

2023 Advancement Prerequisites

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

Starting Requirements (SR)

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

Prerequisites

These are requirements that participants need 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 Camp Hiawatha 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

There are times where it's not possible to complete all 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)	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
Bird Study (C)	None	Bring a notebook for Field Journal
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)	None
Composite Materials (B)	Req. 4	None
CYCLING (A)	None	Req. 6d is weather dependent at camp. Cost is \$25 Limited to 12 Scouts per session
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.
FIRST AID (B)	Requirement 1, 5 (bring kit to camp)	Req. 7a (CPR) can be completed at home.
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
Geology (B)	Req 4	Bring a notebook for sketching
Indian Lore (C)	None	None
Insect Study (B)	Req 9.	Req. 5, 10 can be completed at home
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.
Log Rolling (C)	None	Waterfront Activity. Not a Merit Badge
Mammal Study (C)	None	Req. 3 can be completed at home.
Metalwork (A)	None	None
Motor Boating (B)	Be a swimmer (SR)	None
Orienteering (B)	None	Req. 7 can be started at home.
Pioneering (B)	None	Practice knots.
Pottery (B)	None	Req. 7 can be completed at home.

Merit badge/activity	Prerequisites	Comments
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)	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 8 Scouts per session.
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. Must bring your own mask set or purchase from the trading post. Full Face masks are prohibited.
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.
Weather (C)	Req. 2 & 9	Req. 10 can be completed at home.
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.**