

MERIT BADGE PRE-REGISTRATION PROCEDURE

- 1) Enter name, unit number, campsite, week and age. Also include the name of your unit leader. Be sure that all information is complete and can be read easily.
- 2) **Merit Badge Program:** Circle the (X) in the box of the merit badge or program you wish to pre-register for. Please Note: Merit badge classes are offered during the times that an X appears in the box.
- 3) **Wilderness Patrol Program:** If you are participating in the Wilderness Patrol Program do not fill out the 2012 Merit Badge Registration Form. Please complete the 2012 Wilderness Patrol Program Options form specifically for Wilderness Patrol participants and check the merit badge that you select that takes place at 2:00.
- 4) **LOBO Adventures Program:** If you are participating in LOBO, please complete the 2012 LOBO Adventures Registration Form.
- 5) In order to provide the best quality merit badge program, some merit badges and programs are limited to a maximum number of participants. Every effort will be made to accommodate Scouts who have pre-registered and have turned in their form during (or before) the pre-camp meeting two weeks before the unit's arrival in camp.
- 6) Scouts should complete any prerequisites required prior to coming to camp. "Partials" will be issued for any merit badge for which prerequisite requirements were not completed prior to camp.
- 7) Be familiar with requirements for each merit badge. Be sure to have the most recent merit badge book or requirement book. Merit badge books will be available at the camp Trading Post.
- 8) Some merit badges require equipment or kits to complete the merit badge. Bring them with you or be prepared to purchase them at the camp Trading Post.
- 9) Return the summer camp Merit Badge Registration Form to your unit leader as soon as it is finished so it can be forwarded to the camp for processing.
- 10) If you have any questions regarding the Merit Badge Registration process, please contact your unit leader.
- 11) Get ready to have a great week at Camp Sequassen!

Scouts wishing to enroll in regular merit badge classes should complete the 2012 Merit Badge Registration form.



2012 Merit Badge Registration Form

Scouts Name _____ Age _____ Troop _____ Week Attending _____

Campsite _____ Scoutmaster Approval _____

Merit Badge	Pre Reqs	9:00	10:00	11:00	2:00	3:00	4:00	7:00	APPT.	
The merit badges in this section are available for Scouts of all ages										
Archery		X	X	X						
Art/Fingerprinting (3)	Y	X			WP					
Astronomy			X		X					
Athletics/Sports (1)	Y	X								
Basketry		X								
Camping	Y	X	X		X					
Canoeing (1)			X		X					
Cooking	Y			X	X					
Fire Safety (3)	Y		X		WP					
Fish & Wildlife/ Soil & Water	Y	X								
Fishing	Y			X	X					
Indian Lore	Y				X					
Learn-to-Swim (3, 5)			X	X	WP					
Leatherwork (3)			X	X	WP					
Lifesaving (1)		X								
Mammal Study			X							
Metalwork	Y	X		X						
Nature (3)				X	WP					
Orienteering	Y	X		X						
Pioneering		X	X							
Reptile & Amphibian Study	Y	X		X						
Rifle Shooting (6)		X	X	X						
Rowing		X	X							
Sculpture (3)	Y			X	WP					
Swimming (3)		X		X	WP					
Weather	Y		X		X					
Woodcarving		X	X							
Scouts 13 or older may select from this section as well as the section above										
Chess					X					
Climbing (1)			X							
Cycling	Y			X						
Engineering	Y		X			X				
Environmental Science (1)		X			X					
Personal Fitness	Y	X								
Photography (7)			X	X						
Sm. Boat Sailing (1)			X		X					
Wilderness Survival	Y			X	X					
Scouts 14 or older may select from this section as well as either section above										
Automotive Maintenance						X				
Chemistry	Y	X		X						
COPE (5)		X								
First Aid	Y								X	
Geocaching	Y		X							
Motorboating (4)	Y	X		X						
Shotgun Shooting (1)					X					
Scouts must be 15 or older to take BSA Lifeguard.										
BSA Lifeguard (2, 5)		X								

1. These merit badges are longer than one hour. Do not schedule another class during these times.
2. Lifeguard Training will require the Scout to spend all day at the waterfront. Scouts must be at least 15 years old and a Blue Swimmer. There is an additional \$75 fee for this training. Participants may need to complete testing on Saturday morning. Successful completion of the course earns ARC Lifeguarding w/ First Aid, CPR/FPR w/ AED in addition to BSA Lifeguard.
3. **WP** – Wilderness Patrol Scouts will have priority sign up for these 2:00 p.m. classes.
4. Participants must hold a CT Safe Boaters Certificate or, if resident of another state, the appropriate equivalent.
5. Not a merit badge.
6. Recommended for Scouts 13 years and older. Experience has shown younger Scouts are unlikely to complete all requirements.
7. Some time in the afternoon and/or evening will be needed to complete badge requirements.

2012 ADVANCEMENT PREREQUISITES/POSTREQUISITES

Updated: 1/27/12

Advancement Opportunities	Requirements (1)	Comments
Art	4	
Athletics	3, 5, 6b	
Automotive Maintenance	----	Scouts should be 14 years or older
Camping	8d, 9a-b	Boys must be prepared for Req. 7b and 5e: bring pack and equipment appropriate for overnight
Canoeing	---	Must qualify as a blue swimmer
Chemistry	7a-d	Do one of these prior to arrival at camp Scouts should be 14 years or older
Chess	---	Scouts should be 13 years or older
Climbing	---	Scouts should be 13 years or older
Cooking	4a, 7d	There is a \$3 cost for supplies for this class
Cycling	8, 9	Scouts should be 13 years or older
Engineering	4	Scouts should be 13 years or older
Environmental Science	---	Scouts should be 13 years or older
Fire Safety	6a, 11, 12	Recommended for first year Scouts
First Aid	2d	Scouts should be 14 years or older
Fish & Wildlife Management	5, 8	
Fishing	9	We cannot guarantee the fish are willing to be caught. Limited equipment is available for use from the camp.
Geocaching	9	
Indian Lore	1, 2	Must participate in Native Games
Lifesaving	----	Must bring long pants, long sleeved button down shirt, shoes and socks that can get wet for clothes inflation. Must be a blue swimmer.
Metalwork	4	Cost for materials
Motorboating	----	<i>CT Safe Boating Certificate required.</i> Must be 14 years old and qualify as a Blue Swimmer.
Orienteering	7	
Personal Fitness	1b and 6,7 or 8	Scouts should be 13 years or older
Photography	---	Scouts may bring their own digital camera
Reptile & Amphibian Study	8	
Rowing	---	Must be Blue Swimmer
Sculpture	3	
Shotgun Shooting	----	Shooters must purchase ammunition, available at the range, for \$6.00 per box of 25 shells. Scouts should be 14 years or older
Small Boat Sailing	---	Must be Blue Swimmer Scouts should be 13 years or older
Sports	4, 5c	
Swimming	----	Must bring long pants, long sleeved button down shirt, shoes and socks that can get wet for clothes inflation. Must be a Blue Swimmer.
Weather	8, 10	
Wilderness Survival	5	Should be prepared to build and sleep in shelter one night at camp. Scouts should be 13 years or older
Woodcarving	---	Totin' Chip required.

Important Information:

1. Prerequisites should be completed before coming to camp but may be completed afterwards.
2. In order to receive credit for a prerequisite requirement, Scouts must have a blue card with the item signed off by a counselor, or present the required work (or evidence of having completed the work) to the camp counselor.
3. Requirements not completed before or during camp will result in a partial being issued for that merit badge.
4. **Prerequisite requirements will NOT be reviewed in class.**