

THE MERIT BADGE & PROGRAM SCOVILLE SCALE (2026)



- Not Difficult

















- Moderate






































- Intensive/Difficult/Physically Demanding



- Time Consuming/Skilled/Practice Needed

Merit Badge	Description	Scoville SCALE*	Location/ Program Area
 American Heritage	Every Scout swears an oath that includes duty to his/her 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/ Museum
 Animal Science	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.		Ranhoff Lodge/ E-CON
 Animation	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.		Cornell Lodge/ APEX
 Archaeology	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.		Ranhoff Lodge/ E-CON
 Archery	Learn the basics of Archery from instructors and nationally ranked Archers.		Shooting Range
 Architecture	Learn about architectural design, the cultural influence on architectural styles throughout the ages and the roles of an architect.		Cornell Lodge/ APEX
 Art	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



















 <p>Artificial Intelligence (A.I.)</p>	<p>Learn about AI basics and history- including different types of AI and how people use it daily. Scouts will explore concepts of data privacy, unfair AI systems, and how AI affects jobs. This badge teaches about careers in AI and related fields.</p>		<p>Cornell Lodge/ APEX</p>
 <p>Astronomy</p>	<p>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.</p>		<p>Ranhoff Lodge/ E-CON</p>
 <p>Athletics</p>	<p>Pre-camp training recommended. Complete requirement 3 & 5 before camp and bring note from the coach, head official or meet director.</p>		<p>Bike Shop/ Athletics & Biking</p>
 <p>Automotive Maintenance</p>	<p>Scouts will learn about safety regulations and registration as well as how to care for a car. Hands on practical exposure to general maintenance will be included in earning this badge.</p>		<p>Ranger's Station</p>
 <p>Aviation</p>	<p>This badge is held Monday from 3:15 – 4:45. Scouts will learn about basic aviation, mechanics and principles of flight and flight and airport operations. An off-site trip to an airport and hanger will occur later in the week.</p> <p>\$ Extra program fee \$</p>		
 <p>Basketry</p>	<p>Scouts will learn about various baskets and basket weaves. They will plan a create a square basket, a round basket and a camp seat. Great Merit Badge for younger Scouts.</p> <p>\$ Extra program fee \$</p>		<p>Handicraft</p>
 <p>Bird Study</p>	<p>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.</p>		<p>Ranhoff Lodge/ E-CON</p>
 <p>Bugling</p>	<p>By appointment. 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.</p>		<p>Smokey Flats/ Outdoor Adventure</p>
 <p>Camping</p>	<p>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.</p> <p>Eagle Required Merit Badge.</p>		<p>Smokey Flats/ Outdoor Adventure</p>


















 <p>Canoeing</p>	<p>Must be classified as a “Blue Swimmer”. Extra time may be needed to hone skills.</p>		<p>Waterfront/ Aquatics</p>
 <p>Chemistry</p>	<p>Explore how substances are made, change and react with each other. Discover how molecules are made and connect with each other.</p>		<p>Ranhoff Lodge/ E-CON</p>
 <p>Chess</p>	<p>Build or hone your skills, learn and practice strategy and tactics and begin your journey to becoming a Grandmaster.</p>		<p>Cornell Lodge/ APEX</p>
 <p>Citizenship in the Nation</p>	<p>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. Eagle Required Merit Badge.</p>		<p>Heritage Center/ Museum</p>
 <p>Climbing</p>	<p>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. Review requirement 7 prior to arriving at camp.</p>		<p>Climbing Area/ COPE</p>
 <p>Composite Materials</p>	<p>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.</p>		<p>Cornell Lodge/ APEX</p>
 <p>Cybersecurity</p>	<p>Learn about cyber threats and online security. Scouts will further understand online safety and smart digital behavior while exploring cybersecurity careers.</p>		<p>Cornell Lodge/ APEX</p>
 <p>Cycling</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. Eagle Required Merit Badge.</p>		<p>Bike Shop/ Athletics & Biking</p>
 <p>Digital Technology</p>	<p>Learn about technology in the digital age. Devices, apps, software and ethics are all discussed and practiced in this badge.</p>		<p>Cornell Lodge/ APEX</p>




 Electricity	<p>Requirement 8 should be completed by the Scout prior to camp and they should be prepared to discuss them with the merit badge counselor.</p>		<p>Cornell Lodge/ APEX</p>
 Electronics	<p>Learn about capacitors, transistors, and resistors while grasping the basic principles of digital techniques and demonstrating how to build a control device circuit.</p>		<p>Cornell Lodge/ APEX</p>
 Engineering	<p>Part of our APEX program. You get to learn the basics and then design and build your own project.</p>		<p>Cornell Lodge/ APEX</p>
 Entrepreneurship	<p>Scouts will learn about starting up a business including exploring business opportunities, creating business plans and feasibility of executing the plan.</p>		<p>Perry Center</p>
 Environmental Science	<p>This is the ONE E-Con merit badge you MUST complete for Eagle. Very demanding and requires field observation time outside of class. Eagle Required Merit Badge</p>		<p>Ranhoff Lodge/ E-CON</p>
 Exploration	<p>One of Scouting's newest merit badges. 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>
 Fingerprinting	<p>Good badge for younger scouts. Learn about the history and science of fingerprinting as well as the different categorized of fingerprinting. Experience how to take your own fingerprints.</p>		<p>Handicraft</p>
 Fire Safety	<p>Requirement 5G. Offsite Trip to a local Fire Station.</p>		<p>Ranger's Station</p>
 First Aid	<p>Bring a homemade first aid kit Eagle Required Merit Badge.</p>		<p>Heritage Center/ Museum</p>
 Fishing	<p>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>Joey Pavilion/ Fishing</p>











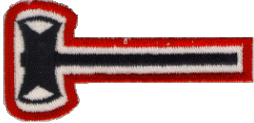



 Fly Fishing	<p>Meet at Joey Pavilion near the Project COPE/Rock Climbing area. Limited equipment available, if possible, bring from home.</p>		Joey Pavilion/ Fishing
 Forestry	<p>Tour JNW's forest management operation while learning the natural history of New England. Extensive field work in the woods.</p>		Ranhoff Lodge/ E-CON
 Game Design	<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>		Cornell Lodge/ APEX
 Geocaching	<p>Learn 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>		Smokey Flats/ Outdoor Adventure
 Golf	<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. \$ Extra program fee \$</p>		Bike Shop/ Athletics & Biking
 Graphic Arts	<p>Explore the fascinating world of graphic arts. Scouts will have an opportunity to create and produce their own printed piece.</p>		Cornell Lodge/ APEX
 Kayaking	<p>Basic skills of flatwater kayaking. A good course for younger scouts. Must be classified as Swimmer (Blue) to take this badge.</p>		Waterfront/ Aquatics
 Leatherwork	<p>Scouts will learn about the history of leather and how to create a useful item from leather. Part of First Class Path. \$ Extra program fee \$</p>		Handicraft
 Lifesaving	<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. Eagle Required Merit Badge.</p>		Waterfront/ Aquatics

 <p>Metalwork</p>	<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/ Industrial Arts</p>
 <p>Motorboating</p>	<p>Participants must have completed a State or Coast Guard approved boater safety course to take this badge.</p>		<p>Waterfront/ Aquatics</p>
 <p>Moviemaking</p>	<p>Moviemaking is a way to tell stories visually through the art and science of motion picture photography.</p>		<p>Cornell Lodge/ APEX</p>
 <p>Multi-Sport</p>	<p>The multi-sport badge is a combination of running, swimming and biking. Scouts will learn about cross training and the benefits of long-term fitness. Complete requirements (4a1) <i>if Swimming</i>, (5) and bring records to camp.</p>		<p>Bike Shop/ Athletics & Biking</p>
 <p>Music</p>	<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>Smokey Flats/ Outdoor Adventure</p>
 <p>Nature</p>	<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>First Class Path</p>
 <p>Nuclear Science</p>	<p>Scouts will gain an understanding of nuclear science as they learn about the structures and properties of nuclei and the forces that bind them.</p>		<p>Ranhoff Lodge/ E-Con</p>
 <p>Orienteering</p>	<p>Requires skill in use of compass and reading topo maps. Bring an 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>
 <p>Painting</p>	<p>Learning about both the artistic and practical manners of painting.</p>		<p>Handicraft</p>

 Personal Fitness	<p>This badge examines a scout's individual fitness and their overall fitness improvement over a period of time. Due to the 12-week fitness plan requirement, time will be needed after camp to complete this badge.</p> <p>Eagle Required Merit Badge.</p>		Bike Shop/ Athletics & Biking
 Photography	<p>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.</p>		Cornell Lodge/ APEX
 Pioneering	<p>Strengthen your knowledge of knots, lashings and splicing. Create and build projects using scoutcraft methods. Excellent badge to work on as a patrol.</p>		Smokey Flats/ Outdoor Adventure
 Plumbing	<p>Learn how to install and repair pipelines for homes and commercial properties.</p>		Ranger's Station/ Industrial Arts
 Pottery	<p>This is an introduction to pottery. Learn different aspects of producing ceramics.</p> <p style="text-align: center;">\$ Extra program fee \$</p>		Handicraft
 Public Speaking	<p>A skill that everyone is going to need sooner or later. This will come in very handy if you need some help learning how to teach younger scouts.</p>		Heritage Center/ Museum
 Pulp and Paper	<p>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.</p>		Ranhoff Lodge/ E-Con
 Radio	<p>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.</p>		Cornell Lodge/ APEX
 Rifle Shooting	<p>Thorough safety training. Extensive practice required to meet marksmanship standards. May be taken together with the Shotgun Shooting Merit Badge. Safety requirements are similar.</p>		Chip's Cabin/ Shooting Range

 <p>Robotics</p>	<p>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.</p>		<p>Cornell Lodge/ APEX</p>
 <p>Rowing</p>	<p>Must be qualified as "Swimmer." Requires practice in addition to class participation.</p>		<p>Aquatics</p>
 <p>Salesmanship</p>	<p>Scouts will explore how to pitch a product for sale and learn about being a salesperson.</p>		<p>Heritage Center/ Museum</p>
 <p>Scouting Heritage</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/ Museum</p>
 <p>Sculpture</p>	<p>Learn about the various tools, equipment and processes used to create a sculpture. Then create your own project out of clay. Projects can be time consuming.</p>		<p>Handicraft</p>
 <p>Search and Rescue</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>Climbing Area/ COPE</p>
 <p>Shotgun Shooting</p>	<p>Thorough safety training. Extensive practice required to meet marksmanship standards.</p> <p>\$ Extra program fee \$</p>		<p>Chip's Cabin/ Shooting Range</p>
 <p>Signs Signals and Codes</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>Climbing Area/ COPE</p>
 <p>Small Boat Sailing</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>Waterfront/ Aquatics</p>

 Soil & Water Conservation	<p>Scouts will learn about natural resources relating to soil and water and how to care for and use these responsibly.</p>		Ranhoff Lodge/ E-Con
 Space Exploration	<p>This is an evening merit badge where scouts learn about past and present space travel. Scouts will learn how to build and launch their own rockets. \$ Extra program fee \$</p>		Ranhoff Lodge/ E-Con
 Sports	<p>Complete requirements (4) and (5) before camp. Bring your records.</p>		Bike Shop/ Athletics & Biking
 Swimming	<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. Eagle required Merit Badge.</p>		Waterfront/ Aquatics
 Sustainability	<p>By appointment. Parts of requirements 2a & 3c must be completed before coming to camp. Eagle Required Merit Badge</p>		Ranhoff Lodge/ E-Con
 Water Sports	<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>		Waterfront/ Aquatics
 Weather	<p>The study of the earth's atmosphere and weather. Pre-Req: 10a or 10b; bring completed requirement to camp to share with counselor and others.</p>		Ranhoff Lodge/ E-Con
 Welding	<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>		Ranger's Station/ Industrial Arts
 Whitewater	<p>Scouts MUST be strong Blue Swimmers and must have completed Kayaking Merit Badge prior to enrolling in this badge. Includes a Thursday off-site trip. Minimum age 13.</p>		Waterfront/ Aquatics

 <p>Wilderness Survival</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>Wood Carving</p>	<p>Time-consuming project involving sharp tools. Pre-Req: Have earned the Totin' Chit.</p> <p style="text-align: center;">\$ Extra program fee \$</p>		<p>Handicraft</p>
<p style="text-align: center;">NEW</p>	<p style="text-align: center;">Test Lab Badges:</p> <p>Won't count towards advancement until approved by Scouting America, will have an emblem.</p>		
 <p>Auctioneering</p>	<p>Scouts will learn about the history of auctioneering and develop public speaking skills. Build confidence by participating in a mock auction.</p>		<p>Heritage Center/ Museum</p>
 <p>Wildland Fire Management</p>	<p>Scouts will learn about the history of wildland fires and harm caused by them. Learn about the importance of prevention and suppression of fires on landscapes.</p>		<p>Perry Welcome Center</p>
 <p>Snorkeling BSA</p>	<p>Introduction to the mask and the fin as well as basic underwater safety. Must be classified as a "Swimmer."</p>		<p>Waterfront/ Aquatics</p>
 <p>Paul Bunyan Woodsman JNW Version</p>	<p>Great program for a patrol. The award recognizes advanced axe Manship and teaching skills. Must have earned the Totin Chip.</p>		<p>Smokey Flats/ Outdoor Adventure</p>
 <p>Aquatics Supervisor: Swimming and Water Rescue</p>	<p>National Program that provides Standard <u>Skill</u> Training for Supervision of Unit Swimming Activities. This training meets every day plus requires additional time to read course materials. Must be 16 years or older prior to the training, must be a strong blue swimmer.</p>		<p>Waterfront/ Aquatics</p>

 <p>Aquatics Supervisor: Paddle Craft Safety</p>	<p>National Program that provides Standard <u>Skill Training</u> for Supervision of Unit Boating Activities. Separate classes for canoeing and kayaking. This training meets every day, plus requires additional time to read course materials. Must be 16 years or older prior to training, must be a blue swimmer.</p>		<p>Waterfront/ Aquatics</p>
 <p>Mile Swim</p>	<p>Participants must swim laps every day to train. Mile Swim will take place on Thursday. Must be classified as a “Swimmer.” All swimmers must have a “spotter” in a boat as their buddy.</p>		<p>Waterfront/ Aquatics</p>
 <p>Paddleboard BSA</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>Waterfront/ Aquatics</p>
 <p>IRONSCOUT JNW</p>	<p>One Mile Swim, 1.5 Mile Canoe and Two Mile run. Participants must swim laps every day to train. Spending some time in a canoe prior to the event is also recommended. All swimmers must have a “spotter” in a boat as their buddy. Includes BSA’s Mile Swim award. The event will be run on Thursday. Are you an IRON-SCOUT?</p>		<p>Waterfront/ Aquatics</p>
 <p>ATV PowerSports</p>	<p>Age 14+, For Program requirements visit: http://www.gotowebster.org/atv-powersports.html</p> <p>\$ Extra program fee \$</p>		<p>Ranger’s Station</p>
 <p>Personal Watercraft (PWC)</p>	<p>Age 16+, For Program requirements visit: https://www.gotowebster.org/personal-watercraft-pwc.html</p> <p>Must have a State or Coast Guard Boating Safety License/Certificate</p> <p>\$ Extra program fee \$</p>		<p>Wilderness Waterfront</p>