

Woodruff Scout Reservation Summer Camp 2009 Merit Badge Quick Reference Chart

Eagle required merit badges are *italicized and bold*.

This chart has been revised, and is based on **2009** 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	No - #6		Nature
Athletics (w/Sports)	2 nd	No - #3,5		Field Sports
Basketry	1 st	Possible	\$15-20	Handicraft / Arts
Bird Study	2 nd	Possible		Nature
Camping	2 nd	No - #4b,8d,9ab		Outdoor Skills
Canoeing	2 nd	Possible		Aquatics
Citizen in the Nation	3 rd	No - #2		Outdoor Skills
Citizen in the World	3 rd	Possible		Outdoor Skills
Climbing	2 nd	Possible		COPE
Communications	3 rd	No - #5,8		Outdoor Skills
Cooking	2 nd	No - #4,6,7d		Outdoor Skills
Emergency Preparedness	2 nd	No - #2c,6c,8c		Outdoor Skills
Environmental Science	3 rd – recommended completion of 8 th grade science	Possible		Nature
Fingerprinting	1 st	Possible		Handicraft / Arts
First Aid	1 st	Possible		Outdoor Skills
Fish & Wildlife Management	3 rd	Possible		Nature
Fishing	1 st	Possible		Nature
Forestry	1 st	Possible		Nature
Geology	1 st	Possible		Nature
Horsemanship (see note)	2 nd	Possible	\$35	Adventure Zone
Indian Lore	2 nd	Possible	\$10-20	Handicraft / Arts
Leatherwork	1 st	Possible	\$10-15	Handicraft / Arts
Lifesaving	2 nd	Possible		Aquatics

Merit Badge	Recommended Year Camper	Complete at Camp?	Cost	Program Area
Mammal Study	3 rd	Possible		Nature
Motorboating	2 nd	Possible		Aquatics
Nature	3 rd	Possible		Nature
Orienteering	2 nd	Possible		Outdoor Skills
Personal Fitness	2 nd	No - #8		Field Sports
Photography	2 nd	Possible	\$10-15	Handicraft / Arts
Pioneering	2 nd	Possible		Outdoor Skills
Pottery (w/Sculpture)	2 nd	Possible		Handicraft / Arts
Reptile & Amphibian Study	2 nd	No - #8		Nature
Rifle Shooting	2 nd	Possible		Shooting Sports
Rowing	2 nd	Possible		Aquatics
Sculpture (w/Pottery)	2 nd	Possible		Handicraft / Arts
Shotgun Shooting	3 rd (must 13 or older)	Possible		Shooting Sports
Small Boat Sailing	3 rd	Possible		Aquatics
Soil & Water Conservation	2 nd	Possible		Nature
Space Exploration	2 nd	Possible	\$10-15	Nature
Sports (w/Athletics)	2 nd	No - #4,5		Field Sports
Swimming	1 st	Possible		Aquatics
Water Sports	3 rd (must be 13 or older)	Possible		Aquatics
Weather	1 st	Possible		Nature
Whitewater (see note)	3 rd (must be 13 or older)	Possible	\$15	Aquatics
Wilderness Survival	2 nd	Possible		Outdoor Skills
Woodcarving	1 st	Possible	\$10-15	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 (12:30 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 Monday, Class on Tuesday
- Class Monday, Ride Tuesday
- Ride Wednesday, Class Thursday
- Class Wednesday, Ride Thursday

Fees for Whitewater MB (\$15) and Horsemanship MB (\$35, if applicable) should be paid directly to camp, included with the scout's regular camp fees.

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. Costs for photography merit badge include picture development.