

2024 CAMP GRIMES MERIT BADGE PREREQUISITES

ARCHERY – \$15 fee. 12 years old.

ATHLETICS

Requirements not covered: Requirement 3 must be completed with a registered Athletics merit badge counselor outside camp. To complete the badge during camp you must provide a signed blue card indicating you have previously completed this requirement.

**AVIATION – 14 years old. \$100 fee (Scout will take home a drone at the end of the week)
Plus \$25 (If airplane ride is confirmed)**

BASKETRY - \$15 fee

CAMPING

Requirements not covered: 4b, 5e, 7b, 8d, 9a, 9b, 9c. Provide a letter from your Scoutmaster or a blue card verifying that you have completed these requirements. You may bring your camping gear, properly packed for a campout to your camp merit badge counselor to complete requirement 7b.

CLIMBING – 13 years old and 1st class rank.

COOKING - \$10 fee

Requirements not covered: 4c, 4d, 4e, 6a, 6b, 6c, 6d, 6e, 6f.
With Cooking, there are 11 meals that need to be cooked in order to complete the merit badge. At camp, we do not have enough time to complete all of these, but we do our best to cook as many meals as we can. We cook 3 home meals and 4 camping meals. In order to complete the badge, the Scout will have to cook one more at home meal (4a-4e), and complete all of the trail/backpacking meals (requirements 6a-6f).

ELECTRICITY

Requirements not covered: requirements 2, 8, and 9. These requirements must be completed outside of camp with a registered merit badge counselor. To complete the merit badge at camp you must provide a blue card signed by a registered merit badge counselor indicating these requirements have been previously completed.

EMERGENCY PREPAREDNESS

Requirements not covered: 2b, 2c, 8b. These requirements must be completed outside of camp with a registered merit badge counselor. To complete the merit badge at camp you must provide a blue card signed by a registered merit badge counselor indicating these requirements have been previously completed.

FIRE SAFETY

Requirements not covered: 6a

FIRST AID

Qualifications: First Class Scout rank required.

Outside Class Effort: Please bring a completed first aid kit to class.

GAME DESIGN

Requirements not covered: Req. 6b,c Scouts will need to test their game prototype outside of the class during the week & Req. 7b test your final game with someone who has not played or seen it before.

Extra Materials: Spiral Bound notebook (please bring this to camp with you), Old board game from home you can rewrite rules to.

GEOCACHING - \$10 fee

Requirements not covered: Req. 7 Locate geocache in your area. Req. 8 select 1 way to participate in a cache outside of summer camp.

INDIAN LORE - \$10 fee

KAYAKING – 13 years old and BSA swimmer qualification

LEATHERWORK - \$10 fee

LIFESAVING – 13 years old and a STRONG swimmer

MODEL DESIGN & BUILDING - \$5 fee

MOTOR BOATING - 13 years old, Swimming merit badge

MUSIC

Requirements not covered: 3a, b, OR c; 4c (this can be completed with bringing a homemade instrument to camp)

ORIENTEERING

Requirements not covered: 10

Outside Class Effort: Requirement 10 requires you to teach some techniques to your patrol/troop. The scoutmaster will need to certify during the week that you did this and you will need to be prepared to talk about it in class with your counselor.

Extra Materials: Bring a compass or purchase one at the Trading Post.

PHOTOGRAPHY

Extra Materials: Bring your own digital camera.

POTTERY - \$5 fee

PUBLIC HEALTH

Requirements not covered: #8

PULP & PAPER - \$5 FEE

REPTILE & AMPHIBIAN STUDIES

Requirements not covered: #8. This requires the scout to keep or study a reptile or amphibian for more than a month. If the scout has owned a reptile or amphibian as a pet, then they should bring a note from a parent or merit badge counselor certifying that they have fulfilled this requirement.

RIFLE SHOOTING - \$25 fee and 12 years old

SCOUTING HERITAGE

Requirements not covered: 5 & 6

Outside Class Effort: Requirement 5 can be fulfilled by interviewing 2 people from your Troop as stated in requirement 5. Requirement 6 can be fulfilled by the Scout bring their collection of patches and Scouting memorabilia to camp. Both 5 and 6 should be shown to instructor for credit.

SEARCH AND RESCUE

Requirements not covered: Requirement 5, 6a

Outside Class Effort: Requirements 5 & 6 should be completed before camp and the leader should show to camp program director on a partial will be given

SIGNS, SIGNALS AND CODES

Requirements not covered: Req. 7 Layout a trail for your troop/patrol to follow.

SHOTGUN SHOOTING – \$25 fee and 13 years old

SPACE EXPLORATION - \$6 fee

SPORTS

Requirements not covered: 4 and 5. Requirement 4 requires participation in a sport for one season. Requirement 5 has you implement a training program for that sport and evaluate it at the end of that season. If completed before camp, bring a blue card from a certified merit badge counselor, or a note from your coach. Also, bring the written training program for requirement 5.

WATER SPORTS - \$20 fee and 13 year old and swimming merit badge.

WELDING - \$15 fee and 13 years old

Extra Materials/Cost: Participants MUST have long sleeve shirts, long pants and Closed toe shoes, no synthetic clothing.

WHITEWATER - \$10 fee and 13 years old, Swimming merit badge

WOOD CARVING - \$10 fee and must have Totin' Chip