

HALE SCOUT RESERVATION 2008
Merit Badge Pre-requisites and Supply Requirements

BADGE	Requirements/Supplies
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.
AUTO MECHANICS	None
AVIATION	None
BASKETRY (Taught with Leatherwork)	Scouts should plan on spending \$25.00 on materials.
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.
CLIMBING	Scouts should have a thorough knowledge of knots.
COMMUNICATIONS	Requirements 5 & 7 should be completed prior to camp.
COMPOSITE MATERIALS	Scouts should plan on spending \$10-\$20 for materials.
COMPUTERS	None
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
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.
GEOLOGY	None
GRAPHIC ARTS	Scouts should plan on spending \$8-\$10 for materials.
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 \$20-25.00 depending on which projects they choose.
LEATHERWORK (Taught with Basketry)	Scouts should plan on spending \$15 - \$20.00 for materials.
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.

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MAMMAL STUDY	None
METAL WORK	Scouts should plan on spending \$15-20.00 for materials.
MOTORBOATING	Scouts must have a swimmers rating on the Swim Test
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.
PHOTOGRAPHY	Scouts must be at least a 3rd year camper or 14 years of age. Scouts should plan on spending \$8 -\$10.00 for materials.
PIONEERING	A basic knowledge of knots, lashing, and splices would be helpful.
POTTERY	Scouts should plan on spending \$12.—\$15 on materials
RADIO	Scouts should plan on spending \$5 on materials.
REPTILE & AMPHIBIAN STUDY	Requirement 8 should be completed prior to camp.
RIFLE SHOOTING	<i>The badge cannot be completed without the merit badge pamphlet.</i> The scout should plan on spending \$1.00 per 10 shots, includes shells and targets. \$10.00 expected depending on skill level of marksman.
ROWING	Must have a Swimmer's rating. Scout will need to bring a pair of long pants and a long sleeved shirt.
SHOTGUN SHOOTING	<i>The badge cannot be completed without the merit badge pamphlet.</i> Scouts should plan on spending \$2.00 per five shots, includes shells and clays. \$20.00 expected depending on skill level of marksman.
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 Chit 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 Chit)
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 \$16.00 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.
WEATHER (Taught with Oceanography)	Requirements 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.
WILDERNESS SURVIVAL	Scouts may need to complete requirement 5 prior to camp. The Scout will need a pocketknife, hiking boots, and canteen. Also 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.