

Quick Reference Merit Badge Chart

Merit Badge	Diff.	Fees	Class Size Limit	Age Limit	Pre-Requisites / Notes
American Heritage	4		45		Read/Bring MB Book, Requirement 5B (Read a Biography). Offered in Odd Years only.
American Labor	4		45		Offered in Even Years only
Archaeology	4		45		Read/Bring MB Book. Requirement 10
Archery	5	\$20	16		Must be able to pull a 25 lb. bow. Older Scout priority.
Art	4	\$20	35	13+	Offered in Even Years only
Astronomy	4		20		Taught with Space Exploration
Animal Science	4		25		Offered in Odd Years only.
Bird Study	5		30		Will require observation time outside of Merit Badge. Offered in Odd Years only.
Basketry	2	\$25	25		This badge may not take all week.
Camping	4		40		Requirements 9a and 9b
Canoeing	5	\$15	8	13+	Must be a Swimmer
Climbing	5		8	14+	
Citizenship in the Nation	5		45	14+	
Citizenship in the World	5		45	14+	
Communications	5		25	14+	
Cooking	5	\$20	30	14+	
Dog Care	2		12		Offered in Even Years only
Emergency Preparedness	4		35	14+	Requirement 8b
Energy	4		30		
Environmental Science	5		30		
First Aid	4		40		
Fish and Wildlife Management	2		40		
Forestry	4		30		
Geology	4		30		
Horsemanship	5	\$25	TBD	14+	5 feet or taller, class size limit based on # of horses available
Indian Lore	4	\$25	25		
Leatherwork	2	\$25	25	14+	
Lifesaving	5		25		Requirement 1
Mammal Study	2		30		
Metalwork	5	\$20	10	13+	This is a two session badge
Music	2		25		
Nature	4		30		
Oceanography	4		30		
Orienteering	4		25		Offered in Odd Years only

Photography	4		15	14+	MUST bring own digital camera with charging cables and be able to use it all week long. May not share with another member of the class. Must earn cyber chip outside of camp. Offered in Odd Years only.
Pioneering	5		25		
Plant Science	4		30		
Reptile & Amphibian Study	2		45		
Rifle Shooting	5	\$40	16	14+	
Scouting Heritage	3		25		
Salesmanship	4		25		
Shotgun Shooting	5	\$40	15	14+	14 years and older; 100+ pounds
Signs, Signals and Codes	2		45		Offered in Even Years only.
Soil & Water Conservation	4		30		Offered in Even Years only.
Space Exploration	3		20		Taught with Astronomy
Sustainability	4		30		
Swimming	4		30		Requirement 3; Pass Swimmer's test
Theater	4	\$15	25		
Weather	4		30		
Wilderness Survival	4		35		Overnight outposts required, 1st Class and above, bring first aid kit, pocket knife, personal survival kit and long pants.
Woodcarving	5	\$25	15	13+	Totin' Chip required. Two period badge.