



Merit Badge Prerequisites



Merit Badge	Rating	Prerequisites	Comments
Archery	6/7		2 hour class. Much practice time required.
Astronomy	3/7	5b, 6, 9	Must perform observations after Taps. Not a full week.
Athletics	4	3, 6	
Automotive Maintenance	3/5/6	12	
Backpacking	4/5/7	6b, 10, 11	Intended for Scouts in the Trek program, or partial availability.
Basketry	1		Purchase kit at camp. Much practice time required.
B.S.A. Lifeguard ^a	7	1, 2, 6	Must be at least 15 years old, a swimmer and have CPR certification. Long sleeve, button-down shirt and long pants are required.
Camping	3/5/6	3, 9	
Canoeing + *	3/4/6	2	Must make extra time for practice.
Chess	2/3		
Climbing	4/7		2 hour class. Much practice time & good physical condition req'd.
Digital Technology	3/5/7	1	Cyber Chip
Electricity	4/5/6	2, 8, 9a	
Electronics	3/4		
Emergency Preparedness	3/5/6	6c, 7, 8b&c, 9	
Environmental Science	3/4/6		Must allow for 3 hours of outside observation time.
Fingerprinting	2		
First Aid +	3	1, 2d	
Fishing	2		Practice time required. 15 person capacity.
Forestry	3/5	5, 7	
Geocaching	2		
Hiking	3/5/6	4, 5, 6, 7	Otherwise, partials available.
Kayaking	4	2	Must make extra time for practice.

a. Not a merit badge, but listed here because it has prerequisites.





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Leatherwork	1	5b&d	
Lifesaving + *	4/7	1, 15a&b	2 hour class. Must be First Class and a Swimmer. Must make extra time for practice and skills assessment. Long sleeve, button-down shirt and long pants are required.
Mammal Study	1	4	
Nature	2/5		
Orienteering	3/6		Much planning time required.
Personal Fitness	3/5/7	1b, 6, 7, 8	
Photography	2/5	1b	Camera recommended and Cyber Chip
Pioneering	3/4/7	2	Much practice time required. Basic knowledge of knots.
Plumbing	4/6		
Pottery	4/7		Two hour class.
Reptile & Amphibian Study	1/5	8	
Rifle Shooting - .22 caliber	4/6		2 hour class. Much practice time required. Age 12 & up.
Robotics	3/4/7		
Rowing + *	3/4	2	Must make extra time for practice.
Safety	2/5	1a&b, 2a&b, 3b&c	
Shotgun Shooting	4/7		Much practice time required. Physically strenuous. Age 13 & up.
Small-Boat Sailing + *	4/7	1b, 2	2 hour class. Must make extra time for practice.
Soil & Water Conservation	2		
Space Exploration	3	5c, 7	Must buy rocket kit at camp.
Sports	1/5	3, 4, 5	





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Swimming + *	3/4	2	Must make extra time for practice and skills assessment.
Weather	3/5/6	9a&b, 10a&b	
Welding	3/4	7a	
Wilderness Survival	1		Requires overnight outing on Thursday evening.
Wood Carving	2	2a	Purchase wood items at Canteen.
Woodwork	5/6	1c, 7	Must be at least 14 years old

Notes:

- All requirement numbers refer to the 2018 Boy Scout Requirements Book, or newer B.S.A. press release if requirements have been changed. For full details on updated requirements, visit www.tenmileriver.org
- All prerequisites listed on the previous two pages 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.** Certification of successful completion of all prerequisites is necessary from the Unit Leader.

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 nd year campers, and on)
7	Intended for experienced Scouts only (3 rd year campers, and on)
+	Requires CPR
*	Requires "swimmer" qualification on the Sunday swim test

