

**Ten Mile River Scout Camps**  
**Camp Keowa**  
**Merit Badge Prerequisites 2023**

Please complete all prerequisites before arriving.

<b>Badge</b>	<b>Prerequisite</b>	<b>Age Req.</b>	<b>Notes</b>
American Heritage	3c		3c- Bring your research to camp
Animation			
Archeology	7c		7c- Bring your list to camp
Archery			
Art			
Astronomy			
Automotive Maintenance			
Basketry			Additional Trading Post supply fee
BSA Lifeguard	1,2,6	15 years old	1 - Fulfilled by medical on file at camp 2 - Fulfilled by medical on file at camp 6 - Fulfilled by presenting the instructor with the CPR certification card
Camping	8d, 9a, 9b		8d, 9a, 9b - Provide evidence to your counselor upon arrival
Canoeing	2		2 - Completed by passing the BSA Swimmers test
Chess			
Cit in Community	3, 4, 7c		3a- Show evidence of attending meeting 3b- Bring written reflection 4-Bring evidence of interview 7c- Show evidence of 8 hours of volunteering
Cit in Nation	7		7- Bring evidence of your visits/tours
Cit in World			
Climbing	Equipment	13 years old	Scout must wear long pants
Collections	5		5- Bring your collection or photos of your collection
Communications	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
Disability Awareness	2,4		2- Evidence of your visit 4- Visit your school, place of worship, or public exhibit
Emergency Preparedness	1, 2c, 8b		1- Earn First Aid merit badge 2c- Share your family plan with counselor 8b- Show counselor family emergency kit
Entrepreneurship	3		3-Show counselor evidence of interview

Badge	Prerequisite	Age Req.	Notes
Environmental Science			
Exploration			Exploration done at camp
Family Life	3, 5, 6b		3- Show counselor list of chores for 90 days 5- Show evidence of family project 6- Show evidence of family meeting
First Aid	1, 5		1 - Complete rank requirements prior to beginning 5 - Prepare first aid kit prior to arrival
Fishing			
Forestry			
Game Design			
Geocaching			
Geology			
Health Care Professions			
Indian Lore			
Journalism	2a OR 2b		2a or 2b- Show evidence of your visit
Kayaking	2		2 - Completed by passing the BSA Swimmers test
Leatherwork			Additional Trading Post supply fee
Lifesaving	1 and 2		Completed upon arrival at camp at scheduled time. See Aquatics Director for details
Mammal Study			
Motorboating	Ability level	14 years old	Completed by passing the BSA Swimmers test
Nature			
Oceanography			
Orienteering			
Painting			
Personal Fitness	1a,1b, 7 & 8		1a- Met by camp physical 1b- Bring statement of dental examination 7 & 8 - Bring 12-week fitness log
Personal Management	2, 8		2- Prepare and show 13-week budget 8- Prepare and show 7 day schedule
Photography	1a		1a - Complete the Cyber Chip prior to arriving
Pioneering			
Public Health			
Public Speaking			
Pulp and Paper			
Reptile & Amphibian Study	8		8- Complete the observation log
Rifle		12 years old	
Rowing	2		2 - Completed by passing the BSA Swimmers test
Salesmanship	5		5- Bring your cost sheet showing sales

Badge	Prerequisite	Age Req.	Notes
Scouting Heritage			
Search & Rescue	6a		6a- Show evidence of your interview
Shotgun		13 years old	
Signs, Signals and Codes			
Small Boat Sailing	2		2 - Completed by passing the BSA Swimmers test
Soil & Water Conservation			
Space Exploration			Additional Trading Post supply fee
Sports	4, 5		4 - Training log/chart must be presented to counselor 5 - Proof of participation should be provided
Swimming	2		2 - Completed by passing the BSA Swimmers test
Water Sports	3	13 years old	3 - Completed by passing the BSA Swimmers test
Weather			
Wilderness Survival	5		5 - assemble your kit prior to arrival; show counselor
Whitewater	3		3- Earn Canoeing or Kayaking MB Participate in Friday's whitewater trip. Cost is \$34 per person Pass BSA Swimmer test upon arrival
Wood Carving	2a		2a - Earn your Totin' Chip. Present the card to your MB counselor