

QUICK REFERENCE MERIT BADGE CHART

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
American Heritage	4		30	14	Offered during odd numbered years only. Must be Star rank.
Animal Science	3		25		2 hour session; Offered in combination with Veterinary Medicine.
Archery	5	\$20	16		2 hour session. May require extensive practice outside of Merit Badge; must be able to pull back a 25 lb. bow; fee covers arrow and bowstring kits for Reqs. 2 & 3.
Art	2	\$20	35		Fee covers projects for Reqs. 4 & 5.
Astronomy	4		25		Will require observation time outside of Merit Badge.
Backpacking	4		30		Offered during even numbered years only. Reqs. 6b, 8c, 9d, 10 and 11a-c not covered in Camp.
Basketry	2	\$25	25		Requires extensive outside time; Fee covers projects for Req. 3
Bird Study	5		30		Offered during even numbered years only. Will require observation time outside of Merit Badge.
Camping	2		30		Reqs. 4b, 5e, 7b, 8d, 9a, and 9b not covered at Camp.
Canoeing	3		24		Must pass BSA Swimmers test before starting badge
Chess	3		32		Will require time outside Merit Badge to complete tournament.
Citizenship in the Community	4		30	14+	3-day badge; Req. 3,4 & 7 not covered at camp; Must have achieved Star rank.
Citizenship in the Nation	4		30	14+	Req. 2 not covered at Camp. Must have achieved Star rank.
Citizenship in the World	4		30	14+	3-day badge; Req. 7 handled individually with counselor; Must have achieved Star rank.
Climbing	4		12	14+	2 hour session
Communication	4		25	14+	Req. 5, 7 & 8 not covered at Camp; Must have achieved Star rank.
Composite Materials	4	\$18	30		Offered during odd numbered years only. Fee covers projects for Req. 5
Cooking	4	\$20	12		Req. 4 & 6 not covered at Camp; Merit Badge will continue into 1 st meal shift while cooking.
Cycling	5		12	14+	Riding requirements must be completed outside of Merit Badge.
Emergency Preparedness	5		30	14+	Req. 2c, 6c, 8b & 9 not covered at Camp; Must have achieved Star rank.
Entrepreneurship	4		25		Offered during even years only. Req. 3 not covered at Camp.
Environmental Science	4		30		Will require observation time outside of Merit Badge. Requires extensive writing outside of Merit Badge.
Family Life	5		30	14+	1 day badge; Only Req. 1, 6a, and 7 will be covered at Camp; others to be discussed. Must have achieved Star rank.
Fingerprinting	1		35		Only need to attend one session.
Fire Safety	5		30		Req. 11 - field trip to local Fire Station that will require drivers, bring money for purchase of off-property lunch.
First Aid	3		35		2-hour session. Bring a first aid kit from home to fulfill req. 2d. Leaders please remember to bring your Troop's first aid kit to camp for req. 5b
Fish & Wildlife Management	2		35		Requires observation outside Merit Badge.
Fishing	3		15		Bring own fishing gear to Camp; requires fishing time outside of Merit Badge. May not be able to cook fish for req. 10.
Fly Fishing	4		12		Fly Fishing Gear is Provided by Camp! May require more fishing time outside of Badge. May not be able cook fish for req. 11.
Forestry	3		15		Req. 5 - field trip to a local lumber mill that will require drivers, bring money for purchase of off-property lunch.
Game Design	4		20	14+	Requires technical writing; will require work outside of Merit Badge.
Geocaching	3		20		Req. 7 & 9 not covered at Camp. Bring a GPS if you have one. Offered during even years only.
Geology	4		30		Offered during even years only.
Hiking	4		30		Req. 5,6, & 7 not covered at Camp; Offered during odd numbered years only.

Horsemanship	4	\$25	12	14+	3-Hours session, meets Monday – Friday. Must wear long pants and closed toed shoes every day.
Indian Lore	3	\$25	25		Fee covers projects for req. 2; Offered during even numbered years only.
Insect Study	4		30		Offered during odd numbered years only. Req. 9 not completed at Camp.
Kayaking	3		22		Must pass BSA Swimmers Test before starting Merit Badge.
Leatherwork	2	\$25	25		Fee covers projects for Req. 3 and 5c.
Lifesaving	4		25		2-hour session. Req. 1 must be completed before starting Badge.
Mammal Study	1		30		Only need to attend one session.
Mining in Society	3		25		Offered during odd years only.
Moviemaking	3		30		May require time outside of Badge. Must bring own video camera.
Music	2		25		Offered during even numbered years only.
Nature	2		30		Req. 4e – Bring your own fishing gear. Offered during odd numbered years only. Offered M & Tu OR W & Th.
Nuclear Science	3		30		Offered even years only.
Oceanography	3		30		Must give speech to Troop.
Orienteering	4		25		May require extensive time outside of Merit Badge.
Personal Fitness	5		30	14+	3 day badge; Req. 1b, 7, 8 not covered in camp. Wear comfortable clothes and bring a bottle of water. Must have achieved Star rank.
Personal Management	5		30	14+	Req. 1, 2 & 8 – not covered at Camp; Must have achieved Star rank.
Photography	3		20		Must bring own camera to Merit Badge; Cyberchip required.
Pioneering	3		25		2-hour session
Plant Science	5		30		Offered during even numbered years only.
Pottery	4	\$18	12		Fee covers all materials needed.
Public Speaking	4		20	14+	Scouts will talk a lot. Must have achieved Star rank.
Pulp & Paper	4		30		Offered during odd numbered years only.
Reptile and Amphibian Study	2		30		Req. 8 not covered at Camp*
Rifle Shooting	3	\$40	32	12+	2-hour session; May require extensive practice shooting outside of Merit Badge, fee covers materials needed.
Rowing	3		30		Must pass BSA Swimmers test before starting Badge.
Salesmanship	3		25		Offered during odd numbered years only.
Scouting Heritage	3		25		Req. 4 & 5 not covered at Camp – Offered during odd numbered years only.
Sculpture	3	\$18	20		Fee covers all materials needed.
Shotgun Shooting	4	\$40	20	14+	2-hour session; may require extensive practice shooting outside of Merit Badge; must be 100 lbs.; fee covers all materials needed.
Signs, Signals & Codes	3		20		Offered during odd numbered years only.
Small-boat Sailing	4		22		Must pass BSA Swimmers test before starting Badge. Session limits based on operable boats.
Soil and Water Conservation	3		30		Offered during odd numbered years only.
Space Exploration	3		20		
Swimming	3		30		Must pass BSA Swimmers test before starting Badge.
Textiles	2		25		Offered during even numbered years only.
Veterinary Medicine	3		15		2-hour session; Offered in combination with Animal Science.
Weather	3		30		Requires work outside of Merit Badge.
Wilderness Survival	3		35		Req. 9 is an overnight outpost.
Woodcarving	3	\$25	25		Fee covers projects in Req. 6 and 7; Totin' Chip required before carving.