



Northwoods Merit Badge Program



Instruction Style Class Size Difficulty Rating Pre-Camp Req't's

Other Notes

Aquatics

Must pass Swim Test for ALL Aquatics Merit Badges

Canoeing	Class	20	Average	Note 1	Not recommended for 1st year Scouts. Must bring long-sleeve button down shirt and long pants with zipper; not recommended for 1st year Scouts.
Lifesaving	Class	20	Difficult	Note 1	Should be physically strong enough to handle swamping the boat; not recommended for 1st year Scouts.
Rowing	Class	20	Average	Note 1	Not recommended for 1st year Scouts. Must bring long-sleeve button down shirt and long pants with zipper.
Small Boat Sailing	Class	18	Average	Note 1	
Swimming	Class	25	Difficult	Note 1	

Handicraft

Purchases required for some Handicraft Merit Badges

Art	Class	20	Easy	4	One day class.
Basketry	Class	20	Average		2-Day class. Purchase kits at camp Trading Post. (\$7-\$10).
Leatherwork	Class	20	Average		2-Day class. Purchase kits at camp Trading Post. (\$7-\$15).
Pottery	Directed Study		Average	7	
Sculpture	Directed Study		Average	2c if applicable	
Wood Carving	Class	20	Average		2-Day class. Totin' Chip required. Purchase kits at camp Trading Post (\$6). Bring pocketknife.

Indian Village

Indian Lore	Class	20	Average		Bring outfit and/or projects to camp if you already have them.
Wilderness Survival	Class	20	Average	5	Bring survival kit, long-sleeved shirt, and long pants for overnight. Not recommended for 1st year Scouts.



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Nature

Astronomy	Class	20	Difficult	5b, 6, 7b	Required stargazing at camp. May be rescheduled due to weather. Time TBA.
Bird Study	Directed Study		Average	7, 8	Note 2
Environmental Science	Class	20	Difficult		Recommend doing Req. #4 before camp. Not recommended for 1st year Scouts.
Fishing	Class	20	Easy	7	Bring rod, tackle and fishing regulations from home.
Fish and Wildlife Management	Class	20	Difficult	5, 7	
Fly Fishing	Directed Study		Average	8	Bring your own fly fishing equipment from home.
Forestry	Directed Study	20	Average		
Geology	Class	20	Difficult	4	
Insect Study	Directed Study		Difficult	3, 7, 9	Note 2
Mammal Study	Class	20	Easy		
Nature	Class	20	Average		
Soil and Water Conservation	Class	20	Difficult		
Space Exploration	Class	20	Average		Purchase kit at camp Trading Post (\$15). Required rocket launch to be scheduled.
Veterinary Medicine	Directed Study		Average		Requirement #4 will require some research at home. See Nature Note 1
Weather	Class	20	Average	8	

Scoutcraft

Backpacking	Directed Study		Average	11	
Camping	Class	20	Average	1, 8	Not recommended for 1st year campers, bring backpack for #5e, recommend doing #2, 3, 4, 5a, 7a & 7b before camp. Summer camp counts as 6 nights toward #9.
Emergency Preparedness	Class	20	Average	1, 2c, 8	First Aid Merit Badge Required
First Aid	Class	20	Average	2d	Bring first aid kit from #2d
Golf	Directed Study		Average		Bring your own clubs
Orienteering	Class	15	Average		Bring orienteering-style compass
Pioneering	Class	15	Average		



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Shooting Sports

Archery	Class	20	Difficult	\$6 for materials. Not recommended for 1st year Scouts.
Rifle Shooting	Class	20	Average	Must be 12 or older. \$18
Shotgun Shooting	Class	10	Difficult	Must be 14 or older. \$5

NOTE 1: An introduction to CRR will be offered at camp to meet the Aquatics merit badge requirements, but we recommend getting the training at home before camp, if possible.

Note 2: For any badge where you are doing some requirements at home before camp, you must bring the completed work with you to camp to show to the counselor. For the nature badges where you are keeping a terrarium, aquarium, or growing plants, you should take photographs and write the date on the back of each. If the requirement is to visit a place or person, bring a note from your parent or Scout leader. Anything under the "pre-camp req't's" column **MUST** be completed prior to arriving at camp and **MUST** be shown to the counselor at camp.