

Sabattis Scout Reservation

2022 Merit Badge Prerequisites

The requirements identified below cannot be completed in camp. A Scout should either be prepared to show that the requirements were completed beforehand, or a partial will be issued that the Scout can complete at a later time. The camp staff can counsel many partially completed merit badges remotely after camp. Please remember that just because a badge has no prerequisites that cannot be completed in camp, that does not mean that Scouts will necessarily be able to complete the badge in a week. And some badges may require a significant commitment by the Scout of time outside of the scheduled merit badge session to complete the badge. A partially completed merit badge generally represents significant progress towards earning the merit badge, growth in knowledge and experience, and should be celebrated. The requirements referenced here are the latest found at <https://www.scouting.org/programs/scouts-bsa/advancement-and-awards/merit-badges/>

Waterfront

Canoeing - none

Rowing - none

Swimming - none

Kayaking - none

Lifesaving - 2a (Swimming Merit Badge must be completed before camp to earn Lifesaving), 16b

Fishing - none

Mile Swim - none

BSA Lifeguard - Must be at least 15 years old, must show current training in American Red Cross First Aid and American Red Cross CPR/AED for the Professional Rescuer or equivalent or complete that training within 120 days of starting BSA Lifeguard training

Nature

Forestry - none

Geology - none

Soil and Water Conservation - none

Fish and Wildlife Management - none

Environmental Science - none of the badge cannot be done in camp but this badge is likely to require a significant commitment of time outside the class to complete

Nature -none

Mammal Study - none

Shooting Sports

Archery - none

Rifle Shooting - none

Shotgun Shooting - no prerequisites, there is a \$20 additional fee for taking Shotgun Shooting merit badge to pay for the ammunition and clays which can be paid at the Trading Post

Space Exploration - no prerequisites, there is a \$20 additional fee for taking Space Exploration merit badge that covers the purchase of the model rocket the Scout will launch which can be paid at the Trading Post

Outing

Small Boat Sailing - none

Scoutcraft

First Aid - for requirement 5(a), it is best if the Scout prepares the first-aid kit for the home at home and brings it to camp or brings pictures of it to camp since it can be difficult to acquire items for the kit at camp

Search and Rescue - none

Emergency Preparedness – for requirement 1 Scouts should either have already earned the First Aid merit badge, 2(c), 8(b)

Orienteering - requirements 8 and 9 can be done in camp but will require a significant commitment of time outside of class time to complete

Pioneering - Scouts should have at least a First Class level understanding of knots and lashings

Camping – requirement 8(d) is best done before camp or in the Troop site during camp, 9(a) & (b) must be in part completed outside of the week of summer camp although the nights in camp count towards the required 20 nights of camping

Geocaching - none

Basketry - no prerequisites, Scouts will need to purchase a kit at the Trading Post to complete this badge

Woodcarving - none

Wilderness Survival - for requirement 5, it is best if the Scout prepares a personal survival kit at home and brings it to camp since it can be difficult to acquire items for the kit at camp