

Camp Wolfeboro Merit Badges

2021 Merit Badge Offerings

Merit Badge	Diff.	Fee	Limit	Age	Prerequisites	Information	Prog. Area
American Heritage	Hard		20		Highly recommend Req. 5b	Offered ODD years only.	Eagle's End
Archaeology	Hard		30			Requires extensive work outside session.	EcoCon
Archery	Hard	\$20	8		MUST be able to pull a 25 lb. bow. (Sunday)	Fee covers kits for req. 2 & 3. May require extensive practice outside of Merit Badge. Older Scout priority.	Shooting Sp.
Architecture	Med.		30				Eagle's End
Art	Easy	\$20	20			Fee covers projects for Reqs. 4 & 5.	Handicraft
Astronomy	Hard		25			Requires observations outside session.	EcoCon
Basketry	Easy	\$20	25			Fee covers projects for Req. 3. Requires extensive time outside of Merit Badge.	Handicraft
Bird Study	Hard		30			Requires observations outside session.	EcoCon
Camping*	Med.		30		Req. 4b, 5e, 7b, 8d, 9a&b not covered.		Scoutcraft
Canoeing	Med.		20		Pass BSA Swim Test before start of badge.	MUST be able to launch, carry & store boat with partner!	Waterfront
Chess	Med.		30			Requires time outside session for tournament.	Handicraft
Citizenship in the Community*	Med.		20	14+	Req. 3, 4, & 7		Eagle's End
Citizenship in the Nation*	Med.		20	14+	Req. 2		Eagle's End
Citizenship in the World*	Hard		20	14+	Req. 7		Eagle's End
Climbing	Hard		12			3-hr session.	Summit
Communication*	Hard		20		Req. 5 & 7	Requires extensive work outside session	Eagle's End
Crime Prevention	Med.		20			Participation in Loss Prevention Program	Eagle's End
Emergency Preparedness*	Med.	None	20		Reqs. 1, 2b&c, 8b	Must have First Aid to complete badge.	Scoutcraft
Environmental Science**	Hard		30			Requires observation time & extensive writing outside of Merit Badge.	Mtn Man
First Aid*	Med.		20		Req. 5a & 7a		Scoutcraft
Fish & Wildlife Management	Easy		35				EcoCon
Fishing	Med.		15		MUST bring own gear (\$25 T-Post)	Need patience to catch fish, may need to walk with buddy to remote locations.	Scoutcraft
Forestry	Med.		30			Requires hike outside session.	EcoCon
Geocaching	Med.		20		Req. 7 & 9. MUST bring own GPS.		Scoutcraft
Geology	Med.		30			Requires collection & observations outside session	EcoCon
Indian Lore	Med.	\$20	25			Fee covers all project materials.	Handicraft
Insect Study	Med.		30		Req. 9		EcoCon
Inventing	Easy				Req. 8	Req. 7 finish at home.	Eagle's End
Leatherwork	Easy	\$25	25			Fee covers project kits for Req. 3 & 5c.	Handicraft

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Mammal Study	Easy		30				EcoCon
Music	Med.		25				Handicraft
Nature	Med.		30		Req. 4e - Bring own fishing gear.	Requires collection & observation time outside of Merit Badge.	EcoCon
Nuclear Science	Hard		20	14+	Basic Chemistry knowledge		EcoCon
Oceanography	Med.		30			Requires observation time outside session.	EcoCon
Orienteering	Med.		20			May require extensive time outside of Merit Badge.	Scoutcraft
Personal Management	Hard		20		Req. 1, 2 & 8		Eagle's End
Photography	Med.		20		Req. 1a (must have current Cyberchip), 6	MUST bring own digital camera for use all week. May not share with others.	Handicraft
Pioneering	Med.		20		Working knowledge of Scout to First Class knots & lashings	Requires knot & lashing practice outside of Merit Badge.	Scoutcraft
Plant Science	Med.		30				EcoCon
Public Speaking	Med.		10			Requires speech writing & practice outside of Merit Badge.	Eagle's End
Reptile & Amphibian Study	Med.		30		Req. 8	Requires observation time outside session.	EcoCon
Rifle Shooting	Med.	\$40	8		Firearm Use Permission Slip	May require extensive practice shooting outside of Merit Badge.	Shooting Sp.
Rowing	Med.		12		Pass BSA Swim Test before start of badge.		Waterfront
Salesmanship	Med.		25			Requires time outside of Merit Badge. Offered ODD years only.	Trading Post
Shotgun Shooting	Hard	\$50	8		Firearm Use Permission Slip	May require extensive practice shooting outside of Merit Badge.	Shooting Sp.
Signs, Signals & Codes	Easy		20				Scoutcraft
Soil & Water Conservation	Easy		30				EcoCon
Swimming**	Med.		15		Pass BSA Swim Test before start of badge.	Water is brisk and refreshing.	Waterfront
Textile	Easy		20				Handicraft
Theater	Med.		25		Req. 1		Handicraft
Weather	Med.		30		Req. 9a on Sunday	Requires observation outside Merit Badge.	EcoCon
Wilderness Survival	Med.		30			Requires building your own shelter & spending night in it at Overnight Outpost	Scoutcraft
Woodcarving	Med.	\$20	15		Totin' Chip (Sunday session if needed)	Fee covers project kits for req. 6 & 7.	Handicraft