

HORSESHOE SCOUT RESERVATION MERIT BADGE PREREQUISITES AND FEES

Prerequisite Requirements

Some merit badges require that work be complete either before or after a Scouts' week at camp. If possible, the prerequisites should be completed before arriving at camp and presented to the instructor for evaluation. Otherwise, the Scout will leave camp with a partial. He can complete his requirements with another counselor after camp.

Please Note that changes may be made upon the release of the 2009 merit badge requirement book.

Aquatics Merit Badge Prerequisites and Fees

All Aquatics merit badges and Kayaking require red-white-blue swimming ability. Those unable to pass the red-white-blue test are strongly encouraged to come down for one-on-one Aquatics Skills sessions. All boating activities and tubing require water shoes or sandals.

Swimming. Must bring long-sleeved, button-down shirt and long pants (**not Scout uniform!**)

Canoeing. Must be able to lift a 70 lb. canoe.

Lifesaving. Must have Swimming merit badge and First Class rank.

Campcraft Merit Badge Prerequisites and Fees

First Class rank is strongly encouraged for all Campcraft merit badges. Scouts must bring their own backpack for Backpacking MB and Camping MB. Scouts must bring their own tents for Camping MB.

Backpacking. Complete 8c, 9, 10, and 11 before arriving at camp.

Hiking. Complete 4, 5, and 6 before arriving at camp.

Indian Lore. There is a fee for materials. Please see fee sheet.

Camping. Complete requirement 9 before arriving at camp.

Cooking. Complete requirement 7 before arriving at camp.

Wilderness Survival. Scouts must bring a survival kit whose contents will be specified early in the week.

Eagle Resource Program (ERP) Merit Badge Prerequisites

The merit badge program associated with ERP is open to those Scouts who hold the rank of Star. Others may take ERP merit badges only with the permission of the instructor. Be prepared for these difficult badges by bringing a notebook, pen, and all assignments to each session.

Citizenship in the Nation. Visit your state capitol or Washington, DC, or tour a federal installation before coming to camp. Know your US Senators and your Representative.

Citizenship in the World. Scouts should bring a notebook to record notes and complete assignments throughout the week.

Communications. Complete requirement numbers 5 and 7 before arriving in camp. Scouts should have a current merit badge pamphlet available for assignments during the week.

Field Sports Merit Badge Prerequisites and Fees

The Rifle, Shotgun, and Archery merit badges all require considerable skill and concentration. They are not suitable for younger Scouts. Those wishing to learn basic shooting skills are encouraged to attend open shoots and the Shooting Sports SIP.

Archery. Inexperienced archers may need additional practice time to qualify.

Fishing. Scouts should bring their own fishing equipment.

Sports. Complete requirement 4 before coming to camp.

Rifle. There is a fee for this merit badge, and costs for open shoots (see fee sheet).

Shotgun. There is a fee for this merit badge, and costs for open shoots (see fee sheet).

Handicraft Merit Badge Prerequisites and Fees

There are no prerequisites for any of the merit badges offered at Handicraft.

Basketry. There is a fee for this merit badge (see fee sheet).

Leatherwork. There is a fee for this merit badge (see fee sheet).

Woodcarving. There is a fee for this merit badge (see fee sheet).

Woodworking. There is a fee for this merit badge (see fee sheet).

Metal Work. There is a fee for this merit badge (see fee sheet).

Health and Fitness Merit Badge Prerequisites

Emergency Preparedness. Requirement 2c must be completed at home after requirement 2b is completed in camp. Scouts will be given a voucher asking that scoutmaster not award the merit badge until the scout has shown proof of completing requirement 2c.

First Aid. Scouts should be First Class or higher. Each scout must bring to camp the items specified in the merit badge pamphlet to complete his own first aid kit (2d).

Medicine. Scouts should be Star rank or higher.

Personal Fitness. Complete requirements 7 and 8 before coming to camp. These span a 12 week period.

Nature Merit Badge Prerequisites and Fees

Pen and paper are required for all nature badges.

Astronomy. Scouts must participate in one late-night observation Wednesday night. It is suggested that Scouts bring a small telescope or binoculars. Scouts will participate in a software simulation to fulfill Req. 6.

Environmental Science. Scouts should be at least First Class. This is a very demanding merit badge.

Nature. Complete requirement 4a2 before coming to camp.

Reptile and Amphibian Study. Bring a guidebook. Complete requirement 8 before camp.

Space Exploration. There is a fee for this merit badge (see fee sheet).

Weather. Complete requirement 8 before coming to camp.