

2024 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 Bear Paw if they want to complete it while at camp. Prerequisites are shown without the (SR) notation 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 (C)	None	None
Archery (B)	Req. 1d	Practice, limited to 16 Scouts per session. Bring discussion points to camp.
Art (C)	None	None
Astronomy (A)	Req. 6b	Req. 8 can be completed at home with documentation, Req. 8 is weather dependent at camp
Basketry (C)	None	None
Bird Study (C)	Req. 7 is really hard to complete at camp. Please consider completing ahead of time.	Bring a notebook for Field Journal
CAMPING (B)	Req. 4b, 5e, 7b, 8c, 8d, 9a, 9b	Most of the written work should be done at home and brought to camp.
Canoeing (B)	Be a swimmer (SR)	None
Chemistry (A)	Req. 4a	Req. 7 should be completed at home - bring documentation
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.
COOKING (B)	Req. 4, 6	Req. 5 can be completed at home.
CYCLING (A)	None	Encouraged to bring own mountain bike and helmet. Long pants recommended.
Energy (B)	Req. 4a, 4b	Req. 6 & 7 can be completed at home.
Engineering (B)	Req. 1, 2, 4	None
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)	Req. 4b	Scouts will need to bring backpack to class.
Fire Safety (B)	Req. 6a, 6b, 11, 12	Bring documentation
FIRST AID (B)	Requirement 1, 5 (bring your kit to camp)	Req. 7a (CPR) can be completed at home.
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.
Game Design (C)	Req. 1a	Recommend Req. 8, Begin thinking of game (Req. 5)
Geocaching (B)	Req. 7, 8	Bring in notes of completion
Geology (B)	Req. 4, 5d6	Bring a notebook for sketching
Horsemanship (B)	None	Off-site program. requires adult drivers, long pants, \$15 fee
Insect Study (B)	Req. 9	Req. 5, 10 can be completed at home
Inventing (C)	Req. 3c	None
Kayaking (B)	Be a swimmer (SR)	None
Leatherwork (C)	None	None
LIFESAVING (B)	Be a swimmer (SR), Req. 2 Swimming Merit Badge (SR).	Alternative to Emergency Preparedness. Req. 16b (CPR) must be completed with a CPR/AED instructor at home - bring documentation.
Mammal Study (C)	None	Req. 3 can be completed at home.
Model Design & Building (A)	Req. 4	None
Nature (C)	None	Req. 4 can be started at home.
Nuclear Science ©	Req. 3b	If you choose Req. 2b, please complete at home to bring to camp
Orienteering (B)	None	Req. 7 can be started at home.
Pioneering (B)	None	Practice knots.
Pulp & Paper (C)	None	Req. 7 can be completed at home.
Reptile and Amphibian Study (C)	Req. 8	Bring journal to camp
Rifle Shooting (A)	Req. 1d, 1f & 1i	Practice and bring Discussion points to camp. Limited to 16 Scouts per session.
Rowing (B)	Be a swimmer (SR)	None
Sculpture (C)	None	None
Search & Rescue (A)	None	Req. 6a can be done at home
Shotgun Shooting (A)	Req. 1d, 1f & 1i	Practice and bring discussion points to camp. Limited to 10 Scouts per session. Recommended for 13 year-olds and up.
Signs, Signals, & Codes (C)	None	None
Small-Boat Sailing (B)	Be a swimmer (SR)	None
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.
Whitewater (A)	None	Off-site program at Gardner Dam, cost \$25, review Req. 3b
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.**