



Woodruff Scout Camp 2026 Merit Badge Quick Reference Chart



Eagle required merit badges are in **bold**.

Requirements that are not completed at camp are indicated in the “Complete at Camp?” column.

Merit Badge	Recommended Year Camper	Complete at Camp?	Program Area
American Heritage	All	Possible, bring family history for 3c	Life Skills
Animation	All	Possible	STEM
Archaeology	2 nd Year +	Possible	Nature
Archery	2 nd Year +	Possible	Shooting Sports
Architecture	All	Possible	Mack Mountain Studio
Art	All	Possible	Mack Mountain Studio
Artificial Intelligence	3rd Year +	Possible	STEM
Astronomy	All	Possible	STEM
Basketry	All	Possible	Mack Mountain Studio
Bird Study	2 nd Year +	Possible	Nature
Camping	2 nd Year +	Not Req. 4b, 5e, 7b, 8d & 9a, b, c	Outdoor Skills
Canoeing	2 nd Year +	Possible	Aquatics
Chemistry	2 nd Year +	Possible	STEM
Chess	All	Possible	STEM
Citizenship in the Nation	3rd Year +	Not Req. 7	Life Skills
Citizenship in the World	3rd Year +	Possible	Life Skills
Communication	3rd Year +	Not Req. 5 or 7. Req. 8 w/Troop	Life Skills
Cooking	2 nd Year +	Not Req. 4	Outdoor Skills
Cycling (Mountain Biking)	3rd Year +	Not Req. 6 Option B d & e	Outdoor Skills
Digital Technology	2 nd Year +	Possible	STEM
Drafting	3rd Year +	Possible	STEM Inventors
Emergency Preparedness	First Aid MB Req'd. 2 nd Year +	Not 2 or 7b	Life Skills
Engineering	3rd Year +	Possible	STEM Inventors
Environmental Science	3rd Year +	Possible	Nature
Exploration	2 nd Year +	Possible	Outdoor Skills
Fingerprinting	All	Possible	Mack Mountain Studio
First Aid	All	Need Personal First Aid Kit for 2(b)1	Life Skills
Fish & Wildlife Management	2 nd Year +	5c offered during Monday evening program	Nature
Fishing	All	Possible	Nature
Fly Fishing	3rd Year +	Possible	Nature
Forestry	2 nd Year +	Possible	Nature
Game Design	3rd Year +	Possible	STEM
Geocaching	2 nd Year +	Possible	Outdoor Skills
Geology	2 nd Year +	Possible	Nature
Golf (Disc Golf Option)	All	Possible	Outdoor Skills
Graphic Arts	3rd Year +	Possible	News Team
Horsemanship	2 nd Year +	Possible	Adventure Zone
Inventing	3rd Year +	Possible	STEM Inventors
Journalism	3rd Year +	Possible	News Team
Kayaking	2 nd Year +	Possible	Aquatics
Leatherwork	All	Possible	Mack Mountain Studio
Lifesaving	Swimming MB Req'd. 2 nd Year +	Possible	Aquatics
Mammal Study	All	Possible	Nature
Metalwork	3rd Year +	Possible	Kendell Crossing
Mining & Society	2 nd Year +	Possible	Nature

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Merit Badge	Recommended Year Camper	Complete at Camp?	Program Area
Motorboating	2 nd Year +	Possible	Aquatics
Moviemaking	All	Possible	Mack Mountain Studio
Music	All	Possible	Mack Mountain Studio
Nature	All	Possible	Nature
Oceanography	2 nd Year +	Possible	Nature
Orienteering	2 nd Year +	Possible	Outdoor Skills
Personal Fitness	2 nd Year +	Not Req. 7	Life Skills
Photography	All	Possible	Mack Mountain Studio
Pioneering	2 nd Year +	Possible	Outdoor Skills
Plant Science	2 nd Year +	Not Req. 5	Nature
Pottery	All	Possible	Mack Mountain Studio
Reptile & Amphibian Study	2 nd Year +	Not Req. 8	Nature
Rifle Shooting	2 nd Year +	Possible	Shooting Sports
Robotics	3 rd Year +	Possible	STEM
Rowing	2 nd Year +	Possible	Aquatics
Sculpture	All	Possible	Mack Mountain Studio
Search & Rescue	2 nd Year +	Possible	Outdoor Skills
Shotgun Shooting	Must Be 14+	Possible	Shooting Sports
Signs, Signals, and Codes	3 rd Year +	Possible	Outdoor Skills
Small Boat Sailing	2 nd Year +	Possible	Aquatics
Space Exploration	All	Possible	STEM
Sustainability	3 rd Year +	Possible	Nature
Swimming	All	Possible	Aquatics
Water Sports	2 nd Year +	Possible	Aquatics
Weather	All	Possible	Nature
Whitewater	Kayaking MB Reqd. 2 nd Year +	Possible 2 river trips required	Aquatics
Wilderness Survival	2 nd Year +	Bring Both First Aid & Survival Kits for Req. 4	Outdoor Skills
Woodwork	3 rd Year +	Possible	Kendell Crossing
Wood Carving	All	Need Totin' Chip	Mack Mountain Studio

Each youth has included in their Woodruff camp fee, one offsite activity. That offsite activity could be either whitewater rafting or Horsemanship merit badge. Any Scout that desires an additional offsite activity will pay an additional \$65 additional fee. Horsemanship and Whitewater merit badges require an offsite activity to complete. Whitewater merit badge will participate in a Friday afternoon duckie kayak trip on the Nantahala. This trip does not count as a second offsite activity and is free of charge. Whitewater merit badge participants will need to register separately for a whitewater rafting trip, either the Ocoee or Nantahala River. This trip cannot be on Friday and will count as the Scout's included, free offsite activity.

Horsemanship Merit Badge: This is a one-day merit badge, offered Monday, Tuesday, Wednesday or Thursday. Scouts will ride offsite (12:45 pm departure from the Main Pavilion) and signing up for this merit badge counts as an offsite activity. Scouts selecting this merit badge who also participate in a whitewater rafting activity are subject to an additional offsite activity fee of \$65.

Whitewater Merit Badge participants must have earned the Kayaking Award or Kayaking merit badge, and Lifesaving merit badge participants must have earned Swimming merit badge BEFORE taking these merit badges. This is a Scouting America requirement.

The Laurel Mountain, News Team and Woodruff Inventors programs are morning programs for older Scouts. Laurel Mountain activities include Metalwork and Woodwork Merit Badges. News Team Program activities include Graphic Arts, Journalism, Moviemaking, and Photography Merit Badges.

The Woodruff Inventors Program is a morning program for older Scouts. Activities include Drafting, Engineering and Inventing merit badges