



Merit Badge Difficulty Ratings & Prerequisites

Merit Badge / Award	Rating	Prerequisites	Comments
Archery	4		Two hour class. Much practice time required.
Art	2/5	6	
Astronomy	3/7	6	Before camp, sketch the moon for five days.
Athletics	4/5	3, 5	
Basketry	1		Purchase kit at Trading Post. Approx. \$20.
B.S.A. Lifeguard	7	Lifesaving M.B.	Three hour class plus two dock hours. Two training courses are required and are not offered at camp. See p. 96.
Camping	3/5/6	7, 9a,b,c	
Canoeing + *	3		Two hour class. Much practice time required.
Chess	4	6b (option)	
Citizenship in the Community	3	3, 7c	Eagle Camp only
Citizenship in the Nation	3	2	Eagle Camp only
Climbing	4/6		Two hour class. Much practice time required.
Communication	3/5/6	5	Requires attendance at a public meeting.
Cycling	3/5	7	
Digital Technology	4		
Emergency Preparedness	3	2, 8	Eagle Camp only
Environmental Science	4/6		Must allow for observation time.
Family Life	3	3, 5, 6b	Eagle Camp only
First Aid	3/6	1, 2d	Two hour class.
Fish & Wildlife Management	3		
Fishing	2		Two hour class. Practice time required.
Forestry	3/5		
Game Design	3		This merit badge requires "homework" during camp.
Geocaching	3/4		

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





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Geology	3/4	5c	
Indian Lore	2/6		
Journalism	2	2a or 2b, 4	
Kayaking	4/7		
Leatherwork	1		Purchase kit at Trading Post. Approx. \$15.
Lifesaving + *	4/7	1	Two 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	3/5/7	1a,b, 7, 8	
Personal Management	3	2, 8	Eagle Camp only
Photography	3/6		
Pioneering	3/6	2a	Two hour class. Much practice time required. Must know basic knots and lashings required through First Class rank.
Public Speaking	4/6		
Reptile & Amphibian Study	1/5	8	Raise frog, snake or turtle for one month.
Rifle Shooting - .22 caliber	4/6		Two hour class. Much practice time required. Must be at least 12 years old.
Rowing + *	2		
Salesmanship	4/7	5	
Shotgun Shooting	4/7		Two hour class. Much practice time required. Must be at least 13 years old.
Signs, Signals and Codes	4/7	7	
Small-Boat Sailing + *	4	1b	Two hour class.
Soil & Water Conservation	2		
Space Exploration	3	5c, 7	Must purchase and assemble rocket kit from Trading Post. Approx. \$10.
Sports	1/5	4, 5	
Swimming + *	3/4	2b	Much practice time required. Must bring long pants and long-sleeved button down shirt for clothes inflation.
Theater	3/6	1	Two hour class. <u>Before camp</u> : See or read three full-length plays or scripts. These can be from the stage, movies, television, or video. Write a review of each. Comment on the story, acting and staging.
Water Sports + *	3/4/7	2b	By appointment only. Four spots per class hour.





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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	3/4	2a, Totin' Chip	Purchase wood items at Trading Post. Approximate cost \$8.

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.

