

Ten Mile River 2020 Pre-Requisites

Badge/Program	Pre-Requisite	Notes
BSA Lifeguard	1,2,6, Age Requirement	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; Age: 15 years old
Canoeing		2 - Completed by passing the BSA Swimmers test at Check in 2
Kayaking		2 - Completed by passing the BSA Swimmers test at Check in 2
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 and 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 - Completed by passing the BSA Swimmers test at Check in 2
Small Boat Sailing		2 - Completed by passing the BSA Swimmers test at Check in 2
Snorkeling	None	Do not list
Swimming		2 - Completed by passing the BSA Swimmers test at Check in 2
Water Sports	3, Age Requirement	3 - Completed by passing the BSA Swimmers test at Check in; 13 years old or have completed the 7th grade
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
Astronomy	None	
Energy		4 4-Energy audit must be completed prior to arrival. 4
Environmental Science	None	
Fish & Wildlife Management	None	
Forestry	None	
Geology	None	
Mammal Study	None	
Nature	None	
Oceanography	None	
Plant Science	None	
Reptile & Amphibian Study		8- Complete the observation log and provide it to the counselor at the beginning of the week. 8
Soil & Water Conservation	None	
Space Exploration	None	
Weather	9a or b	Complete either option for the requirement as written, present the log to your counselor during Monday's class
Athletics		3, 5

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Cycling	7, Age Requirement	12 years old or have completed 6th grade
Fishing	None	
Personal Fitness	1, 7, & 8	Scouts should either bring evidence in the form of their completed fitness program log or prepare to commence 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
Art		
Basketry	None	Additional Trading Post supply fees may apply
Graphic Arts	None	
Indian Lore	None	Additional Trading Post supply fees may apply
Leatherwork	None	Additional Trading Post supply fees may apply
Pottery	None	Additional Trading Post supply fees may apply
Sculpture	None	
Textile	None	
Wood Carving	2a	2a - Earn your Totin' Chip. Present the card to your MB counselor
Chess	None	
Communications	5	5 - Provide your written report to your counselor upon starting the badge
Composite Materials	None	
Digital Technology	1	1 - Complete the Cyber Chip prior to arriving
Electronics	None	
Game Design	None	
Journalism	2a OR 2b	
Moviemaking	None	
Music	None	
Photography	1b	1b - Complete the Cyber Chip prior to arriving
Public Speaking	None	
Pulp and Paper	None	
Robotics	None	
Salesmanship	5	
Theater	1	1- Provide your review to your counselor upon arriving
Backpacking	6b, 10, 11	
Camping	8d, 9a, 9b	8d - Possible to complete in camp. See counselor for more details; 9a - Provide evidence to your counselor upon arrival; 9b - Provide evidence to your counselor upon arrival
First Aid	1, 5	1 - Complete rank requirements prior to beginning; 5 - Prepare first aid kit prior to arrival
Geocaching	None	
Hiking	4, 5, & 6	

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Orienteering	None	
Pioneering	None	
Signs, Signals and Codes	7	7 - Provide proof of requirement completion to your counselor upon arrival
Wilderness Survival	5	5 - It is suggested that you acquire supplies and assemble your kit prior to arrival
Archery	None	
Rifle	Age Requirement	12 years old (NYS Law); 13 for muzzleloading
Shotgun	Age Requirement	13 years old or completed 7th grade
Automotive Maintenance	None	
Electricity	2, 8, 9a	
Plumbing	None	
Welding	None	
Woodwork	1c, 7	1c- Provide your Totin' Chip card to your counselor; 7 - Provide a written account on your discussion
Cit in Community	3a, 4, 7c	
Cit in Nation	2	
Cit in World	None	
Emergency Preparedness	1, 8b	
Family Life	3, 5, 6b	
Personal Management	2, 8	