB	Must pass Swimmers Test.	Must be First Class.
Space Exploration MB	None	Fee: \$15.00
Swimming MB	Must pass Swimmers Test.	
Textile MB	None	
Theater MB	3	
Weather MB	2	
Welding MB * <i>* May or may not be offered based on staff availability.</i>	Prepare for 1 and 2	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. <u>Scouts MUST read the Merit Badge Book before coming to camp, no exceptions.</u>
Wilderness Survival MB	5	Will spend one night alone under a natural-made shelter.
Wood Carving MB	2a	Fee: \$8.00 Bring Totin' Chip to first class session.

Outbound Pre-Requisites		
Outbound	Pre-Requisite(s)	Notes
Brownsea Island Outbound		Attendance required for all Nicoteh Scouts.
Craftsmanship Outbound	Must have and bring Totin' Chip.	
Frontier Fantasy Outbound		
Helmets and Harnesses Outbound		Recommended for Older Scouts.
Kayak-Sa-Wac-Sa Outbound	Paddle Skills Test & Must pass Swimmers Test.	Recommended for Older Scouts.
Lumber Jack and Jill Outbound	Must have and bring Totin' Chip.	Recommended for Older Scouts.

Never Enough Nature Outbound		
Pirate Palooza Outbound	Must pass Swimmers Test.	