

	MERIT BADGE	SCOUTS	PREREQUISITES	FULL OR HALF DAY
1	Citizenship in Society	10	1. Complete the workbook and prepare for a discussion	Half - AM
2	Citizenship in Society	10	1. Complete the workbook and prepare for a discussion	Half - PM
3	Electronics	8	1. Students should be comfortable with fractions and decimals. 2. Bring pencil, paper and a calculator. 3. Bring one 9 volt battery.	Full
4	Fishing	6	1. Please have scouts get a copy of Florida Fishing Regulation. 2. Scout can bring in picture of fish they have caught in the last 30 days with a flyfish rod, Scout must present a document with Parent or SM's signature stating they have caught the fish and identified the fish. The scout can also do the same for cleaning and cooking of a fish. This will meet requirements 10 and 11. 3. Merit Badge Book	Half - AM
5	Fly Fishing	6	1. Please have scouts get a copy of Florida Fishing Regulation. 2. Scout can bring in picture of fish they have caught in the last 30 days with a flyfish rod, Scout must present a document with Parent or SM's signature stating they have caught the fish and identified the fish. The scout can also do the same for cleaning and cooking of a fish. This will meet requirements 10 and 11. 3. Merit Badge Book	Half - PM
6	Graphic Arts	10	Prerequisites: #3, 4, 6, 7	Half - AM
7	Animation	10	Prerequisites: #3, 4, 5 and prepare for talking about #1	Half - PM
8	Environmental Science	15	Prerequisites: #3, 4	Full

9	First Aid	12	<ol style="list-style-type: none"> 1. Each scout needs to bring their scouting book so first aid requirements can be signed off for their respective ranks- Tenderfoot, Second Class, or First Class. 2. Merit badge book in hand <i>prior</i> to the merit badge class 3. In order to complete requirement 5a, each scout needs to assemble a personal first kit from the list on page 21 of the First Aid pamphlet and have it ready for my inspection at the Merit badge class. 4. Bring a neckerchief to demonstrate folding a cravat bandage 	Full
10	Communication	20	Prerequisites: #1A, 3, 8	Full
11	Public Speaking	10	<ol style="list-style-type: none"> 1. Be prepared to discuss the requirements in a group. 2. Requirement 1 - Have a rough idea for the introduction speech to be given. 3. Requirement 2 - Have this talk prepared, along with body language and visual aid components. 4. Requirement 5 - Have the outline for the group speech to be delivered to an audience of 9 scouts and an instructor. 	Half - AM
12	Collections	15	<ol style="list-style-type: none"> 1. Have a Collection for review, excluding a stamp or coin collection. 2. Be prepared to discuss the requirements in a group. 3. Requirement 1 - Have the short written report or outline ready for review. 4. Requirement 5b - Either bring pieces of the collection or have photos of the collection readily available. 	Half - PM
13	Salesmanship	10	Prerequisites: #1, 5	Half - AM
14	Entrepreneurship	10	Prerequisites: #1, 4	Half - PM
15	Automotive Maintenance	10	Prerequisite: #12	Full
16	Disabilities Awareness	20	Prerequisites: #2, 4a	Full

17	Engineering	10	<p>1. Bring a manufactured item from home. Choose an item you can investigate how & why it works. If your parent/guardian allows and if you would like, bring tools to disassemble the item (we cannot guarantee reassembly or continued function of the device after disassembly so bring an item that is no longer needed). Will complete the remainder of the requirement in class.</p> <p>2. Prerequisites #2 & 9 Research and bring notes to discuss</p>	Full
18	Orienteering	10	<p>1. Compass, preferably a Plate Type Compass or a Thumb Compass. Please, no mirror, military or bezel type compass.</p> <p>2. Closed toe shoes</p> <p>3. Print and bring the Orienteering worksheets & pen</p>	Full