



## 2018 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.

**Referenced requirements are from the 2017 Boy Scout Requirements book. Merit badge pamphlets may be outdated so please use this book when inquiring about requirement specifics. The following merit badges have significant revisions for 2017:**

### Pioneering

### 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 Troop or district counselor to finish at home.

Merit badge/activity	Prerequisites	Comments
Animal Science (A)	None	Req. 6 can be completed at home (dairying option at camp)
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
Basketry (C)	None	None
Boardsailing (A)	Be a swimmer (SR)	Not a merit badge.
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 (A)	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.
COMMUNICATION (B)	Req. 5, 8	Req. 1, 4, an 7 are suggested before coming to camp
Composite Materials (A)	None	None
COOKING (A)	Req. 4, 6	Req. 5 can be completed at home.
COPE (A)	None	Recommended for Scouts 13 and older, long pants are recommended, closed toed shoes are required.
Digital Technology (B)	Req. 1 (Cyber Chip)	None

Merit badge	Prerequisites	Comments
Electronics (B)	None	None
EMERGENCY PREPAREDNESS (B)	Req. 1 (First Aid Merit Badge), 2b, 2c, 6c, 8b	Req. 2c can be completed after camp. 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	One class may go longer than scheduled time to complete the expedition.
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.
Fishing (C)	None	Bring your gear.
Forestry (B)	None	Req. 7 can be completed at home.
Geocaching (B)	Req. 7, 8	Bring in notes of completion
Geology (B)	None	None
Indian Lore (C)	None	None
Insect Study (B)	Req 9.	Req. 5, 10 can be completed at home
Instructional Swim	None	Not a merit badge.
Kayaking (C)	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. Must bring long pants, long sleeve shirt and belt for disrobe. Alternative to Emergency Preparedness.
Mammal Study (C)	None	Req. 3 can be completed at home. Only Thursday and Friday
Model Design & Building (A)	None	None
Moviemaking (B)	None	Should think of movie idea at home (Req. 2d)
Nature (C)	None	Req. 4 can be started at home.
Orienteering (B)	None	Req. 7 can be started at home.
PERSONAL FITNESS (B)	Req. 1, 6, 7, 8	Requires a 12 week fitness program.
PERSONAL MANAGEMENT (A)	Req. 1, 2, 8	Recommend Req. 9 completed at home.
Photography (B)	Req. 1b (Cyber Chip)	Bring a digital camera to camp.
Pioneering (B)	None	Practice knots.
Public Speaking (C)	None	None
Pulp and Paper (C)	None	Req. 7 can completed at home. Only Monday, Tuesday, and Wednesday
Reptile and Amphibian Study (C)	Req. 8	Bring journal to camp
Rifle Shooting (A)	None	Practice, limited to 16 Scouts per session.
Robotics (A)	None	Req. 6a can be completed at home.
Sculpture (C)	None	None
Search and Rescue (A)	None	Req. 6a can be completed at home; Req. 6a is volunteer dependent
Shotgun Shooting (A)	None	Practice, limited to 8 Scouts per session, Cost \$25 (automatically added to unit bill)
Signs, Signals, and Codes (B)	None	Work on learning different signs, signals, and codes (ex. Morse Code, American Sign Language, Semaphore, and Braille). Without previous knowledge of these will be difficult to learn in a week at camp.
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.
Space Exploration (C)	None	Do not bring your own rocket or engines.
Sports (C)	Req. 4, 5a	None
Stand up Paddleboarding (A)	Be a swimmer (SR)	Not a merit badge.
SWIMMING (C)	Be a swimmer (SR)	Alternative to Hiking or Cycling.
Textile (C)	None	None
Weather (C)	Req. 2, 9	None
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, BOLD: New or returning Advancement

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