



Camp Daniel Boone

MERIT BADGE PREREQUISITES

The following requirements cannot be completed at summer camp and should be completed by Scouts, if possible, prior to arriving at Camp Daniel Boone. If a Scout completes any prerequisites before their trip to summer camp, they will need to bring a proof of completion in the form of a note from their Scoutmaster stating the requirements completed, with a signature. If a Scout is unable to complete the prerequisites listed for a class, they will simply receive partial credit for the Merit Badge until they check off the prerequisites, which can be completed after summer camp, if necessary.

	PREREQUISITES	THINGS TO BRING
CLIMBING	None!	N/A
C.O.P.E.	None!	N/A
ECOLOGY		
Environmental Science	None!	Notebook, writing utensil
Fishing	Requirements 9, 10 (can be completed at Camp, if the fish are biting and you are prepared to cook!)	Optional: Fishing rod, bait, tackle
Fish/Wildlife Mgmt.	None!	Notebook, writing utensil
Forestry	None!	\$5 For field trip
Geology	None!	N/A
Insect Study	Requirement 9	Notebook, writing utensil
Mammal Study	None!	N/A
Reptile/Amphibians Study	Requirement 8	N/A
GOIN' GREAT		
SESSION A	None!	N/A
SESSION B	None!	N/A
HANDICRAFT		
Art	Requirement 6	N/A
Basketry	None!	N/A
Indian Lore	None!	N/A
Leatherwork	None!	N/A
Woodcarving	Totin' Chip	Please bring proof of Totin' Chip to class!
LEADERSHIP		
Citizenship in the Nation	Requirement 7	Notebook, writing utensil
Citizenship in the World	None!	Notebook, writing utensil
Communications	Requirement 5, 7, 8	Notebook, writing utensil
Music/Theater	Music Requirement 3b, Theater Requirement 3 (3c and 3d will be completed at Camp)	Notebook, writing utensil
Public Health	Requirement 7	Notebook, writing utensil
Public Speaking	None!	Notebook, writing utensil

SCOUTCRAFT		
Camping	Requirements 3, 4b, 7b, 8c, 8d, 9a, 9b	N/A
Cooking	Requirement 4	N/A
Emergency Preparedness	Requirements 1, 2c, 8b	If requirement 8b is completed before Camp, please bring your Emergency Service Pack to class, if able
First Aid	Requirements 1, 5	If requirement 5 is completed before Camp, please bring your First Aid Kit to class, if able.
Orienteering	Requirements 7, 8, 9, 10	Optional: Compass
Pioneering	Basic knowledge of required knots, lashing, and splicing.	N/A
Scouting Heritage	Requirements 5, 6	Notebook, writing utensil
Search/Rescue	Requirement 6A- if no one at camp	Notebook, writing utensil
Wilderness Survival	Requirement 5	Survival Kit (Req. 5)
SHOOTING SPORTS		
Archery	None!	It is recommended that a scout can hold the bow up for at least 30 seconds without trouble
Rifle	None!	N/A
Shotgun	None!	N/A
S.T.E.M.		
Archaeology	None!	Notebook, writing utensil
Architecture	None!	Notebook, writing utensil
Chemistry	None!	Notebook, writing utensil
Digital Technology	None!	Notebook, writing utensil
Electricity & Electronics	None!	Notebook, writing utensil
Nuclear Science	Requirement 4	Notebook, writing utensil
Photography	Requirement 1a (Cyber Chip)	Required: Digital Camera (a cellphone will work)
Railroading	None!	Notebook, writing utensil
Robotics	None!	Notebook, writing utensil
Signs, Signals & Codes	None!	Notebook, writing utensil
Space Exploration	None!	Notebook, writing utensil
STOCKTON FARMS		
Animal Science	None!	Long pants/jeans, \$\$ for class
Horsemanship	None!	Long pants/jeans, \$\$ for class
AQUATICS		
BSA Lifeguard	Must pass BSA Swim Test (at CDB)	Swimsuit, towel
Canoeing	Must pass BSA Swim Test (at CDB)	Swimsuit, towel
Kayaking	Must pass BSA Swim Test (at CDB)	Swimsuit, towel
Rowing	Must pass BSA Swim Test (at CDB)	Swimsuit, towel + shoes, socks, long pants, belt, and long sleeve shirt THAT CAN GET WET!
Swimming	Must pass BSA Swim Test (at CDB)	Swimsuit, towel