

Wente Scout Reservation Merit Badges

2021 Merit Badge Offerings

Merit Badge	Diff.	Fee	Limit	Age	Prerequisites	Information	Prog. Area
American Heritage	Hard		20	14+	Highly recommend Req. 5b	Offered ODD years only.	Commish
American Labor	Med.		20			Offered ODD Years only.	Commish
Archery	Hard	\$20	16		MUST be able to pull a 25 lb. bow. (Sunday)	2-hr session. Fee covers kits for req. 2 & 3. May require practice outside of Merit Badge. Older Scout priority.	Shooting Sp.
Architecture	Med.		30				Handicraft
Art	Easy	\$20	20			Fee covers projects for Reqs. 4 & 5.	Handicraft
Astronomy	Hard		25			Requires observations outside session	Nature
Basketry	Easy	\$20	25			Fee covers projects for Req. 3. Requires extensive time outside of Merit Badge.	Handicraft
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
Chemistry	Med.		20		Req. 2a & 4a.		Nature
Chess	Med.		30			Requires time outside session for tournament.	Handicraft
Citizenship in the Community*	Med.		20	14+	Req. 3, 4, & 7	3-day badge.	Commish
Citizenship in the Nation*	Med.		20	14+	Req. 2		Commish
Citizenship in the World*	Hard		20	14+	Req. 7	3-day badge.	Commish
Climbing	Med.		12			2-hr session.	Climbing
Communication*	Hard		20		Req. 5 & 7	Requires extensive work outside session	Commish
Composite Materials	Med.	\$20	20			Fee covers projects for Req. 5	Handicraft
Cycling**	Hard		12	14+		Riding reqs. done outside of session	Mtn Biking
Emergency Preparedness*	Hard		20	14+	Reqs. 1, 2b&c, 8b	Must have First Aid to complete badge.	Commish
Entrepreneurship	Med.		25			Offered during ODD years only.	Handicraft
Environmental Science**	Hard		30			Requires observation time & extensive writing outside of Merit Badge.	Nature
Exploration	Hard		15			Requires Overnight Outpost to complete. Offered ODD years only.	Scoutcraft
Fingerprinting	Easy		30			Only attend 1-day session.	Handicraft
Fire Safety	Hard		20			Field Trip to Fire Station, bring money for purchase of off-property lunch.	Scoutcraft
First Aid*	Med.		20		Req. 5a & 7a	2-hr session.	Scoutcraft
Fish & Wildlife Management	Easy		35			Requires observation time outside session.	Nature
Fishing	Med.		15		Req. 10 MUST bring own gear (\$25 T-Post)	Requires fishing outside of session.	Nature

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Fly Fishing	Med.		12		Req. 11	Fly Fishing Gear is Provided by Camp! May require fishing outside of session.	Nature
Forestry	Med.		15			Field trip to lumber mill, bring money for purchase of off-property lunch.	Nature
Game Design	Med.		20	14+		Requires technical writing & extensive work outside of Merit Badge.	Handicraft
Gardening	Med.	\$20	15		Req. 2b, 5 & 8 not covered at Camp.	Offered in combination with Plant Science & Surveying.	Nature
Hiking**	Med.		30		Req. 5, 6, & 7	Offered ODD years only.	Scoutcraft
Horsemanship	Med.	\$25	TBD		5-ft or taller, limit based on # of horses	3-hr session, Monday-Friday. Must wear long pants & closed toe shoes every day.	Corral
Insect Study	Med.		30		Req. 9	Offered ODD years only.	Nature
Kayaking	Med.		20		Pass BSA Swim Test before start of badge.		Waterfront
Leatherwork	Easy	\$25	25			Fee covers project kits for Req. 3 & 5c.	Handicraft
Mammal Study	Easy		30				Nature
Mining in Society	Med.		25			Offered ODD years only.	Nature
Moviemaking	Med.		20		MUST bring own digital video camera.	May require film & edit time outside of Merit Badge.	Handicraft
Music	Med.		25				Handicraft
Nature	Med.		30		Req. 4e - Bring own fishing gear.	Requires collection & observation time outside of Merit Badge.	Nature
Nuclear Science	Hard		20	14+	Basic Chemistry knowledge		Nature
Orienteering	Med.		20			May require extensive time outside of Merit Badge.	Scoutcraft
Personal Management	Hard		20	14+	Req. 1, 2 & 8		Commish
Photography	Med.		20		Req. 1a (Current Cyberchip)	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	2-hr session. Requires knot & lashing practice outside of Merit Badge.	Scoutcraft
Plant Science	Med.		15			Offered in combination with Surveying & Gardening.	Nature
Public Speaking	Med.		10			Requires speech writing & practice outside of Merit Badge.	Commish
Pulp & Paper	Med.		30			Requires work outside of Merit Badge.	Nature
Reptile & Amphibian Study	Med.		30		Req. 8	Requires observation time outside of Merit Badge.	Nature
Rifle Shooting	Med.	\$40	16		Firearm Use Permission Slip	2-hr session. May require practice shooting outside of Merit Badge.	Shooting Sp.
Rowing	Med.		20		Pass BSA Swim Test before start of badge.		Waterfront
Scouting Heritage	Med.		25		Req. 5		Eagle Trail
Sculpture	Med.	\$20	20			Fee covers all materials needed. Offered ODD years only.	Handicraft

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Shotgun Shooting	Hard	\$50	12		Firearm Use Permission Slip	2-hour session. May require practice shooting outside of Merit Badge.	Shooting Sp.
Signs, Signals & Codes	Easy		20			Offered ODD years only.	Scoutcraft
Small-Boat Sailing	Hard		14		Pass BSA Swim Test before start of badge.	Session limits based on operable boats.	Waterfront
Soil & Water Conservation	Easy		30			Offered ODD years only.	Nature
Space Exploration	Med.		20				Nature
Surveying	Med.		15			Offered in combination with Plant Science & Gardening.	Nature
Swimming**	Med.		15		Pass BSA Swim Test before start of badge.	Water contains fish and lake weed.	Waterfront
Weather	Med.		30		Req. 9a on Sunday	Requires observation outside Merit Badge.	Nature
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