





















































# THE MERIT BADGE & PROGAM SCOVILLE SCALE




















 - Not Difficult  
  - Moderate  
  - Intensive/Difficult/Physically Demanding  
 - Time Consuming/Skilled/Practice Needed



















MERIT BADGE	DESCRIPTION	Scoville SCALE *	LOCATION
 <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 led to our present nation, is key to truly knowing what it means to be an American.		Heritage Center
 <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.		Heritage Center
 <b>Animal Science</b>	An offsite trip to a local dairy farm to view cattle and other farm animals and report back to their merit badge counselor on what they saw.		E/con
 <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. Requirement #6 is best done prior to camp or will be done virtually at camp.		Handicraft
 <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 3 & 5 before camp and bring note from the coach, head official or meet director.		Bike Shop
 <b>Astronomy</b>	Requirements 5. The weather plays a huge factor in completion of other requirements. Scouts may return to the campsite just before taps on some nights.		E/Con
 <b>Archery</b>	Learn the basics of Archery from instructors and nationally ranked Archers.		Shooting Range



















 <b>Basketry</b>	Basket kit provided at no extra cost to the scout.		Handicraft
 <b>Bird Study</b>	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.		E/con
 <b>Bugling</b>	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.		TBD
 <b>Camping</b>	Requirements 4B, 5E, 7B, 8D, 8C, 9A, 9B, 9C. This badge is best earned over the course of the Scouting year, basic camping skills are taught. <b>Eagle Required Merit Badge.</b>		Smokey Flats/Outdoor Adventure
 <b>Canoeing</b>	Must be classified as a “Blue Swimmer”. Extra time may be needed to hone skills.		Aquatics
 <b>Chess</b>	Build or hone your skills, learn and practice strategy and tactics and begin your journey to becoming a Grandmaster.		Heritage Center
 <b>Climbing</b>	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. <b>Review requirement 7 prior to arriving at camp.</b>		COPE
 <b>Citizenship in the Nation</b>	Requirement 5, 7, 8 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.		Heritage Center
 <b>Composite Materials</b>	Composites can be found just about everywhere: in airplanes and sports cars, golf clubs and guitars, boats and baseball bats, bathtubs and circuit boards, and even bridges. Composites make bicycles and skis lighter, kayaks and canoes stronger, houses warmer, and helmets tougher.		APEX





















 <p><b>Cycling</b></p>	<p>Learn the basics of bike maintenance and emergency repair and cycling safety. Completion requires 7 rides totaling 150 miles. The badge cannot be completed in camp. <u>Must be a strong bike rider</u>. Scouts may bring their own bike for use for this merit badge; however, we will provide bikes.</p>		<p>Bike Shop</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>APEX</p>
 <p><b>Electricity</b></p>	<p>Requirement 9A should be completed by the Scout prior to camp and they should be prepared to discuss them with the merit badge counselor.</p>		<p>APEX</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>APEX</p>
 <p><b>Environmental Science</b></p>	<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>		<p>E/con</p>
 <p><b>Exploration</b></p>	<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>		<p>Smokey Flats/Outdoor Adventure</p>
 <p><b>Farm Mechanics</b></p>	<p>Meets at the Ranger's Shop. Scouts should arrive on time. Includes and off-site trip to Local Power Equipment Center.</p>		<p>Ranger's Station</p>
 <p><b>First Aid</b></p>	<p>Requirements 1 &amp; 5 Bring a homemade first aid kit, <b>Eagle Required Merit Badge. Scout must be First Class</b></p>		<p>TBD</p>
 <p><b>Fingerprinting</b></p>	<p>Good badge for younger scouts. Does not take all week to complete</p>		<p>Handicraft</p>

 <p><b>Fire Safety</b></p>	<p>Requirement 6A. Offsite Trip to a local Fire Station.</p>		<p>Ranger's Station</p>
 <p><b>Fish &amp; Wildlife</b></p>	<p>Bring written records of completed requirements (5) and (6). Explore the 1,200 acres, streams and wilderness while at JNW.</p>		<p>E/Ccon</p>
 <p><b>Fishing</b></p>	<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 (9). Fish Fry will be held during the week.</p>		<p>COPE</p>
 <p><b>Fly Fishing</b></p>	<p>Meets at Joey Pavilion near the Project COPE/Rock Climbing area. Limited equipment available, if possible bring from home.</p>		<p>COPE</p>
 <p><b>Forestry</b></p>	<p>Tour JNW's forest management operation while learning the natural history of New England. Extensive field work in the woods.</p>		<p>E/Con</p>
 <p><b>Game Design</b></p>	<p>Games come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time.</p>		<p>APEX</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>Smokey Flats/Outdoor Adventure</p>
 <p><b>Geology</b></p>	<p>Bring organized and labeled collection of 10 rocks or minerals for requirement (1).</p>		<p>E/Con</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>Bike Shop</p>
 <p><b>Indian Lore</b></p>	<p>Completion requires extensive research as well as craft making. If you have visited a Native American Reservation, bring a note from your scout leader. <b>By appointment for 2024.</b></p>		<p>Heritage Center</p>

 <b>Kayaking</b>	<p>Basic skills of flatwater kayaking. A good course for younger scouts. Must be classified as Swimmer (Blue) to take this badge.</p>		<p>Aquatics</p>
 <b>Leatherwork</b>	<p>Included in First Class Path. Bring leather boots or baseball mitt for reconditioning to meet requirement (3).</p>		<p>Handicraft</p>
 <b>Lifesaving</b>	<p>This is a rigorous badge for strong swimmers only. Must have earned Swimming merit badge and be qualified as "Swimmer". Bring inflatable clothing - long pants and long-sleeved button-up shirt of tightly woven fabric. <b>Eagle Required Merit Badge.</b></p>		<p>Aquatics</p>
 <b>Mammal Study</b>	<p>Two three-hour observation periods required. Try to complete requirement (4) before camp.</p>		<p>E/cology</p>
 <b>Metalwork</b>	<p>Learn to use a forge, and work with metal in our Blacksmithing Shop. Not recommended for younger scouts. Scouts must bring long pants and no open toed shoes.</p>		<p>Ranger's Station</p>
 <b>Motorboating</b>	<p>Participants must have completed a State or Coast Guard approved boater safety course in order to take this badge.</p>		<p>Aquatics</p>
 <b>Moviemaking</b>	<p>Moviemaking is a way to tell stories visually through the art and science of motion picture photography.</p>		<p>TBD</p>
 <b>Music</b>	<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>TBD</p>
 <b>Nature</b>	<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>E/con</p>
 <b>Orienteering</b>	<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>Smokey Flats/Outdoor Adventure</p>

<b>Orienteering</b>			
 <b>Personal Fitness</b>	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>		Bike Shop
 <b>Pioneering</b>	Excellent badge to work on as a patrol.		Smokey Flats/Outdoor Adventure
 <b>Public Speaking</b>	A skill that everyone one is going to need sooner or later. This will come in very handy if you need some help learning how to teach younger scouts.		Heritage Center
 <b>Pulp and Paper</b>	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.		
 <b>Photography</b>	Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.		
 <b>Radio</b>	Offered in partnership with the Amateur Radio Group. Scouts will interact on WA1BSA. Evening time will be needed after Dinner to spend time with HAM Radio operators.		APEX
 <b>Reptile &amp; Amphibian</b>	Requirement 8 cannot be done in camp, documentation of maintaining reptiles should be brought to camp.		E/cology
 <b>Rifle Shooting</b>	Thorough safety training. Extensive practice required to meet marksmanship standards. May be taken together with the Shotgun Shooting Merit Badge. Safety requirements are similar.		Chips Cabin
 <b>Robotics</b>	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.		APEX

 <p><b>Rowing</b></p>	<p>Must be qualified as "Swimmer". Requires practice in addition to class participation.</p>		<p>Aquatics</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>Heritage Center</p>
 <p><b>Sculpture</b></p>	<p>Projects can be time consuming</p>		<p>Handicraft</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>TBD</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>Chip's Cabin</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. Pre-Req: Requirement #7</p>		<p>TBD</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. Must be classified as a "Blue Swimmer"</p>		<p>Aquatics</p>
 <p><b>Soil &amp; Water Conservation</b></p>	<p>Explore the awesome relationship between water and the earth. Topic includes everyday issues with water erosion.</p>		<p>E/con</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>E/con</p>

 <p><b>Sports</b></p>	<p>Complete requirements (4) and (5) before camp. Bring your records.</p>		<p>Bike Shop</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>Aquatics</p>
 <p><b>Sustainability</b></p>	<p>Parts of requirements 2a &amp; 3c must be completed before coming to camp.</p>		<p>E/con</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.</p>		<p>Aquatics</p>
 <p><b>Weather</b></p>	<p>The study of the earth's atmosphere and weather. Pre-Req: Requirement # 9</p>		<p>E/con</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. Scouts must have long pants and closed toe shoes.</p>		<p>Ranger's Station</p>
 <p><b>Whitewater</b></p>	<p>Scouts MUST be Blue Swimmers and must have completed Canoeing Merit Badge prior to week at Camp. This is a difficult Merit Badge and is time consuming. Includes a Wednesday off-site trip to Farmington River. <b>Minimum age 13.</b> The Badge cannot be completed in camp.</p>		<p>Aquatics</p>
 <p><b>Wilderness Survival</b></p>	<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>		<p>Smokey Flats/Outdoor Adventure</p>
 <p><b>Wood Carving</b></p>	<p>Time-consuming project involving sharp tools. Pre-Req: Have earned the Totin' Chit</p>		<p>Handicraft</p>
 <p><b>Woodwork</b></p>	<p>Basic safety, skills and hands on experience for creating just about anything out of wood.</p>		<p>Ranger's Station</p>



 <p><b>Snorkeling BSA</b></p>	<p>Introduction to the mask and the fin as well as basic underwater safety. Must be classified as a “Swimmer”.</p>		
 <p><b>Kayaking BSA</b></p>	<p>Basic practical for the Introduction to Kayaking. Must be classified as a “Swimmer”.</p>		
 <p><b>Paul Bunyan Woodsman JNW Version</b></p>	<p>Great program for a patrol. The award recognizes advanced axemanship and teaching skills. Must have earned the Totin Chip.</p>		
 <p><b>BSA Lifeguard</b></p>	<p>Open to Youth and Adults. Youth must be at least 15 Years old per Boy Scouts of America’s national standards. Certification will only be issued to those meeting the stringent requirements. Current CPR is required for certification to be valid. Significant time is needed outside of the scheduled class time to complete this certification.</p>		
 <p><b>BSA Aquatics Supervisor: <u>Swimming and Water Rescue</u></b></p>	<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>		
 <p><b>BSA Aquatics Supervisor: <u>Paddle Craft Safety</u></b></p>	<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>		
 <p><b>Mile Swim</b></p>	<p>Allow time each day to practice. Mile Swim will take place on Thursday. Must be classified as a “Swimmer”</p>		
 <p><b>Paddleboard BSA</b></p>	<p>One of the fastest growing sports in America. Learn the skills necessary to become an accomplished stand up paddleboarder. Pre-requisite: Must be rated as a “swimmer” to take this badge.</p>		
 <p><b>IRONSCOUT JNW</b></p>	<p>One Mile Swim, Two Mile Canoe and Three Mile run. Give time each day to practice. Includes BSA’s Mile Swim award. The event will be run on Thursday. Are you an IRON-SCOUT?</p>		



**ATV PowerSports**

Age 14+, For Program requirements visit:  
<http://www.gotowebster.org/atv-powersports.html>



Ranger's  
Station

For More information visit:

[www.GoToWebster.org](http://www.GoToWebster.org)

The Current Merit Badge Requirements can be found at this link:

<https://www.scouting.org/skills/merit-badges/all/>

