Woodruff Scout Camp
2020 Merit Badge Quick Reference Chart

Eagle required merit badges are in **bold**.

Requirements that are not completed at camp are indicated in the “Complete at Camp?” column.

<table>
<thead>
<tr>
<th>Merit Badge</th>
<th>Recommended Year Camper</th>
<th>Complete at Camp?</th>
<th>Budget</th>
<th>Program Area</th>
</tr>
</thead>
<tbody>
<tr>
<td>American Cultures</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Life Skills</td>
</tr>
<tr>
<td>Animation</td>
<td>All</td>
<td>Possible</td>
<td></td>
<td>Studio Arts</td>
</tr>
<tr>
<td>Archaeology</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Nature</td>
</tr>
<tr>
<td>Architecture</td>
<td>All</td>
<td>Possible</td>
<td></td>
<td>Studio Arts</td>
</tr>
<tr>
<td>Archery</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Shooting Sports</td>
</tr>
<tr>
<td>Art</td>
<td>All</td>
<td>Possible</td>
<td></td>
<td>Studio Arts</td>
</tr>
<tr>
<td>Astronomy</td>
<td>All</td>
<td>Possible</td>
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<td>STEM</td>
</tr>
<tr>
<td>Basketry</td>
<td>All</td>
<td>Possible $20</td>
<td>Studio Arts</td>
<td></td>
</tr>
<tr>
<td>Bird Study</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Nature</td>
</tr>
<tr>
<td><strong>Camping</strong></td>
<td>2nd Year +</td>
<td>Not Req. 4b, 5e, 7b, 8d &amp; 9a, b, c</td>
<td>Outdoor Skills</td>
<td></td>
</tr>
<tr>
<td>Canoeing</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Aquatics</td>
</tr>
<tr>
<td>Chess</td>
<td>All</td>
<td>Possible</td>
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<td>STEM</td>
</tr>
<tr>
<td>Citizenship in the Nation</td>
<td>3rd Year +</td>
<td>Not Req. 2</td>
<td></td>
<td>Life Skills</td>
</tr>
<tr>
<td>Citizenship in the World</td>
<td>3rd Year +</td>
<td>Possible</td>
<td></td>
<td>Life Skills</td>
</tr>
<tr>
<td>Climbing</td>
<td>3rd Year +</td>
<td>Possible</td>
<td></td>
<td>COPE &amp; Climbing</td>
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<tr>
<td>Communication</td>
<td>3rd Year +</td>
<td>Possible</td>
<td></td>
<td>Life Skills</td>
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<tr>
<td>Cooking</td>
<td>2nd Year +</td>
<td>Not Req. 4c, d, e</td>
<td>Outdoor Skills</td>
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</tr>
<tr>
<td>Cycling</td>
<td>3rd Year +</td>
<td>Not Req. 7c, 7d</td>
<td>Outdoor Skills</td>
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</tr>
<tr>
<td>Digital Technology</td>
<td>3rd Year +</td>
<td>Need Cyber Chip</td>
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<td>STEM</td>
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<tr>
<td>Emergency Preparedness</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Life Skills</td>
</tr>
<tr>
<td>Environmental Science</td>
<td>3rd Year +</td>
<td>Possible</td>
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<td>Nature</td>
</tr>
<tr>
<td>Exploration</td>
<td>2nd Year +</td>
<td>Possible</td>
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<td>Outdoor Skills</td>
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<tr>
<td>Fingerprinting</td>
<td>All</td>
<td>Possible</td>
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<td>Studio Arts</td>
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<tr>
<td>First Aid</td>
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<td>Life Skills</td>
</tr>
<tr>
<td>Fishing</td>
<td>All</td>
<td>Possible</td>
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<td>Nature</td>
</tr>
<tr>
<td>Fly Fishing</td>
<td>3rd Year +</td>
<td>Possible</td>
<td></td>
<td>Nature</td>
</tr>
<tr>
<td>Forestry</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Nature</td>
</tr>
<tr>
<td>Game Design</td>
<td>3rd Year +</td>
<td>Possible</td>
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<td>STEM</td>
</tr>
<tr>
<td>Geocaching</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Outdoor Skills</td>
</tr>
<tr>
<td>Geology</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Nature</td>
</tr>
<tr>
<td>Graphic Arts</td>
<td>3rd Year +</td>
<td>Possible</td>
<td></td>
<td>News Team</td>
</tr>
<tr>
<td>Horsemanship</td>
<td>2nd Year +</td>
<td>Possible</td>
<td>See Note</td>
<td>Adventure Zone</td>
</tr>
<tr>
<td>Journalism</td>
<td>3rd Year +</td>
<td>Possible</td>
<td></td>
<td>News Team</td>
</tr>
<tr>
<td>Kayaking</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Aquatics</td>
</tr>
<tr>
<td>Leatherwork</td>
<td>All</td>
<td>Possible $15</td>
<td>Studio Arts</td>
<td></td>
</tr>
<tr>
<td>Lifesaving</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Aquatics</td>
</tr>
<tr>
<td>Mining &amp; Society</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Nature</td>
</tr>
<tr>
<td>Metalwork</td>
<td>3rd Year +</td>
<td>Possible</td>
<td></td>
<td>Laurel Mountain</td>
</tr>
<tr>
<td>Motorboating</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Aquatics</td>
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<tr>
<td>Moviemaking</td>
<td>All</td>
<td>Possible</td>
<td></td>
<td>Studio Arts</td>
</tr>
<tr>
<td>Orienteering</td>
<td>2nd Year +</td>
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<td>Outdoor Skills</td>
</tr>
<tr>
<td><strong>Personal Fitness</strong></td>
<td>2nd Year +</td>
<td>Not Req. 1b &amp; 8</td>
<td>Life Skills</td>
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<tr>
<td>Photography</td>
<td>All</td>
<td>Need Cyber Chip</td>
<td></td>
<td>Studio Arts</td>
</tr>
<tr>
<td>Pioneering</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Outdoor Skills</td>
</tr>
</tbody>
</table>

**Note:** See Note for Adventure Zone.
<table>
<thead>
<tr>
<th>Merit Badge</th>
<th>Recommended Year Camper</th>
<th>Complete at Camp?</th>
<th>Budget</th>
<th>Program Area</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plant Science</td>
<td>2nd Year +</td>
<td>Not Req. 5</td>
<td></td>
<td>Nature</td>
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<tr>
<td>Pottery</td>
<td>All</td>
<td>Possible</td>
<td></td>
<td>Studio Arts</td>
</tr>
<tr>
<td>Programming</td>
<td>3rd Year +</td>
<td>Need Cyber Chip</td>
<td></td>
<td>STEM</td>
</tr>
<tr>
<td>Reptile &amp; Amphibian Study</td>
<td>2nd Year +</td>
<td>Not Req. 8</td>
<td></td>
<td>Nature</td>
</tr>
<tr>
<td>Rifle Shooting</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Shooting Sports</td>
</tr>
<tr>
<td>Robotics</td>
<td>3rd Year +</td>
<td>Possible</td>
<td></td>
<td>STEM</td>
</tr>
<tr>
<td>Rowing</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Aquatics</td>
</tr>
<tr>
<td>Sculpture</td>
<td>All</td>
<td>Possible</td>
<td></td>
<td>Studio Arts</td>
</tr>
<tr>
<td>Shotgun Shooting</td>
<td>Must Be 14+</td>
<td>Possible</td>
<td></td>
<td>Shooting Sports</td>
</tr>
<tr>
<td>Sign, Signals, and Codes</td>
<td>3rd Year +</td>
<td>Possible</td>
<td></td>
<td>Outdoor Skills</td>
</tr>
<tr>
<td>Small Boat Sailing</td>
<td>2nd Year +</td>
<td>Possible</td>
<td></td>
<td>Aquatics</td>
</tr>
<tr>
<td>Space Exploration</td>
<td>All</td>
<td>Possible $15</td>
<td>STEM</td>
<td></td>
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<tr>
<td>Swimming</td>
<td>All</td>
<td>Possible</td>
<td>Aquatics</td>
<td></td>
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<tr>
<td>Textile</td>
<td>All</td>
<td>Possible</td>
<td>Studio Arts</td>
<td></td>
</tr>
<tr>
<td>Water Sports</td>
<td>2nd Year +</td>
<td>Possible</td>
<td>Aquatics</td>
<td></td>
</tr>
<tr>
<td>Weather</td>
<td>All</td>
<td>Possible</td>
<td>Nature</td>
<td></td>
</tr>
<tr>
<td>Welding</td>
<td>Must Be 14+</td>
<td>Possible</td>
<td>STEM</td>
<td></td>
</tr>
<tr>
<td>Whitewater</td>
<td>2nd Year +</td>
<td>Possible</td>
<td>Aquatics</td>
<td></td>
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<tr>
<td>Wilderness Survival</td>
<td>2nd Year +</td>
<td>Possible</td>
<td>Outdoor Skills</td>
<td></td>
</tr>
<tr>
<td>Woodwork</td>
<td>3rd Year +</td>
<td>Possible</td>
<td>Laurel Mountain</td>
<td></td>
</tr>
<tr>
<td>Wood Carving</td>
<td>All</td>
<td>Possible $10</td>
<td>Studio Arts</td>
<td></td>
</tr>
</tbody>
</table>

If a Scout has completed a merit badge requirement outside of camp – they must give the counselor a written note from an adult leader that confirms this requirement. Only written notes from leaders will be accepted.

Each youth participating at Woodruff has, included in their camp fee, one offsite activity. That offsite activity could be either whitewater rafting or a horse trail ride. Any youth that desires an additional offsite activity will pay a $45.00 additional fee.

Horsemanship Merit Badge: This is a two day badge, either Mon/Tue or Wed/Thur. Scouts will ride offsite one day (12:45 pm departure) and attend a merit badge class in camp the other day (2:00 pm class). Participants must select a merit badge class AND a horsemanship ride when selecting classes.

Digital Technology Merit Badge is taught only with the Programming or Robotics Merit Badges

Whitewater Merit Badge participants must have earned Kayaking BSA award or Kayaking Merit Badge BEFORE taking this merit badge. This is a BSA requirement.

Studio Arts merit badges may require the purchase of a kit at the Trading Post depending on what project the Scout chooses. Budgeted costs represent the average cost for projects that must be completed to obtain the merit badge.

Welding Merit Badge has limited availability and is reserved for Scouts 14 or older. Limit of 1 Scout per troop. This will meet Monday, Tuesday, and Wednesday afternoons 2:00 until 4:30. Sign-up will be handled via email request.

The Laurel Mountain Program is a morning program for older Scouts. Activities include the Metalwork and Woodwork Merit Badges.

The News Team Program is a morning program for older Scouts. Activities include the Graphic Arts, Journalism, Moviemaking, and Photography Merit Badges.