

2021 Advancement Prerequisites

Below you will notice a listing of prerequisites for each merit badge/activity. You should pay attention to those that are "Starting Requirements" (SR) and those that are "Prerequisites."

Starting Requirements (SR)

These are requirements that the Scout needs to complete before taking the merit badge/activity. For example, a Scout must be classified as a swimmer before starting Swimming Merit Badge. If the Scout has not completed these Starting Requirements before starting that advancement, they will not be able to attend the merit badge/activity.

Prerequisites

These are requirements that the Scout needs to complete before camp if they want to complete the merit badge/activity while at camp. For example, a Scout must complete requirement 9 of Weather before coming to Tesomas if they want to complete it while at camp. Prerequisites are shown without the (SR) noting under the Prerequisite column.

Levels of Difficulty

Listed in parentheses after each merit badge/activity is a letter that indicates its difficulty.

A - Difficult merit badge/activity, appropriate for older scouts with 3 or more years in Scouting.

B - Appropriate for advancing Scouts with 2 or more years in Scouting.

C - Easy merit badge/activity, appropriate for beginning Scouts.

Comments

Comments listed for each merit badge/activity provide additional details that will help you in your planning and preparations.

Completing Requirements After Camp

Some times it's not possible to complete all of the merit badge requirements at camp due to time requirements, approvals and/or proper instruction. As a result, Scouts will receive a partial at camp and are encouraged to find an approved counselor to finish at home.

Merit badge/activity	Prerequisites	Comments
Animal Science	None	None
Archeology (B)	None	None
Archery (B)	None	Practice, limited to 16 Scouts per session.
Art (C)	None	None
Astronomy (A)	None	Req. 6b, 8 can be completed at home, Req. 6b, 8 are weather dependent at camp
Automotive Maintenance (A)	None	None
Basketry (C)	None	None
CAMPING (B)	Req. 4b, 5e, 7b, 8c, 8d, 9a, 9b	Most of the written work can be done at home.
Canoeing (B)	Be a swimmer (SR)	Req. 2 (CPR) can be completed at home.
Chemistry (A)	None	Req. 7 can be completed at home.
Chess (B)	None	None
Climbing (A)	None	Recommended for Scouts 13 and older, long pants are recommended, closed toed shoes are required. Limited to 12 Scouts/session.
Collections	None	Must bring collection to camp.
COMMUNICATION (A)	Req. 5, 8	Req. 1, 4, 6, and 7 are suggested before coming to camp
COOKING (B)	Req. 4, 6	Req. 5 can be completed at home.
Electricity (B)	None	Req. 2 & 8. Please bring your drawings to camp.
Electronics (B)	None	None
EMERGENCY PREPAREDNESS (B)	Req. 1 (First Aid Merit Badge), 2b, 2c, 6c, 8b	Alternative to Lifesaving.
ENVIRONMENTAL SCIENCE (A)	Req. 3e	Recommend Req. 4 completed at home, be sure to bring your journal to camp along with your report.
Exploration (A)	None	Scouts will need to bring backpack to class.
Fingerprinting (C)	None	None
FIRST AID (B)	Requirement 1, 5 (bring your kit to camp)	Req. 7a (CPR) can be completed at home.
Fish and Wildlife Management (B)	None	Req. 5 can be completed at home. Bring a fishing rod to camp.

Merit badge	Prerequisites	Comments
Fishing (C)	None	Bring your gear.
Forestry (B)	None	Req. 8 can be completed at home. Bring your report to camp.
Geocaching (B)	Req. 7, 8	Bring in notes of completion
Horsemanship (B)	None	Off-site program, requires adult drivers
Indian Lore (C)	None	None
Insect Study (B)	Req 9.	Req. 5, 10 can be completed at home
Inventing (C)	None	None
Kayaking (B)	Be a swimmer (SR)	None
Leatherwork (C)	None	None
LIFESAVING (B)	Be a swimmer (SR), Req. 1a (SR), Swimming MB (Recommended)	Req. 15 (CPR) can be completed at home. Alternative to Emergency Preparedness.
Mammal Study (C)	None	Req. 3 can be completed at home.
Mining In Society	Req. 5 & 8	Req. 5 & 8 can be completed on the Mountain Stone Tour (Friday)
Nature (C)	None	Req. 4 can be started at home.
PERSONAL MANAGEMENT (A)	Req. 1, 2, 8	Recommend Req. 9 completed at home.
Pioneering (B)	None	Practice knots.
Plant Science (A)	None	None
Reptile and Amphibian Study (C)	Req. 8	Bring journal to camp
Rifle Shooting (A)	None	Recommend Req. 1f Practice, limited to 16 Scouts per session.
Rowing (B)	Be a swimmer (SR)	None
Sculpture (C)	None	None
Shotgun Shooting (A)	None	Practice, limited to 10 Scouts per session.
Signs, Signals, & Codes (C)	None	None
Small-Boat Sailing (B)	Be a swimmer (SR)	Req. 1b (CPR) can be completed at home.
Snorkeling (C)	Be a swimmer (SR)	Not a Merit Badge.
Soil and Water Conservation (B)	None	Req. 7 can be completed at home.
Space Exploration (C)	None	Do not bring your own rocket or engines.
Stand up Paddleboarding (A)	Be a swimmer (SR)	Not a merit badge.
SWIMMING (C)	Be a swimmer (SR)	Alternative to Hiking or Cycling.
Textiles (B)	None	None
Weather	Req. 2 & 9	Req. 10 can be completed at home.
Whitewater (A)	None	Off-site program at Gardner Dam, cost \$25
Wilderness Survival (B)	Req. 5 (bring your kit to camp)	Involves spending a night in an improvised shelter.
Wood Carving (B)	Totin' Chip (SR)	Pocket knives with blades over 3.5" prohibited.

CAPS: Eagle Required

**It is beneficial to have merit badge pamphlets read before coming to camp.
Scouts are encouraged to bring the pamphlets with them.**