

Merit Badge	Difficulty	Requirements fulfilled at camp	Requirements that will not be offered at camp	FEES/NOTES	Class Caps
Animal Science	B	1, 2, 3, 4, 5, 6, 7			-
Archery	B	All requirements fulfilled at camp			12
Art	C	1, 2, 3, 4, 5, 7	6		15
Astronomy	A	1-a,b,c, 2, 3-a,b,c,d, 4-a,b,c,d, 6-a,b,c,d, 7-a,b,c, 8c 9	5-a,b,c,d,	Class will meet at least one night in addition to scheduled class.	15
Basketry	C	All requirements fulfilled at camp		\$15 Fee	-
Canoeing	B	All requirements fulfilled at camp			10
Camping	B	1-a,b, 2, 3, 5-a,b,c,d, 6-a,b,c,d,e, 7a, 8-a,b,c 9c, 10	4 a-b, 5e, 7b, 8d, 9-a,b		-
Cit in the Nation	B	1, 3, 4-a,b,c,d,e, 5, 6, 7, 8	2-a,b,c,d,		-
Cit in the World	B	1, 2, 3-a,b, 4-a,b,c, 5-a,b,c, 6-a,b,c, 7c	7-a,b,d,e		-
Climbing	A	All requirements fulfilled at camp		Close toed shoes required	15
Communications	B	1c or d, 2a or b, 3, 4, 6,7a 9	5, 8		20
Cooking	B	1a-e, 2a-e, 3a-c, 4a-b, 5a,b 6a-c, 7	4c-e, 5c-h, 6d-f	Bring mess kit	20
Crime Prevention	C	1, 3a-c, 5, 6c, 8a-f, 9a-d	2, 4a-b, 7		12
Emergency Prep	B	1, 2a-b, 3a-d, 4, 5, 6a-b, 7a-b, 8a-b, 9b	2c, 6c,	Can be completed the same time as First Aid at Camp	25
Environmental Science	B	1, 2, 3a-g, 4, 5, 6		There are a lot of writing requirements	-
Fingerprinting	B	1, 2, 3a-c, 4a-b, 5			25
First Aid	B	1, 2, 3, 4, 6, 7, 8, 9, 10, 11, 12, 13	5, 14.	Req. 5 will be signed off if a First Aid Kit made by scout is brought to camp. 14 will be signed off if a scout teaches another scout at camp a first aid skill.	25
Fish & Wildlife Man	B	1, 2, 3, 4, 5c, 6a, 7c, 8		Must catch a fish	-
Fishing	C	1a-d, 2, 3, 4, 5, 6a-b, 7, 8, 9	10	Must catch a fish to earn requirement 10	20
Fly Fishing	B	1a-c, 2, 3a-e, 4, 5, 6, 7a-b, 8, 9, 10		\$5 fee covers fly tying materials.	8
Forestry	B	1abc, 2a,b,c, 3a,b, 4a-e, 5c, 6, 7a-c, 8			-
Game Design	B	all can be completed at camp			-
Geocaching	B	1a-c, 2a-c, 3, 4, 5a-d, 6,	7, 8c, 9		14
Insect Study	C	1ab, 2, 3, 4, 7, 8, 11,12, 13	5, 6, 9, 10		-
Kayaking	C	1abc,2(swim test), 3ab,4abcd, 5ab, 6a-e, 7a-f, 8a-e			12
Leatherwork	C	1ab, 2, 3, 4, 5a OR c		\$12 Fee	10
Lifesaving	B	all can be completed at camp - need to be swimmer		Must bring long-sleeved, button shirt to class	10
Metalworking - Blacksmithing Option	A	1, 2a-d, 3, 4, 5d		Fourteen or older.\$10 fee	6
Mining in Society	B	1abc, 2, 3abc, 4, 5ef, 6abc, 7c, 8b			-
Movie Making	B	1, 2abcd, 3b, 4			10
Nature	B	1, 2, 3, 4a-h		4 a-h will only be signed off if a scout observes different types of nature during camp.	-
Oreinteering	B	1, 2, 3a-b, 4a-f, 5, 6a-c,	7a-b, 8,a-b, 9, 10	Bring compass	20
Photography	C	1a-b, 2a-g, 3, 4a-d, 5a-f, 6a-c, 7a-c, 8			10
Pioneering	B	1a-b, 2a-c, 3, 4, 5, 6, 7, 8, 9, 10			20

Public Speaking	B	1, 2, 3, 4, 5			20
Radio	B	1a-d, 2a-d, 3a-c, 4, 5a-e, 6, 7 8, 9a		Radio Merit Badge will not be offered session 7	10
Rifle	C	All requirements can be accomplished at Camp.			16
Search & Rescue	B	1a-b, 2a-c, 3a-c, 4, 5, 7a-d, 8a-d, 9a-b, 10	6a-c		20
Shotgun	A	All requirements can be accomplished at Camp.		\$20 Fee Shotguns are a large and more physically demanding than rifle	10
Signs Signals Codes	B	1,2,3a,b ,4a,b, 5a,b 6a,b, 8, 9, 10		7	15
Small Boat Sailing	A	1a-c, 2, 3, 4a-f, 5, 6a-i, 7a-c, 8, 9			16
Soil & Water Conservation	B	1a-c, 2a-d, 3a-c,4a-e, 5a-e,6a-d, 7-a1, 7a6, 7e			-
Space Exploration	B	1a-d, 2, 3 a-i, 4 a-d, 5 a-c, 6a-b, 7a,e, 8		\$20 Fee	15
Stand Up Paddleboarding	B	1. 2. 3. 4. 5. 6a-b, 7a-b, 8 a-k, 9a-c			9
Swimming	C	1 a-b, 2, 3, 4 a-b, 5 a-d, 6a-c, 7, 8			30
Weather	B	1, 2, 3,4, 5, 6, 7, 8, 10, 11	9a-b,		-
Wilderness Survival	B	1a-b, 2, 3, 4a-e, 5.6. 7a-c, 8, 9, 10, 11, 12			25
Woodcarving	B	1a-b, 2a-b, 3a-b, 4 a-d, 5,6,7		\$15 fee	10
High Five	A			Thirteen or older	16
Pistol	A			Fourteen or older. Not a merit badge. \$20 fee. Scouts will receive a book to take home.	12