

All About Prerequisites

very important stuff, please read carefully!

Starting Requirements (SR)

These are requirements that the Scout needs to complete before taking the merit badge/activity. For example, a Scout must complete First Aid Merit Badge before starting Emergency Preparedness. If the Scout has not completed these Starting Requirements before coming to Heritage, they will not be able to sign up for the merit badge/activity. See the example below.

Prerequisites (P)

These are requirements that the Scout needs to complete before camp if they want to complete the merit badge/activity while at camp. For example, a Scout must complete requirement 10 of Medicine before coming to Heritage if they want to complete it while at camp. Prerequisites are shown with a (P) noting under the Requirement column. See the example below.

Post Camp Requirements (PC)

These are requirements that the Scout will need to complete after camp. For example, a Scout must complete Requirement 7d of Cooking after completing requirements 7a, b and c at camp. Post Camp Requirements are shown in the Requirements column listed with a (PC). See the example below.

Levels of Difficulty

Listed in parentheses after each merit badge/activity is a letter that indicates its difficulty.

- A - Difficult merit badge/activity, for older scouts with three or more years in Scouting.
- B - Appropriate for advancing Scouts with two or more years in Scouting.
- C - Easy merit badge/activity, appropriate for all Scouts.

Comments

Comments listed for each merit badge/activity provide additional details that will help you in your planning and preparations.

Merit badge	Requirements*	Comments
Rowing (C)	Be a swimmer (SR)	Req. 2 (CPR) can be completed at home.
Energy (A)	1a (P), 4(P)	Bring your log of req. 4 to camp.
Cooking (B)	7d(PC)	Meets for additional cooking times.

Requirement numbers listed are taken from the 2009 Boy Scout Requirements book. Merit badge pamphlets may have incorrect requirements listed so please refer to this book when inquiring about requirement specifics. The following merit badges and ranks have revised requirements for 2009: Emergency Preparedness, Insect Study, Motorboating, Archery, Indian Lore, Swimming.

Completing Requirements After Camp

Sometimes it is not possible to complete all of the merit badge requirements at camp due to time requirements, approvals and/or proper instruction. As a result, Scouts will receive a partial at camp and are encouraged to find an approved Troop or District counselor to finish at home.

Advancement Schedule

very important stuff, please read carefully!

	9:00	9:30	10:00	10:30	11:00	11:30	2:00	2:30	3:00	3:30	4:00	4:30	5:00
Aquatics		Canoeing MB			Canoeing MB				Canoeing MB				
		Sailing MB			Sailing MB				Sailing MB				
		Swimming MB			Swimming MB				Swimming MB				
		Lifesaving MB			Snorkeling BSA				Lifesaving MB				
		Motorboating MB			Rowing MB				Motorboating MB				
		Paddle Craft Safety			Swimming & Water Rescue				Kayaking BSA				
Braddock's Brigade		Instructional Swim			Instructional Swim				Instructional Swim				
		Red Troop: Instruction, Practice and Evaluation			Red Troop: Instruction, Practice and Evaluation				Blue Troop: Instruction, Practice and Evaluation				Open Area Time
Central		Shotgun Shooting MB			Shotgun Shooting MB				Shotgun Shooting MB				
		Climbing MB			Climbing MB				Climbing MB				
		Fly Fishing MB			Fly Fishing MB				Fly Fishing MB				
		Watersports MB			Watersports MB				Watersports MB				
		Project COPE			Project COPE				Project COPE				
Ecology / Conservation		Environmental Science MB			Environmental Science MB				Environmental Science MB				
		Animal Science MB		Fish & Wildlife MB		Forestry MB			Geology MB				
		Bird Study MB		Energy MB		Archeology MB			Astronomy MB				
		Insect Study MB		Mammal Study MB		Nature MB			Mammal Study MB				
		Oceanography MB		Reptile & Amphibian MB		Weather MB			Soil & Water Cons. MB				
		Rifle Shooting MB			Rifle Shooting MB				Rifle Shooting MB				
		Archery MB			Archery MB				Archery MB				
Field Sports		Leatherwork MB		Photography MB		Space Exploration MB			Sculpture MB				
		Sculpture MB		Fingerprinting MB*		Leatherwork MB			Pulp & Paper MB				
		Art MB		Basketry MB*		Model Design MB			Photography MB				
		Woodcarving MB		Woodcarving MB		Woodcarving MB			Space Exploration MB				
Scoutcraft		Camping MB		Indian Lore MB		Cooking MB			Camping MB				
		Pioneering MB		Camping MB		Wilderness Survival MB			Cooking MB				
		Fishing MB		Wilderness Survival MB		Fishing MB			Orienteering MB				
		First Aid MB		Emergency Prep MB		First Aid MB			Emergency Prep MB				
		Cit in the Nation MB		Communications MB		Cit in the Nation MB			Communications MB				
Trail to Eagle		Eagle Preparation		Entrepreneurship MB		Eagle Preparation			Music MB				
		American Heritage MB		Medicine MB		Public Speaking MB							

Bold Eagle Required MB

* Merit Badge is offered on Monday/Tuesday and again on Wednesday/Thursday



Merit badge	Requirements*	Comments
Canoeing (B)	Be a swimmer (SR)	Req. 2 (CPR) can be completed at home.
LIFESAVING (B)	Be a swimmer (SR), Req. 1a (SR)	Req. 13 (CPR) can be completed at home. Bring long pants, long sleeve shirt and belt for disrobe. Swimming MB (recommended)
<i>Motorboating</i> (B)	Be a swimmer (SR)	Costs \$10 (added to unit bill) Swimming MB (recommended)
Rowing (C)	Be a swimmer (SR)	Req. 2 (CPR) can be completed at home.
Small-Boat Sailing (B)	Be a swimmer (SR)	Req. 1b (CPR) can be completed at home. Swimming MB (recommended)
<i>SWIMMING</i> (C)	Be a swimmer (SR), Req. 3 (SR)	Req. 2 (CPR) can be completed at home. Bring light pants and lightweight long sleeve shirt for clothes inflation.
Activity	Requirements*	Comments
Instructional Swim	None	Not a Merit Badge
Kayaking BSA (C)	Be a swimmer (SR)	Not a Merit Badge
Paddlecraft Safety (A)	Be a swimmer and 16 or older (SR)	Not a Merit Badge, replaces BSA Lifeguard for unit level boating activities
Snorkeling (C)	Be a swimmer (SR)	Not a Merit Badge
Swimming & Water Rescue (A)	Be a swimmer and 16 or older (SR)	Not a Merit Badge, replaces BSA Lifeguard for unit level swimming activities
*See page 57 for more information about requirements and levels of difficulty. CAPS: Eagle Required. Bold: New. <i>Italics</i> Revised Requirements for 2009.		



Braddock's Brigade

Braddock's Brigade offers opportunities to help young Scouts complete their Tenderfoot, Second Class and First Class ranks. The schedules are designed to cover the requirements that naturally fit into the camp setting. The requirements not offered need to be completed within the Troop.

If a Scout only needs help on a few requirements, they should sign up for merit badges and come to Braddock's Brigade during open program. Open program from 4-5:30 p.m. at Braddock's Brigade is a good way to make up missed requirements or to complete new ones. However, it is not a replacement for attendance at Braddock's Brigade. Some requirements like cooking, the 5-mile hike, the 1-mile compass course, etc. cannot be completed during open program. Most requirements need a day of instruction and another for practice, therefore Scouts should not wait until Friday to start requirements.

Braddock's Brigade is a full week program. We offer two opportunities for Scouts to join us at Braddock's Brigade:

- Red Troop, 10 a.m. - 12 p.m., Monday through Friday
- Blue Troop, 2 - 4 p.m., Monday through Friday

Scouts are then free during the other times to sign up for some easier merit badges like Mammal Study, Basketry, Leatherwork and Fingerprinting.

The Braddock's Brigade program is based on the Patrol Method. Scouts will form patrols of 8-10 Scouts on Monday and have an opportunity to serve as Patrol Leader or Assistant Patrol Leader. Patrols then participate in a week of round-robin work with the other patrols. This allows our staff to teach where their strengths lie and the participants to learn from many Life and Eagle Scouts who are staff members.

Three days during the week (Tuesday, Wednesday and Thursday) both the Red Troop and the Blue Troop will meet over the lunch break to complete the five mile hike and the cooking requirements.

The requirements that we will instruct and practice at Braddock's Brigade are:

- Tenderfoot: 3, 4a, 4b, 5, 6, 7, 9, 10a, 11, 12a, 12b
- 2nd Class: 1a, 1b, 2c, 2d, 2e, 2f, 2g, 4, 5, 6a, 6b, 6c, 7a, 7b, 7c, 8b
- 1st Class: 1, 2, 4a, 4c, 4d, 5, 6, 7a, 7b, 7c, 8a, 8b, 8c, 8d, 9a, 9c, 12

At Braddock's Brigade, we will instruct and put into practice the requirements of Tenderfoot, Second Class and First Class. Final evaluation, however, must be completed by the unit leadership as with all rank requirements.



We do encourage unit leaders to help out at Braddock's Brigade. There are opportunities to assist in instruction and crowd control.



Merit badge	Requirements*	Comments
Climbing (A) **	None	Recommended for those 13 and older. Limited to eight Scouts per class.
Fly Fishing (B) **	None	Recommended for those 13 and older. Limited to eight Scouts per class.
Project C.O.P.E. (A)	None	Recommended for those 13 and older. Not a merit badge. Limited to 12 Scouts per class.
Shotgun Shooting (A) **	None	Recommended for those 12 and older. Practice needed, limited to eight Scouts per class. Costs \$20 (added to unit bill)
Watersports (A) **	Must be a swimmer (SR)	Recommended for those 13 and older. Practice needed, limited to six Scouts per class. Swimming MB (recommended) Costs \$20 (added to unit bill)

*See page 57 for more information about requirements and levels of difficulty. CAPS: Eagle Required. **Bold:** New. *Italics* Revised Requirements for 2009. ** Scouts attending these classes should meet at Aquatics at the scheduled time to be transported by pontoon to their merit badges.



Merit badge	Requirements*	Comments
CAMPING (B)	Req. 4b (P), 7b (P), 8d (P), 9a (P), 9b (P)	Most of the written work can be completed at home
Cooking (B)	Req. 7d (PC)	Meets for additional cooking times
Fishing (C)	None	Bring your own gear
<i>Indian Lore (B)</i>	None	Costs \$5 (added to unit bill)
Orienteering (A)	None	None
Pioneering (B)	Req. 2a (SR)	Practice knots
Wilderness Survival (B)	None	For Req. 5 bring your kit to camp, involves spending a night in an improvised shelter

*See page 57 for more information about requirements and levels of difficulty. CAPS: Eagle Required. **Bold:** New. *Italics* Revised Requirements for 2009.

Ecology - Conservation

Merit badge	Requirements*	Comments
Archeology (A)	Req. 4 (P), 10 (P)	None
Astronomy (A)	Req. 6 (P), 7b (P)	Involves written work and night observations
Bird Study (A)	Req. 8 (P)	None
Energy (A)	Req. 1a (P), 4 (P)	Bring your log of req. 4 to camp.
ENVIRONMENTAL SCIENCE (A)	Req. 3e (P)	Req. 4 can be completed at home. be sure to bring your journal to camp along with your report.
Fish & Wildlife Management (B)	None	Bring a fishing rod.
Forestry (B)	None	Req. 7 can be completed at home.
Geology (B)	None	None
<i>Insect Study</i> (B)	Req. 4a (P), 4b (P)	Bring your scrapbook to camp.
Mammal Study (C)	None	None
Nature (C)	None	Req. 4 can be started at home.
Oceanography (A)	None	Req. 8 can be completed at home.
Reptile & Amphibian Study (C)	Req. 8 (P)	Bring journal to camp.
Soil & Water Conservation (B)	None	Involves written work and a project at camp
Weather (B)	Req. 8	Req. 9 can be completed at home
*See page 57 for more information about requirements and levels of difficulty. CAPS: Eagle Required. Bold: New. <i>Italics</i> Revised Requirements for 2009.		



Field Sports

Merit badge	Requirements*	Comments
<i>Archery</i> (B)	None	Practice, limited to 16 Scouts per session.
Rifle Shooting (A)	None	Practice, limited to 16 Scouts per session.

*See page 57 for more information about requirements and levels of difficulty.
CAPS: Eagle Required. **Bold:** New. *Italics* Revised Requirements for 2009.



Handicraft

Merit badge	Requirements*	Comments
Art (C)	None	Cost \$10 (added to unit bill)
Basketry (C)	None	Costs \$15 (added to unit bill)
Fingerprinting (C)	None	None
Leatherwork (C)	None	Costs \$10 (added to unit bill)
Model Design & Building (A)	None	Costs \$5 (added to unit bill)
Photography (B)	None	Costs \$5 (added to unit bill), bring a 35mm camera (film provided) or a digital camera
Pulp & Paper (C)	None	None
Sculpture (C)	None	Costs \$10 (added to unit bill)
Space Exploration (C)	None	Costs \$10 (added to unit bill), do not bring your own rocket or engines
Woodcarving (B)	Totin' Chip (SR)	Costs \$10 (added to unit bill), pocket knives with blades over 3.5" prohibited.

*See page 57 for more information about requirements and levels of difficulty.
CAPS: Eagle Required. **Bold:** New. *Italics* Revised Requirements for 2009.



Trail to Eagle

Merit badge	Requirements*	Comments
American Heritage (B)	Req. 4a, b, c or d (P), 5 (P)	4e, Includes field trip to Fort Necessity National Battlefield
CITIZENSHIP IN THE NATION (B)	Req. 2b, c or d (P), 6 (P), 8 (P)	2a, Includes field trip to Fort Necessity National Battlefield
COMMUNICATIONS (B)	Req. 5 (P), 7 (P), 8 (P)	None
<i>EMERGENCY PREPAREDNESS</i> (B)	First Aid MB (SR), Req. 2b (P), 2c (P), 6c (P)	Req. 8c bring your kit to camp
Entrepreneurship (A)	Req. 6 (PC)	None
FIRST AID (B)	First Aid Req. for Tenderfoot, 2nd Class and 1st Class (SR)	Req. 2d bring your kit to camp. req 3c (CPR) can be completed at home
Medicine (A)	Req. 10 (P)	None
Music (B)	None	None
Public Speaking (B)	None	None
Activity	Requirements*	Comments
Eagle Preparation	Star rank (SR)	Get assistance from Eagle Scouts in best practices for your project, leadership and merit badges, will include group discussions and brainstorming sessions

*See page 57 for more information about requirements and levels of difficulty.
 CAPS: Eagle Required. **Bold:** New. *Italics* Revised Requirements for 2009.