

Badge Pre-requisites and Supply Requirements

ARCHERY

Scouts should plan on spending \$7-\$10 for an arrow kit.

ART

None

ASTRONOMY

Scouts are encouraged to do the long term projects recommended in the Merit Badge pamphlet prior to camp. Scouts should bring **red cellophane** to cover their flashlights in order to preserve night vision. Also must attend night viewings to complete badge.

AVIATION

None

BASKETRY

(Taught with Leatherwork)

Scouts should plan on spending \$30.00 on materials, which does not include fees for Leatherwork

BUGLING

None

CAMPING

Requirements 8C, 8D, 9A, 9B and 9C should be completed prior to camp

CANOEING

Scouts must have swimmer's rating on the Swim Test.

CINEMATOGRAPHY

Scouts should plan on spending \$5-10.00 for materials. HSR recommends campers be a 3rd year camper and/or 14 years of age.

CLIMBING

Scouts should have a thorough knowledge of knots. HSR recommends campers be a 2nd year camper.

COMMUNICATIONS

Requirements 5 & 7 should be completed prior to camp.

COMPUTERS

HSR recommends campers be a 3rd year camper and/or 14 years of age.

ELECTRICITY

(Taught with Electronics)

None

ELECTRONICS (Taught with Electricity)

Scouts should plan on spending \$20.00 for materials.

EMERGENCY PREPAREDNESS

Must have First Aid Merit Badge Requirement 2a,b,c, 6c, 8a,b,c and 9a,b,c, should be complete prior to camp

ENGINEERING

Scouts should plan on spending \$10-\$20 for formations . HSR recommends campers be a 3rd year camper and/or 14 years of age.

ENVIRONMENTAL SCIENCE

The long term experiments may need to be completed prior to camp

FIRST AID

Requirement 2B should be completed prior to camp

FISH AND WILDLIFE MANAGEMENT

(Taught with Soil and Water Conservation)

Requirements 5 & 7 should be completed prior to camp.

FISHING

Requirement 9 may need to be completed before or after camp. Scouts should be prepared to spend \$7- \$10 dollars for bait and supplies.

FLY FISHING

Requirement 10 may need to be completed prior to camp. HSR recommends campers be a 3rd year camper and/or 14 years of age

FORESTRY

None

GRAPHIC ARTS

Scouts should plan on spending \$8-\$10 for materials. HSR requests campers be a 3rd year camper and/or 14 years of age.

HORSEMANSHIP

Scouts should plan on spending \$45.00 to pay for horse expenses. This includes a Trail Ride.

INDIAN LORE

Scouts should plan on spending up to \$25 - \$30.00 depending on which projects they choose.

LEATHERWORK

(Taught with Basketry)

Scouts should plan on spending \$20 - \$30.00 for materials, which does not include fees for basketry supplies.

LIFESAVING

Must have earned Swimming merit badge. A 400-yard qualifying swim will be required. Only strong swimmers will be able to qualify. Scouts will need to bring a pair of long pants and a long sleeved shirt.

MAMMAL STUDY

None

METAL WORK

Scouts should plan on spending \$20-25.00 for materials.

MOTORBOATING

Scouts must have a swimmers rating on the Swim Test . HSR recommends campers be a 3rd year camper and/or 14 years of age.

MUSIC

None

OCEANOGRAPHY

(Taught with Weather)

Requirements 7 & 8 should be completed prior to camp.

ORIENTEERING

Scouts should bring a **compass**. Long pants are recommended for running some of the courses.

PIONEERING

A basic knowledge of knots, lashing, and splices would be helpful.

POTTERY

Scouts should plan on spending \$12 - \$15 on materials

REPTILE & AMPHIBIAN STUDY

Requirement 8 should be completed prior to camp.

RIFLE SHOOTING

The badge cannot be completed without the merit badge pamphlet. The scout should plan on spending \$1.00 per 10 shots, includes shells and targets. \$10.00 expected depending on skill level of marksman. Many Scouts require additional tickets to qualify. Please plan accordingly.

ROWING

Must have a Swimmer's rating. Scout will need to bring a pair of long pants and a long sleeved shirt. that CAN GET WET

SHOTGUN SHOOTING

The badge cannot be completed without the merit badge pamphlet. Scouts should plan on spending \$2.00 per five shots, includes shells and clays. \$20.00 expected depending on skill level of marksman. Many Scouts require additional tickets to qualify. Please plan accordingly.

SMALL BOAT SAILING

Must have Swimmer's rating on the Swim Test

SNOW SPORTS

Scouts will need to wear long pants while skiing.

SOARING TO EAGLE

Bring a pocketknife to earn 'Totin Chip during free time (NOTE the knife may NOT be handled in any way, shape or form by the Scout until he has earned his 'Totin Chip. All knives that are not accompanied by the applicable Totin Chip will be stored for safekeeping by Scout Leadership.)

SOIL AND WATER CONSERVATION

(Taught with Fish and Wildlife Management)

Scouts will need to complete requirement 7 before attending camp

SPACE EXPLORATION

Scouts should plan on \$16 - \$20.00 for rocket kits and engines.

SWIMMING

Must have a Swimmer's rating on the Swim Test. Scouts will need to bring a pair of long pants and a long sleeved shirt that CAN GET WET

WEATHER

(Taught with Oceanography)

Requirement 8 should be completed prior to camp.

WHITewater

Scout must have Canoeing merit badge and a Swimmer's rating on the Swim Test to participate. There is a \$5 transportation fee for the river trip.

WILDERNESS SURVIVAL

Scouts may need to complete requirement 5 prior to camp. The Scout will need a pocketknife, hiking boots, and canteen. He will need to attend overnight campout to complete badge

WOODCARVING

Scouts may bring their own pocketknife and sharpening stone. Scouts should plan on spending \$15.00 on materials