

Woodruff Scout Camp

2015 Merit Badge Quick Reference Chart

Eagle required merit badges are ***italicized and bold***.

This is based on **2015** 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
Digital Technology	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		Handicraft / Arts
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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Merit Badge	Recommended Year Camper	Complete at Camp?	Cost	Program Area
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
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 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: 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 will pick one of four options:
 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 5,6,7 (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 completed either Canoeing MB or earned the Kayaking BSA award BEFORE taking this merit badge.

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. Costs can vary, depending on the specific project that the scout selects

Welding MB has limited availability, and is reserved for scouts 14 or older. **Limit of 1 scout per troop.** This will meet every night from 6:30 until 8 pm in the camp maintenance compound. Sign ups for this badge will be handled at camp on Sunday evening