2026 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 7 of Art before coming to Tesomas if they want to complete the badge while at camp. Prerequisites are shown without the (SR) noting under the Prerequisite column.

Career Requirements *

Prerequisite requirements noted with a "*" are carreer research requirements. Scouts can complete the "Career Research Guide" found on the Tesomas Website and bring with them to camp.

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 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 Troop or district counselor to finish at home.

Merit Badge/Activity	Prerequisites	Comments
Archery (B)	None	Proficency required. Scouts may need to practice outside of scheduled badge times.
Art (C)	Req. 7*	None
Astronomy (B)	Req. 9*	None
Basketry (C)	None	None
C.O.P.E. (B)	None	Scouts must be 13 years old or older. Closed toed shoes required, long pants recommended.
CAMPING (B)	Req. 4b, 5e, 7b, 8c, 8d, 9	Most of the written work can be done at home and brought to camp.
Canoeing (B)	(SR) Complete the Swimmer Test	None
Chemistry (A)	Req. 8*	None
Chess (B)	Req. 1	None
Climbing (A)	None	Scouts must be 13 years old or older. Closed toed shoes required, long pants recommended.
COMMUNICATION (B)	Req. 5, 7, 8, 9*	None
COOKING (B)	Req. 4, 6, 7*	Meals cooked for the Cooking merit badge must be different from those used for rank advancement.
EMERGENCY PREPAREDNESS (B)	Req. 3, 9, 10*	Alternate Requirement to LIFESAVING
ENVIRONMENTAL SCIENCE (A)	Req. 6, 11*	Alternate Requirement to SUSTAINABILITY
Fingerprinting (C)	Req. 6*	None
FIRST AID (B)	Req. 2, 15*	Bring your first Aid Kit from Req. 2 to class.
Fish and Wildlife Management (B)	Req. 8*	None
Fishing (C)	None	Bring your fishing gear.
Forestry (B)	Req. 8*	None
Geocaching (B)	Req. 7, 8	None
Graphic Arts (B)	Req. 6, 7*	None
Journalism (B)	Req. 5*	
Kayaking (C)	(SR) Complete the Swimmer Test	None
Landscape Architecture (B)	Req. 5*	
Leatherwork (C)	None	None

Merit Badge/Activity	Prerequisites	Comments
LIFESAVING (B)	(SR) Complete the Swimmer Test (SR) 2a. Swimming Merit Badge	Scouts must be 13 years old or older and must be able to strongly swim 400 yards.
Mammal Study (C)	Req. 7*	None
Model Design & Building (A)	Req. 6*	None
Nature (C)	Req. 7*	None
Orienteering (B)	None	None
Painting (C)	Req. 8*	None
PERSONAL FITNESS (B)	Req. 4, 5, 6, 7, 8*	Requires a 12 week fitness program.
PERSONAL MANAGEMENT (A)	Req. 1, 2, 8, 10*	None
Photography (B)	Req. 8*	None
Pioneering (B)	None	None
Plant Science (B)	Req. 7*	None
Pulp and Paper (A)	Req. 8*	None
Reptile and Amphibian Study (C)	Req. 8	Bring your journal from Req. 8 to camp.
Rifle Shooting (A)	None	Proficency required. Scouts may need to practice outside of scheduled badge times.
Robotics (B)	None	None
Salesmanship (C)	Req. 7*	None
Sculpture (C)	Req. 3*	None
Search & Rescure (B)	Req. 8*	None
Shotgun Shooting (A)	None	Proficency required. Scouts may need to practice outside of scheduled badge times. **Additional cost $25 (automatically added to unit bill)**
Small-Boat Sailing (B)	(SR) Complete the Swimmer Test	None
Sports (C)	Req. 5a, 5b, 6*	Participation in two organized sports satisfys Req. 5a & 5b
Soil & Water Conservation (B)	None	None
Space Exploration (C)	Req. 8*	Do not bring your own rocket or engines.
Stand up Paddleboarding (A)	(SR) Complete the Swimmer Test	*Not a merit badge.*
SWIMMING (C)	(SR) Complete the Swimmer Test	Must be able to proficently swim 150 yards in multiple strokes to complete. (Req. 4) Alternative to HIKING or CYCLING.
Wilderness Survival (B)	Req. 4, 10*	Bring survival kit from Req. 4 to class. Involves spending a night in an improvised shelter.
Wood Carving (B)	Totin' Chip (SR)	Pocket knifes 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.