

2026 Camp Manatoc Merit Badge Requirements & Difficulties

2026 Merit Badge Schedule

SR = Starting Requirements, which need to be completed in order to start the class. Scouts without the SR met will be asked to switch classes on the first day of class.

Difficulty Ratings:
(A) - Difficult merit badge/activity, Recommended for older Scouts with three or more years in Scouting.

P = Pre-Camp Requirements, which are not covered in class. Scouts will need to bring proof of completion (pictures, signed notes from a Unit Leader, etc.) and be prepared to discuss requirements with their counselor.

(B) - Appropriate for advancing Scouts with two or more years in Scouting.
(C) - Easy merit badge/activity, appropriate for all Scouts.

Class # = The maximum number of Scouts that can register for a class

MERIT BADGE/CLASS	SR	P	DIFFICULTY	COMMENTS	Class #
Adventure Bound					
Adventure Bound			C	For a full overview of the Adventure Bound Program, visit:	N/A
Rank Workshop			C	AB Overview for Scouts & Leaders	N/A
Forge					
Metalwork			B	Reserved for Scouts age 14+	10
Handicraft					
Art			C		25
Animation			C		25
Basketry			B		15
Dance [Test Lab]			B	Scouts will need to perform in front of other Scouts.	15
Leatherwork			B		15
Movie Making			B	Scouts will need access to a camera or mobile device with a camera	20
Music	X	Either 3a, 3b, or 3c	B	SR = Scouts must either play an instrument or be experienced singing	25
Painting			C	Have scouts bring clothes that can get paint on them!	10
Photography		1b	C	Scouts will need access to a camera or mobile device with a camera	20

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2026 Merit Badge Schedule

Sewing & Needlework [Test Lab]				B	Scouts will use the hand embroidery option in class.	15
Theater				A	Scouts may want to bring their own makeup for requirement 3e Scouts must be able to write 10 pages of dialogue during the week.	10
Woodcarving	X			B	SR = Earn Totin' Chip	25
Lake						
Canoeing	X			B	SR = Classified as Scouting America Swimmer	20
Kayaking	X			C	SR = Classified as Scouting America Swimmer	15
Motorboating	X			A	SR = Classified as Scouting America Swimmer Reserved for Scouts age 14+	8
Rowing	X			B	SR = Classified as Scouting America Swimmer	8
Nature						
Animal Science				B		15
Archeology			4a	B		15
Astronomy			4c, 6b	A	Scouts will need to attend an evening star party during the week.	20
Environmental Science				A	Reserved for Scouts age 14+	20
Fish & Wildlife Management				C		20
Fishing				B	Scouts may need to fish outside of class.	10
Fly Fishing				B	Scouts may need to fish outside of class.	10
Geology/Mining in Society				B	Must be taken together	20
Landscape Architecture				B		20
Nature				B		30
Mammal Study			3c	B		30
Veterinary Medicine				B		15

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Outdoor Skills					
Collections		1	C	Scouts will need to bring their collection or pictures of it	30
Emergency Preparedness		2a, 2b, 2c, 8b, 8c, 9	B	Must complete First Aid MB Scouts should bring emergency kits or photos they prepared for requirements 2c and 8c	20
Exploration		5a OR 5b	C		20
First Aid		2a, 2b	B		16
Golf			B	Scouts may need to take time outside of class to finish games Scouts will use the disc golf requirement in class	10
Pioneering			B		15
Search and Rescue			B		20
Scouting Heritage		6	B		20
Wilderness Survival		4	A	Scouts should bring first aid kit for requirement 4 Scouts should be prepared to stay in a shelter overnight	15
Personal Development					
American Business			B		20
American Cultures		1, 2, 3, 4, 5	A	Scouts should come prepared with every requirement done and ready to be discussed in small groups	20
American Heritage		3c; 4a,c,d, or e	B		20
Citizenship in the Nation		5, 7	A	Reserved for Scouts age 14+	20
Citizenship in the World		7	A	Reserved for Scouts age 14+	20
Chess			C	Scouts may have to play games outside of class	20
Communication		4, 5, 6, 7, 8	A	Reserved for Scouts age 14+	15
Entrepreneurship			C		20
Law		4	B		15
Public Speaking			B		15

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Pool					
Instructional Swim			C	Scouts can register for multiple sessions of instructional swim.	10
Lifesaving	X		A	SR = Completed Swimming Merit Badge	20
Swimming	X		B	SR = Classified as Scouting America Swimmer	20
Range and Target Activities					
Archery			B	Scouts may need to shoot outside of class	16
Rifle Shooting			B	Scouts may need to shoot outside of class	16
Shotgun Shooting			A	Reserved for Scouts age 14+	8
				Scouts may need to shoot outside of class	
Skilled Trades					
Electricity		2, 8a, 11	A		12
Home Repairs			A		12
Plumbing			A		12
Welding			B	Reserved for Scouts age 14+	10
Woodwork			A	Scouts may need to take time outside of class to finish projects	
				Reserved for Scouts age 14+	12
				Scouts may need to take time outside of class to finish projects	
STEM					
Artificial Intelligence			B		20
Chemistry			A		15
Cyber Security		4e, 8	B		15
Digital Technology		1,	C		20
Fingerprinting			C		30
Game Design			C		20
Inventing		8a OR 8b	B		20
Physics [Test Lab]			B		20
Robotics			A		20

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Tower				
Climbing		A	Reserved for Scouts age 14+	18
Scouts may need to take time outside of class to finish climbs				
Trading Post				
Salesmanship		C	May require time outside of class to shadow in the trading post	8