

2025 Camp Manatoc Merit Badge Offerings

AREA	MERIT BADGE	SR	P	DIFFICULTY	COMMENTS
Aquatics	Swimming	X		B	SR = Classified as Swimmer
	Lifesaving	X		A	SR = Completed Swimming Merit Badge, Classified as Swimmer
	Rowing			B	SR = Classified as Swimmer
	Canoeing			C	SR = Classified as Swimmer
	Kayaking			C	SR = Classified as Swimmer
	Motorboating			A	SR = Classified as Swimmer Reserved for Scouts age 14+
	Small Boat Sailing			A	SR = Classified as Swimmer Reserved for Scouts age 14+
Target & Range Activities	Archery			B	
	Rifle Shooting			B	Reserved for Scouts age 14+
	Shotgun Shooting			A	Reserved for Scouts age 14+
Outdoor Skills	First Aid			B	
	Emergency Preparedness		2c, 6c, 7, 8, 9	B	Must complete First Aid MB
	Pioneering			A	Reserved for Scouts age 14+
	Signs, Signals & Codes			B	
	Wilderness Survival		5	A	Reserved for Scouts age 14+
Handicraft	Basketry			C	
	Woodcarving	X		B	SR = Earn Totin' Chip
	Leatherwork			C	
	Art			C	
	Theatre			B	
	Music			B	

SR = Starting Requirements P = Pre-Camp Requirements (to be completed BEFORE camp)
Difficulty Recommendations

(A) = Difficult merit badge/activity, Recommended for older Scouts with three or more years in Scouting (B) = Appropriate for advancing Scouts with two or more years in Scouting. (C) = Easy merit badge/activity, appropriate for all Scouts.

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	Animation		3, 4a	A	Reserved for Scouts age 14+
Climbing	Climbing			B	Reserved for Scouts age 14+
AREA	MERIT BADGE	SR	P	DIFFICULTY	COMMENTS
Nature & Ecology	Environmental Science			A	Reserved for Scouts age 14+
	Astronomy			B	
	Bird Study		5, 8	C	
	Geology			C	
	Weather		9	C	
	Fish & Wildlife			C	
	Forestry/Pulp & Paper			B	Must be taken together
	Fishing			C	
Personal Development	Citizenship in the Nation		5, 6, 7	A	
	Citizenship in the World		7	A	
	Communication		4, 5, 6, 7, 8	A	
	Public Speaking			B	
	Entrepreneurship			B	
	Movie Making		2a, 2b	B	
	Photography		1b	B	
STEM	Robotics			A	Reserved for Scouts age 14+
	Inventing		8a or b	B	
	Space Exploration			B	
	Engineering		1	B	
	Programming			A	
	Digital Technology			C	
	Game Design			C	

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Forge	Metalwork			B	Reserved for Scouts age 14+
Trading Post	Salesmanship			C	Reserved for Scouts age 14+

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