

Gerber Scout Reservation 2017 Merit Badge Pre-reqs & Preparation

This sheet has all of the Merit Badges offered at Gerber Scout Reservation for 2017 along with all of the work that is required before arrival to camp in order to complete the Merit Badge at summer camp. For some badges these Prerequisites need to be started well in advance. Any questions please ask your Troop Leadership and if they do not have the answers for you have them contact us.

Merit Badge / Activity	Pre-reqs and Preparation	Hours Offered	Comments
Aquatics			
* = Requires completion of BSA swimmer test session)		^ = requires CPR familiarization course (offered during the week, outside of M.B.)	
Canoeing*^	-	9,11	May be difficult for smaller Scouts
Kayaking*^	-	10,11,3	-
Life Saving (E)*^	1a, 13b, be at least 1st Class	9,2	Is a two hours' badge. May be difficult for smaller Scouts. Bring street clothes
Rowing*^	-	9	
Small Boat Sailing*^	1b	11,3	
Swimming (E)*^	3	10,11,2	Bring long pants & button down long sleeve shirt for inflation. Not recommended for first year Scouts
Aquatics Activities			
* = Requires completion of BSA swimmer test			
BSA Lifeguard / American Red Cross Lifeguard*	Must be a strong swimmer & 15 years of age.	All Day Every Day Attendance Req. for completion	\$40 to cover CPR for Pro Rescuer, First Aid, and ARC Guard Cards that the ARC assesses (price set by Red Cross). Gerber is an authorized provider. This is a 35+ hour (all week during Program time) commitment.
Learn to Swim	-	2,3	Come prepared to have fun! Excellent for Scouts still preparing for the BSA swim test!
Mile Swim*	Swim a lot	9	Must have a rower & spotter from the troop when doing the mile swim on Thursday.
Snorkeling*	-	10	
Stand-Up Paddleboarding*	-	4	New option that is available during Free Time
Paddle Craft Safety*	Must be 15 years old		Consult Online Sign-ups for specific Times Offered
Swimming & Water Rescue*	Must be 15 years old		Consult Online Sign-ups for specific Times Offered
C.O.P.E.			
Youth C.O.P.E.	-	9	See Guidebook for an overview of what C.O.P.E. is. Recommended for all older Scouts. 2-hour activity (9-11 a.m.)
Adult C.O.P.E.	-	11	See Guidebook for an overview of what C.O.P.E. is. Every Leader should take at least once in their Scouting career.
Climbing			
Climbing	-	2,3	This is physically demanding so come prepared.
Eagle Quest (First Year Camper Program)			
Eagle Quest (First Year Camper Program)	No requirements are required before arrival.	9 to Noon	Leaders: See Guidebook for a listing of requirements not met during the Week-long program, an overview of each day, our EQ philosophy, & some important notes.
Eagle Quest Merit Badges			
Cooking (E)	Unable to cook all meals (for 5 & 7)	2	Two-hour long badge (2-4 p.m.)
Fire Safety	6a	2	Will visit a fire station during instruction session
Traffic Safety	-	3	-
Environmental Resource Center (E.R.C.)			
Astronomy	5b, 6	11,3	Will be night work (a.k.a. Star Party!)
Environmental Science (E)	1	9,11,3	Must bring all information you record & developed. Not a first year badge.
Mammal Study	-	3	-
Nature	-	2	-
Plant Science	8 (Field Botany option)	9	Is a very difficult merit badge. Requirement 8 can be done at camp but there is not enough time to do so in this instructional session.
Pulp & Paper	-	2	-
Reptile & Amphibian Study	8	10	
Soil & Water Conservation	-	10	-

Weather	-	10	-
E.R.C. Awards and Activities			
World Conservation Award			
Leave No Trace Achievement Award			
William T. Hornady Badge			
L.E.A.F. Award			
Handicraft			
Art	-	10,3	-
Animation	-	11	-
Basketry	-	11	-
Game Design	-	9,2	-
Leatherwork	-	9,11,2	-
Sculpture	-	10,3	-
Space Exploration	-	2,3	-
Woodcarving	Bring Totin' Chip	9,10	-
Honor Ground			
Citizenship in the Nation (E)	2,3,8	10,11,3	
Citizenship in the World (E)	7	9,10,2	
Communications (E)	5,7,8	10,2	
Emergency Preparedness (E)	2c,6c,7,8b	10,3	
Fingerprinting & Law	Law: 4,7	9	Both Merit Badges taught together in same slot.
First Aid (E)	2d	2,3	CPR cert. encouraged
Personal Fitness (E)	1,6,7,8	9,11	
Personal Management (E)	2a&b	9,11	
Power Cut			
Cycling (E)	7b&c, Must be 13 years of age or older	11	Will be using Mountain Biking requirements, bring own bike if possible.
Mountain Boarding (Not a Merit Badge)	Must be 14 years of age or older	2,3	
Performing Arts			
Bugling	6	9	Bring your own bugle. Must be proficient in bugling. Session is taught together with music so if interested in earning both bring your primary instrument as well.
Entrepreneurship	3	10	Requirement 3 is to talk to an entrepreneur about their business so most weeks (if we have one on camp) we should be able to fulfill this in the instructional session. If you are an Entrepreneur willing to speak let us know Sunday.
Music	Practice your instrument	9	Bring your own musical instrument.
Public Speaking	-	9	Have a speech idea
Theater	1	10	-
Scoutcraft			
Camping (E)	4,5e,7b,8cd,9abc	9,11,2	Written statement from unit leader to prove you have completed all of these.
Geocaching	7	9,11	Bring GPS - Limited Quantity at Camp
Orienteering	7ab,8ab	10,3	Bring compass - Limited Quantity at Camp
Pioneering	Tenderfoot Req. 4ab, First Class Req. 7abc,8a	9,2	Review knots. Two-hour session
Search & Rescue	-	11,2	-
Signs, Signals, & Codes	-	3	-
Wilderness Survival	5, bring a survival kit	11,3	Must sleep in a shelter you built in this instructional session so be prepared.
Skilled Trades			
Farm Mechanics	5	11	-
Metalwork	13 years of age	9,10:30	Wear long pants and shirts, 1.5-hour long session
Welding	13 years of age	2	Wear long pants and shirts, 2-hour session (2-4 p.m.)

Shooting Sports			
Archery	Practice if possible	9,10,2,3	
Rifle Shooting	Practice if possible	11,2,3	-
Shotgun Shooting	Practice if possible, 13 years of age or older	9,10	
Shooting Sports Activities			
3D/Action Archery	Must have the merit badge or be accompanied by a leader	11	-
Open Shot (Archery)	-	4	-
Open Shot (Rifle)	Must be in the badge or take the safety briefing Sunday night (youth and adults)	4	
Open Shot (Shotgun)	Must be in the badge or take the safety briefing Sunday night (youth and adults)		Please check online sign up will be offered in the evening.
Takachsin Longhouse			
American Cultures	-	10	-
American Heritage	3c,4	9	-
Archeology	-	10,11	-
Chess	Practice if possible	11,3	-
Fishing	-	9,2,3	-
Indian Lore	-	11,2	-
Scouting Heritage	-	3	-
Technology Center			
Digital Technology	1	9,11,3	Bring Cyber Chip
Electricity	2,8,9a	10	Look at req. 7
Electronics	-	11,2	-
Engineering	1,2	11,2	Be prepared to discuss 1&2 with counselor.
Movie Making	-	9,3	-
Photography	-	10,2	Bring digital camera, charger, & cable
(E) = Eagle Required Merit Badge			