

2019 Advancement Prerequisites/Postrequisites

Updated: 5/3/19

| Advancement Opportunities | Requirements | Comments |
|---------------------------|----------------------|---|
| Animation | --- | Scouts should be 12 years or older |
| Art | 6 | |
| Astronomy | --- | Scouts should be 13 years or older |
| Camping | 4b, 5c, 7b, 8d, 9a-b | |
| Canoeing | --- | Must qualify as a blue swimmer |
| Chemistry | 7a-d | Do one of these prior to arrival at camp Scouts should be 14 years or older |
| Chess | --- | Scouts should be 13 years or older |
| Climbing | --- | Scouts should be 13 years or older |
| Cycling | 7 | Scouts should be 13 years or older |
| Digital Technology | 1, 5b | Scouts should be 12 years or older, Earn Cyber Chip |
| Electricity | 2, 8, 9a | Scouts should be 14 years or older |
| Electronics | --- | Scouts should be 13 years or older |
| Engineering | 4 | Scouts should be 13 years or older |
| Environmental Science | --- | Scouts should be 13 years or older |
| Exploration | --- | Scouts should be 14 years or older |
| Fire Safety | 6a, 11 | Recommended for first year Scouts |
| First Aid | 5 | Scouts must be 14 years or older & have earned First Class |
| Fishing | 9 & 10 | We cannot guarantee the fish are willing to be caught. Fishing poles are available for use at camp. |
| Game Design | 8 | Scouts should be 12 years or older |
| Geocaching | 7, 8, 9 | Scouts must be 14 years or older |
| Kayaking | --- | Must be Blue Swimmer |
| Lifesaving | --- | Must bring long pants, long sleeved button down shirt, shoes and socks that can get wet for clothes inflation. Must be a blue swimmer. |
| Metalwork | --- | Scouts should be 12 years or older |
| Motorboating | --- | <i>CT Safe Boating Certificate required.</i> Must be 14 years old and qualify as a Blue Swimmer. |
| Moviemaking | --- | Scouts should be 13 years or older |
| Nuclear Science | --- | Scouts should be 14 years or older |
| Orienteering | 7 | |
| Personal Fitness | 1b, 6,7, 8 | Scouts should be 13 years or older |
| Photography | --- | Earn Cyber Chip, Scouts should bring their own camera, if available |
| Plumbing | --- | Scouts should be 14 years or older |
| Programming | 1 | Scouts should be 13 years or older Earn Cyber Chit |
| Reptile & Amphibian Study | 8 | |
| Rowing | --- | Must be Blue Swimmer |
| Scouting Heritage | 5, 6 | |
| SCUBA | --- | Must be 14 years or older and a Blue Swimmer. Must submit a SCUBA specific medical form in addition to regular camp form. Must register for this merit badge by May 31. |
| Shotgun Shooting | --- | Shooters must purchase ammunition, available at the range, for \$6.00 per box of 25 shells. Scouts should be 14 years or older |
| Signs, Signals & Codes | 7 | Scouts should be 13 years or older |
| Small Boat Sailing | --- | Must be Blue Swimmer Scouts should be 13 years or older |
| Space Exploration | --- | Scouts should be 13 years or older |
| Sports | 4, 5a & c | |
| Swimming | --- | Must be a Blue Swimmer. |
| Wilderness Survival | 5 | Should be prepared to build and sleep in shelter one night at camp. Scouts should be 13 years or older |
| Woodcarving | --- | Totin' Chip required. |
| Woodwork | --- | Totin' Chip required, Scouts should be 14 years or older |

** See notes on page 2 **

Important Information:

- A. Prerequisites should be completed before coming to camp but may be completed afterwards.
- B. In order to receive credit for a prerequisite requirement, Scouts must have a blue card with the item signed off by a counselor, or present the required work (or evidence of having completed the work) to the camp counselor.
- C. Requirements not completed before or during camp will result in a partial being issued for that merit badge.
- D. Prerequisite requirements will NOT be reviewed in class.**

Partials: A Scout completing only a portion of a merit badge's requirements will be issued a "partial" on his merit badge card. Camp counselors may give credit for requirements or skills actually completed at camp, only. Partials are valid until a Scout's eighteenth birthday.