



SCOUTMASTER BUCKY

Competitive Gaming Merit Badge Class Preparation Page

for **ONLINE** and **IN-PERSON** classes ScoutmasterBucky.com or ScoutmasterBucky@yahoo.com or 612-483-0665

Expectations

1. Read and Review ALL requirements prior to the class.
2. Active interaction / participation is expected and mandatory.
3. Share in your own words – avoid reading your answers.
4. Pay attention to the action verbs.
5. Bring proof of completion (even partially completed work).
6. A positive Scouting focus and attitude
7. Scout uniform.

Remember to Bring

1. Your Scouting Member ID (formerly BSA ID – **NOT** your Scoutbook ID) or your merit badge blue card properly filled out and signed off by your Unit Leader or authorized designee.
2. Notes and questions from reviewing Scouting America's Competitive Gaming merit badge digital resources.
3. Supporting documentation or project work pertinent to this merit badge that may also include a merit badge workbook for reference with notes.
4. Your completed 14-day log and one-week balanced schedule (Requirement 3)
5. IN-PERSON CLASS: A laptop, tablet, or smartphone, if you have one

Requirements Insight

Note: There is no official Competitive Gaming merit badge pamphlet. Use Scouting America's digital resource guide and the Scoutmaster Bucky Competitive Gaming Merit Badge Workbook to prepare.

Requirement(s)	Expectations
1, 2a, 2b, 2d, 3a, 4a, 4b, 5a, and 7	If you have prepared ahead of time, you will be able to complete these requirements during the class. • Time will be allotted for those Scouts who have prepared to share their work for completion consideration.
2	With your parent or guardian's permission, view the Personal Safety Awareness "Digital Safety" video before the class. • This video will NOT be played as a part of the class.
2c	Scouts must work on this requirement ahead of time and bring their work to share for sign off consideration. • Scouts not doing pre-work will not be able to complete this requirement as a part of the class. • Bring the list of games you own with their ESRB ratings.
3b, 3c, 3d, and 3e	These requirements take three weeks - two weeks of tracking, then a one-week balanced schedule. Start well before the class. • Use the 14-day log and one-week schedule in the Scoutmaster Bucky Competitive Gaming Merit Badge Workbook. • Bring your logs and summaries for review. Scouts who have not finished may share their progress for guidance; sign off will happen once the requirement is complete.
4c, 4d, and 5b	These gameplay requirements must be done at home before the class (4c with your parent or guardian). • Be ready to share what you did, what settings you showed, and what you learned.
5c	Scouts must work on this requirement ahead of time and bring their work to share for sign off consideration. • Scouts not doing pre-work will not be able to complete this requirement as a part of the class. • Bring your PC parts list and be ready to discuss your selections.
6	This requirement specifies choosing ONE of the requirement options; each of which requires some level of preparation work ahead of time. • All three options are done outside of class (teaching a group, viewing a live-streamed event, or attending an event). Bring your notes and share what you learned.