

2009 MERIT BADGE INFORMATION

Animal Science	3	
Archery	4	2 hour session; may require extensive shooting outside of merit badge session; must be able to pull back a 25 lb bow; \$5 fee covers cost of arrow and bowstring kits
Art	2	Drop in badge; can be done during open program times; Req. 4 not covered at camp*
Astronomy	4	2 day merit badge (M, T); Req. 6 not covered at camp*
Backpacking	5	Drop in only; Req. 9, 10, and 11 not covered at camp*
Basketry	2	\$15 fee is for projects in Req. 3
Bird Study	5	Req. 5 and 6- lists of birds from home will not be accepted unless accompanied by a blue card; Will require observation time outside of merit badge session
Bugling☺	4	Drop in only; Req. 6 cannot be done at camp*
Camping	2	Req. 8c and d, not covered at camp*; Req 9a and b- Scoutmaster Note^; Req. 10 will be done on an individual basis only if all requirements are done.
Canoeing	3	Must pass BSA Swimmers test before starting badge
Cinematography	5	May require time outside of session; Size limit of 20 per session; Pre Sign~
Citizenship in the Community	4	1 day badge; Req. 1 and 6 covered during session; All other req. not covered at camp*; must be at least 14 years old and a Star or Life
Citizenship in the Nation	5	Req. 2a, b, c- Parent Note# and write up; must be 14 or older and a Star or Life
Citizenship in the World	5	3 day badge; Req. 7 handled individually with counselor; must be 14 or older and a Star or Life
Climbing	4	Must be 14 or older; 2 hour session; Pre Sign~; \$5
Communications	4	Req. 5 not covered at camp; Req. 8- troop campfire or court of honor must be held to complete; must be 14 or older and a Star or Life
Composite Materials	4	Req. 4 not covered at camp*; Fee covers Req. 5; must be at least 14 years old
Cycling	5	Drop in only; Req.6 must be done prior to camp*; Req. 8 and 9 not covered at camp*
Emergency Preparedness	5	Req. 2c, 6c, and 8 not covered at camp; must be 14 or older and a Star or Life
Energy	3	2 day badge; Req. 4- Parent Note#, bring 14 day energy audit.
Environmental Science	4	Will require observation time outside of merit badge session
Family Life☺	5	1 day badge; Only Req. 1, 6a, and 7 will be covered at camp; other req. will be discussed
Fingerprinting	1	Only need to attend one session M, T, or Th; class size limited to first 50
Fire Safety	3	Req. 6- Parent Note#, bring drawing of escape plan Req. 11- field trip that will require drivers (depending on availability of fire department)
First Aid	3	\$15 fee for first aid kit in Req. 2b; fee can be waived if Scout brings a suitable kit.
Fish and Wildlife	3	May require observation time outside of merit badge session
Fishin'	3	Bring own fishin' gear to camp; requires fishin' time outside of merit badge session
Fly Fishin'	3	Bring own fishin' gear to camp; requires fishin' time outside of merit badge session
Forestry	4	Req. 5- field trip to a local lumber mill that will require drivers; limit of 20; Pre Sign~
Geology	4	Hands may get dirty handling rocks
Hiking	5	Drop in only; Req. 5,6, and 7 not covered at camp*
Horsemanship	4	\$10; Session last 3 hours Mon. – Fri.; Pre sign-ups required
Indian Lore	3	
Insect Study	5	Req. 4- bring camera; Req. 7 not covered at camp*
Leatherwork	1	\$5-\$10 is for projects in Req. 3 and 5c
Lifesaving	4	Req. 1 must be completed before starting badge
Mammal Study	2	2 day badge, M,T or W, Th
Music☺	3	If you have not done 3c, then do 3a or 3b before camp.
Nature	4	Req. 4e- bring own fishin' gear;
Oceanography	3	
Orienteering	4	Extensive time outside of merit badge session
Personal Fitness	4	2 day badge; Req. 1b- Parent Note#; Req. 7 and 8 not covered at camp*; must be 14 or older and a Star or Life
Personal Man	5	Req. 1- Parent Note#, bring plan and comparison shopping material; Req. 2- bring budget; Req. 8 not covered at camp*; must be 14 or older and a Star or Life
Photography	3	Bring own camera and film; \$10 fee is for developing film; no fee for digital camera
Pioneering	3	
Plant Science	4	Req 4- Parent Note# for growing of plant
Pottery	4	\$5 fee for project in Req. 5; Req. 7- not covered at camp; Session limit 20; Pre Sign~
Pulp and Paper	4	2 day merit badge; Req. 7 will not be done at camp
Public Speaking	3	Scouts will talk a lot

Reptile and Amphib	2	Req. 8 not covered at camp*
Rifle Shooting	3	2 hour session; may require extensive shooting outside of merit badge time; must be 2 nd year camper at any Scout camp or 12 or older; Sunday night safety meeting required; \$15 fee covers all rounds needed to complete the badge; limit 24 per session; Pre Sign~
Rowing	3	Must pass BSA Swimmers test before starting badge
Sculpture	4	\$5 for projects; Session limit 20; Pre Sign~
Shotgun Shooting	4	2 hour session; may require extensive shooting outside of merit badge time; must be 13 or older and 100 lbs.; Sunday night safety meeting required; \$15 fee covers all clays and rounds needed to complete the badge; limit 20 per session; Pre Sign~
Small-boat Sailing	3	Must pass BSA Swimmers test before starting badge; session limits based on operable boats; 100 lbs min. weight; Pre Sign~
Soil and Water	3	2 day merit badge
Space Exploration	3	\$25 fee is to cover rocket kit and engines
Swimming	3	Must pass BSA Swimmers test before starting badge; bring shoes, socks, long pants, belt, and long-sleeved shirt that can get wet; limit of 30 per session; Pre Sign~
Weather	3	
Whitewater	4	Must pass BSA Swimmers test before starting badge; must be 14+; Req. 13- availability based on river conditions; session limit based on operable and equipment; Pre Sign~
Wilderness Sur	3	Req. 9 is an overnight outpost.
Woodcarving	3	\$5 is to for projects in Req. 6 and 7

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

^ Note from Scoutmaster on camp form is required for completion of requirement; form is located in the appendix.

#Note from parent on camp form is required for completion of required; form is located in the appendix.

~Pre Signs are required; pre sign ups are done on a Troop level

- Sign ups can be submitted by emailing them to meritbadge@wente.org with your Unit # and dates attending in the subject line. It is preferred that you use the Unit's MB Schedule excel form located at www.wente.org.
- The only thing sent to meritbadge@wente.org should be merit badge sign-ups. Anything else should be sent to wente@wente.org.

Badges to pre sign up for:

Cinematography
Climbing
Forestry
Horsemanship
Pottery
Rifle Shooting
Sculpture
Shotgun
Small Boat Sailing
Swimming
Whitewater

\$ Badges with fees:

5 Archery
15 Basketry
3 Climbing
? Composite Materials
15 First Aid
10 Horsemanship
5-10 Leatherwork
10 Photography
5 Pottery
20 Rifle
5 Sculpture
20 Shotgun
25 Space Exploration
5 Woodcarving