

Second Class	20	1b, 2a-c, 2d (discussed), 2f-g, 3a, 3c-d, 5a, 5d, 6a-e, 8b, 9a-b	2f-g, 5a, 5d	1b, 3a, 3c-d	2a-d	6a-e	8b, 9a-b	Will earn Firem'n Chit during Wednesday session
First Class	20	1b, 3a-d, 4a, 5a-d, 6b, 7a-d, 7f,	6a, 7d, 7f	3a-d	7a-c	5b-d	4a, 5a	Orienteering course on Friday

## Camp Wolfeboro Merit Badges

### 2022 Merit Badge Offerings

Merit Badge	Diff.	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	16		MUST be able to pull a 25 lb. bow. (Sunday)	May require extensive practice outside session. Older Scout priority.	Target & Range Sports
Architecture	Med.	30				Eagle's End
Art	Easy	20			May require time outside session.	Handicraft
Astronomy	Hard	25			Requires observation time outside session.	EcoCon
Basketry	Easy	25			Requires extensive time outside session.	Handicraft
Bird Study	Hard	30			Requires observation time 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 of Merit Badge to complete 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	16		Req. 5 & 7	Requires extensive time outside session	Eagle's End
Cooking*	Hard	16		Req. 4 & 6	Session overlaps 1 <sup>st</sup> meal shift. We can't accommodate all dietary restrictions.	Scoutcraft
Crime Prevention	Med.	20			Participation in Loss Prevention Program	Eagle's End
Emergency Preparedness*	Med.	20		Reqs. 1, 2b&c, 8b	Must have First Aid merit badge to complete badge.	Scoutcraft
Entrepreneurship	Med.	25		Req. 3	Offered EVEN years only.	T-Post
Environmental Science**	Hard	30			Requires observation time & extensive writing outside session.	Mtn Man
First Aid*	Med.	20		Req. 5a & 7a		Scoutcraft
Fish & Wildlife Management	Easy	35			May require observation outside session.	EcoCon

Merit Badge	Diff.	Limit	Age	Prerequisites	Information	Prog. Area
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.	25				Handicraft
Insect Study	Med.	30		Req. 9		EcoCon
Inventing	Easy			Req. 8	Req. 7 finish at home.	Eagle's End
Leatherwork	Easy	25				Handicraft
Lifesaving	Hard	10		Req. 2a (MUST have Swimming Merit Badge)	Water is brisk and refreshing	Waterfront
Mammal Study	Easy	30				EcoCon
Music	Med.	25				Handicraft
Nuclear Science	Hard	20	14+	Recommend prior knowledge of basic Chemistry.		EcoCon
Oceanography	Med.	30			Requires observation time outside session.	EcoCon
Orienteering	Med.	20			May require extensive time outside session.	Scoutcraft
Personal Management	Hard	20		Req. 1, 2 & 8		Eagle's End
Photography	Med.	20		Req. 1a (must have current Cyber Chip)	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 session.	Scoutcraft
Plant Science	Med.	30				EcoCon
Public Health	Med.	30	16+	Req. 7 MUST have First Aid & Emergency Prep.		Scoutcraft
Public Speaking	Med.	10			Requires time outside session. Requires speech writing & delivery with audience.	Eagle's End
Reptile & Amphibian Study	Med.	30		Req. 8	Requires observation time outside session.	EcoCon
Rifle Shooting	Med.	16		Firearm Use Permission Slip	May require extensive practice shooting outside session.	Target & Range Sports
Rowing	Med.	12		Pass BSA Swim Test before start of badge.		Waterfront
Salesmanship	Med.	25			Requires time outside session. Offered ODD years only.	Trading Post
Scouting Heritage	Med.	25		Req. 5	Offered EVEN years only.	
Search & Rescue	Med	20	14+	Req. 6a		Scoutcraft
Shotgun Shooting	Hard	8		Firearm Use Permission Slip	May require extensive practice shooting outside session.	Target & Range Sports
Signs, Signals & Codes	Easy	20				Scoutcraft
Soil & Water Conservation	Easy	30				EcoCon

Merit Badge	Diff.	Limit	Age	Prerequisites	Information	Prog. Area
Swimming**	Med.	15		Pass BSA Swim Test before start of badge.	Water is brisk and refreshing.	Waterfront
Textile	Easy	20				Handicraft
Weather	Med.	30		Req. 9a on Sunday	Requires observation outside session.	EcoCon
Wilderness Survival	Med.	30			Requires building your own shelter & spending night in it at Overnight Outpost	Scoutcraft
Woodcarving	Med.	15		Totin' Chip (Sunday session if needed)		Handicraft

\* Eagle Required    \*\*Eagle Required option