



2010 Advancement Prerequisites

very important stuff, please read carefully!

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 complete Canoeing Merit Badge before starting Whitewater Merit Badge. If the Scout has not completed these Starting Requirements before coming to Tesomas, they will not be able to sign up for 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 requirements 8 of Weather before coming to Tesomas if they want to complete it while at camp. Prerequisites are shown without the (SR) noting under the

Referenced requirements are from the 2010 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 Merit badge pamphlets may be outdated so please use this book when inquiring about requirement specifics.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 revisions for 2010: Athletics, Computers, Fishing, Geology and Personal Fitness.

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
Archaeology (A)	None	Req. 4, 10a or 10b can be completed at home.
Archery (B)	None	Practice, limited to 16 Scouts per session.
Art (C)	None	None
Astronomy (A)	Req. 6, 7b	Involves written work and night observations.
Athletics (B)	Req. 3, 5, 6b	Bring a note from a coach.
Basketry (C)	None	None
Boardsailing (A)	Be a swimmer (SR)	Not a merit badge.
CAMPING (B)	Req. 4b,7b, 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.
Climbing (A)	None	Recommended for Scouts 13 and older, long pants are recommended, closed toed shoes are required. Limited to 12 Scouts/session.
Composite Materials (A)	None	None
Computers (C)	None	None
Cooking (B)	None	Meets for additional cooking times. Req. 7d must be completed after camp at home.

Merit badge	Prerequisites	Comments
COPE (A)	None	Recommended for Scouts 13 and older, long pants are recommended, closed toed shoes are required.
EMERGENCY PREPAREDNESS (B)	First Aid Merit Badge (SR), Req. 2b, 2c, 6c	Req. 8c (bring your kit to camp), alternative to Lifesaving.
Entrepreneurship (A)	None	None
ENVIRONMENTAL SCIENCE(A)	Req. 3e	Req. 4 can be completed at home, be sure to bring your journal to camp along with your report.
Fingerprinting (C)	None	None
FIRST AID (B)	1st Class First Aid requirement	Req. 2d (bring your kit to camp), Req. 3c (CPR) can be completed at home.
Fish and Wildlife Management (B)	None	Bring a fishing rod to camp.
<i>Fishing (C)</i>	None	Bring your gear.
Forestry (B)	None	Req. 7 can be completed at home.
<i>Geology (B)</i>	None	None
Indian Lore (B)	None	None
Instructional Swim	None	Not a merit badge.
Kayaking (C)	Be a swimmer (SR)	Not a Merit Badge.
Leatherwork (C)	None	None
LIFESAVING (B)	Be a swimmer (SR), Req. 1a (SR), Swimming MB (Recommended)	Req. 13 (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	None
Model Design & Building (A)	None	None
Nature (C)	None	Req. 4 can be started at home.
Nuclear Science (A)	None	None
Orienteering (A)	None	None
Oceanography (A)	None	Req. 8 can be completed at home.
Paddle Craft Safety (A)	Be a swimmer and 16 or older (SR)	Recommended for leaders to confidently supervise unit boating activities.
<i>PERSONAL FITNESS (B)</i>	Req. 1, 6, 7, 8	Requires a 12 week fitness program.
Photography (B)	None	Bring a 35mm camera (film will be provided) or a digital camera.
Pioneering (B)	Req. 2a (SR)	Practice knots.
Plant Science (A)	Req. A, E	Very involved badge, will require extra time at camp
Public Speaking (A)	None	None
Pulp & Paper (A)	None	None
Reptile and Amphibian Study (C)	Req. 8	Bring journal to camp.
Rifle Shooting (A)	None	Practice, limited to 16 Scouts per session.
Sculpture (C)	None	None
Shotgun Shooting (A)	None	Practice, limited to 8 Scouts per session, Cost \$20 (automatically added to unit bill)
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	Involves written work and a project at camp.
Space Exploration (C)	None	Do not bring your own rocket or engines.
SWIMMING (C)	Be a swimmer (SR), Req. 3 (SR)	Req. 2 (CPR) can be completed at home. Bring light pants & lightweight long sleeve shirt for clothes inflation. Alternative to Hiking or Cycling.
Swimming & Water Rescue (A)	Be a swimmer and 16 or older (SR)	Recommended for leaders to confidently supervise unit swimming activities.
Wilderness Survival (B)	None	Req. 5 (bring your kit to camp), involves spending a night in an improvised shelter.
Woodcarving (B)	Totin' Chip (SR)	Pocket knives with blades over 3.5" prohibited.

CAPS: Eagle Required, **BOLD**: New or returning Advancement, *Italics*: Revised reqs. for 2010.



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