



# Tesomas Advancement Prerequisites 2025

## 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 Tesomas if they want to complete it while at camp. Prerequisites are shown without the (SR) noting under the Prerequisite column.

**Referenced requirements are from the 2025 Boy Scout Requirements book. Merit badge pamphlets may be outdated so please use this book when inquiring about requirement specifics.**

## 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.

## Completing Requirements After Camp

Some times it's not possible to complete all of the requirements at camp for various reasons. As a result, Scouts will receive a partial at camp and are encouraged to find an approved Troop or district counselor to finish at home.

Merit badge/activity	Prerequisites	Comments
Animation (B)	None	Req. 5 can be completed at home.
Archery (B)	None	Practice, limited to 16 Scouts per session.
Art (C)	None	None
Basketry (C)	None	None
Bird Study (B)	None	None
C.O.P.E. (B)	None	Recommended for Scouts 13 and older, long pants are recommended, closed toed shoes are required.
CAMPING (B)	Req. 4b, 5e, 7b, 8c, 8d, 9a, 9b, 9c	Most of the written work can be done at home.
Canoeing (B)	Be a swimmer (SR)	None
Chemistry (A)	None	None
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 (B)	Req. 5, 8	Req. 1, 4, 6, and 7 are suggested before coming to camp
Composite Materials (A)	None	Req. 4a can be completed at home
COOKING (B)	Req. 4, 6	Meals cooked for the Cooking merit badge must be different from those used for rank advancement.
EMERGENCY PREPAREDNESS (B)	Req. 1, 3	Alternative to Lifesaving.
Engineering (A)	None	None
ENVIRONMENTAL SCIENCE (A)	Req. 6	
Fingerprinting (C)	None	None
FIRST AID (B)	Req. 2 (bring kit to class)	Req. 7d (CPR) can be completed at home.
Fish and Wildlife Management (B)	None	None
Fishing (C)	None	Bring your gear.
Forestry (B)	None	None
Geocaching (B)	Req. 7, 8	Bring in notes of completion
Graphic Arts (B)	None	None
Insect Study (A)	None	Req. 4b & c can be completed at home.
Kayaking (C)	Be a swimmer (SR)	None
Leatherwork (C)	None	None
LIFESAVING (B)	Be a swimmer (SR), Req. 2a (SR), Swimming MB	Req. 16 (CPR) can be completed at home. Alternative to Emergency Preparedness.
Mammal Study (C)	None	None
Model Design & Building (A)	None	None

Merit badge/activity	Prerequisites	Comments
Moviemaking (B)	None	None
Nature (C)	None	None
Nuclear Science (A)	None	None
Painting (C)	None	None
PERSONAL FITNESS (B)	Req. 1, 6, 7, 8	Requires a 12 week fitness program.
PERSONAL MANAGEMENT (A)	Req. 1, 2, 8	Recommend Req. 9 completed at home.
Pioneering (B)	None	None
Plant Science (B)	Req. 5	None
Pulp and Paper (A)	None	None
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.
Scouting Heritage (B)	Req. 5	Bring collection to camp. Pictures of these items are also acceptable, provided they are fragile or you do not want to lose them.
Sculpture (C)	None	None
Shotgun Shooting (A)	None	Practice, limited to 8 Scouts per session, Cost \$25 (automatically added to unit bill)
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.
Soil & Water Conservation (B)	None	None
Space Exploration (C)	None	Do not bring your own rocket or engines.
Sports (C)	Req. 5	None
Stand up Paddleboarding (A)	Be a swimmer (SR)	Not a merit badge.
SWIMMING (C)	Be a swimmer (SR)	Alternative to Hiking or Cycling.
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.

**It is beneficial to have merit badge pamphlets read before coming to camp.  
Scouts are encouraged to bring the pamphlets with them.**