

Woodruff Scout Reservation

Summer Camp 2014 Merit Badge

Quick Reference Chart

Eagle required merit badges are *italicized and bold*.

This chart has been revised, and is based on 2014 requirements

Requirements that cannot be completed at camp are indicated in the "Complete at Camp?" column.

Merit Badge	Recommended Year Camper	Complete at Camp?	Cost	Program Area
Archaeology	2 nd	Possible		Nature
Archery	2 nd	Possible		Shooting Sports
Art	1 st	Possible		Handicraft / Arts
Astronomy	3 rd	Possible		Nature
Athletics (w/Sports)	2 nd	No – 3,4,5		Field Sports
Basketry	1 st	Possible	\$14	Handicraft / Arts
Bird Study	2 nd	Possible		Nature
Camping	2 nd	No - 4b,5e,7b,8d,9		Outdoor Skills
Canoeing	2 nd	Possible		Aquatics
Chess	2 nd	Possible		Handicraft / Arts
Citizen in the Nation	3 rd	No - 2		Outdoor Skills
Citizen in the World	3 rd	Possible		Outdoor Skills
Climbing	3 rd	Possible		COPE
Communications	3 rd	No - 5,8		Outdoor Skills
Computers (see note)	3 rd	Possible		STEM
Cooking (see note)	2 nd	No – 5,6,7		Outdoor Skills
Cycling	3 rd	No – 7b3, 7b4		Field Sports
Emergency Preparedness	2 nd	No – 1,2c,6c,8c		Outdoor Skills
Environmental Science	3 rd	Possible		Nature
Fingerprinting	1 st	Possible		Handicraft / Arts
First Aid	1 st	Possible		Outdoor Skills
Fishing	1 st	Possible		Nature
Fly Fishing	3 rd	Possible		Nature
Forestry	1 st	Possible		Nature
Game Design	3 rd	Possible		STEM
Geology	1 st	Possible		Nature
Horsemanship (see note)	2 nd	Possible	\$35	Adventure Zone
Indian Lore	2 nd	Possible	\$10-20	Handicraft / Arts
Kayaking	2 nd	Possible		Aquatics
Leatherwork	1 st	Possible	\$10-15	Handicraft / Arts
Lifesaving	2 nd	Possible		Aquatics
Orienteering	2 nd	Possible		Outdoor Skills
Personal Fitness	2 nd	No - 8		Field Sports
Photography	2 nd	Possible	\$10	Handicraft / Arts
Motorboating	2 nd	Possible		Aquatics

Merit Badge	Recommended Year Camper	Complete at Camp?	Cost	Program Area
Moviemaking	2 nd	Possible		Handicraft / Arts
Pioneering	2 nd	Possible		Outdoor Skills
Pottery (w/Sculpture)	2 nd	Possible		Handicraft / Arts
Programming	3 rd	Possible		STEM
Reptile & Amphibian Study	2 nd	No - 8		Nature
Rifle Shooting	2 nd	Possible		Shooting Sports
Robotics	3 rd	Possible		STEM
Rowing	2 nd	Possible		Aquatics
Sculpture (w/Pottery)	2 nd	Possible		Handicraft / Arts
Shotgun Shooting	3 rd	Possible		Shooting Sports
Small Boat Sailing	3 rd	Possible		Aquatics
Soil & Water Conservation	2 nd	Possible		Nature
Space Exploration	2 nd	Possible	\$14	Nature
Sports (w/Athletics)	2 nd	No - 4,5		Field Sports
Swimming	1 st	Possible		Aquatics
Water Sports	3 rd	Possible		Aquatics
Weather	1 st	Possible		Nature
Welding (see note)	3 rd	Possible		STEM
Whitewater (see note)	3 rd	Possible		Aquatics
Wilderness Survival	2 nd	Possible		Outdoor Skills
Woodcarving	1 st	Possible	\$10	Handicraft / Arts

Each youth participating at Woodruff has, included in their camp fee, one offsite activity. That offsite activity could be either Whitewater Rafting, Horsemanship Merit Badge, or the Horse Trail Ride. Any youth that desires an additional offsite activity (beyond the one included in the camp fee) will pay a \$35.00 additional fee. All adult leaders participating in an offsite activity will pay a \$35.00 fee (including those adults attending camp at no cost).

Horsemanship MB (offsite activity): This is a two day badge, either Mon/Tue or Wed/Thur. Scouts will ride offsite one day (12:30 pm departure) and attend a merit badge class in camp the other day (2:00 pm class). Participants will pick one of four options:

Ride on Mon/Class on Tues Class Mon/Ride Tues Ride Wed/Class Thurs Class Wed/Ride Thurs

Whitewater MB (offsite activity): participants must have completed either Canoeing MB or earned the Kayaking BSA award BEFORE taking this merit badge.

Handicraft MB's: Costs for the **Handicraft** MB's represents the average cost for projects that must be completed to obtain the merit badge. All supplies can be obtained at the camp trading post. Costs can vary, depending on the specific project that the scout selects. Costs for photography merit badge include picture development.

Cooking MB. The new 2015 requirements will be used. There will be NO COOKING done in this class. All participants will receive a partial. For requirements 5,6,7 (the cooking requirements) will be menu planning only..

Computers MB is taught only with the Programming or Robotics Merit Badges

Welding MB has limited availability, and is reserved for scouts 14 or older. This MB meets every evening (Mon-Thurs) from 6:30 until 8 pm. Sign-ups for this badge will be handled at camp.