

2025 Camp Manatoc Merit Badge Offerings (Updated 04/23/25)

AREA	MERIT BADGE	SR	P	DIFFICULT Y	COMMENTS
Aquatics	Swimming	X	2	B	SR = Classified as BSA Swimmer
	Lifesaving	X	2a	A	SR = Completed Swimming Merit Badge
	Rowing	X	2	B	SR = Classified as BSA Swimmer
	Canoeing	X	2	C	SR = Classified as BSA Swimmer
	Kayaking	X	2	C	SR = Classified as BSA Swimmer
	Motorboating	X	2a	A	SR = Classified as BSA Swimmer Reserved for Scouts age 14+
	Small Boat Sailing	X	2	A	SR = Classified as BSA Swimmer Reserved for Scouts age 14+
Range & Target Activities	Archery			B	
	Rifle Shooting			B	Reserved for Scouts age 14+
	Shotgun Shooting			A	Reserved for Scouts age 14+
Outdoor Skills	First Aid		2a, 2b	B	
	Emergency Preparedness		1, 2b, 3a, 3b, 3c, 8b, 9b	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+
	Test Lab Badge: Wildland Fire Management		16	A	

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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	Scouting Heritage		5, 6, 8	B	Scouts should come prepared with basic knowledge for every requirement.
	Collections		1, 5b	C	Scouts will need to bring their collection or pictures of it. No stamps or coins.
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Handicraft	Basketry			C	
	Woodcarving	X		B	SR = Earn Totin' Chip
	Leatherwork			C	
	Art			C	
	Theater			A	Scouts may want to bring their own makeup for requirement 3e
	Music	X	Either 3a, 3b, or 3c	B	SR = Scouts must either play an instrument or be experienced singing
	Animation			B	
	Fingerprinting			C	
	Sculpture			C	
Tower	Climbing			A	Reserved for Scouts age 14+
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

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	Fishing		10	C	Scouts should do requirement 10 ahead of time or be prepared to do so in their camp sites
	Archeology		4a, 4b, 7a b OR c	B	
AREA	MERIT BADGE	SR	P	DIFFICULT Y	COMMENTS
Personal Development	Citizenship in the Nation		5, 6, 7	A	Reserved for Scouts age 14+
	Citizenship in the World		7	A	Reserved for Scouts age 14+
	Communication		4, 5, 6, 7, 8	A	Reserved for Scouts age 14+
	Public Speaking			B	
	Entrepreneurship			B	
	Movie Making			B	
	Photography		1b	B	Scouts will need access to a camera or mobile device with a camera
	Test Lab Badge: Auctioneering		6	B	
	Chess		1, 3	B	Basic Chess Knowledge Recommended
STEM	Robotics			A	Reserved for Scouts age 14+
	Inventing		8a OR b	B	
	Drafting			B	
	Engineering		1	B	
	Programming			A	Reserved for Scouts age 14+
	Digital Technology			C	
	Game Design			C	
Forge	Metalwork			B	Reserved for Scouts age 14+

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Trading Post	Salesmanship			C	May require time outside of class to shadow in the trading post

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