

## 2022 Advancement Prerequisites

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 be classified as a swimmer before starting Swimming Merit Badge. If the Scout has not completed these Starting Requirements before starting that advancement, they will not be able to attend 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 requirement 9 of Weather before coming to Bear Paw 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

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 counselor to finish at home.

Merit badge/activity	Prerequisites	Comments
Animal Science (C)	None	None
Archaeology (B)	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
Chemistry (A)	None	Req. 7 can be completed at home.
Chess (B)	None	None
Climbing (A)	None	Recommended for Scouts 13 and older, long pants are recommended, closed toed shoes are required. Limited to 12 Scouts/session.
COMMUNICATION (A)	Req. 5, 8	Req. 1, 4, 6, and 7 are suggested before coming to camp
Composite Materials (B)	Req. 4	None
COOKING (B)	Req. 4, 6	Req. 5 can be completed at home.
Engineering (B)	Req. 4	None
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.
Fingerprinting (C)	None	None
FIRST AID (B)	Requirement 1, 5 (bring your kit to camp)	Req. 7a (CPR) can be completed at home.
Fish and Wildlife Management (B)	None	Req. 5 can be completed at home. Bring a fishing rod to camp.
Fishing (C)	None	Bring your gear.
Fire Safety (B)	Req. 6 & 11	

Merit badge	Prerequisites	Comments
Forestry (B)	None	Req. 8 can be completed at home. Bring your report to camp.
Game Design (C)	None	Recommend Req. 1, 8, Begin thinking of game (Req. 5)
Gardening (B)	Req. 2, 5, 8	
Geocaching (B)	Req. 7, 8	Bring in notes of completion
Geology (B)	Req 4	Bring a notebook for sketching
Horsemanship (B)	None	Off-site program, requires adult drivers
Indian Lore (C)	None	None
Insect Study (B)	Req 9.	Req. 5, 10 can be completed at home
Inventing (C)	None	None
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.
Mammal Study (C)	None	Req. 3 can be completed at home.
Mining In Society (B)	Req. 5 & 8	Req. 5 & 8 can be completed on the Mountain Stone Tour (Friday)
Model Design & Building (A)	None	None
Music (B)	Req. 3	Recommend Req. 4. Bring instrument if applicable
Nature (C)	None	Req. 4 can be started at home.
Oceanography (B)	None	Req. 8 can be completed at home. Bring your report to camp.
Orienteering (B)	None	Req. 7 can be started at home.
PERSONAL MANAGEMENT (A)	Req. 1, 2, 8	Recommend Req. 9 completed at home.
Pioneering (B)	None	Practice knots.
Plant Science (A)	None	None
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
Search & Rescue (A)	None	Req. 6a can be done at home
Shotgun Shooting (A)	None	Practice, limited to 10 Scouts per session.
Signs, Signals, & Codes (C)	None	None
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.
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.
Weather (C)	Req. 2 & 9	Req. 10 can be completed at home.
Whitewater (A)	Be a swimmer (SR); Req. 3 Kayaking MB (SR)	Off-site program at Gardner Dam, cost \$25
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.**