



# Merit Badge Prerequisites

Merit Badge / Award	Rating	Prerequisites	Comments
Archery	4		2 Hour class. Much practice time required.
Astronomy	3/7	6	Before camp, sketch the moon for five days.
Athletics	4	3, 5	
Basketry	1		Purchase kit at Trading Post.
B.S.A. Lifeguard	7	Lifesaving M.B.	Two training courses are required and are not offered at camp. See p. 60.
<b>Camping</b>	3/5/6	7, 9a,b,c	
Canoeing + *	3	2b	2 Hour class. Much practice time required.
Climbing	4/6		2 Hour class. Much practice time required.
<b>Communications</b>	3/5/6	5	Requires attendance at a public meeting.
Cooking	3/5/6	7; 2, 3, 5 recomm.	Selected daily meals will be eaten with class.
<b>Cycling</b>	3/5	8, 9	
Energy	2	4 a or b, 6, 7	
<b>Environmental Science</b>	4/6		Must allow for observation time.
First Aid	3/6	1, 2b	
Fish & Wildlife Management	3		
Fishing	2		Practice time required.
Forestry	3/5		
<b>Hiking</b>	3/5	5, 6, 7	Otherwise, partials available.
Insect Study	2	7, 8	Raise an insect and observe ants or bees.
Journalism	2	2a or 2b, 4	
Leatherwork	1		Purchase kit at Trading Post.
<b>Lifesaving + *</b>	4/7	1	2 Hour class. Strong swimmers. Not for first-year campers.
Mammal Study	1		
Motorboating + *	2/7	2b	
Nature	2/5		
Orienteering	3/6		Much planning time required.
<b>Personal Fitness</b>	3/5/7	1a,b, 7, 8	
Pioneering	3/6	2a	Much practice time required. Must know basic knots and lashings required through First Class rank.
Reptile & Amphibian Study	1/5	8	Raise frog, snake or turtle for one month.
Rifle Shooting - .22 caliber	4/6		Much practice time required. Must be at least 12 years old.
Rifle Shtg. - muzzleloading	4/7		
Rowing + *	2	2b	
Shotgun Shooting	4/7		Much practice time required. Must be at least 13 years old.
Small Boat Sailing + *	4	1b	2 Hour class.
Soil & Water Conservation	2		
Space Exploration	3	5c, 7	Must purchase and assemble rocket kit from Trading Post.
Sports	1/5	4, 5	
<b>Swimming + *</b>	3/4	2b	Much practice time required. Must bring long pants and long-sleeved button down shirt for clothes inflation.
Water Sports + *	3/4/7	2b	By appointment only. Limited number of spots.
Weather	4	8a	One week of weather tracking.
Wilderness Survival	6/7	5	Requires overnight outing during the week, without sleeping bag. Bring materials for the survival kit.
Wood Carving	2	2a	Purchase wood items at Trading Post.

## Notes:

- All requirement numbers refer to the 2011 Boy Scout Requirements Manual, or newer B.S.A. version if requirements have been changed. For details on updated requirements, visit [www.tenmile-river.org](http://www.tenmile-river.org)
- All prerequisites listed above must be completed before a Scout arrives at camp **if completion is expected by the end of the week. Otherwise, a partial will be issued.** Unit Leader certification of successful completion of all prerequisites is required.

## Merit Badge Difficulty Ratings

Rating	Description
1	Fairly easy
2	Average; can usually be completed in one week
3	Difficult; usually requiring hard work and time commitment
4	Difficult; usually requiring special skill, knowledge and experience
5	Impossible to complete in one week without prior work
6	Intended for intermediate Scouts only (2 <sup>nd</sup> year campers, and on)
7	Intended for experienced Scouts only (3 <sup>rd</sup> year campers, and on)
+	Requires CPR
*	Requires "swimmer" qualification on the <b>Sunday</b> swim test