



# Merit Badge Prerequisites

Merit Badge	Rating	Prerequisites	Comments
Archery	4		2 Hour class. Much practice time required.
Astronomy	3/7	5b, 6, 9	
Athletics	4	3, 6	
Backpacking	4/5/7	6b, 10, 11	Intended for Scouts in the Trek program, or partial avail.
Basketry	1		Purchase kit at Canteen.
<b>Camping</b>	3/5/6	3, 9	
Canoeing + *	3	2a,b	2 Hour class. Much practice time required.
Climbing	4/6		2 Hour class. Much practice time required.
Cooking	3/5/6	7	Selected daily meals will be eaten with class.
<b>Environmental Science</b>	3/4/6		Must allow for observation time.
<b>First Aid +</b>	3	2b	
Fishing	2		Practice time required.
Forestry	3/5	5, 7	
<b>Hiking</b>	3/5	4, 5, 6, 7	Otherwise, partials available.
Leatherwork	1	5b, 5d	
<b>Lifesaving + *</b>	4/7	1a, 13a, b	2 Hour class.
Mammal Study	1	4	
Nature	2/5		
Orienteering	3/6		Much planning time required.
<b>Personal Fitness</b>	3/5	1b, 6, 7, 8	
Pioneering	3/6		Much practice time required.
Reptile & Amphibian Study	1/5	8	
Rifle Shooting - .22 caliber	4/6		2 Hour class. Much practice time required.
Rifle Shtg. - muzzleloading	4/7		2 Hour class. Much practice time required.
Rowing + *	2	2	
Shotgun Shooting	4/7		Much practice time required.
Small Boat Sailing + *	4	1b, 4e	2 Hour class.
Soil & Water Conservation	2	7	
Space Exploration	NEED	ANY PREREQ?	
Sports	1/5	3, 4, 5	
<b>Swimming + *</b>	3/4	2a, b, 3	Not for first year campers. Much practice time required.
Wilderness Survival	1		Requires overnight outing on Thursday evening.
Wood Carving	2	2a	Purchase wood items at Canteen.

## Notes:

- All requirement numbers refer to the 2010 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](http://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 <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