

2010 Pre-requisite list

Meritbadge	Prerequisite	Other Notes	Additional Fee
Instructional Swim	None		
Swimming	Must be swimmer	Scouts must bring cloths to get wet, long pants, botton up shirt, socks, belt and shoes	
Lifesaving	Must be swimmer, req. #1		
BSA Lifeguard		All day, every day course, must be 15, and CPR for the pro rescuer certification	
Snorkling	Must be Swimmer		
Boating			
Canoeing	Must be swimmer	Will be swamping boats, have shoes and clothes that can get wet	
Rowing	Must be swimmer	Will be swamping boats, have shoes and clothes that can get wet	
Eco			
Soil & Water Conservation	Req. #7		
Weather	Req. #8		
Archeology	Req. #11	Will have a field trip, will need drivers	
Environmental Science	Req. #3e and 3f	Time includes time to do observations, bring a notebook to record your observations	
Fishing		Rod and reel with bait and tackle	
Geology	Req. #4		
Bird Study tracking	Req. #7	May include several morning sessions (before breakfast)	
Insect Study	Req. #7	Should bring a notebook for observations	
Astronomy	Req. #6	Meets each day with Monday - Wednesday night observations	
Forestry	Req. #5	Scouts should bring notebook to mount leaf collection	
Reptile & Amphibian Study	Req. #8		
Power Supply	Elec. Req. #2,8,9 Eng Req.#4,5,6	Includes Electricity and Energy Merit badges	
Fish & Wildlife Management		Includes conservation project, extra pair of shoes and work clothes recommended	
Nature		Some hiking involved	
Dog Care	Req. #4 and 9	Will have a field trip, will need drivers	
Oceanography	Req. #8		
Space Exploration		Cost includes model rocket that will be launched and recovered	\$10.00
Mammal Study tracking		Some written work, a report and conservation project	
Handicraft			
Basketry		Include making both basket and stool (Stool kit optional \$15.00)	\$6.00
Sculpture			\$8.00 for clay
Pulp and Paper	Req. #7		
Woodcarving	Tot 'n' Chip		\$5.00-\$8.00
Indian Lore		Cost of kits vary on size	\$18.00 max
Journalism		Requires writing - Field trip, will need drivers	
Art		Art Supplies	\$6.00
Photography			\$10.00
Leatherwork			\$7.00-\$10.00
Health and Fitness			
Sports	Req. #4, 5		
Personal Fitness	Req. #1,6,7,8	Have copy of 2010 physical for class, note from dentist for 2010, Scouts will work on req 6 and 7 in camp and can start 8	
Athletics	Req. #3		
Emergency Preparedness	Req. #8 and First Aid MB	Scouts may not work on First Aid and Emergnecy Preparedness simultaneously	
First Aid	Req. #2b	Build your own first aid kit	
Climbing		Must have hold harmless, BSA med. Form and be 13 as of Jan. 1st 2010	
Scoutcraft			
Pioneering			
Camping	Reqs #7, 9	Requires overnight trek, Scouts should bring nesisary equipment	
Cooking	Req. #7		
Wilderness Survival	Req. #5	Requires overnight trek, Scouts should bring personal survival kit	
Safety/Fire Safety	Safety Req. #1,6 Fire Saf. Req. #6, 11		
Backpacking	Reqs.8c, 8d, 10,11		
Shooting Sports			
Archery		Arrow Kit	\$5.00
Rifle			
Shotgun			\$8.00 for Class
Trail to Eagle			
Citizenship in the world	Req. #7	Must have merit badge book (Will have at Ship store for purchase at camp)	
Citizenship in the Nation	Req. #2, #8	Must have merit badge book	
Citizenship in the Community	Req. #3, 4a, 4b, 7	Must have merit badge book and Bring map of your community, informaiton for # 8	
Communications	Req. #5, 7, 9	Must have journal and merit badge book (will have a Ship Store for purchase)	

Nighthawk Notes

When Night Scouts attend for the 1st day they should have their Handicraft fee, and 3 blue cards filled for Swimming, 1st Aid and a blank for the badge. Also please use the included night hawk form to designate 1st and 2nd choice for their Handicraft badge, we will do all we can to get 2nd choice.