



Merit Badge Prerequisites

Merit Badge	Rating	Prerequisites	Comments
Archery	4		2 Hour class. Much practice time required.
Astronomy	3/7	6	Before camp, sketch positions of Mars & Venus for 4 weeks
Athletics	4	3	
Basketry	1		Purchase kit at Trading Post.
Camping	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.
Communications	3/5/6	5	Requires attendance at a public meeting.
Cooking	3/5/6		Selected daily meals will be eaten with class.
Cycling	3/5	8, 9	
Environmental Science	4/6		Must allow for observation time.
Fish & Wildlife Management	3		
Fishing	2		Practice time required.
Forestry	3/5		
Hiking	3/5	5, 6, 7	Otherwise, partials available.
Leatherwork	1		Purchase kit at Trading Post.
Lifesaving + *	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.
Personal Fitness	3/5	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		Must purchase and assemble rocket kit from Trading Post.
Sports	1/5	4, 5	
Swimming + *	3/4	2b	Not for first year campers. Much practice time required.
Water Sports + *	3/4/7	2b	By appointment only. Limited number of spots.
Weather	4		
Wilderness Survival	2		Requires overnight outing during the week, without sleeping bag.
Wood Carving	2	2a	Purchase wood items at Trading Post.

Notes:

- All requirement numbers refer to the 2010 Boy Scout Requirements Manual, or newer B.S.A. version if requirements have been changed. For details on updated requirements, visit www.tenmileriver.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.** 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