

**SPACE JAM Prerequisites list, we hope all Scouts are prepared so every Merit Badge is a completed Merit Badge!**

**"We will not provide blue cards but will have counselors sign them after class, but only if they are completely filled out with all other info and signatures"**

**Credit for prerequisites only by written verification by adult leader.**

We will update this as Merit Badge Counselors provide updates... so check in a few weeks out....

Below is information for Scouts about what prerequisite requirements need to be fulfilled for the merit badges that will be offered at Space Jam. **Please** read the merit badge book for all merit badges you plan to take, though not required, this is advisable and highly valuable.

Below is a listing of all prerequisites (in alphabetically order):

**Art Merit Badge** - Complete #6 and write a brief description of your experience, signed by a parent (!).

**Astronomy** - Do 6A and 6B. Bring sketches or photos.

- Also, either 8A or 8C bring written statement of completion by a responsible adult.

**Citizenship in the Nation** Do requirements: 2, visiting two places; 3, five day in a row news, and 8, requires writing a letter.

**Citizenship in the World Merit Badge** - Finish requirements 3 and 7.

**Forestry** - #6 bring pictures of three trees that represent a hazard to structures or people.

**Genealogy** – do #2 A or B

**Metalwork Merit Badge –**

Download the worksheet <http://usscouts.org/mb/worksheets/Metalwork.pdf>

Do requirements 1 (read safety rules), 2 all - define terms, a, b, c & d; and 4 careers; 5 option 1 (Sheet Metal Mechanic/Tinsmith) #1 and #2. (you can research this on the internet, or buy the Metalwork Pamphlet).

**Painting** - Bring a change of clothes that you mom won't be upset if you get paint on. Though we cannot require that you read the MB booklet, we strongly recommend that you do.

**Photography** - You must bring a camera phone that you are familiar with the editing options on.

**Plumbing** - Though we cannot require that you read the MB booklet, we strongly recommend that you do

**Radio Merit Badge** – do #8, Find out about three career opportunities in radio. Pick one and find out the education, training, and experience required for this profession. Discuss this with your counselor, and explain why this profession might interest you.

**Scholarship Merit Badge** - Bring a grade card or other evidence that you had a 'B' average for one term or have improved over the previous term. Number 3 - note from principal.

**Welding Merit Badge** – You must wear cotton only clothes, and your shoes should be leather boots (we will try to have shoe covers, but please wear the boots). No synthetic clothes PLEASE.

**Woodwork Merit Badge** – You must have the First Aid Merit Badge and your Toten Chip, 1a & 1b and 5 Do the following:

5. Create your own carpentry project. List the materials you will need to complete your project, and then build your project. Keep track of the time you spend and the cost of the materials.

We recommend that this be a small project or just bring photos to show.

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