



Merit Badge Prerequisites

Merit Badge / Award	Prerequisites	Comments
Aquatics		
B.S.A. Lifeguard	1, 2, 6, age requirement	1 & 2: Fulfilled by medical on file at camp; 6: Fulfilled by presenting the instructor with the CPR certification card; Age: at least 15 years old.
Canoeing	2	2: Completed by passing the BSA Swimmers test at check-in.
Kayaking	2	2: Completed by passing the BSA Swimmers test at check-in.
Lifesaving	1a,1b	1a: Completed by achieving the rank of First Class prior to arrival; 1b: Completed upon arrival at camp at scheduled time. See Aquatics director for details.
Motorboating	Ability level & age requirement	Completed by passing the BSA Swimmers test at check-in; Scouts must be 14 years old or have completed the 8th grade.
Rowing	2	2: Completed by passing the BSA Swimmers test at check-in.
Small-Boat Sailing	2	2: Completed by passing the BSA Swimmers test at check-in.
Swimming	2	2: Completed by passing the BSA Swimmers test at check-in.
Water Sports	3, age requirement	3: Completed by passing the BSA Swimmers test at check-in.
Climbing/COPE		
Climbing	Age & equipment requirement	Scout must be 13 years old or have completed 7th grade prior to commencement. Scout must wear long pants.
Progressive COPE	Age & equipment requirement	Scout must be 13 years old or have completed 7th grade prior to commencement. Scout must wear long pants.
Ecology		
Astronomy		
Energy	4	4: Energy audit must be completed prior to arrival.
Environmental Science		
Fish & Wildlife Management		
Forestry		
Geology	5c	
Mammal Study		
Nature		
Plant Science		
Reptile & Amphibian Study	8	8: Complete the observation log and provide it to the counselor at the beginning of the week.
Soil & Water Conservation		
Space Exploration		
Weather	9a or b	Complete either option for the requirement as written, present the log to your counselor during Monday's class.





Merit Badge Prerequisites

Merit Badge / Award	Prerequisites	Comments
Field Sports		
Athletics	3, 5	
Cycling	7, age requirement	Scout must be 12 years old or have completed 6th grade.
Fishing		
Personal Fitness	1, 7, 8	Scouts should bring evidence in the form of their completed fitness program log or prepare to begin and design their program during their stay at camp.
Sports	4, 5	4: Training log/chart must be presented to counselor; 5: Proof of participation should be provided to counselor.
Handicraft		
Art		
Basketry		Additional Trading Post supply fees may apply.
Graphic Arts		
Indian Lore		Additional Trading Post supply fees may apply.
Leatherwork		Additional Trading Post supply fees may apply.
Pottery		Additional Trading Post supply fees may apply.
Sculpture		
Textile		
Wood Carving	2a	2a: Earn your Totin' Chip. Present the card to your MB counselor.
Miscellaneous		
Chess		
Communication	5	5: Provide your written report to your counselor upon starting the badge.
Composite Materials		
Digital Technology	1	1: Complete the Cyber Chip prior to arriving.
Electronics		
Game Design		This merit badge requires "homework" during camp.
Journalism	2a or 2b	
Moviemaking		
Music		
Photography	1b	1: Complete the Cyber Chip prior to arriving.
Public Speaking		
Pulp and Paper		
Robotics		
Salesmanship	5	
Theater	1	1: Provide your review to your counselor upon arriving.
Scout Skills		
Backpacking		





Merit Badge Prerequisites

Merit Badge / Award	Prerequisites	Comments
Camping	7, 9a,b,c	
First Aid	1, 2d	Two hour class.
Geocaching		
Hiking		
Orienteering		Much planning time required.
Pioneering	2a	Two hour class. Much practice time required. Must know basic knots and lashings required through First Class rank.
Signs, Signals and Codes	7	
Wilderness Survival	5	Requires overnight outing during the week, without sleeping bag. Bring materials for the survival kit.
Shooting Sports		
Archery		Two hour class. Much practice time required.
Rifle Shooting - .22 caliber		Two hour class. Much practice time required. Must be at least 12 years old.
Shotgun Shooting		Two hour class. Much practice time required. Must be at least 13 years old.
Trades		
Electricity		
Plumbing		
Welding		
Woodwork		
Trail to Eagle		
Citizenship in the Community	3, 7c	Eagle Camp only
Citizenship in the Nation	2	Eagle Camp only
Citizenship in the World		
Emergency Preparedness	2, 8	Eagle Camp only
Family Life	3, 5, 6b	Eagle Camp only
Personal Management	2, 8	Eagle Camp only

Notes:

- All requirement numbers refer to the 2018 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.** Unit Leader certification of successful completion of all prerequisites is required.

