

Woodruff Scout Camp
2021 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.

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

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Merit Badge	Recommended Year Camper	Complete at Camp?	Budget	Program Area
Pioneering	2 nd Year +	Possible		Outdoor Skills
Plant Science	2 nd Year +	Not Req. 5		Nature
Pottery	All	Possible		Studio Arts
Programming	3 rd Year +	Need Cyber Chip		STEM
Reptile & Amphibian Study	2 nd Year +	Not Req. 8		Nature
Rifle Shooting	2 nd Year +	Possible		Shooting Sports
Robotics	3 rd Year +	Possible		STEM
Rowing	2 nd Year +	Possible		Aquatics
Sculpture	All	Possible		Studio Arts
Shotgun Shooting	Must Be 14+	Possible		Shooting Sports
Sign, Signals, and Codes	3 rd Year +	Possible		Outdoor Skills
Small Boat Sailing	2 nd Year +	Possible		Aquatics
Space Exploration	All	Possible	\$15	STEM
Swimming	All	Possible		Aquatics
Textile	All	Possible		Studio Arts
Water Sports	2 nd Year +	Possible		Aquatics
Weather	All	Possible		Nature
Welding	Must Be 14+	Possible		STEM
Whitewater	Kayaking MB Reqd. 2 nd Year +	Possible		Aquatics
Wilderness Survival	2 nd Year +	Possible		Outdoor Skills
Woodwork	3 rd Year +	Possible		Laurel Mountain
Wood Carving	All	Possible	\$10	Studio 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 adult 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.

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

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 and Lifesaving merit badge participants must have earned Swimming merit badge BEFORE taking these merit badges. 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.