

Woodruff Scout Camp

2019 Merit Badge Quick Reference Chart

Eagle required merit badges are in **bold**. Requirements based on **2019** requirements in effect at time of printing
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
American Cultures	2 nd	Possible		Outdoor Skills
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 – 3a,3d,5		Field Sports
Basketry	1 st	Possible	\$15	Handicraft / Arts
Bird Study	2 nd	Possible		Nature
Camping	2 nd	No - 4b,5e,8d,9a,9b		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
Digital Technology	3 rd	Possible		STEM
Cooking (see note)	2 nd	No – 4cde,5d,6def		Outdoor Skills
Cycling	3 rd	No – 7Bc,d		Field Sports
Emergency Preparedness	2 nd	No – 1, 2c, 6c, 8b		Outdoor Skills
Environmental Science	3 rd	Possible		Nature
Fingerprinting	1 st	Possible		Handicraft / Arts
First Aid	1 st	No (5–bring your kit)		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	\$45	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		Handicraft / Arts
Metalwork	3 rd	Possible		Laurel Mountain Program
Motorboating	2 nd	Possible		Aquatics
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

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Rifle Shooting	2 nd	Possible		Shooting Sports
Robotics	3 rd	Possible		STEM
Rowing	2 nd	Possible		Aquatics
Salesmanship	2 nd	Possible	\$5	Handicraft / Arts
Sculpture (w/Pottery)	2 nd	Possible		Handicraft / Arts
Shotgun Shooting	3 rd	Possible		Shooting Sports
Signs, Signals and Codes	3 rd	Possible		Outdoor Skills
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
Woodwork	3 rd	Possible		Laurel Mountain Program
Woodcarving	1 st	Possible	\$10	Handicraft / Arts

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 Horsemanship Merit Badge. Any youth that desires an additional offsite activity will pay a \$45.00 additional fee. All adult leaders participating in an offsite activity will pay a \$45.00 fee

Horsemanship MB: 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 should select a merit badge class AND a horsemanship ride when selecting classes
 Ride on Mon/Class on Tues Class Mon/Ride Tues Ride Wed/Class Thurs Class Wed/Ride Thurs

Cooking MB. There will be NO COOKING done in this class. All participants will receive a partial. For requirements 4,5,6 (the cooking requirements) will be menu planning only..

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

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

Costs for the **Handicraft** merit badges 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.

Welding MB has limited availability, and is reserved for scouts 14 or older. **Limit of 1 scout per troop.** This will meet Mon, Tue and Wed afternoons 2:00 until 4:30. Sign ups for this badge 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.