

2005 Merit Badge Prerequisites

This section is to help the scouts come prepared to AdvanceCamp if they want to complete the Merit Badge while at AdvanceCamp this year. If they come with the prerequisites completed they will have a far greater opportunity of completing the merit badge at camp. In parenthesis after the prerequisites is the amount of time we believe that a scout can complete the Merit Badge at Advancecamp with the prerequisites completed.

[\(Merit Badge Counselors recommend that the boys read the book before advancecamp\)](#)

Art - none (1/4 day)

Astronomy - requirements 5, 6, 7a, 7b (1/2 day)

Aviation - requirements 2, 3 (1/2 day)

Camping - requirement 9 (1/2 Day)

Citizenship in the Community - requirements 2, 3, 4, 5, 7 (1/2 day)

Citizenship in the Nation - requirements 2, 3, 6, 8 (1/2 day)

Citizenship in the World - requirements 4, 9 (1/2 day)

Communications - requirements 1, 4, 5, 7, 8 (1/2 day)

Disability Awareness – requirements 1, 3, 4, 5 (1/4 day)

Emergency Preparedness – requirements 2, 6b, 6c, 7, 8c, also bring your pack fully packed and ready for inspection (1 day)

Environmental Science – requirements 1, 3, 4, 5, 6 (1/2 day)

Family Life – requirements 3, 4, 5, 6 (1/2 day)

Fingerprinting – none (1/4 day)

First Aid – requirements 2b (1/2 day)

Indian Lore – none (1/2 day)

Leatherworks – none (1 day)

Lifesaving – requirement 1 (1/2 day)

Music – requirements 3, 4 (1/4 day)

Nature – *(Whether or not we finish the nature merit badge that day will be partially up to the wildlife. But, if a boy wants to be done as he leaves he will have to do requirement 4a-2. Make a bird house or feeding station or birdbath. List what birds used it during a period of 1 month. We will be making a feeder or birdbath at the camp but it will not allow the boy to view it for a month)* requirement 4 (1/2 day)

Orienteering – none (1/2 day)

Personal Fitness – requirements 1 - physical, 7, 8 (1/2 day)

Personal Management – requirements 2, 5, 8 (1/2 day)

Photography – requirements 2, 4, bring a personal camera to camp with you to work with (1/4 day)

Reptile & Amphibian Studies – requirement 8 (1/2 day)

Sculpture – none (1/2 day)

Swimming – none (1 day)

Truck Transportation – requirements 5, 7b (1/2 day)

Wilderness Survival – requirements 5, 11 (1/4 day)

Woodcarving – requirements 2a (1 day)

When working on prerequisites for AdvanceCamp we will be using worksheets found at www.meritbadge.com so if you print them off and work on them before camp you will be that much closer to completion when you arrive. Let's make this the most successful AdvanceCamp yet.