



2020 Advancement

Prerequisites

These are requirements that the Scout needs to complete before camp if they want to complete the merit badge/activity while at camp. Prerequisites with (SR) noting, are requirements a Scout needs to complete before taking the badge. For example, a Scout must be classified as a swimmer before starting Swimming Merit Badge or they cannot participate.

Requirements are from the 2020 Scouts BSA Requirements book. The following have revisions: American Business, Chemistry, Environmental Science, Geology, Kayaking, Model Design & Building, Personal Fitness, Sustainability.

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.

Completing Requirements After Camp

It may not be possible to complete all of the requirements at camp due to time requirements, approvals and/or proper instruction. Scouts will receive a partial at camp and are encouraged to find an approved counselor to finish at home.

Merit badge/activity	Prerequisites	Comments
American Business (A)	None	Req. 5, 6 can be completed at home
Advanced Climbing (A)	Climbing Merit Badge (SR)	Not a merit badge. Recommended for scouts 14+. Long pants recommended, closed-toed shoes required. Limited to 12.
Archery (B)	None	Practice, limited to 16 Scouts per session.
Art (C)	None	None
Astronomy (A)	None	Req. 6b, 8 can be done at home, Req. 6b, 8 depend on weater
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 (A)	None	None
Climbing (A)	None	Recommended to be 13+, long pants recommended, closed toed shoes required. Limited to 12 Scouts.
COMMUNICATION (B)	Req. 5, 8	Req. 1, 4, 6, and 7 are suggested before coming to camp
COOKING (A)	Req. 4, 6	Req. 5 can be completed at home.
C.O.P.E. (A)	None	Recommended for Scouts 13+, long pants are recommended, closed toed shoes are required. Limited to 12.
Digital Technology (B)	Req. 1 (Cyber Chip)	None
Electronics (B)	None	None
EMERGENCY PREP (B)	Req. 1, 2b, 2c, 6c, 8b	Req. 2c can be done after camp. Alternative to Lifesaving.
Energy (C)	Req. 4	Req. 1a, 5, and 6 can be completed at home.
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 long to complete expedition.
Fingerprinting (C)	None	None
FIRST AID (B)	Req. 1, 5 (bring kit to camp)	Req. 7a (CPR) can be completed at home.

Merit badge	Prerequisites	Comments
Fish & Wildlife Mgmt (B)	None	Req. 5 can be completed at home. Bring a fishing rod to camp.
Fishing (C)	None	Bring your gear.
Game Design (C)	None	Recommend Req. 1, 8, Begin thinking of game (Req. 5)
Geocaching (B)	Req. 7, 8	Bring in notes of completion
Geology (B)	None	None
Indian Lore (C)	None	None
Inventing (B)	Req. 8	Req. 2 can be completed at home, Think about Req. 6
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)
Music (B)	Req. 3	Recommend Req. 4. Bring Instrument if applicable
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.
Programming (B)	Req 1a (Cyber Chip)	Req. 5 can be worked on at home
Pulp and Paper (C)	None	Req. 7 can completed at home. Only Monday and Tuesday
Public Health (B)	None	None
Reptile & Amphibian Study (C)	Req. 8	Bring journal to camp
Rifle Shooting (A)	None	Recommend Req. 1f Practice, limited to 16 Scouts per session.
Robotics (A)	None	Req. 6a can be completed at home.
Scouting Heritage (B)	Req. 5, 6 (bring collection)	Req. 4 can be done at home. Req. 8 depends on volunteers
Sculpture (C)	None	None
Search and Rescue (A)	None	Req. 6a can be done at home; Req. 6a depends on volunteers
Shotgun Shooting (A)	None	Practice, limited to 8 Scouts per session, Cost \$25
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, 5	None
Stand up Paddleboarding (A)	Be a swimmer (SR)	Not a merit badge.
SUSTAINABILITY (A)	Req. 1, 2a: Water, Food, Stuff, Req. 2b/c: Community, Energy	Scouts will not earn badge at camp; must have family Meeting (Req. 5) after camp
SWIMMING (C)	Be a swimmer (SR)	Alternative to Hiking or Cycling.
Theater (C)	None	Recommend Req. 2, 3
Weather (C)	Req. 2, 9	None
Wilderness Survival (B)	Req. 5 (bring your kit)	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 and bring with.