**Baden-Powell Council   
Merit Badge College  
Prerequisites**

*All merit badge workbooks are required for these badges- they can be downloaded from the registration page for this event.*

**Prerequisite Definition- This is to be understood that these requirements will not be completed**

**Digital Technology Merit Badge**

Requirement 1a- Scouts must send in proof of CyberChip to Chris Ambra ([Chris.Ambra@scouting.org](mailto:Chris.Ambra@scouting.org)) by March 18, 2021

Requirement 5a/5b/5c- By signing up for this merit badge, your parents agree to give you permission to go onto the internet.

**Inventing Merit Badge** (This badge will likely end earlier than 4:00 pm)

Requirement 2a- The interview of an inventor may need to be completed outside of class and submitted to [Chris.Ambra@scouting.org](mailto:Chris.Ambra@scouting.org)

Requirement 3c- You should have a sample of your camping gear available for the class.

Requirement 6- You will need to come up with an idea for an invention. These requirements may not be able to be completed during the class.

Requirement 7- This will not be completed during the class period.

**Programming Merit Badge**

Requirement 1a- Scouts must send in proof of CyberChip to Chris Ambra ([Chris.Ambra@scouting.org](mailto:Chris.Ambra@scouting.org)) by March 18, 2021

Please familiarize yourself with the following- - <https://wiki.c2.com/?HelloWorldInManyProgrammingLanguages> <https://scoutlife.org/merit-badges/programming-merit-badge/>   
[www.boyslife.org/programming](http://www.boyslife.org/programming)

Requirement 5b and 5c may need to be completed after the class.

**Medicine Merit Badge**

Requirement 7a- This Requirement will use the alternative requirement of demonstrating that the Scout understands the components a medical history and physical as well as a discussion about the instruments involved.

Requirement 7c- This requirement will not be able to be completed during the class.

Requirement 10- This requirement will not be able to be completed during the class.

**Energy Merit Badge**

Requirement 1a- The article on the use or conservation of energy should be found prior to class.

Requirement 2b- This should be completed ahead of time or after. (You are unlikely to be able to do it during class.)

**Requirement 4**- If possible, this 14-day energy audit needs to be done ahead of the class.

**American Heritage Merit Badge**

Requirement 3a- Please select this topic prior to the class

Requirement 3c- Please research your family history ahead of time so you are aware of it and prepared to discuss this with the class.

Requirement 5- This needs to be done outside of the class, whether before or after, but will not be able to be done during the class.

**Pets Merit Badge***You must have a pet to take this badge*

Requirement 1- You will need to provide proof that you have cared for a pet for at least four months to earn this badge. A statement from a parent or Scout leader indicating the following will be considered proof: Type of pet, Name, Feeding/watering schedule and brand/type of food, Walking schedule (if applicable), other pet care (cleaning a fish tank, cleaning out a cat’s litter box), anything related to medical care for your pet, etc.

**Mammal Study Merit Badge**

Requirement 3- This must be done either before or after the class. Proof will be accepted in the form of emailed writeups or pictures.   
Requirement 4- This must be done either before or after the class. Proof will be accepted in the form of emailed writeups or pictures.  
Requirement 5- This would need to be done after the class and proof by way of a Scout Leader’s statement and pictures submitted back to the Council

**Indian Lore merit Badge**

Requirement 3C- Make an authentic model of a dwelling used by and Indian tribe, group or Nation.

Requirement 4C- Give a demonstration showing how a specific Indian group traditionally hunted, fished or trapped.

**Weather Merit Badge**

Requirement 9a OR 9b- Will not be able to be completed during class.

Requirement 10- Will not able to be completed during class.