

# THE MERIT BADGE & PROGAM SCOVILLE SCALE



- Not Difficult










- Moderate




- Intensive/Difficult/Physically Demanding



- Time Consuming/Skilled/Practice Needed

MERIT BADGE	DESCRIPTION	Scoville SCALE *
 <b>American Heritage</b>	Every Scout swears to an oath that includes duty to his country. A better understanding of American heritage, the ways in which the past has lead to our present nation, is key to truly knowing what it means to be an American.	
 <b>Archaeology</b>	Explore the Colonial Village at the Outpost Camp on historic Fitts Road. Scouts will do a case study of foundations and through a mock dig and document research. Extra time may be required.	
 <b>Animal Science</b>	An off site trip to a local dairy farm to view cattle and other farm animal and report back to their merit badge counselor on what they saw.	
 <b>Art</b>	All of us have an artist hiding inside. Work with many media and discover your hidden talent. Hands on program, recommended for younger scouts.	
 <b>Animation</b>	In Animation merit badge you'll learn how to create animations, the ways in which animation is used and the fun and exciting career opportunities in animation.	
 <b>Athletics</b>	Pre-camp training recommended. Complete requirement (4) before camp and bring note from the coach, head official or meet director.	
 <b>Astronomy</b>	Requirements 6, 7B, & 9A cannot be done in camp. The weather plays a huge factor in completion of other requirements. Scouts may return to the campsite just before taps on some nights.	

 <b>Archery</b>	<p>Learn the basics of Archery from Level III instructors and nationally ranked Archers.</p>	
 Automotive Maintenance	<p>Learn the finer points of how to take care of an automobile. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance.</p>	
 <b>Basketry</b>	<p>Basket kit provided at no extra cost to the scout.</p>	
 <b>Bird Study</b>	<p>An introduction to ornithology. Learn to identify common species, use a field guide, research birder activities and construct a bird feeder, sanctuary or bird bath.</p>	
 <b>Bugling</b>	<p>Bring your own trumpet or bugle. Practice the required calls before arriving at camp. You must have some experience prior to camp to earn this badge.</p>	
 <b>Camping</b>	<p>Requirements 4B, 8D and 9 must be done with Troop and documented. This badge is best earned over the course of the Scouting year, basic camping skills are taught. <b>Eagle Required Merit Badge.</b></p>	
 <b>Canoeing</b>	<p>Must be rated as a “Swimmer”. Extra time may be needed to hone skills.</p>	
 <b>Chemistry</b>	<p>Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry.</p>	


 <p><b>Chess</b></p>	<p>Build or hone your skills, learn and practice strategy and tactics and begin your journey to becoming a Grandmaster.</p>	
 <p><b>Climbing</b></p>	<p>Intensive program of technical climbing instruction, culminating in the Thursday afternoon climb at Wolf Rock. Scouts, who do not have the strength and stamina, will have trouble completing the required climbs physically. Recommended for older Scouts.</p>	
 <p><b>Citizenship in the Nation</b></p>	<p>Requirement 2 must be done before camp. Requirement 8B is best done before arrival in camp. However we will provide the facility to compose a letter to a government official.</p>	
 <p><b>Cycling</b></p>	<p>Learn the basics of bike maintenance and emergency repair and cycling safety. Kick it off with a 15-mile trek on Wednesday. <b>CANNOT COMPLETE ENTIRE MERIT BADGE IN ONE WEEK OF CAMP. <u>Must be a strong bike rider.</u></b> Scouts may bring their own bike for use for this merit badge, however we will provide bikes.</p>	
 <p><b>Digital Technology</b></p>	<p>Learn about technology in the digital age. Devices, apps, software and ethics are all discussed and practiced in this badge.</p>	
 <p><b>Electricity</b></p>	<p>Requirements 9 A&amp;B should be completed by the Scout prior to camp and they should be prepared to discuss them with the merit badge counselor.</p>	
 <p><b>Engineering</b></p>	<p>Part of our APEX program. You get to learn the basics and then design and build your own project.</p>	
 <p><b>Entrepreneurship</b></p>	<p>By earning the Entrepreneurship merit badge, Scouts will learn about identifying opportunities, creating and evaluating business ideas, and exploring the feasibility (how doable it is) of an idea for a new business.</p>	

 <b>Environmental Science</b>	<p>This is the ONE E/Con merit badge you <b>MUST</b> complete for Eagle. Very demanding and requires field observation time outside of class. <b>Eagle Required Merit Badge</b></p>	
 <b>Exploration</b>	<p>Scouting's newest merit badge. Are you the next Indiana Jones? Plan, prepare and under the guidance of your counselor, set out on your own personal mission of discovery.</p>	
 <b>First Aid</b>	<p>Meet at Health Lodge, Bring a home made first aid kit, <b>Eagle Required Merit Badge. Scout must be First Class</b></p>	
 <b>Fingerprinting</b>	<p>Good badge for younger scouts. Does not take all week to complete</p>	
 <b>Fish &amp; Wildlife</b>	<p>Bring written records of completed requirements (5) and (6). Explore the 1,200 acres, streams and wilderness while at JNW.</p>	
 <b>Fishing</b>	<p>Meets at Joey Pavilion near the Project COPE/Rock Climbing area. Scouts should bring their own fishing tackle. Fish must be caught at camp for requirement (7). Fish fry Wednesday morning.</p>	
 <b>Fly Fishing</b>	<p>Meets at Joey Pavilion near the Project COPE/Rock Climbing area. Limited equipment available, if possible bring from home.</p>	
 <b>Forestry</b>	<p>Tour JNW's forest management operation while learning the natural history of New England. Extensive field work in the woods</p>	

 <p><b>Game Design</b></p>	<p>Could you be the person who creates the next “Monopoly” or “Fortnight”. Only one way to find out.</p>	 
 <p><b>Geocaching</b></p>	<p>Learns the rules and tools. Do some searching of your own and design your own course. This badge, although not difficult, can be fairly time consuming.</p>	 
 <p><b>Geology</b></p>	<p>Bring organized and labeled collection of 10 rocks or minerals for requirement (1).</p>	 
 <p><b>Golf</b></p>	<p>For Older Scouts. Includes off-site trip. Scouts should bring their own clubs. Scouts will play 9 holes, an additional 9 holes will be needed for completion. This is not an Introduction to Golf Class.</p>	  
 <p><b>Graphic Arts</b></p>	<p>The field of graphic arts includes many kinds of work in the printing and publishing industries. Graphic arts professionals are involved in the creation of all kinds of printed communication, from business cards to books to billboards.</p>	 
 <p><b>Insect Study</b></p>	<p>In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect.</p>	 
 <p><b>Kayaking</b></p>	<p>Basic skills of flat water kayaking. A good course for younger scouts. Must be classified as Swimmer (Blue) to take this badge.</p>	
 <p><b>Landscape Archetecture</b></p>	<p>Landscape architects design and plan the various outdoor spaces in modern communities – neighborhood parks, soccer fields, school grounds, places of worship, office parks, shopping malls, cemeteries, and lakes.</p>	 
 <p><b>Leatherwork</b></p>	<p>Included in First Class Path. Bring leather boots or baseball mitt for reconditioning to meet requirement (3).</p>	





















 <p><b>Lifesaving</b></p>	<p>This is a rigorous badge for strong swimmers only. Must have earned Swimming merit badge and be qualified as "Swimmer". Bring long pants, and long-sleeved button-up shirt. <b>Eagle Required Merit Badge.</b></p>	
 <p><b>Mining in Society</b></p>	<p>The Mining in Society merit badge covers the history of mining, explores the status of mining in the 21st century, and introduces Scouts to modern mining careers.</p>	
 <p><b>Movie Making</b></p>	<p>Moviemaking is a way to tell stories visually through the art and science of motion picture photography.</p>	
 <p><b>Metalwork</b></p>	<p>Learn to use a forge, and work with metal in our Blacksmithing Shop. Not recommended for younger scouts.</p>	
 <p><b>Motorboating</b></p>	<p>Participants must have completed a State or Coast Guard approved boater safety course in order to take this badge.</p>	
 <p><b>Music</b></p>	<p>By appointment. Bring your own instrument or just your voice. Explore the world of those that have come before and share your own talent.</p>	
 <p><b>Nature</b></p>	<p>Requires individual projects involving birds, mammals, reptiles or amphibians, insects or spiders, fish, plants, and soils or rocks. Plan to complete some of them at camp. Serves as an introduction to more specialized E/Con merit badges.</p>	
 <p><b>Orienteering</b></p>	<p>Requires skill in use of compass and reading topo maps. Bring orienteering compass. We have a partnership with the New England Orienteering Club and a professional orienteering course at camp.</p>	
 <p><b>Painting</b></p>	<p>This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects.</p>	






 <b>Personal Fitness</b>	<p>Camp physical may be used for requirement (1a), bring report of dental exam for (1b). Complete fitness program for requirements (7), (8), and (9) and bring records to camp. <b>Eagle Required Merit Badge.</b></p>	  
 <b>Photography</b>	<p>Photography offers a chance to be creative. Learn to use lighting, composition, depth, color, and content to make their photographs into more than snapshots</p>	 
 <b>Pioneering</b>	<p>Excellent badge to work on as a patrol.</p>	 
 <b>Plant Science</b>	<p>To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.</p>	 
 <b>Plumbing</b>	<p>Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories.</p>	 
 <b>Pottery</b>	<p>The Pottery merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery.</p>	 
 <b>Public Speaking</b>	<p>Even if you haven't stood at a podium on the stage and find the whole idea scary, sooner or later, someone is going to ask you to get up and say a few words. If you are prepared, it won't be scary. It can even be fun.</p>	  
 <b>Pulp and Paper</b>	<p>Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.</p>	 
 <b>Radio</b>	<p>Offered in partnership with the Mohegan District Amateur Radio Group. Scouts will interact on WA1BSA. Evening time will be needed after Dinner to spend time with HAM Radio operators.</p>	  

 <p><b>Rifle Shooting</b></p>	<p>Thorough safety training. Extensive practice required to meet marksmanship standards. May be taken together with the Shotgun Shooting Merit Badge. Safety requirements are similar.</p>	
 <p><b>Robotics</b></p>	<p>Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot.</p>	
 <p><b>Rowing</b></p>	<p>Must be qualified as "Swimmer". Requires practice in addition to class participation.</p>	
 <p><b>Salesmanship</b></p>	<p>By studying salesmanship, Scouts can learn self-confidence, motivation, friendliness, and the persistence necessary to overcome obstacles and solve problems.</p>	
 <p><b>Scouting Heritage</b></p>	<p>Scouts will have the opportunity to visit the Nathan Hale Heritage Center on site to learn about the history of Scouting and camp.</p>	
 <p><b>Sculpture</b></p>	<p>Projects can be time consuming</p>	
 <p><b>Search and Rescue</b></p>	<p>A search is an emergency situation requiring a team of trained searchers to locate a missing person. By working on the Search and Rescue merit badge, you will learn and practice many skills that may someday save a life.</p>	
 <p><b>Shotgun Shooting</b></p>	<p>Thorough safety training. Extensive practice required to meet marksmanship standards. A \$20 fee will be attached for this badge.</p>	



 <p><b>Signs Signals and Codes</b></p>	<p>The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications.</p>	
 <p><b>Small Boat Sailing</b></p>	<p>A good introductory course in sailing. Not physically demanding, but additional out of class sailing time will be needed to master the skills.</p>	
 <p><b>Space Exploration</b></p>	<p>Extra fee for rocket kits and engines. This is an evening merit badge. Did you know that Pluto is no longer a planet?</p>	
 <p><b>Sports</b></p>	<p>Complete requirements (4) and (5) before camp. Bring your records.</p>	
 <p><b>Swimming</b></p>	<p>Fulfills an Eagle Scout requirement and opens the door to many other aquatic programs. Included in First Class Path. You must be rated as a swimmer to enter this badge</p>	
 <p><b>Sustainability</b></p>	<p>Parts of requirements 1-5 must be completed before coming to camp.</p>	
 <p><b>Water Sports</b></p>	<p>Merit Badge is offered by appointment and the scout must already be a very good water skier or wakeboarder prior to coming to camp. We have skis but you will need to bring you own wakeboard if that is your chosen watersport.</p>	
 <p><b>Welding</b></p>	<p>A first rate course in the safety and use of welding equipment. Some pretty cool stuff to bring home too.</p>	
 <p><b>Whitewater</b></p>	<p>Scouts MUST be Blue Swimmers and must have completed Kayaking Merit Badge prior to week at Camp. This is a very challenging Merit Badge. Includes an 8 hour off site trip on Thursday. <b><u>Minimum age 13.</u></b></p>	

 <b>Wilderness Survival</b>	<p>Should have earned Camping merit badge. Scout must have the maturity to spend night alone in the woods. Reserve Thursday night for individual sleep out.</p>	
 <b>Wood Carving</b>	<p>Time-consuming project involving sharp tools.</p>	
 <b>Snorkeling BSA</b>	<p>Introduction to the mask and the fin as well as basic underwater safety.</p>	
 <b>Paul Bunyan Woodsman</b>	<p>Great program for a patrol. The award recognizes advanced axemanship and teaching skills. Must have earned the Totin Chip. Offered by appointment in the afternoon.</p>	
 <b>BSA Lifeguard</b>	<p>Open to Youth and Adults. Youth must be at least 15 Years old per Boy Scouts of America's national standards.. Current CPR is required for certification to be valid. There is an intensive swimming pre-requisite that must be completed on Sunday to qualify for admission to the class, Significant time is needed outside of the scheduled class time to complete this certification.</p>	
 <b>BSA Aquatics Supervisor: Swimming and Water Rescue</b>	<p>National Program that provides Standard <u>Skill</u> Training for Supervision of Unit Swimming Activities. Will replace Safe Swim Defense as a certification to be documented on the Unit Tour Permit. <b>Must be 16 years or older prior to the training, must be a blue swimmer and submit written evidence of physical fitness.</b></p>	
 <b>BSA Aquatics Supervisor: Paddle Craft Safety</b>	<p>National Program that provides Standard <u>Skill</u> Training for Supervision of Unit Boating Activities. Will replace Safety Afloat as a certification to be documented on the Unit Tour Permit. <b>Must be 16 years or older prior to the training, must be a blue swimmer and submit written evidence of physical fitness.</b></p>	
 <b>Mile Swim</b>	<p>Allow time each day to practice. Mile Swim will take place on Thursday. All swimmers are required to have a personal spotter who can follow them in a canoe. Daily swimming practice is required prior to the event.</p>	
 <b>Paddleboard BSA</b>	<p>The fastest growing watersport in America. Learn the skills necessary to become an accomplished stand up paddleboarder.</p>	
	<p>Qualification shooting program provides incentive awards for developing and improving marksmanship skills. It's a drill. We</p>	

<b>NRA Rifle/Shotgun Qualification Program</b> 	set the standards; you meet the challenge! Progression is self-paced and scores are challenging but attainable. Performance is measured against established par scores and any shooter who meets or exceeds those scores is entitled to the corresponding recognition awards for that rating.	
<b>IRONScout JNW</b>	Do the mile swim, and then continue on by Canoeing 1.5 miles, and then running two miles. Daily swimming practice is required prior to the event. Includes BSA's Mile Swim award. The event will be run on Thursday. Are you an IRONSCOUT?	
 <b>ATV PowerSports</b>	<b>Age 14+, For Program requirements visit:</b> <a href="http://www.gotowebster.org/atv-powersports.html">http://www.gotowebster.org/atv-powersports.html</a>	

For More information visit:

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