

Following is a list of prerequisites and/or special requirements for camp merit badge sessions/activities. Please be aware that scouts must complete any requirements noted in order to participate in these merit badges or activities at Circle X Ranch Summer Camp.

Do not wait until the last minute to begin working on prerequisites.
Some requirements take an extended period of time to complete.

Animal Science Merit Badge: Complete requirements #1 & #4 prior to camp.

Archery Merit Badge: Double period session. Limited class size.

Astronomy Merit Badge: Scout must attend an Astronomy overnigher at camp.

Basketry Merit Badge: Scout may need to purchase supplies from Trading Post. Estimate \$30 material cost for this merit badge.

Bird Study Merit Badge: Scout may need to allot time out of class to complete a birding notebook.

Canoeing Merit Badge: Swimming merit badge required. Scout must pass the Swimmer Test. Canoeing merit badge is subject to Firebird Lake being opened. All youth attempting to earn this badge should have a back-up plan in case the lake is closed for unforeseen reasons.

Communications Merit Badge: Complete requirement #5 prior to camp. *This is an Eagle Required merit badge.*

Composite Materials Merit Badge: Supplies may need to be purchased from Trading Post. Estimate \$10 material cost for this merit badge.

Crime Prevention Merit Badge: Complete requirements #2 & #7 prior to camp.

Cycling Merit Badge: Scouts who do not complete the distance requirement rides prior to camp will receive a partial blue card. *This is an Eagle Required merit badge.*

Emergency Preparedness Merit Badge: Must have already completed the First Aid merit badge, and complete requirements #1 & #8c. Scout must bring material to make Emergency Kit. *This is an Eagle Required merit badge.*

Environmental Science Merit Badge: Plan for out-of-class field observation while at camp. Requires a report to be written. Requirement #3e & #4a must be done prior to camp. *This is an Eagle Required merit badge.*

First Aid Merit Badge: Must bring materials to make a first aid kit to camp.
This is an Eagle Required merit badge.

Fire Safety Merit Badge: Complete requirements #11 prior to camp. Visiting a fire station is a requirement.

Fish & Wildlife Management: Recommended for any scout. Requirements #5 & #7 must be completed prior to camp.

Forestry Merit Badge: Scout must bring paper to prepare a field notebook.

Geocaching Merit Badge: Recommended for scouts who are familiar with map, compass and orienteering.

Horsemanship Merit Badge: Limited class size depending on the number of horses available. There are some out of class assignments that must be completed with this badge.

Indian Lore Merit Badge: Supplies may need to be purchased from Trading Post. Estimate \$25 material cost for this merit badge.

Insect Study Merit Badge: Complete requirements #7 prior to camp. Scout must bring paper to prepare a field notebook.

Leatherwork Merit Badge: Camper may need to purchase supplies from Trading Post. Estimate \$20 material cost for this merit badge.

Lifesaving Merit Badge: Scout must already have earned the swimming merit badge and must pass a Swimmer Test (administered on first day of camp). *This is an Eagle Required merit badge.*

Mammal Study Merit Badge: Recommended that scouts start requirement #4 prior to camp.

Metalwork Merit Badge: Supplies may need to be purchased from Trading Post. Estimate \$5 material cost for this merit badge.

Nature Merit Badge: Requirement #4 should be started prior to camp.

Orienteering Merit Badge: Suggested for scouts First Class rank or higher. Must bring canteen and compass to camp.

Photography Merit Badge: MUST BRING A DIGITAL CAMERA TO CAMP.

Pioneering Merit Badge: Knowledge of knots important. Recommended for older Scouts

Pottery Merit Badge: Suggest that scouts bring a set of work clothes to wear when working with clay.

Public Health Merit Badge: Complete requirement #6 prior to camp.

Pulp & Paper Merit Badge: Requirement #7 must be completed prior to camp.

Reptile & Amphibian Study Merit Badge: Requirement #8 should be completed prior to camp. Scout must show proof of caring for a reptile.

Rifle Shooting Merit Badge: Can be extremely difficult to qualify. Double period session and limited class size.

Rowing Merit Badge: Swimming merit badge required. Must pass the Swimmer Test. Rowing merit badge is subject to Firebird Lake being opened. All youth attempting to earn this badge should have a “*Back-up Plan*” in case the lake is closed for unforeseen reasons.

Safety Merit Badge: Requirement #1 must be completed prior to camp.

Shotgun Shooting Merit Badge: Extremely difficult to qualify. Small class size.

Soil & Water Conservation Merit Badge: Requirement #7 must be completed prior to camp.

Swimming Merit Badge: Must pass the Swimmer Test (administered on first day of camp). *This is an Eagle Required merit badge.*

Veterinary Medicine Merit Badge: Complete requirements #6a or #6b prior to camp.

Wilderness Survival Merit Badge: Items for requirement #5 must be brought to camp. Scouts must attend the Wilderness Survival overnigher.

Woodcarving Merit Badge: Must have Totin Chip. Camper may need to purchase supplies from Trading Post. Estimate \$10 material cost for this merit badge.

Non-Merit Badge Activity Requirements

Mile Swim: All scouts must pass the Swimmer Test. **Must attend Mile Swim practices held on Monday and Tuesday evenings.** Mile swim will begin at 7:00p.m. on Wednesday. Also available to adult participants.

Instructional Swim: All scouts who do not pass the swim test are encouraged to take instructional swim. Instructional swim will be offered Monday through Thursday, and any scouts wanting to re-test may do so at this time.

Snorkeling B.S.A.: Participants must pass the Swimmer Test. BSA patch available in Trading Post.

Polar Bear: Participants must pass the Swimmer Test. Starts at 6:00a.m. on Monday, Tuesday, and Wednesday. **Participants must make every session to receive the patch.** (There will be a make up session for those on conflicting overnights.) Also available to adult participants.

Kayaking: Must pass the Swimmer Test.

Rough Rider's Horseback Overnighter: This is a Monday, Tuesday, or Thursday activity. Participants will be limited due to the number of horses available. A limited number of adult spots may be available.

Free Time Archery Shoot There will be no free shooting on Friday.

Free Time Rifle Shoot There will be no free shooting on Friday. There is a small fee for free shoot. Tickets can be purchased in the Trading Post. Tickets are 10 shots for .50 cents.