

## Geronimo 2012 Merit Badge Class Pre-requisites

### Archery

- Read and bring Merit badge book
- Extra Time is needed at the range for practice to achieve the needed scores.

### Climbing

- A Scout must be 13 years of age to take the Climbing Merit Badge
- BRING & WEAR Long pants and close toed shoes.

### Cooking

- Read and bring Merit badge book
- COMPLETE & BRING to camp requirements#3, #8.
- COMPLETE requirement #4 prior to camp and BRING a signed statement attached to the merit badge application
- PRACTICE

### Environmental Science

- Read and bring Merit badge book
- Two observation times of 30 minutes each are required outside of class at camp
- Start observations on Sunday
- COMPLETE requirement #3Ea or #3Eb prior to camp

### **Leatherwork**

- Read and bring Merit badge book
- Instruction and individual time is needed to complete the projects
- Project must be completed by Friday morning to receive badge
- Leatherwork kits and braiding material are available at the Trading Post.

### **Lifesaving**

- Read and bring Merit badge book
- Swimmer Buddy Tag required
- To ensure the prerequisites have been met, scouts must be First Class or higher in rank. Evidence of rank must be presented by the scout if requested by either presenting his Scout Handbook or his scout uniform with his rank patch affixed. See Aquatics Director for exceptions.
- COMPLETED the Swimming Merit Badge
- COMPLETE the BSA Swimmer Test in a strong, confident manner
- MUST ALREADY BE TRAINED IN, and MUST BE ABLE to recognize the need for rescue breathing and to identify conditions for CPR.
- MUST BE ABLE to demonstrate both rescue breathing and CPR for 3 minutes without stopping.
- MUST PRESENT a current CPR certification card. CPR Training Will Not Be Offered.
- BE PREPARED for requirement #7e by bringing CLEAN street clothes: shoes, socks, long-pants, belt, and a long-sleeve shirt. (Swim trunks must be worn under long-pants. Dirty shoes and garments will not be allowed in the pool.)

### **Metalwork**

- Read and bring Merit badge book
- Must be at least 14 years old
- UNDERSTAND Requirements #1, #2.
- RESEARCH requirement #4 prior to camp
- BRING (#10) tin cans for work. Scouts will create their own artifacts and design their patterns

### **Pioneering**

- Read and bring Merit badge book
- Requires participation in a project during the afternoon
- KNOW your knots
- PRACTICE

### **Pottery**

- Read and bring Merit badge book
- COMPLETE requirements #3 & #7 prior to camp
- BRING drawings for requirements #3 & #7 to camp

### **Reptiles**

- Read and bring Merit badge book
- COMPLETE requirement #8 prior to camp
- Additional work is required to complete merit badge

### **Rifle (.22)**

- Read and bring Merit badge book
- Extra practice on the range is required to achieve the needed scores

### **Salesmanship**

- Read and bring Merit badge book

## **Swimming**

- Read and bring Merit badge book
- Swimmer Buddy Tag required
- To ensure the prerequisites have been met, scouts must be First Class or higher in rank. Evidence of rank must be presented by the scout if requested by either presenting his Scout Handbook or his scout uniform with his rank patch affixed. See Aquatics Director for exceptions
- COMPLETE the BSA Swimmer Test in a strong, confident manner.
- COMPLETE Second Class rank requirements #7a-#7c.
- COMPLETE First Class rank requirements #9a-#9c.
- MUST BE ABLE to execute basic strokes in good form and strong manner.
- MUST BE TRAINED to identify conditions for First Aid & CPR
- MUST BE ABLE to demonstrate First Aid & CPR
- BE PREPARED for requirement #4 by bringing CLEAN street clothes: shoes, socks, long-pants, belt, and a long-sleeve shirt. (Swim trunks must be worn under long-pants. Dirty shoes and garments will not be allowed in the pool.)

## **Trail Begins**

- Prepare and bring a personal first aid kit

## **Weather**

- Read and bring Merit badge book
- COMPLETE requirement #10 prior to camp

### **Wilderness Survival**

- Read and bring Merit badge book
- Time needed Monday, Tuesday, or Wednesday to prepare a shelter and sleep in it overnight.
- Shelters will not be built at troop camp sites
- Shelters are required to be torn down and the area restored prior by Friday.
- PREPARE & BRING to camp a small survival kit (requirement #5).
- PRACTICE

### **Woodcarving**

- Read and bring Merit badge book
- BRING Totin' Chip card
- BRING a small sharp (1½-2 in.) bladed pocket knife, leather gloves, and a thumb guard
- BRING wood carving kits to the first class on Monday. Estimated expense for kits about \$10 at the Trading Post