

2018 WSR QUICK REFERENCE MERIT BADGE CHART

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
American Labor	4		35	14+	Offered during even years only, Must have achieved Star rank.
American Heritage	4		35	14+	Offered during odd years only, Must have achieved Star rank.
Animal Science	3		25		2 hour session.
Animation	2		20		Offered during odd years only
Archery	5	\$17	16		2 hour session. May require extensive practice outside of Merit Badge; must be able to pull back a 25 lb. bow; fee covers arrow and bowstring kits for Reqs. 2 & 3.
Art	2	\$17	35		Fee covers projects for Reqs. 4 & 5.
Astronomy	4		25		Will require observation time outside of Merit Badge.
Backpacking	4		30		Offered during even numbered years only. Reqs. 6b, 8c, 9d, 10 and 11a-c not covered in Camp.
Basketry	2	\$23	25		Attend 1 session; requires extensive outside time; Fee covers projects for Req. 3
Bird Study	5		30		Offered during even numbered years only. Will require observation time outside of Merit Badge.
Camping	2		30		Reqs. 4b, 5e, 7b, 8d, 9a, and 9b not covered at Camp.
Canoeing	3		24		Must pass BSA Swimmers test before starting badge
Chess	3		32		
Citizenship in the Community	4		35	14+	3 day badge; Req. 1, 2 and 6 covered during session; All other req. not covered at Camp*; Must have achieved Star rank.
Citizenship in the Nation	4		35	14+	Req. 2 not covered at Camp. Must have achieved Star rank.
Citizenship in the World	4		35	14+	3 day badge; Req. 7 handled individually with counselor; Must have achieved Star rank.
Climbing	4		12	14+	2 hour session
Communications	4		25	14+	Req. 5 not covered at Camp; Must have achieved Star rank.
Composite Materials	4	\$17	30		Offered during even years only. Fee covers projects for Req. 5
Cooking	4		12		Merit Badge will continue into 1 st meal shift while cooking.
Cycling	5		12	14+	Riding requirements must be completed outside of class.
Emergency Preparedness	5		35	14+	Req. 2c, 6c, and 8 not covered at Camp; Must have achieved Star rank.
Entrepreneurship	4		25		Offered during odd years only. Req. 3 not covered at Camp.

Environmental Science	4		30		Will require observation time outside of Merit Badge. Requires extensive writing outside of Merit Badge.
Family Life	5		35	14+	1 day badge; Only Req. 1, 6a, and 7 will be covered at Camp; others to be discussed. Must have achieved Star rank.
Fingerprinting	1		35		Only need to attend one session.
Fire Safety	5		30		Offered during even years only.
First Aid	3		35		2-hour session. Bring a first aid kit from home to fulfill req. 2d.
Fish & Wildlife Management	2		35		Offered during even numbered years only.
Fishing	3		20		Bring own fishing gear to Camp; requires fishing time outside of Merit Badge. May not be able to cook fish for req. 9.
Fly Fishing	4		10		Fly Fishing Gear is Provided by Camp! May require more fishing time outside of Badge. Will not cook fish for req. 10.
Forestry	3		15		Req. 5 - field trip to a local lumber mill that will require drivers, bring money for purchase of off-property lunch.
Game Design	4		20	14+	Requires technical writing.
Geocaching	3		20		Req. 7 & 9 not covered at Camp. Bring a GPS if you have one. Offered during even years only.
Geology	4		30		Offered during even years only.
Hiking	4		30		Req. 5,6, and 7 not covered at Camp*. Offered during odd numbered years only.
Horsemanship	4	\$25	12	14+	3-Hours session, meets Monday – Friday. Must wear long pants and closed toed shoes every day.
Indian Lore	3	\$23	25		Fee covers projects for req. 2.
Insect Study	4		30		Offered during odd numbered years only. Req. 9 not completed at Camp.
Kayaking	3		22		Must pass BSA Swimmers Test before starting Merit Badge.
Leatherwork	2	\$23	25		Fee covers projects for Req. 3 and 5c.
Lifesaving	4		25		2-hour session. Req. 1 must be completed before starting Badge.
Mammal Study	1		30		Only need to attend one session.
Mining in Society	3		25		Offered during odd years only.
Moviemaking	3	\$12	30		May require time outside of Badge. Suggested to bring own video camera.
Music	2		25		Offered during even numbered years only.
Nature	2		30		Req. 4e – Bring your own fishing gear. Offered during odd numbered years only. Offered M & Tu OR W & Th.
Nuclear Science	3		30		Offered even years only.
Oceanography	3		30		Must give speech to Troop.

Orienteering	4		25		May require extensive time outside of Merit Badge.
Personal Fitness	5		35	14+	3 day badge; Req. 1b, 7, 8 not covered in camp. Wear comfortable clothes and bring a bottle of water. Must have achieved Star rank.
Personal Management	5		35	14+	Req. 1, 2, 8 – not covered at Camp; Must have achieved Star rank.
Photography	3		20		Must bring own camera to Merit Badge; Cyberchip required.
Pioneering	3		25		2-hour session
Plant Science	5		30		Offered during even numbered years only.
Pottery	4	\$17	12		Fee covers all materials needed – Offered during even numbered years only.
Public Speaking	4		20	14+	Scouts will talk a lot. Must have achieved Star rank.
Pulp & Paper	4		30		Offered during odd numbered years only.
Reptile and Amphibian Study	2		30		Req. 8 not covered at Camp*
Rifle Shooting	3	\$40	32	12+	2-hour session; May require extensive practice shooting outside of Merit Badge, fee covers materials needed.
Rowing	3		30		Must pass BSA Swimmers test before starting Badge.
Salesmanship	3		25		Offered during even numbered years only.
Scouting Heritage	3		25		Req. 4 & 5 not covered at Camp – Offered during odd numbered years only.
Sculpture	3	\$17	20		Offered during odd numbered years only.
Shotgun Shooting	4	\$40	20	14+	2-hour session; may require extensive practice shooting outside of Merit Badge; must be 100 lbs.; fee covers all materials needed.
Signs, Signals & Codes	3		20		Offered during odd numbered years only.
Small-boat Sailing	4		22		Must pass BSA Swimmers test before starting Badge. Session limits based on operable boats.
Soil and Water Conservation	3		30		Offered during odd numbered years only.
Space Exploration	3		20		
Swimming	3		30		Must pass BSA Swimmers test before starting Badge.
Textiles	2		25		
Veterinary Medicine	3		15		2-hour session; Offered during even numbered years only.
Weather	3		30		Requires work outside of Merit Badge.
Wilderness Survival	3		35		Req. 9 is an overnight outpost.
Woodcarving	3	\$23	25		Fee covers projects in Req. 6 and 7; Totin' Chip required before carving.

* Initialed blue card from a registered Merit Badge Counselor is required; no other notes will be accepted for completion of requirement done outside of Camp.

Rotating Merit Badges

The following Merit Badges will be offered at Wentz on a rotational basis in order to accommodate as many merit badges as possible. Merit Badges listed in the Even Numbered Years Rotating list will not be offered in Odd Numbered Years and vice versa. Scouts should plan accordingly in order to not miss a needed Merit Badge in a particular Summer.

Rotating Merit Badges – Even-Numbered Years

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
American Labor	4		45	14+	Offered during even years only, Must have achieved Star rank.
Backpacking	4		30		Offered during even numbered years only. Reqs. 6b, 8c, 9d, 10 and 11a-c not covered in Camp.
Bird Study	5		30		Offered during even numbered years only. Will require observation time outside of Merit Badge.
Fire Safety	5		30		Offered during even numbered years only.
Fish and Wildlife Management	2		30		Offered during even numbered years only.
Geocaching	3		20		Req. 7 & 9 not covered at Camp. Bring a GPS if you have one.
Geology	4		30		Hands may get dirty handling rocks. Offered during even years only.
Music	2		25		Offered during even numbered years only.
Nuclear Science	4		30		Offered during even numbered years only.
Plant Science	5		30		Offered during even numbered years only.
Pottery	4	\$17	12		Fee covers all materials needed – Offered during even numbered years only.
Salesmanship	3		25		Offered during even numbered years only.
Veterinary Medicine	3		20		2-hour session; Offered during even numbered years only.

Rotation Merit Badges –Odd-Numbered Years

American Heritage	4		45	14+	Offered during odd years only. Must have achieved Star rank.
Animal Science	3		25		2-hour session; Offered during odd numbered years only.
Animation	2		20		Offered during odd years only
Entrepreneurship	4		25		Offered during odd years only. Req. 3 not covered at Camp.
Hiking	4		30		Req. 5, 6, and 7 not covered at Camp. Offered during odd numbered years only.
Mining in Society	3		25		Offered during odd years only.
Nature	2		30		Req. 4e – Bring your own fishing gear. Offered during odd numbered years only. Offered M & Tu OR W & Th.
Pulp & Paper	4		30		Offered during odd numbered years only.
Scouting Heritage	3		25		Req. 4 & 5 not covered at Camp. Offered during odd numbered years only.
Sculpture	3	\$17	20		Fee covers all materials needed. Offered during odd numbered years only.
Signs, Signals and Codes	3		20		Offered during odd numbered years only.
Soil & Water Conservation	3		30		Offered during odd numbered years only.

