

2012 ADVANCEMENT PREREQUISITES/POSTREQUISITES

Updated: 1/27/12

Advancement Opportunities	Requirements (1)	Comments
Art	4	
Athletics	3, 5, 6b	
Automotive Maintenance	-----	Scouts should be 14 years or older
Camping	8d, 9a-b	Boys must be prepared for Req. 7b and 5e: bring pack and equipment appropriate for overnight
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
Cooking	4a, 7d	There is a \$3 cost for supplies for this class
Cycling	8, 9	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
Fire Safety	6a, 11, 12	Recommended for first year Scouts
First Aid	2d	Scouts should be 14 years or older
Fish & Wildlife Management	5, 8	
Fishing	9	We cannot guarantee the fish are willing to be caught. Limited equipment is available for use from the camp.
Geocaching	9	
Indian Lore	1, 2	Must participate in Native Games
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	4	Cost for materials
Motorboating	-----	<i>CT Safe Boating Certificate required.</i> Must be 14 years old and qualify as a Blue Swimmer.
Orienteering	7	
Personal Fitness	1b and 6,7 or 8	Scouts should be 13 years or older
Photography	---	Scouts may bring their own digital camera
Reptile & Amphibian Study	8	
Rowing	---	Must be Blue Swimmer
Sculpture	3	
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
Small Boat Sailing	---	Must be Blue Swimmer Scouts should be 13 years or older
Sports	4, 5c	
Swimming	-----	Must bring long pants, long sleeved button down shirt, shoes and socks that can get wet for clothes inflation. Must be a Blue Swimmer.
Weather	8, 10	
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.

Important Information:

1. Prerequisites should be completed before coming to camp but may be completed afterwards.
2. 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.
3. Requirements not completed before or during camp will result in a partial being issued for that merit badge.
4. **Prerequisite requirements will NOT be reviewed in class.**