














# 2016 Merit Badge Prerequisites









	These badges have requirements that need to be complete before you come to camp. If you don't do them, you will get a partial.
	These merit badges have pre-requisites that must be met before you can sign up for the badge.
	These merit badges will be a partial until you complete some requirements that you must do after camp..

	Merit Badge Area/Location Available to	Notes	Prerequisites/Preparation	Additional Information
	<b>Archery MB</b> @ Shooting Sports Open to Returning Scouts		None	Double Period Class Class Size Limited
	<b>Art MB</b> @ Craftshop Open to All Scouts	<b>PARTIAL without doing pre-req</b>	Requirement #6 - Visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop	
	<b>Astronomy MB</b> @ Nature Area Open to Returning Scouts	<b>PARTIAL without doing pre-req</b>	Requirement #8 - Complete one option.	Will require at least one star gazing session on a clear evening during camp.
	<b>Basketry MB</b> @ Craftshop Open to Returning Scouts		None	May be challenging for younger Scouts. May require some out of class work.
	<b>BSA Lifeguard</b> @ Aquatics Open to adults and Scouts 15 years of age or older	<b>PARTIAL without doing pre-req</b>	Requirement #6 - Show evidence of current training in American Red Cross First Aid and American Red Cross CPR/AED for the Professional Rescuer or equivalent.	Scouts must have Swimming MB, Lifesaving MB, and First Aid MB. Class meets all day every day.
	<b>Camping MB</b> @ Scoutcraft Open to Scouts 13 and older	<b>PARTIAL without doing pre-req</b>	Requirements #4b - help a patrol prepare for an actual campout. #8d - Cook at least one breakfast, one lunch, and one dinner for your patrol. #9 a - 20 days & nights & 9b special experiences.	Requirement 5e - Bring backpack and be prepared to do an overnight at camp. Eagle Required Merit Badge
	<b>Canoeing MB</b> @ Aquatics Open to Returning Scouts		Needs to be classified as a Swimmer.	Bring footwear that can get wet for swamping.

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	<b>Chess MB</b> @ Tech Center Open to All Scouts		None	Evening merit badge. Be part of the Camp Hinds Weekly Chess Tournament.
	<b>Citizenship in Community MB</b> @ Trail to Eagle Open to Scouts 13 or older	<b>PARTIAL without doing pre-req</b>	Requirements #2 - Bring community map #3 - Attend meeting & be ready to discuss 3b #4b - Interview #7c - volunteer at least eight hours #8 - bring information to complete	Eagle Required Merit Badge
	<b>Citizenship in the Nation MB</b> @ Trail to Eagle Open to Scouts 13 or older	<b>PARTIAL without doing pre-req</b>	Requirement #2 - Visit 2 nationally approved places, etc. #3 - Read front page or watch news for 5 days and be prepared to discuss, etc. #8 - Write letter to Senator or Congressman, etc.	Eagle Required Merit Badge
	<b>Citizenship in World MB</b> @ Trail to Eagle Open to Scouts 13 or older	<b>PARTIAL without doing pre-req</b>	Requirement 3a - Come prepared to discuss.	Eagle Required Merit Badge
	<b>Climbing MB</b> @ COPE & Climbing Open to Scouts 13 or older		Climbers need to bring long sleeve shirt, long pants, and acceptable footwear (sneakers or flexible closed toe shoes)	Climbing will be on our climbing wall and on open rock faces. Double Period Class \$20 Program fee
	<b>Communication MB</b> @ Trail to Eagle Open to Scouts 13 or older	<b>PARTIAL without doing pre-req</b>	Requirements #5 - Attend a public meeting, etc. #8 - Plan a troop or crew court of honor, campfire program, or an interfaith worship service. etc.	Eagle Required Merit Badge
	<b>Cooking MB</b> @ Scoutcraft Open to Returning Scouts	<b>PARTIAL without doing pre-req</b>	Requirements #3 - Bring in the "Nutritional Facts" labels from 5 different food items. #5 - Complete at home and bring all paper work and verification. #7 - Complete at home and bring all paper work and verification.	Will be cooking lunch in Scoutcraft area on Wednesday Eagle Required Merit Badge
	<b>Digital Technology MB</b> @ Tech Center Open to All Scouts	<b>PARTIAL without doing pre-req</b>	Requirement #1 - Show your counselor your current, up-to-date Cyber Chip card.	
	<b>Emergency Preparedness MB</b> @ Scoutcraft Open to Returning Scouts	<b>PARTIAL without doing pre-req</b>	Requirements #1 - Earn First Aid MB #2c - Complete a family plan #6c - Your community's emergency management director #8a, 8b, 8c - troop mobilization #9a, 9b or 9c - family safety	Eagle Required Merit Badge
	<b>Environmental Science MB</b> @ Nature Open to Scout 13 or older		Merit Badge Pamphlet is required for this class	Meets for a Double Period. Class requires some hand written essays. Eagle Required Merit Badge
	<b>Family Life</b> @ Trail to Eagle Open to Scout 13 or older	<b>PARTIAL without doing pre-req</b>	This is a family centered merit badge. You need to do the requirements with your family and bring documentation to camp of how you met each requirement	By Appointment only.

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	<b>Fingerprinting MB</b> @ Craftshop Open to All Scouts		Bring a pencil to dinner. Class starts immediately after dinner on Monday or Tuesday.	
	<b>First Aid MB</b> @ Scoutcraft Open to Returning Scouts	<b>PARTIAL without doing pre-req</b>	Requirements #1 - Must have first aid skills up to and including First Class. #2d - Make a first aid kit for your home and bring evidence to camp.	Eagle Required Merit Badge
	<b>Fishing MB</b> @ Nature Open to All Scouts		Requirement #9 - Catch at least one fish, clean it, and cook it. Scouts may have to devote some out of class time to fishing in our lake or river or bring documentation that they have completed this requirement.	Camp Hinds does have poles available to Scouts, however, we welcome Scouts to bring their personal fishing gear.
	<b>Forestry MB</b> @ Nature Open to All Scouts	<b>NEW for 2016</b>	None	
	<b>Geocaching MB</b> @ Scoutcraft Open to Returning Scouts	<b>PARTIAL without doing pre-req</b>	Requirement #8 - Do one and bring documentation	A GPS device is helpful but not required.
	<b>Geology MB</b> @ Nature Open to All Scouts	<b>NEW for 2016</b>	None	
	<b>Indian Lore MB</b> @ Craftshop Open to All Scouts	<b>PARTIAL without doing pre-req</b>	Requirement #1 - Give the history of one American Indian tribe	A GPS device is helpful but not required.
	<b>Kayaking MB</b> @ Aquatics Open to Returning Scouts	<b>pre-reqs must be met before you sign up for this badge</b>	Needs to be classified as a Swimmer.	Bring footwear that can get wet for swamping.
	<b>Leatherwork MB</b> @ Craftshop Open to All Scouts	<b>PARTIAL without doing pre-req</b>	Requirement #4 - Recondition or show that you can take proper care of your shoes, a baseball glove, a saddle, furniture or other articles of leather. Bring documentation.	
	<b>Lifesaving MB</b> @ Aquatics Open to Returning Scouts	<b>pre-reqs must be met before you sign up for this badge</b>	Must pass the camp swimmer's test. Must complete swimming requirements through First Class and have Swimming Merit Badge.	Needs to participate in a CPR session at camp or present a CPR certification.
	<b>Mile Swim</b> @ Aquatics Open to All Adults and Scouts	<b>pre-reqs must be met before you sign up for this badge</b>	Needs to be classified as a Swimmer.	

	Merit Badge Area/Location Available to	Notes	Prerequisites/Preparation	Additional Information
	<b>Model Design &amp; Building MB</b> @ Craftshop Open to Returning Scouts	<b>PARTIAL without doing pre-req</b>	Requirement #4 – Complete one option. #5 – Start working on this requirement.	
	<b>Motorboating MB</b> @ Aquatics Open to Scouts 13 and older	pre-reqs must be met before you sign up for this badge	Needs to be classified as a Swimmer. Must have Swimming MB and one boating merit badge.	Class Size is limited Needs to participate in a CPR session at camp or present a CPR certification. \$30 Program fee
	<b>Music MB</b> @ Rec Hall Open to All Scouts	<b>PARTIAL without doing pre-req</b>	Requirement #3 -If you have participated in your school band or chorus please bring a note/program showing your participation. #4 – Bring documentation	Evening merit badge. Meets Monday, Wednesday, and Thursday.  Scouts are welcome to bring instruments to play in class.
	<b>Nature MB</b> @ Polaris Area Open to All Scouts		It is recommended that you start working on requirement #4	A great introduction badge to all areas of nature.
	<b>Orienteering MB</b> @ Scoutcraft Open to Returning Scouts	<b>PARTIAL without doing pre-req</b>	Should have map & compass requirements completed through First Class. Requirement #7 - Take part in two orienteering events before camp.	Bring an orienteering compass if you have one.
	<b>Personal Fitness MB</b> @ Sports Open to Returning Scouts	<b>PARTIAL without doing pre-req</b> PARTIAL until reqs finished after camp	Requirement #1a & 1b – complete before camp. Requirement #7 & #8 – complete after camp.	Eagle Required Merit Badge
	<b>Personal Management MB</b> @ Trail to Eagle Open to Scouts 13 or older	<b>PARTIAL without doing pre-req</b>	Requirement #2 takes 13 weeks to complete a personal expense report. Requirement #1 and #8 are family based requirements that must be done at home.	Merit badge pamphlet is required for this badge.  Eagle Required Merit Badge
	<b>Photography MB</b> @ Tech Center Open to All Scouts	pre-reqs must be met before you sign up for this badge	Participants must bring a digital camera from home. You will not be able to complete the requirements with a phone camera.	
	<b>Pilot Pistol Experience</b> @ Shooting Sports Open to Scouts 14 or older			\$30 Program fee
	<b>Pioneering MB</b> @ Scoutcraft Open to Returning Scouts	<b>PARTIAL without doing pre-req</b>	Requirement #2a – Complete the rope related requirements up through First Class.	

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	<b>Polaris</b> @ Polaris Area Open to first year campers		Needs to be a first year camper	Class meets a double period. Will include a day hike and an overnight campout. Scouts need to bring extra water bottles and a day pack for the hike.
	<b>Radio MB (Broadcast option)</b> @ Tech Center Open to All Scouts	<b>PARTIAL without doing pre-req</b>	None	
	<b>Rifle Shooting MB</b> @ Shooting Sports Open to Returning Scouts		None	Double Period Class Class Size Limited \$30 Program fee
	<b>Robotics MB</b> @ Tech Center Open to Scouts 13 and older	<b>PARTIAL without doing pre-req</b>	Complete Req #6a or be prepared to do Req #6b (Robotics competitions)	Double Period Class
	<b>Rowing MB</b> @ Aquatics Open to All Scouts	<b>pre-reqs must be met before you signup for this badge</b>	Needs to be classified as a Swimmer. Bring footwear that can get wet.	Badge could be challenging for small frame boys
	<b>Scuba Diving MB</b> @ Aquatics Open to Scouts 13 and older	<b>PARTIAL without doing pre-req</b>	See SCUBA description on page 20 for details	\$405 Program fee
	<b>Sculpture MB</b> @ Craftshop Open to Returning Scouts		None	
	<b>Shotgun Shooting MB</b> @ Shooting Sports Open to Scouts 13 and older		Must be at least 13 years old. Preferred that they already have Rifle Shooting MB	\$30 Program fee

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	<b>Small Boat Sailing MB (Sailing Experience)</b> @ Aquatics Open to Scouts 13 and older		Needs to be classified as a Swimmer and have either Rowing MB or Canoeing MB	Scouts need to signup for one of the Older Boy Sailing Experience sessions and attend the session on Wednesday evening.
	<b>Soil &amp; Water Conservation MB</b> @ Nature Open to Returning Scouts			
	<b>Space Exploration MB</b> @ Tech Center Open to All Scouts		None	
	<b>Swimming Instruction</b> @ Aquatics Open to All Scouts		None	
	<b>Swimming MB</b> @ Aquatics Open to All Scouts		Needs to be classified as a Swimmer.	Good for younger Scouts who can swim. This badge is a pre-requisite for many other aquatics badges
	<b>Water Sports MB (Water Skiing Experience)</b> @ Aquatics Open to Scouts 13 and older		Needs to be classified as a Swimmer and have Swimming MB	Scouts need to signup for one of the Older Boy Water Skiing Experience sessions \$30 Program fee
	<b>Weather MB</b> @ Nature Open to All Scouts		Complete one option for Req #9	
	<b>Wilderness Survival MB</b> @ Scoutcraft Open to Returning Scouts		Bring supplies for Req #5 (small survival kit)	On Wednesday Scouts will be sleeping in shelters they constructed.
	<b>Woodcarving MB</b> @ Craftshop Open to All Scouts		Scouts must present their Totin' Chip at class for Req #2a or earn it at camp before Friday's class	Helpful if Scout brings a BSA approved carving knife to class

Please note that many merit badges require Prerequisites that Scouts must complete and Bring proof of completing to camp. If the Scout does not have documented proof of Prerequisites, they will earn a partial and will Need to complete the merit badges after camp.