



# Prerequisites & Merit Badge Schedule

The Gateway Area Council welcomes you to our premier camping facility in Western Wisconsin.

The camp is nestled along the banks of the scenic Black River, only a few miles upstream from the mighty Mississippi River. The hills of the area coulees provide breathtaking hikes and panoramas of the area.

*We hope you enjoy your stay and invite you to discover Camp Decorah!*



# CAMP DECORAH—MERIT BADGE

Please note starting requirements and prerequisites required for each merit badge / activity below.

## Starting Requirements (SR) (Mastery of a skill):

These are requirements that the Scout needs to complete before taking the merit badge/activity. For example, a Scout must be classified as a swimmer before starting Swimming Merit Badge. If the Scout has not completed these Starting Requirements before starting that advancement, they will not be able to attend the merit badge/activity.

## Prerequisites (Required activity or task):

These are requirements that the Scout needs to complete before camp if they want to complete the merit badge/activity while at camp. Prerequisites are shown without the (SR) noting under the Prerequisite column.

**Referenced requirements are from the 2018 Boy Scout Requirements book. Merit badge pamphlets may be outdated so please use this book when inquiring about requirement specifics. The following merit badges have significant revisions for 2018 ( \* )**

## Levels of Difficulty:

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

- A - Difficult merit badge/activity, appropriate for older scouts with 3 or more years in Scouting.
- B - Appropriate for advancing Scouts with 2 or more years in Scouting.
- C - Easy merit badge/activity, appropriate for beginning Scouts.

## Merit Badges Requiring CPR Knowledge:

First Aid, Swimming, Lifesaving, Personal Fitness, Sports, Athletics, Climbing

## Comments:

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

## Completing Requirements After Camp:

Sometimes it's not possible to complete all of the merit badge requirements at camp due to time requirements, weather, 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.

## Off-Camp Merit Badges:

Some merit badges require the Scouts to travel off of Camp Decorah. The merit badge instructor will provide information during class times and during meal times. Some Merit Badges may require adult drivers to help get all the Scouts to each event.

Merit Badge	Prerequisites	Comments
Archery (B)	None	Practice
Art (C)	Reg. 6 and 7	None
Aviation (B)		Scouts must fill out the proper permission slip, found on our website, and pay the fee.
Basketry (C)	None	Scouts will need to purchase the proper kits from the trading post.
Bird Study (C)	No prerequisites	



# CAMP DECORAH—MERIT BADGE

Merit Badge	Prerequisites	Comments
<i>CAMPING (B)</i>	<i>Req. 4b, 5e, 8c, 8d, 9a, 9b</i>	Most of the written work can be done at home.
Canoeing (B)	Be a swimmer (SR)	Scouts must pass the swimmers test to complete this merit badge.
<i>CITIZENSHIP IN THE COMMUNITY (B)</i>	<i>Prerequisites 2a,b, or c</i>	
<i>COOKING</i>		Recommend Req. 4 . 6d may not be completed.
<i>EMERGENCY PREP</i>	<i>First Aid Merit Badge</i>	Will not be able to complete 2c & 8b
<i>ENVIRONMENTAL SCIENCE (A)</i>	<i>Req. 3e</i>	Recommend Req. 4 completed at home, be sure to bring your journal to camp along with report.
<i>FIRST AID (B)</i>	<i>Req. 1, 2d</i>	<i>Scouts must bring a First Aid kit, and should be at least the First Class rank.</i>
Fishing (C)	Req. 9	Bring your gear.
Forestry (B)	None	Req. 7 can be completed at home.
Geocaching (B)	Req.7, 8	Bring in notes of completion.
Golf	None	May not be able to complete requirement 8 (Golfing 2 nine-hole rounds)
Indian Lore (C)	None	Extra Fee
Insect Study (C)	Req. 9	
Journalism	None	Scouts will be visiting a radio or television studio. That will be arranged that week.
Kayaking (C)	Be a swimmer (SR)	Scouts must pass the swimmers test to complete this merit badge.
Leatherwork (C)	None	Extra Fee
<i>LIFESAVING (B)</i>	<i>Be a swimmer (SR), Req. 1a (SR), Swimming MB (Recommended)</i>	<i>Scout must be at least the rank of First Class and have prior, basic CPR knowledge.</i>
Model Design and Building (A)	None	None
Nature (C)	None	None
Oceanography	None	May not be able to complete requirement 8b
Orienteering (B)	Req.7, 9, and 10	Req. 7 can be started at home.
Photography	None	Scouts can bring their own camera . If they have Cyber Chip– it will suffice one of the requirements
Pioneering (B)	None	Practice knots
Rifle Shooting (A)	None	Practice, Extra Fee
Rowing (C)	Be a swimmer (SR)	Scouts must pass the swimmers test before completing this merit badge.
Shotgun Shooting (A)	None	Practice, Extra Fee
Signs, Signals, and Codes (B)	None	Understanding of American Sign Language, Morse Code, and Braille
Soil and Water Conservation (B)	None	Req. 7 can be started at home.
Space Exploration (C)	None	Scouts will have to obtain a rocket kit.
<i>SWIMMING (B)</i>	<i>Be a Swimmer (SR)</i>	<i>Have stamina to complete requirements.</i>
Weather (B)	Req. 9	Req. 10 can be started at home.



# CAMP DECORAH—MERIT BADGE SCHEDULE

Program Area	9:00am	10:00am	10:30am	11:00am
<b>Aquatics</b>	Swimming	Instructional Swim		Swimming
	Lifesaving			Snorkeling BSA
<b>Browsea</b>	Tenderfoot	Second Class		First Class
<b>Climbing / C.O.P.E.</b>	Climbing	Climb on Safety		Climbing
<b>Eagle Trail</b>	First Aid			Cit. in Community
<b>Hobby</b>	Photography	Golf		Journalism
<b>Handicraft</b>	Model Design and Building			Woodcarving
<b>Nature Program</b>	Environmental Science			Weather
	Forestry	Nature		Soil/Water Conserv.
<b>OA - Summer Lodge Chief</b>				
<b>Scoutcraft</b>	Camping			Orienteering
	Pioneering	Signs, Signals, Codes		Cooking
<b>Shooting Sports</b>	Archery	Archery		
	Rifle	Rifle		Shotgun
<b>Waterfront</b>	Kayaking	Rowing		Kayaking
	Rowing	Canoeing		



# MONDAY—FRIDAY SCHEDULE

1:30pm	2:30pm	3:00pm	3:30pm	7:00pm
Swimming	Open Swimming			
Lap Swim / Iron Man	Open Swimming			
Second Class	First Class			
C.O.P.E		Climbing Tower / Zip Line		
Emergency Prep		Aviation		
Oceanography	Photography	Open Field Games		
Leatherworking	Art	Open Handicraft		Space Exploration
Environmental Science		Open Nature		Astronomy
Insect Study	Bird Study			
Indian Lore	Basketry	Open OA Activities		
Totin Chip/Fire Chip	Geocaching	Open Scoutcraft		
Wilderness Survival				
Archery	Archery	Open Shoot		
Rifle	Merit Badge Only			
Fishing	Fishing	Open Waterfront		
Canoeing		Open Waterfront		

