

## 2021 Advancement Prerequisites/Postrequisites

Updated: 5/12/2021

Advancement Opportunities	Requirements	Comments
Animation	---	Scouts should be 12 years or older
Art	6	
Astronomy	---	Scouts should be 13 years or older
Athletics	3, 5	
Automotive Maintenance	---	Scouts should be 14 years or older
Camping	4b, 5e, 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
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	7, 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
Journalism	4a, b or c	
Kayaking	---	Must be Blue Swimmer
Lifesaving	2a	Must bring long pants, long sleeved button down shirt, shoes and socks that can get wet for clothes inflation. Must be a blue swimmer and earned Swimming Merit Badge
Metalwork	---	Scouts should be 12 years or older
Motorboating	4b	<b><i>CT Safe Boating Certificate required.</i></b> Must be 14 years old and qualify as a Blue Swimmer.
Moviemaking	---	Scouts should be 13 years or older
Music	2a(2) or 2b(2)	Scouts may bring a musical instrument to camp
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	1a	Earn Cyber Chip, Scouts should bring their own camera, if available
Plumbing	---	Scouts should be 14 years or older
Reptile & Amphibian Study	8	
Robotics	---	Scouts should be 14 years or older
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	2a, 4, 5	
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
		<b>** See notes on page 2 **</b>

**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.**